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1. Introduction

Welcome to the British Walker Compendium I: Cavalier for World at War: Gear Krieg!

This book brings more of the Two-fisted Pulp Superscience walkers of Dream Pod 9's classic Gear Krieg game to the Battlefield Evolution: World at War line of products.

Battlefield Evolution: World at War is a fast-playing game based on real historical units and vehicles. With World at War: Gear Krieg you got more. In this supplement you will find alternate history vehicles and troops to use in your games of Battlefield Evolution: World at War. And with the British Walker Compendium I: Cavalier I get you even more than that - experimental walker designs, prototypes and developments of the Cavalier Walker featured in the World at War: Gear Krieg book.

Since this book is written by the author of Battlefield Evolution: World at War, you can be assured that all units 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

World at War: Gear Krieg is meant as a supplement to the core Battlefield

Evolution: World at War rulebook, the A.D.Publishing Vehicle Compendiums and World at War: Gear Krieg book. With this book, you can add a huge dose of pulp gaming to your WW II gaming experience.

So - what is in the book?

Chapter 2 - New or modified traits - covers all the traits you need to play with the units of this book.

Chapter 3 - Modified Advanced Rules - is included for the sake of completeness and straight from the A.D.Publishing free World at War: Add On supplement available from the Wargames Vault.

Chapters 4 - the core of the book - bring you the unit descriptions, pictures and stats for all the Cavalier British Gear Krieg models that can be build with the help of the DP9 Weapon pack and are currently produced or announced as models by Dream Pod 9.

The units in these chapters 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.

The unit descriptions have a slightly different layout. To help you play games consistent with the Gear Krieg Universe, I provide an "In Service" date (the year in which the vehicle came into service in the Gear Krieg Universe and thus when it is "historically" 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" for 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.

Chapter 5 - Extended Armoury - are all the weapon data of this books units in one neat space.

Chapter 6 - Combined Armoured Fighting Vehicle Forces - is a generic army list that enables you to field an AFV Force in World at War: Gear Krieg.

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

