

**WORLD AT WAR  
QUICK REFERENCE SHEET**

Sample file

**BATTLEFIELD  
EVOLUTION**

WORLD AT WAR

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This book requires the use of Battlefield Evolution: World at War, available from Mongoose Publishing.



## GAMETURN

- Player A performs 2 actions with all his units
- Player B performs 2 actions with all his units

Each unit has 2 actions which can be done in any combination. A unit must complete both of its actions before you can start making actions with another unit.

## ACTIONS TYPES:

- Move
- Shoot
- Charge
- Ready

## MOVE ACTIONS

Clear Terrain	No modification to move value
Difficult Terrain	Only half move value
Impassable Terrain	No move at all

**Terrain Size:** Every piece of terrain has a Size score which is equal to the terrain's height. Models of greater Size than the terrain may ignore it, counting it as clear.

## SHOOT ACTIONS

Check the line of Sight (LOS) to the centre of the intended Fire Zone (FZ).

Clear	No modification
Obscured	+1 bonus to target's Kill score
Blocked	No LOS possible

For LOS a firing model ignores Cover within a number of inches equal to its Size score and the target model's Size score.

- FZ is always centred on an enemy model and has a 3" radius (6" if Auto trait)
  - Roll Damage Dice (DD) for all models in the attacking unit
  - Discard all DD that roll a natural '1'

- All other DD are allocated; the highest DD is allocated to the closest model within the Fire Zone and so on

Compare allocated DD results with target and kill value of the enemy model:

DD Result	Armour Save	Result
Less than the model's Target value	Missed, no save needed.	-
Equal to or more than the model's Target value	Allowed	If the armour save is successful there is no effect. If the armour roll is failed then 1 hit caused
Equal to or more than the model's Kill value.	Not Allowed	If the model only has 1 hit remove it as a casualty. If the model has multiple hits then 2 hits are caused.

**Cover Bonuses:** A model cannot benefit from Cover if it's Size score is greater than the terrain size it is within. However, it can still be obscured.

Type of Cover	Bonus
Light	+1 Kill Score
Medium	+1 Armour Save, +1 Kill Score
Heavy	+2 Armour Save, +2 Kill Score

**Retreat:** The enemy unit has to move 1 inch directly away from the source of damage for each model it has removed.

- A unit in Cover may Retreat
- Multiple hit models never retreat

**Splitting Fire Zones:** A unit may declare extra FZs. Two DD of your choice must be discarded for each extra Fire Zone created; the remaining DD must be divided between the two FZs.

## Artillery Weapons:

- No LOS necessary; firing unit spend a Ready action and selects an Impact Point (IP) anywhere between half the weapon's range and its maximum range.
- The opposing player may move the IP one D10" in any direction.
- The attacking player moves the IP one D10" directly back towards its original position.
- Damage Dice are rolled against every model within the weapon's Lethal Zone. No effected model benefits from Cover or be Obscured.
- Models with the Lumbering trait suffer an additional -1 penalty to its Armour Save when hit by Artillery attacks.

## CHARGE ACTIONS

Move your models up to their Move score towards an enemy unit. Models must still end the Charge within command range. All movement modifiers apply. If a model gets within Lethal Range of any enemy models you immediately fight in close combat. Roll Close Combat Dice as shooting.

**Push Back:** After CC move the model with the smallest Size score directly away until it is out of the enemy Lethal Range. If both models have the same Size score, move the model that was attacked 2" directly away.

**Cover in CC:** Cover does not grant bonuses to Kill and Armour scores. A unit in Cover reacting to a Charge action may make the Reaction after the enemy moved but before any CC dice rolled.

## REACTIONS

Whenever an enemy unit completes an action within 10" of one of your units, that unit may react with a free Shoot or Move action. You may move in any direction but any shooting must be aimed at the unit that triggered the Reaction.

A unit may only make one Reaction each turn.



**AA:** Only weapons with this trait are capable of affecting Air Units moving at Loiter speed or faster; all others are too limited in their ability to target such rapid enemies.

In addition, a unit armed with a weapon which benefits from the AA trait may always react to air units, the slow and / or lumbering trait is ignored when reacting to air units. The unit may still only make one Reaction in every turn.

**AA-Only:** This weapon may only be used against Air Units that are flying. It may not be used against other units or Air Units that are grounded.

In addition, a unit armed with a weapon which benefits from the AA-Only trait may always react to air units, the slow and / or lumbering trait is ignored when reacting to air units. The unit may still only make one Reaction in every turn.

**Accurate:** Accurate weapons may re-roll any Damage Dice that fail to hit their targets. The Accurate trait is ignored if the weapon is fired as Artillery.

**Artillery:** The weapon may be fired as Artillery. The initial impact point has to be within line of sight of at least one friendly model when the Artillery weapon is fired.

**Auto:** An Auto weapon creates a 6" radius Fire Zone, rather than a 3" one.

**Co-Axial:** The co-axial MG must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial MG, you may add +1 to all Damage Dice of the main gun.

**Concentrate Fire:** If a ready action is taken before the unit shoots, weapons with the Concentrate Fire trait may re-roll any or all Damage Dice that fail to hit their targets.

**Double Suppression:** Every Damage Dice the weapon with the trait rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**Flame:** Flame weapons ignore any Cover the target may be in and no Dodge save is possible against their effects.

**Hits/X:** Each time a model with multiple Hits fails its saving throw, it loses one Hit. If the model suffers a Kill result it loses two Hits instead of one. If a model is reduced to just 1, it will become Crippled, and may only take one action every turn, and may never make a Reaction. In addition, models with the Hits trait are never pushed back in close combat.

**Immovable:** This model may never take a Move action. With a Ready action, it may turn in place to a new facing. If other models in the unit do not have the Immovable trait, they may freely move away from this model at any time, leaving it out of command.

**Lethal Zone/X:** This weapon has a large blast effect, affecting multiple models with each shot.

**Lumbering:** This model is large or slow. It may never make a Reaction.

**Multifire/X:** Sporting multiple weapon systems, this model can lay down a hail of fire. The Multifire trait shows how many weapons the model can use in a single Shoot action. Any weapons carried may be used. If a model has the Multifire/All trait, it may fire all of its weapon systems in a single Shoot action.

**Multihit:** Multihit weapons that equal or exceed the Target characteristic of a model score two Hits instead of one. Multihit weapons that equal or exceed the Kill characteristic of a model score four Hits instead of two.

**One-Shot:** A One-Shot weapon may only be used in one Shoot action during the entire battle. Once used, it is gone!

**Parry/X:** A model with the Parry trait or carrying a weapon with the Parry trait can force a single enemy model attacking it to re-roll one of its Close Combat dice during an enemy Charge action. A model may only Parry something up to twice its own Size (that is, a Size 1 model can Parry a Size 2 model but not a Size 6 model). Parry/2 or Parry/3 weapons allow the model to parry two or three Close Combat dice respectively against any opposing models attacking it.

**Piercing/X:** The Armour save roll of models struck by the model's Damage Dice is reduced by the Piercing value. For example an Armour save of 6+ will be impossible to make if struck by a Piercing/1 weapon. If the Trait is possessed by a model, it will affect only its Close Combat attacks. If it is possessed by a weapon, it will affect only the Damage Dice rolled for that weapon.

**Prone:** Some weapons, such as many transportable machine guns, can be set up with a bipod or tripod, and so become far more effective in laying down suppressive fire. If a Ready action is taken to go prone and set up a weapon with this trait, it immediately gains the AF Fire trait. However, the number of Damage Dice the weapon has is doubled in subsequent Shoot actions. These extra Damage Dice will remain until the model moves (the rest of its unit is free to take Move and Charge actions, without negating the model's extra Damage Dice). Another Ready action can be taken later on to go prone and set up the weapon again. Models of Size 2 or greater may gain the benefit of Prone weapons without taking a Ready action, so long as they do not take a Move or Charge action in the same turn as they shoot.

**Ready:** A Ready weapon can only be fired by a unit whose preceding action was a Ready action (see Page 24 of the Battlefield Evolution: World at War rulebook).

**Recon:** A Command Asset calling in Supporting Artillery does not need Line of Sight to the targeted enemy unit, as long as a friendly unit with the Recon trait has Line of Sight to the enemy unit.

In addition – Any army with at least two units with the Recon trait may re-roll its dice for

set up and / or deployment

**Retaliate:** The Retaliate trait represents volatile ammunition, explosions, crashes and other devastating effects accompanying the models' demise. If a model has the Retaliate trait it and is removed from play due to an enemy rolling its Kill score or higher, then it will roll all of its Close Combat dice against every model (friend or foe) within its Lethal Range. When rolling Damage Dice for Retaliation, only the following traits are still applicable; Flame, Multihit and Piercing/X. For weapons use the Damage Dice instead of the Close Combat dice. The Lethal Range of the weapon will be the Lethal Zone of the weapon or the Lethal Range of the model carrying it, whichever is greater.

**Scoped:** If a Ready action is taken before a Sniper shoots with a scoped weapon, you may opt to roll the scoped rifle's Damage Dice against the model in the centre of the Fire Zone, rather than allocate normally to the closest model in the Fire Zone.

**Slow:** Some weapons take time to aim, recharge or require constant reloading. A Slow weapon may only fire once every turn, and may not fire during a Reaction.

**Stabilized:** The usual re-roll of all successful attacks (any Damage Dice that roll equal or above an enemy's Target score) after moving ("Shooting with Vehicles" Page 40 of the Battlefield Evolution: World at War rulebook) does not apply.

**Take Cover:** If an infantry unit with the Take Cover! trait that is within any type of cover (see Page 19 of the Battlefield Evolution: World at War book) takes a Ready action all subsequent failed Armour Save dice of the unit may be re-rolled as long as the unit does not take a Move action and remains in cover.

If only part of the unit is in cover, only models that are within cover benefit from this action. Another Ready action can be taken later on to "Take Cover!" again.

**Tracks/X":** This is a special movement type (see Page 15 of the Battlefield Evolution: World at War rulebook). The model uses the special movement distance indicated and it

can always move up to this distance, even if it moves from, over or into difficult terrain (but not impassable terrain).

The unit uses the special movement distance indicated and it can always move up to this distance on clear terrain. Units that are using a Tracks special movement mode cannot enter terrain that is over size 1, such as forests, rock outcroppings, walls and buildings.

**Unreliable:** Whenever the unit performs more than one movement action or a special movement mode (as described on Page 15 of the Battlefield Evolution: World at War rulebook) during a game turn, roll a D6 at the end of the move action – on a roll of 1 the vehicle becomes temporarily immovable. Turrets still move and weapons may still be used within their Fire Arcs. If the unit takes two consecutive Ready actions the unit may move again.

**Wheels/X":** This is a special movement type (see Page 15 of the Battlefield Evolution: World at War rulebook). While using this special movement mode a wheeled model moves at much greater speed than normal but is in danger of skidding and losing control if damaged. If a wheeled vehicle is damaged during a game turn in which it has used its special movement, it will be moved D6" away from the source of damage.

The unit uses the special movement distance indicated and it can always move up to this distance on clear terrain. Units that are using a Wheels special movement mode cannot enter terrain that is over size 1, such as forests, rock outcroppings, walls and buildings.

**Zimmerit:** Any successful attacks (any Damage Dice that roll equal or above an enemy's Target score) caused by an Infantry assault against a model equipped with (covered by) Zimmerit must be re-rolled. The result of the re-roll stands even if it comes up with a better result (Kill score) as the first roll.

