

RULE UPDATES



THE BATTLEFIELD HAS JUST EVOLVED

THIS DOCUMENT CONTAINS OPTIONAL RULES FOR THE BATTLEFIELD:EVOLUTION TABLETOP GAME

INFANTRY - READY ACTIONS

The infantry units may use their ready actions for those new effects:

Take aim: infantry unit that took the Ready action may re-roll any shooting dice in the following Fire action. Note: this effect may be used by squad members that do not use the Ready action for other effects.

VEHICLES - BUTTON UP

Vehicles are immune to suppression. They are, however subject to "Button Up" rule:

If the vehicle is allocated more Damage Dice than its Size score, the crew buttons up. The vehicle will stay buttoned up until the end of its next turn.

VEHICLES - WEAPON MOUNTS

Each weapon mount on a vehicle is assigned a mount type. The mount type determines when and how the weapon may be used.

Types of weapon mounts:

- (T): weapon mounted in a turret. May be fired when the vehicle is buttoned up.

- (E): weapon with exposed firing position. May not be fired when the vehicle is buttoned up. One exposed weapon may be fired with any other weapon in the same Shoot action.

- (C): coaxially mounted weapon. One coaxial weapon may be fired with any other weapon in the same Shoot action. If fired with any (T) weapon, it has to use the same Fire Zone.

- (R): Weapon mounted in a remote weapon station. May be fired when the vehicle is buttoned up. One remotely controlled weapon may be fired with any other weapon in the same Shoot action.

- (FF): Weapon mounted in fixed-forward mount. May fire only against targets in the front arc of the vehicle. May be fired when the vehicle is buttoned up.

- (AA): Weapon mounted in anti-aircraft mount. This weapon may be used as an AA weapon.

Note: only one additional weapon may be fired, unless the vehicle special rules say otherwise.