

Battlefield Evolution

World at War – Playsheet

Game turn:

- 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 may be:

- Move
- Shoot
- Charge
- Ready

Move Action

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 Action

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

Clear	no modification
Obscured	+1 bonus to targets 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 a 3" radius (6" if Auto trait)
- Roll Damage Dice (DD) for all models of 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 result with target and kill value of the enemy model:

If DD	Armour roll	Loose hits
< Target value of enemy model	Not necessary, missed shot	No effect
≥ Target value of enemy model	Yes	No effect if armour roll successful 1 hit if armour roll failed
≥ Kill value of enemy model	No	Remove model as casualty if enemy is single hit model (aka Infantry) 2 hits if enemy is multiple hit model (aka Vehicle)

Retreat

The enemy unit has to move 1 inch s directly as possible away from the source of damage for each model it has removed.

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

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

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.

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 Action

Move your models up to their Move score towards an enemy unit. Models must still end the Charge action within 6" command range and all movement modifiers by terrain apply.

If a model gets within Lethal Range (area measured from the model's centre to a distance equal to its Size score in inches) 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 or shoots at 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 in every turn.