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Welcome to the United States Vehicle Compendium, the Battlefield Evolution: World at War supplement covering over 40 additional or updated vehicles for your U.S. forces from all theatres and periods of World War II!

The initial Battlefield Evolution: World at War book covers more army lists and vehicles than most other World War II core rulebooks. But even a massive tome like this cannot include everything. While writing the Battlefield Evolution: World at War army lists I already sketched out many additional vehicles, so when Mongoose Publishing finally hammered their Logo License into shape I decided to publish more U.S. vehicle stats.

Since this book is written by the author of the Battlefield Evolution: World at War book, you can be assured that the vehicles in this book are designed by the same principles as the ones in the original Battlefield Evolution: World at War rulebook. The unit stats in this book are consistent with the existing vehicles in the Battlefield Evolution: World at War rulebook.

How to use this book

The vehicles in this book are divided into chapters based around their combat role. They are not separated by Early, Mid and Late War periods. World at War defines these periods as follows.

- Early War: From the outbreak of the war to the end of 1941.
- Mid War: 1942 to the end of 1943.
- Late War: 1944 to the end of World War II.

These arbitrary separations also help to balance the playability of army lists. It is strongly encouraged to only play within the same period.

All these separations are only meant as guidelines, nobody is going to stop you to field a U.S. M26 Pershing vs. an early war German army (as long as your gaming buddies are approving this) – it is your game after all.

The unit descriptions now have a different layout. To help you to play historically more accurate games I have provide an “In Service” date (The year in which the vehicle came into service and thus when it is historical correct to be used) and the “Availability” for all units. I used the usual abbreviations: Common – C, Uncommon – UC and rare – R. The Availability does not affect which vehicles can be taken, it is simply included to give you some more information and a “feel” which vehicle was commonly used or not.

Finally every unit’s description now also notes the “Asset” type to make the selection for your army lists easier.

I have also included new Traits, an AFV force list, guidelines how to include captured equipment in your forces and an extended U.S. armoury to flesh out the vehicles in this book.

May your dice always roll high,
Agis Neugebauer, April 2009

