

New or modified traits

losses because of mechanical breakdowns.

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.

- **Walker/X”:**

This is a special movement type. The unit uses the special movement distance indicated and it can always move up to this distance on clear terrain.

Units that are using the Walker special movement type count as 1 size bigger than their actual size when entering difficult

terrain for the purpose of movement.

Example: A German PzKpf V A “Walküre” (Size 3 while using the Walker movement system) is entering a forest. Normally it could only ignore terrain of Size 2, but since it is using its Walker movement system it can ignore terrain of up to Size 3, counting it as clear (see Page 14 of the Battlefield Evolution: World at War rulebook).

Walkers are also able to perform special close range attacks. All walkers carried customized Anti-Tank Explosives - packs of demolition charges, very short range grenades or mines.

These were usually launched by spring or compressed-gas, though by the time walkers sported arms they could also be manually thrown.

While using the Walker movement system these may be placed on any model of Size 2

or greater with a Charge Action. They will explode at the end of the charging unit's next turn.

- **Wheels/X”:**

This is a special movement type. 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.



Modified Advanced Rules

3. Modified Advanced Rules

All changes or additions to existing advanced rules are written in *Italics*.

• Suppression

If every model in a unit is allocated a Damage Dice in a single Shoot Action, then every Size 1 model will immediately lose its next action, and may only Move as a Reaction. If this happens more than once during a single turn, it will lose a total of two actions, though may still React by moving. A unit may never lose more than two actions from Suppression.



Out of command models may be ignored for the purposes of allocating Damage Dice to work out Suppression – in effect, you need only worry about allocating Damage Dice to models that are still in command in order to suppress them. However, you may choose to Suppress Out of Command models if you wish, though a model may only ever lose a maximum of two actions, even if both Suppressed and Out of Command.

Suppression can only affect Size 1 models – larger models simply shrug off the effects.

For the purpose of Suppression, Damage Dice are allocated even to models in a unit that are not within Line of Sight. These dice are ultimately harmless, but are still allocated for the purposes of Suppression only.

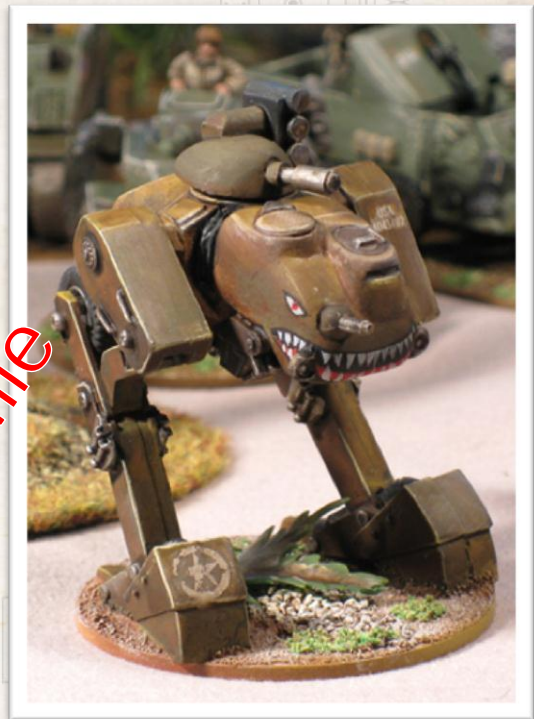
Example: A German Grenadier fire team is well hidden within a ruined building. 3 Germans are within heavy cover, while 2 Germans are behind a wall and out of sight.

A British Rifle Section is shooting at the Germans. Six Lee-Enfield rifles are shooting - the British player rolls 6 Damage Dice and comes up with 1, 3, 3, 4, 5 and 6.

The 6, 5 and 4 are allocated to the Germans in cover. The two 3s are allocated – for the purpose of Suppression only - to the two well hidden Germans behind the wall. The amount of fire is enough to suppress the German fire team.

• Vehicles

Vehicles (units with the Tracks, or Wheels traits) will often have different Target, Save and Kill scores in their army list description for each facing, since many vehicles have weaker armour to the sides and rear that enemies can take advantage of. If a vehicle is attacked, use the appropriate Target, Save and Skill scores, depending on which facing the enemy is within.



Mines use the weakest armour facing on vehicles.

Artillery and bombs use the closest facing to the Impact Point (if the Impact Point is squarely in the centre of the model, use the Aft facing).

Non-stabilised Guns

*Any weapon mounted on a vehicle must re-roll all successful attacks (any Damage Dice that roll equal or above an enemy's Target score) if the vehicle performs a **Shoot Action** after a Move Action in the same turn, or shoots while using a special movement mode (see page 15 of the Battlefield Evolution: World at War rulebook).*

If a unit only consists of vehicles it can never be Out of Command as described on page 10 of the Battlefield Evolution: World at War rulebook. The unit must maintain Unit Coherency as described but otherwise fights normally, even when reduced to less than half the models with which it started the game.

US Combat Walker M12 “General Longstreet”

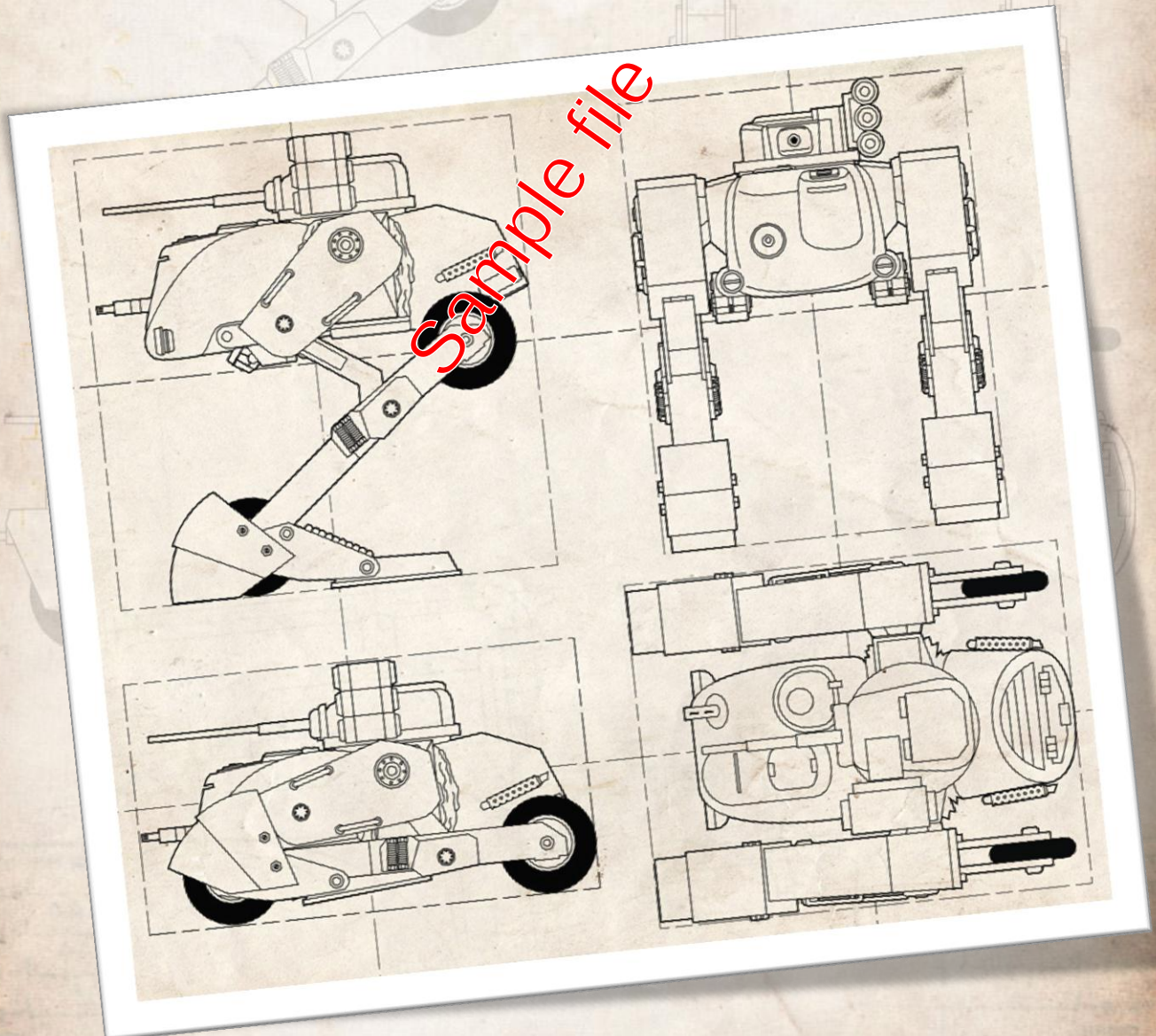
4. US Combat Walker M12 “General Longstreet”

The Allied (particularly the American) forces faced a major problem during the conflict: US walkers had to be transported by ship across vast oceans to land amphibiously on enemy shores. This limited their mass and physical size (the late war Jackson-class walker often couldn't be deployed for lack of proper transport ships). While the German tanks and walkers were bigger and often more powerful, they were relatively slow and ponderous, being used mostly as defensive positions.

In reaction, the Detroit motor works focused their energy on developing walker designs that were highly mobile and had minimal reliability issues (mechanical and fuel supply alike). Unlike the enemy designs, they used a tire-equipped suspension to move rapidly along roads, relying on their legs to cross rough terrain. The Christie derived suspension was a rugged and simple design similar to the M11's.

The armament started light, with only a 37mm cannon, a machinegun and some short-range demolition charges. The Americans' reliance on mass production slowed technical innovations, and the Army's doctrinal thinking, which often considered tanks and walkers alike as primarily infantry support weapons, further compounded the problem. Like its tank brethren, the M12 was not up-gunned until later in the war (though when it was, some versions sported an awesome amount of firepower).

With about 12,000 produced in dozens of variants, the Longstreet was the most widely produced walker of the war. In addition to the Lend-Lease models, Longstreets were sold to a number of allied states including Canada (which called theirs Lumberjacks) and even the Free France forces (which received a dozen in late 1944).



US Combat Walker M12 “General Longstreet” Support Assets

5. US Combat Walker M12 “General Longstreet” Support Assets

M12A1 General Longstreet Combat Walker – 110 points

In Service: 1941 **Availability:** C **Asset:** Support

The M12A1 was the first production model and was long considered to be the best US combat walker. Though vastly under-gunned, it was a very mobile unit.



Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
M12A1 Longstreet	G/3, W/4	G/6", W/5"	G/3xD10, W/4xD6+1	Front	8+	5+	9+	Hits/2, Lumbering, Multiple Movement System, Wheels/12", Walker/10"
				Sides	7+	5+	8+	
				Rear	7+	5+	8+	

Unit: M12A1 Longstreet (unit leader) with one M8B cannon, one hull mounted MG (FaF) and Improved Anti-Tank Explosives

Overheating Engine: While using the Walker movement system the Unreliable trait is gained.

Weapon	Range	Damage	Traits
Artillery Rockets (Heavy)	40"	D10+2	Lethal Zone/3", Slow
Improved Anti-Tank Explosives	Placed	2xD10+2	Lethal Zone/2", One-Shot, Piercing/3
M8B Cannon	24"	D6+2	Lethal Zone/2", Piercing/1, Slow
MG	24"	3xD6	Auto, Double Suppression
Pintle MG	24"	3xD6	Auto, Double Suppression

Options:



- A Pintle MG (FaF) may be added for +15 points.
- **M12A1E1:** The M12A1 may be upgraded to the rare 1942 M12A1E1. The A1E1 variant was inspired by the 'Calliope' rack added to some Sherman tanks and featured mounting brackets for heavy Artillery Rockets on the turret. This costs +30 points and adds turret mounted Artillery Rockets (Heavy).
- Up to 3 extra M12 Longstreet of the Support Asset and of any version may be added to the unit for the appropriate points keeping in mind the "In Service" date (M12A1 +110 points each, M12A1E1 +140 points each, M12A2 +100 points each).