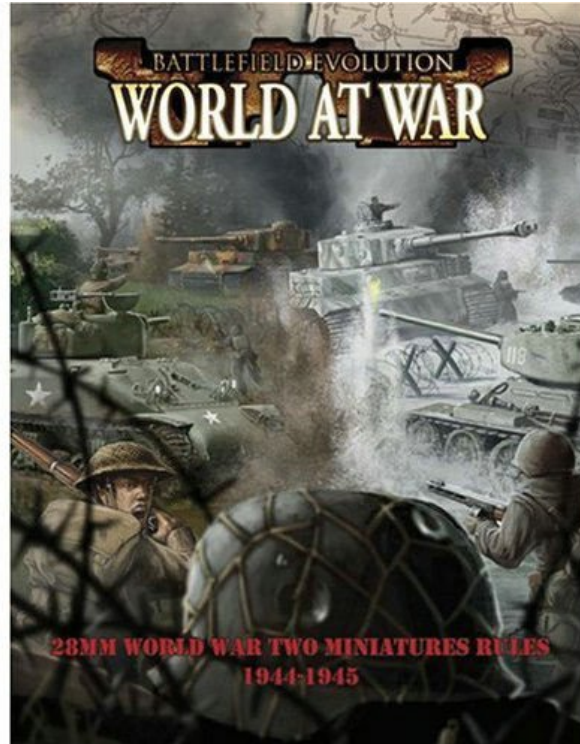


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Battlefield Evolution: World at War

Agis Neugebauer

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Agis Neugebauer : Battlefield Evolution: World at War before purchasing it in order to gage whether or not it would be worth my time, and all praised Battlefield Evolution: World at War:

0 of 1 people found the following review helpful. SatisfiedBy ErwinBeing that I personally hate reading off of computer screens, I had to buy the hard copy of this ruleset. The problem being that the hard copy isn't very common anymore. I was happy to find tis cheap second hand copy. The only real problem with it is the smell. The pages smell as if rotting, and I get headaches while reading it. However, I left it outside on a clear day for a few hours and most of the smell went away.

Using the latest generation of the fast-playing Battlefield Evolution rules, this is the action-packed rulebook that brings World War II to your tabletop. Battlefield Evolution: World at War is a portal into World War II, providing everything you need to stage small firefights in far flung villages, or massive confrontations involving massed infantry, armour and air units, as the struggle for territory reaches a fever pitch. The main rulebook covers Late War armies in the European theatre, with future expansions introducing new campaigns and different armies. In this mighty tome, you will find army lists for; British Army Infantry British Army Paratroopers British Army Commandos German Wehrmacht Grenadiers and Panzergrenadiers German Waffen-SS German Fallschirmjger Soviet Infantry and Motor Rifles Soviet Tank Desant United States Infantry and Armoured Infantry United States Paratroopers Battlefield Evolution: World at War is designed for 20-28mm miniatures, and 1/72 scale models. The rulebook includes complete

army lists, advanced rules, scenarios and a unique Engagements system allowing you to create your own missions. This game is fully compatible with the rest of the Battlefield Evolution line, and hobbyists and publishers alike will have a chance to produce their own material for the game, through the introduction of an Open Content licence.