

BATTLEFIELD EVOLUTION WORLD AT WAR

PLAYER'S GUIDE

This document contains an FAQ and official changes to the Battlefield Evolution: World at War miniatures game. It will be regularly updated with comments and questions raised on our forums.

How do Lethal Zone weapons work?

As with other weapons, their Damage Dice are allocated as normal. However, they will also roll additional Damage Dice against every model within the Lethal Zone distance indicated in the trait.

So, for example, a British 6 pdr Anti-Tank Gun (Lethal Zone/1") will roll its D10+2 Damage Dice against a target within the Fire Zone as normal. However, you will also immediately roll additional Damage Dice against any other models within 1" of the first target.

Shouldn't the SdKfz 251/7 Pionier Halftrack have rules for its bridging equipment?

Given the time scale of the turns in Battlefield Evolution, no – it would simply take too long to use the equipment effectively. You could potentially look at using it in a special scenario where the crew have had time to set it up, but it is beyond the scope of the normal rules.

Do Suppression Dice still work if you do not roll a model's Target score?

Yes. If every model in a unit is allocated a Damage Dice (even a Damage Dice that does not score a hit) in a single Shoot action, then the unit will immediately lose its next action, and may only Move as a Reaction.

For example, a British Rifle Section is shooting at a German Grenadier fire team that is caught in the open. Six Lee-Enfield rifles are shooting - the British player rolls 6 Damage Dice and comes up with 1, 3, 4, 4, 5 and 6.

The 1 is discarded, as detailed on page 18 of the rulebook. All other Damage Dice are allocated, even though the 3 is not sufficient to hurt the Grenadiers – it may still work to keep his head down!

The Grenadiers are Suppressed and loses their next action. In addition, one Grenadier is removed (the 6 reached his Kill score) and three Grenadiers have to roll equal or greater than their Save in order to survive (the two 4's and one 5 being sufficient to reach their Target score). The 3 is ultimately harmless, but is still allocated for the purposes of Suppression only.

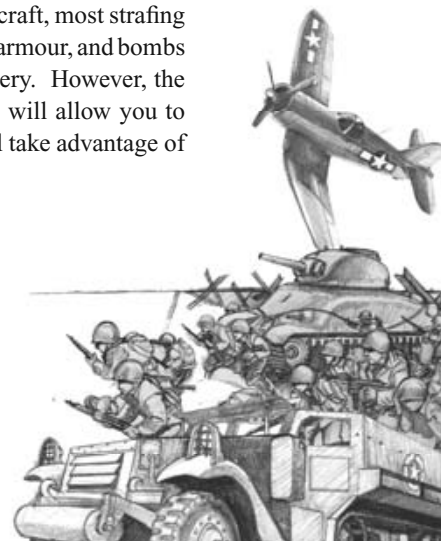
What facing do I use for armour for vehicles that have been hit by mines, bombs or artillery?

For mines use the Aft armour facing, as these weapons were deliberately designed to exploit the weakest portion of a vehicle's defences.

For 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). While artillery strikes could, in theory, hit a vehicle on its weaker top armour, normally only a (very) rare direct hit would have any significant effect.

Should artillery and Air Units benefit from the Elevated Firing Positions rule?

No. For artillery, see above! For aircraft, most strafing runs will rarely strike a vehicle's top armour, and bombs suffer from the same issues as artillery. However, the forthcoming Air Power supplement will allow you to make dive-bombing attacks that will take advantage of a vehicle's weaker points.





Player's Guide

Official Updates

The following are official changes to the Battlefield Evolution: World at War rules, and will be included in all reprints of the rulebook.

Air Power

We have been working hard on the new Air Power supplement for World at War, which will introduce many new aircraft into the game, complete with configurable payloads. In addition, it introduces several new rules to the game, some of which we have decided to make official now.

Flight Speeds

To better reflect the motion of aircraft over a small battlefield, we have effectively 'speeded up' the Air Units in the game. Because of this, a new Flight Speed Table is required.

Flight Speed	Min. Move per Move Action	Max. Move per Move Action	Max. Turn Angle	Dodge Save	Crash Distance
Loiter	12"	24"	90°	6+	D10"
Cruise	24"	48"	45°	5+	2D10"
Burn	48"	72"	45°	4+	3D10"

You will note that instead of temporarily increasing an Air Unit's Target score, faster flight speeds now increase its Dodge Save. An Air Unit will always use the best Dodge Save available to it – either its own, or that granted by its flight speed.

Bombs

When dropping more than one bomb in a single Shoot (Bomb) action, you may create separate Impact Points for every bomb dropped. However, all Impact Points must be nominated before you start rolling to see how they drift.

Shooting at Large Models

If models of different Sizes are present within a Fire Zone, you may always opt to allocate the first (highest scoring) Damage Dice against the model with the Largest Size. After that, Damage Dice are allocated normally, regardless of differing Sizes.



M1919A6 HMG

The HMG teams of the US Infantry, Armoured Infantry and Paratroopers should all replace their M2 .50 MG with the M1919A6.

Weapon	Range	Damage	Traits
M1919A6	30"	2xD6+1	Auto, Prone

Fallschirmjaeger and US Paratroopers Anti-Tank Explosives

Use the following characteristics.

Weapon	Range	Damage	Traits
Anti-Tank Explosives	Placed	D10	Lethal Zone/2", One-Shot, Piercing/2

SdKfz 251/7 Pionier Halftrack – 80 points

Designed specifically for the Pioneers, this halftrack comes complete with its own bridging equipment.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
SdKfz 251/7	2	5"	2xD10	Front	7+	5+	9+	Hits/2, Lumbering, Tracks/11"
				Sides	6+	6+	8+	
				Rear	6+	6+	7+	

Unit: 1 SdKfz 251/7 with a Pintle MG (FaF).

Transport: The SdKfz can carry up to 10 Size points of models (each maximum Size 1).

Options: A Pintle MG (FaA) may be added for +25 points.

PzKmpf IV Ausf. H Tank – 200 points

Upgraded throughout the war, the Panzer IV was used until the very end of the war, in almost every theatre.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Panzer IV H	4	4"	4xD10	Front	8+	4+	12+	Hits/2, Lumbering, Multifire/2, Tracks/8"
				Sides	8+	5+	11+	
				Rear	7+	5+	10+	

Unit: Panzerkampfwagen IV H with a 7.5cm L48 anti-tank gun, and two MGs.

Co-Axial MG: To improve target acquisition, MGs on vehicles were often mounted co-axial to the main gun. One MG has a co-axial mount. 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.

Options: Side skirts (Schürzen) may be added for +20 pts. Any failed Armour Saves from attacks on the Side facings may be re-rolled.

