

THE EVOLVED

Who's side are you on?

THE EVOLVED RULESET

General Rules

What You Need

In addition to a basic rulebook and your army of The Evolved models, you will also need a few basic items to play:

- A table or flat surface to conduct your epic battles for humanity (usually a 4X4)
- A standard tape measure or ruler
- A handful of ten-sided dice. Ten should suffice
- A handful of tokens to indicate overdrive points, orders, etc.

GAME PLAY

Kommandant Aleksander Kuznetsova browsed the data supplied by his holographic lens. The “Kolybel’naya” Gatling guns had not been enough to destroy the enemy armored mech. A flow of emotion flooded from his memory circuits: frustration, anger, and a bit of excitement. What a sweet elixir! Despite the protocol A22 recommendations, he ordered his rocket pods to generate ammunition. “To hell with protocols, he thought with satisfaction. The rules of war were meant to be broken anyway!”

A game of “The Evolved” always begins with the choice of a mission. Once this is done, the players are given a certain number of Tactical Points (TP) to build a company that they will send into battle. To determine who begins, each player rolls a D10 and adds the Command value of his company’s Commander to the result. This die roll is called the Command test. It must be done at the beginning of each game round. The player who gets the highest result chooses who activates the first unit. If it is a tie, re-roll until one of the two players wins. The players then make their units act in turn, one by one. When all the units have been activated a new round begins.

Example: When two players play against each other, the first designates one of his units. He resolves all its actions (movement, shooting, combat, etc.). His opponent then does the same, and then it's the first player's turn to choose another unit. Turns are taken until all the units have been activated. In some missions no Command test is required for the first round. The description of the mission then indicates which side automatically wins the test. A game lasts a designated number of game rounds. This number can be defined by the mission or by the players themselves.

A game round is divided into three phases. Each phase will be detailed in separate chapters hereafter.

1 – “Strategic phase” The players determine who goes first by rolling a dice.

2 – “Activation phase” The players activate their units in turn. The soldiers move on the battlefield, shoot at their enemies and engage them in close combat.

3 – “Control phase” The players check the objectives that are to be achieved. Holding strategic points allows the player gain victory point

MEASURING A DISTANCE

“Load the Anti-Tank shell, distance 120 meters, FIRE!” (...) “Hum... Nice try, a bit short though. If you ever live through this, your little friends out there will want to thank you for sending that one up their rear end.” – Two United States Militia “Battle to take back India” Campaign

- Distances (inches) are measured with a ruler. Any ruler will do the trick! Most tape measures have been designed for miniatures games and that makes measuring ranges much easier. Distances must be measured from the front edge of a model's base. It can be the front edge of a model's base or the edge of a terrain feature. For a unit consisting of several models, measurements are taken from the front edge of that model's base. Unit to unit measurements are done from base to base.

Important! *You can measure a distance before declaring an action. This action is called “Pre-measuring”*

MOVING MODELS

“My word, that's Sergeant Weir! Listen and learn, boys, listen and learn!” – Private A. Blakemore

The maximum distance that can be covered by a model depends on the soldiers and their base movement stat. Movement can be performed in any direction. Models and terrain features constitute as obstacles that need to be walked around.

Even an armored mech cannot always walk through concrete walls. Throughout a soldier's movement, his base must be able to pass between all obstacles. Soldiers do not hinder the movement of other friendly soldiers on their side, as opposed to enemy infantry who cannot be moved through. Getting around obstacles is very easy: let the tape measure wind around the obstacles as you measure your soldier's movements.

Strategic Phase

"We have established visual contact with the Red Hammer Company! I repeat: Aleksander's Red Hammer is here!"

"What is their position, Sierra Tango?"
"Sector Echo, they are attacking the Evolved. Two of their infantry units have deployed in between the drop zone and us!"
"Unit Sierra Tango, barrage fire on the Evolved. Sierra Delta, over-watch on the reds. Unit Sierra Bravo, full throttle till you reach Echo. Cut those party poopers' retreat. I want the whole lot crushed!"

During the strategic phase, the players plan their actions for the upcoming round. This phase is split into two steps:

1. Calculating Overdrive points
2. Resolving Status Effects
3. Resolving all other effects that happen during the Strategic Phase

Calculating Overdrive Points

"Victory is half inside the Commander's head. The rest is a subtle mix of maneuvering, morale and fire power. And I mean a hell of a lot of fire power."

-Sierra Tango Commander S. Smith

Overdrive points (OP) represent the armored vehicles ability to perform specific tasks. They are used during the whole round to acquire tactical advantages and to issue combat drills. The players calculate their OP pool at the beginning of each round. This pool is consisted of the armored vehicles overdrive stat. The points that are not used are lost at the end of the round. The players represent their OP pool with a heap of markers or by using dice. OP can only be used by the vehicle that generated it. Each mech will have their own pool.

Example: During the tactical phase of the second round, Jon's army has 3 "Panther" Mechs and the OP value of each one is 3. Jon's OP pool for each mech is then 3 OP.

Activation Phase

Sergeant Weir had a look at his men. Their stern faces showed the fear and the excitement which preceded with any battle. They were finally going into action after all those hours spent in the dropship, and then again in the armored personnel carrier. The expectation and the waiting usually made the men soft. Yet curiously, as the gloomy silhouettes of the evolved finally appeared in

*the artificial twilight of the factory, when all the available options were open to the Sierra Charlie's, fear and doubt had been swept away from the privates' hearts. Sergeant Weir held back from yelling at his men: exceptionally, they didn't seem to need it. He took the opportunity to think out his tactics. Covered advance? Should they rush in using the "Panthers" suppression fire? Should he keep the infantry covered behind the armored "Jaguars", or the other way around? They could also wait to be closer to wipe **out** a couple more Evolved? In those moments, the sergeant envied the blissful ignorance and the blind trust of his men.*

Finally, after having carefully weighed the pros and cons, he chose his favorite approach, the one his men expected of him: assault and cover fire. "Advance behind cover and open fire once at the first wall! Let's go you bunch of wusses! Hold your fire until we've reached the wall! The first one to mess it up is getting his butt kicked by my Panther. I'm warning you, the medic's note is only waiting to be signed!"

The cockpit of the Panther closed with a hiss and its generator hummed a little louder as the engine revved up. Just to relax, Weir pulled the triggers on his weapons; wisps of smoke marked the trajectory of the Mini-Gun. Two of the closest Evolved Brutes let loose a thunderous roar and collapsed with a gaping hole to the upper chest.

The activation sequence represents the order in which units will be played during the round. When two players play against each other, the first designates one of his units. He resolves all its actions (movement, shooting, combat, etc.). His opponent then does the same, and then it's the first player's turn to choose another unit. Turns are taken

until all the units have been activated. Models move, shoot/combat in that order.

During the activation phase, the players resolve the actions of their units.

"I don't expect all of you to be present for the evening report. Those of you lucky enough to be there will be either heroes or cowards and traitors."

– Kaptain Troxel, before the battle for Antarctica.

ACTIVATING UNITS

*"Visual contact in three, two, one... Wow!"
"They're really big for little dots. Aren't they?"
"Cadet Whetstone to base, we need reinforcements, I repeat..."*

–cadet Whetstone to Sergeant D Weir.

POSSIBLE ACTIONS

In battle, soldiers move to reach favorable positions. Shots come flying in from everywhere. Some soldiers are so determined; they do not hesitate to risk their lives to trounce the enemy with their own hands. The action chosen for a unit is applied to all the soldiers in it.

Example: *The leader orders his men to perform a run movement. The entire Sierra Bravo unit starts to run and none of the troopers in the unit will be able to shoot, even if they didn't travel the **fun** run distance they were allowed.*

Movement

Normal Movement

The first part of a model's activation is what is movement. A model usually only moves during this part of its activation, although there are times it can be permitted the move through other effects. Determine the distance a model moves by measuring how far the front edge of its base travels. A soldier can move in any direction, no matter his orientation. After his movement, the model can be positioned in any direction. The soldiers are not out on a stroll; they move from one point to the next as directly as possible, going around obstacles when needed.

When a model resolves its normal movement speed, it must use one of the following options:

- Forfeit of its Normal Movement
- Move at normal speed
- Run
- Engage

Forfeit of Normal Movement

Some rules may require a model to forfeit its normal movement or action. Sometimes a model must voluntarily forfeit its normal movement or action. First resolve the effect

for which the movement or action must be forfeited.

A model cannot voluntarily forfeit its movement or action if it was required to forfeit it from another effect. A model cannot choose to forfeit the same action for multiple effects.

Example: A T-50 Kodiak that has been knocked down cannot forfeit its movement to stand up and gain the effects of "Bulwark" which states "This model can forfeit its movement to gain +1AV."

A model's base represents the space occupied by a soldier. If the base cannot pass between two obstacles (terrain features, other models, etc.), the soldier must find a way around them. However, some types of soldiers are subject to special rules:

- A unit can pass "through" other units of soldiers on its side. However, soldiers cannot end their movement with their bases overlapping one another!
- A unit of armored vehicles can pass through units of soldiers, no matter their side. However, members of the units the machine moves through can get run over.
- Run movement: Only free units can perform run maneuvers. The soldiers lower their weapons and start running. It allows them to move further, but they cannot shoot. They can move over a maximum distance of double their movement stat in inches. No Combat drills can be initiated.
- Engagement movement: The Soldiers run across the battlefield to engage the enemy therefore can only

shoot with “Blitz” weapons. They can travel a maximum distance of their movement stat plus 4 inches; if they are not already engaged. If a unit falls short of meeting the enemy, they move their base movement and its activation ends. No Combat drills can be initiated.

Normal Speed

The model moves up to its current speed in inches

This is halved if the unit is engaged

Run

The model moves up to double its current speed in inches. When a model declares a run action; it must forfeit its combat action and its activation immediately ends as soon as it completes its movement.

Some models must meet certain requirements to run:

- An Armored Vehicle must spend an Overdrive point to use its normal movement to run
- A Soldier model must receive a Charge order to use its normal movement to run or forced to run as a game effect. A soldier that receives the Charge order must use its normal movement to run or engage.

Engage

COMBAT DRILLS

During its activation, it is possible to order a unit to perform a combat drill. Each combat drill offers a tactical advantage. A unit can be given only one combat drill at a time. The combat drills issued to a unit remain in effect until its next activation. An infantry unit engaged or grounded loses its combat drills and cannot be given new ones if it is engaged or grounded. All combat drills are reserved only for infantry units. All combat drill markers disappear during the Strategic Phase.

Combat drills are activated at the start of a unit's activation unless otherwise stated.

- Take cover!

A unit that has “Taken cover!” increases the effectiveness of cover by 1. This combat drill is reserved to infantry units. It is called at the end of the unit's activation. Leave a “Take cover!” marker near the unit or, if you don't have any, leave a die on the leader's base to symbolize this combat drill.

- Split fire!

Calling for “Split fire!” allows the special weapon bearers to shoot at a different target than the rest of their unit. This combat drill is reserved to infantry units. This combat drill is called at the beginning of the unit's activation. Leave a “Split fire!” marker near the type of fighters who have not fired yet, if you don't have any, leave a die on the leader's base of it to symbolize this combat drill.

Shooting

“Damn, what are those Evolved monstrosities doing here?” Sergeant Weir was stupefied as he watched four units of Thralls and the Techno-Brute advance on his position. His eight-man unit didn’t stand a chance. Even if an M-38 “LEO” came to their rescue, they would still be fighting one against two, not counting the Evolved Beast. A decision had to be made. There was no shortage of targets. The Evolved thralls were certainly not going to be wiped out by the assault rifle bursts alone, but it might still slow them down. Pick off the primary targets. Eliminate as many of them as possible. Call in an M-38 “LEO” A couple of well-placed grenades would blow away a whole lot of those damn Evolved. Sergeant Weir switched to the broad channel and started barking his orders.

UNITS

“Making Contaaact!” – Heard on the Coms of the Russian Military force “Red Hammer”.

A unit is a group of one or more soldiers sharing the same designation. Once battle is engaged, it is impossible to separate soldiers of the same unit. A unit of several soldiers usually includes a leader. This soldier has the same characteristics as the other members of the unit but the model is different. He is used as a reference point when measuring distances. When a leader is eliminated he must be replaced by another fighter in his unit. Pick the closest standard soldier to the previous leader and replace its miniature with the leaders. A unit must always stay grouped together. To make this

possible, two conditions must be respected after the unit has been placed

- All the members of the unit must remain within inspiration range of the leader
- Each member of the unit must stand no more than 2 inches away from another (known as Cohesion)
- Armored vehicles are piloted machines either by humans or machines
- Infantry includes all the soldiers capable of moving by their own means. Some soldiers are given specific roles (Aces, officers, medics, special weapon carrier or heavy weapon carrier, etc.). They are called special soldiers, as opposed to standard soldiers. Infantry soldiers and support units make up the infantry. Therefore, all the rules concerning infantry apply to them.
- Soldiers constitute most of the troops fighting on the battlefield.
- Support units are mostly composed of two kinds of models: Gunners and the support weapons they use (flame throwers, machine guns, mortars, etc.)

Special Soldier

The term “special soldier” designates...

- Support weapons and gunners: Support weapons are powerful but very cumbersome. These are miniatures of their own with their own base. Gunners are the fighters who operate support weapons. In game terms, support weapons and gunners are separate soldiers.

- **Officers:** Officers are fighters who are experts at leading and motivating other soldiers. They have the same characteristics as the troops in their unit, but they have additional leadership characteristics and sometimes orders “Abilities”. When a unit includes an officer, he also becomes its leader. When he is eliminated, a standard fighter replaces him as leader, but not as officer.

- **Aces:** Every army has its heroic figures, famous characters that inspire courage in their troops and sow fear in the heart of the enemy. They are usually strategic geniuses or exceptional fighters, sometimes both! An ace is identified by a proper name on their reference card. When he is a pilot, he comes with two profiles: on foot and aboard his armored fighting vehicle.

- **Special weapon carriers:** special weapon carriers are equipped with a special weapon (flame thrower, machine gun, mortar, etc.). They have access to colossal fire power for soldiers and are generally the opponent’s favorite target.

- **Specialists:** As you would have guessed from their name, specialists are those soldiers with a certain expert knowledge. In game, they generate specific effects (medics save lives, mechanics repair armored fighting vehicles, etc.).

Important! *All soldiers who are not special soldiers are standard soldiers.*

LINE OF SIGHT

“This, you see is a built-in radar. The line going around in circles is the machine’s

sensors scanning the area for hostiles.”
“And those little red dots moving in on us, there?” *“Do you know what that means?”*
... “That means we’ve got a big problem. Fasten your seat belt rookie; this ride is about to get a lot rougher.”

– *Sergeant D. Weir and a cadet.*

The soldiers, support units and vehicles can see in all directions, no matter the orientation of the models representing them. Obstacles can prevent a unit from seeing certain opponents. When two-dimensional terrain is used (a gaming mat for instance), line of sight is determined by tracing imaginary lines connecting the front edge of the model’s base to those of the targeted model.

- If at least one line can be traced without encountering any obstacle, the target is then visible.
- If a line is drawn over an obstacle, refer to the size chart for terrain
- When a three-dimensional terrain piece is used (a container, a low wall, etc.), imitate the point of view of the acting soldier by placing yourself at the model’s level to determine if he can or cannot see their target. If they can see it, even partially, they have line of sight; the action is resolved as if the target was visible. If 50% of a model is blocked by an obstacle is considered to have cover.

Important! *Soldiers are an exception to this rule: they never block line of sight. If the case is debatable, refer to the size indicated on the reference card. A model whose size is less than*

or equal to the obstacles is completely hidden behind it; if its size is higher by at least one point, it is visible.

During his activation, a soldier can fire its weapons once. Only unengaged units can fire

*A model is engaged if an enemy is in its “CC” type weapons melee range.

RESOLVING SHOTS FIRED

“I want those damn toasters dead!”

– Shouted by Kapitan Troxel during the Battle for Antarctica campaign

The player chooses the type of weapon used to resolve the shot. All the soldiers in the unit equipped with the chosen weapon resolve their shots simultaneously according to the following steps:

1. Picking a target;
2. Determining the line of sight;
3. Shooting test;
4. Damage and removing the losses.

Once this volley of shots has been resolved, the player chooses another type of ranged weapon in the unit and proceeds in the same way until all the weapons in the unit have been fired.

Example: *A unit of three Iron Raptors, each equipped with two light LMGs, opens fire. They have declared the “Split Fire!” Combat Drill. The player decides that all*

three of them will shoot with one of their LMGs. He will resolve another volley with their second LMG different targets can be chosen for different volley.

Example: *An M-37 “Panther” can shoot its twin Mini-gun at an infantry unit and its (LRM) missiles at the Medved Mech*

1. PICKING A TARGET

Attacks cannot be made against models engaged in combat. Who would shoot their friends in the back? ...Hmm?

The range of the shot is determined from the closest model of the unit being targeted. Armored vehicles are particularly large targets. When a unit fires at an armored vehicle, it is possible to target a single armored vehicle engaged in combat. Armored vehicles are never considered to ever be engaged.

2. DETERMINING LINE OF SIGHT

To determine the line of sight, the player traces an imaginary line connecting the bases of the shooting model to those of the targeted unit. Soldiers belonging to the shooting unit or to the targeted unit do not count. A unit cannot shoot its own members! Once the line of sight has been defined, you can begin combat tests. The definition of the line of sight is important, because if there are any soldiers inside it, impacts will be attributed to them first.

3. Shooting Test

Who can shoot?

Models who don't have line of sight cannot shoot.

Accuracy value and difficulty

The value used is equal to the Accuracy (ACC) of the Primary model. The difficulty of the test is equal to the Accuracy the model + the targeted models Evasion (EV) value. The player rolls several dice equal to the Rate of Fire of the weapon used multiplied by the number of fighters who shoot. Misses can be re-rolled only once; this is done by using overdrive points.

Example: *Unit Red Kodiaks, composed of seven Russian Soldiers armed with*

AK-49 Assault rifles and a soldier with a RPK Heavy Rifle attack a unit of Evolved Thralls

The seven AK-49s shoot first.

- *They have a Rate of Fire of 1, so seven dice are rolled.*
- *The Accuracy value of the Kodiaks is 4 and the Evolved Thralls EV of 2+. So, the Russian Forces need a value of 6s or more on each of the dice. The range of the Ak-49 is 18". The dice give 1, 1, 2, 2, 3, 5, and 7. Only one impact; how unlucky!*

Who is hit?

When the unit uses a weapon, each successful attack gives an impact. If there are soldiers caught in line of sight, the impacts are distributed one per fighter in line of sight, beginning with the soldier closest to the leader of the shooting unit. However, ...

- Soldiers who are smaller than the members of the shooting unit or the members of the targeted unit are ignored (When it can be argued, refer to the Size indicated on the reference card);
- Locked shot weapons only hit the designated target.

All remaining impacts (if there are any) are attributed to the unit initially targeted.

Cover

Cover refers to terrain features behind which soldiers can seek shelter, but which are not large enough to hide them completely. Cover can save soldiers by blocking impacts. Cover does not provide shelter against impacts caused by fire. When caught in the area of effect of an explosion, a unit has nowhere to hide. To determine if an obstacle is high enough to protect a soldier, all you need to do is bend down and imitate the point of view of the shooter and judge if it is possible to hide behind the terrain feature. If the case is debatable, the obstacle provides cover if the targeted unit was given the order to "Take cover!" When an obstacle does provide cover, the zone of cover is defined by extending the two lines linking the bases of the shooting unit to the base of the obstacle. The zone beyond the obstacle and between these lines is considered the

zone of cover. A soldier whose base is even partially inside the zone of cover is considered behind cover. If at least 50% of the members of a unit are hidden or behind cover, the whole unit is under cover and benefits from cover tests. In any other case, none of the soldiers get Cover tests, even those inside the zone of cover; they don't have enough time to duck. Cover confers a +1 to all evasion rolls vs ranged attacks. Cover is ignored when the leader of the shooting unit is within 1 inch of edge of the cover closest to the targeted unit

RESOLVING DAMAGE

Aboard his mech "Medved" Kommandant Aleksander climbed the hill when he stumbled upon a unit of U.S.A. "Hellcats". "Protocol A22: Close quarter combat. Rocket Pods: Not recommended. Reason: Low attack rate. "Kolybel'nay" Twin Gatling gun: Highly recommended." Kommandant Aleksander issued the order mentally. He immediately felt the requested ammo being loaded. With a single thought, he unleashed a thunderous hurricane that hit the Hellcats at full blast.

4. **Damage and Removing the losses**

- Each impact causes a Damage test
- The losses are removed immediately
- The management of the impacts is different for infantry units and armored vehicles.
- Damage tests are resolved individually for armored vehicles
- If the target is an infantry unit, he then removes the fighters eliminated starting with those closest to the weapon being used of the shooting unit. If two targets are within equal distance, the defending player **chooses the** victim.
- If the target is a unit of armored vehicles, the player splits the impacts as equally as possible among the affected targets, beginning with the armored vehicle closest to the shooting unit. The damage tests are then resolved individually for each armored vehicle.

The leader has designated the Evolved Thrall unit: "I want those Evolved eradicated!"

The first step requires determining the line of sight. All the troopers in unit Sierra Tango have a line of sight on at least one target: so they can all shoot. With the eye to the assault rifle's sights, the troopers have an accuracy value of 3+ for the shooting test.

The Tango leader designates the Evolved leader. There are six troopers equipped with assault rifles. The player rolls six dice and gets six results higher or equal to 6. The Tango player proceeds to the damage tests. The AP value is 4+. The Evolved armor value is 1+. The player rolls 2 dice (the number of impacts) and gets two successes. Two shots rip through the Evolved thralls, ravaging their delicate internal circuits: with only one point being enough to eliminate a soldier.

- Hitting a soldier is not enough to stop him. You also need to get through his protection. Players perform a damage test each time a model is hit by an attack, a projectile or by any other effect that could possibly wound him. To do this you will need to roll an AT value or AP value depending on the opposing model
- The difficulty used corresponds to the model's type: AT for Vehicles and AP used for soldiers + the models Armor Value (AV)
- The AT/AP value is equal to the AT/AP of the weapon used.

Example: *The "Medved" Russian mech inflicts 5 AP hits with its Gatling gun to the "Hellcat" U.S.A. Soldiers. The damage test is done by rolling one die per AP hit. The results obtained are "3, 3, 4, 5, and 6, meaning five successes. The Gatling gun has a Damage value of 1. So, five "Hellcats" soldiers suffer one damage point each. Weapons with more than 1 damage output still only affect 1 model/mech part*

A soldier, gunner or support weapon is eliminated when he or it suffers one damage point. The model is then removed and counted as a loss. Damage inflicted on armored vehicles is different. An armored vehicle is composed of several distinct parts:

- The Core: The general structure of the vehicle
- The Leg Support system: Anything that allows the armored vehicle to move

- The Arm weapons: The number of weapons varies from one armored vehicle to the next. Each weapon is an independent part.
- The Drive System: Overdrive generator of the armored vehicle

Each part is given a certain number of Health Boxes (HB) to represent a vehicles durability. When a damage test against an armored vehicle is successful, the part that is hit must be determined. A die is rolled, and its result is read on the Location Table below.

1-2	Leg Support (legs)
3-4	Right Arm (RA)
5-6	Left Arm (LA)
7-8	Drive System (DS)
9-10	Core (C)

The indicated part loses several HB equal to the Damage value of the weapon used.

Example: *The Russian "Medved" fires its "Kolybel'naya" Gatling gun at Sergeant Weir's M-37 Light Mech. He gets five impacts and succeeds with two Damage tests. Two dice are then rolled to determine where the damage is located. The first shows "2" and "6" the second. The "Kolybel'naya" has a Damage value of 1 so the mech loses 1 HB in the leg support and 1 HB in the core.*

When the location indicates a part of the machine that has already been destroyed the damage is then transferred to the next location down. When the damage inflicted is higher than the number of HB of the part hit the excess Damage points are lost.

0 HB: Destruction when a part of a vehicle falls to 0 HB it is destroyed. The consequences vary depending on the part's function.

- Arm Weapon: The weapon destroyed cannot be used for the rest of the game
- Leg Support System: The armored vehicle is immobilized (see immobilized armored vehicles)
- Drive System: Loses the ability to generate Drive Points
- Core: The armored vehicle is destroyed and counted as a loss. The model is removed

Example: Sergeant Weir's M-37 Light "Panther" mech suffers two location tests. The first indicates an Arm weapon (one of the Twin Mini-guns), the second indicates the legs. The weapon used, a "Kolybel'naya" Gatling gun that has a Damage value of 1. The Mini-gun has 1 HB: so, it is destroyed. The Legs have 3 HB and has already lost 2 HB due to earlier enemy fire. The legs fall to 0 HB and the M-37 "Panther" comes to a halt right in the middle of the battlefield.

Immobilized Armored vehicles

An armored vehicle whose legs have been destroyed can only move 1" and cannot evade

- If the armored vehicle is destroyed the pilot ejects himself from his armored vehicle and leaves the battlefield. The armored vehicle is destroyed, and its model is removed. If the pilot is an ace their model is placed on the game table anywhere the armored vehicle stood.

Combat

The sound of steel being unsheathed rang like the final whimper of the condemned. The U.S. troopers were not going to die easily. Unfortunately, their combat knives seemed pathetic against the dreadful metal claws of the Evolved. Two men had already fallen to the ground, their protective armor useless against the thralls' oversized metal claws. The Sierra Tangos fought without a word, conscious of being outclassed in both numbers and armament. A combat knife eventually found a flaw in the Evolved Brutes thick armor another barely scratched its metal torso. The big metal fists of the brute hummed in the dark, sweeping away the last hopes of the leader. In the heat of battle, a good blade is sometimes more efficient than an assault rifle and certain fighters rely on the good old ways to eliminate an opponent: close combat!

Close combat is resolved when at least one model of a unit is engaged after its movement, even if the unit hasn't moved. Only engaged soldiers equipped with a close combat weapon can attack in close combat. The soldiers that carry out the attacks are the

attackers. The victims of their attacks are noted as the defenders. The whole is considered a melee.

SPLITTING COMBAT

Each melee is divided into several combats. Each combat opposes one type of soldier against another. In fact, the attackers' unit can engage several units of defenders. It is therefore important to determine which of the units of defenders suffers losses. Here are the situations, which require combats to be split:

- One of the attackers has different characteristics or a different close combat weapon (aces, special characters, etc.) than the others in his unit
- The defenders belong to different units
- There are gunners or support weapon bearers among the defenders

RESOLVING COMBATS

The player controlling the attackers splits the melee into separate combats and chooses the order in which they will be resolved. There are as many combats as there are different types of soldiers. After having picked a combat, the player rolls as many dice as he has soldiers of the chosen type involved in the combat. The number of dice is multiplied by the Rate of fire of the close combat weapon used. The Accuracy value of the attackers is the Accuracy of the weapon used. The enemy EV value is added

to the accuracy. This determines the roll needed. Each successful Accuracy roll generates an impact. The defender then rolls for Evasion. Each successful impact leads to a damage test (see Damage).

Impacts against armored vehicles: The attacking player rolls the impacts to the armored vehicle in contact with the soldiers who have just attacked. The Attacker then proceeds to the damage tests and their location. Losses are removed after resolving the damage tests.

CONTROL PHASE

The four Russian Hammer Soldiers were watching the tunnel. Huddled behind some debris, they were aiming their assault rifles at the darkness. They could hear the commotion of battle but there was no sight of the target. From time to time, one of them would have a look over his shoulder towards the "secured" end of the tunnel, just to make sure they were not to be outflanked. Explosions could be heard in the distance. "How long are we supposed to stay here?" "Until we are issued the order to move, comrade." "And are we sure the com still works?" The leader turned the volume up on the com. The old contraption crackled some perturbing messages. "They are getting their asses kicked out there! We have to go and aid them, Leader!" "No! Our orders are to hold the access route, and we are going to damn well hold it!" "But there is nobody here, no one to capture this damn tunnel!" The soldier was pointing out the end of the tunnel with his assault rifle,

beyond it battle one could hear the sounds of battle raging. The leader's gaze remained fixed in that direction: a dreary light shone from the dark. "What now?" Suddenly, dozens of red glowing eyes dotted the far end of the tunnel. "Damn, Evolved!" All four Hammer Soldiers leveled their weapons at once. "Shoot 'em when you can see the red in their eyes!" The Evolved Thralls were closing in fast. The assault rifles' fire covered the noise of the running thralls. Bullets were flying everywhere. The heavy fire of the revolutionary soldiers kept the Evolved at a distance. For a second. "At least we know why we are holding the position now!" "Now Reloading!" The Evolved advanced inevitably, pointing their weapons in front of them. One of the soldiers collapsed, seriously wounded. The three soldiers left gave each other a worried look. Suddenly, a grenade flew over their heads and exploded amid the evolved horde, scattering the assailants. The soldiers swung around and shouted a warm welcome to the six spetsnaz. "Now that's one hell of a dramatic entrance!"

- During the control phase, each player evaluates the situation of his company on the battlefield. He determines which objectives and tactical positions he controls, and if he has the possibility of calling in reinforcements.

The control phase is split into three successive steps:

- I. Controlling objectives and tactical positions;
- II. Calculating VP and RP, the acquisition of the reserves;

- III. Time out. The round is over, a new round begins.

OBJECTIVES AND TACTICAL POSITIONS

The only zone you ever really control is the ground you are standing on.

– Law of War

Controlling the terrain is crucial. During a game of *The Evolved*, each company can control tactical positions or objectives.

These are determined by the current mission.

- Tactical positions allow the players to deploy their soldiers;
- Objectives allow the players to accumulate victory points (VP)

Controlling Objective and Tactical Points

An objective or a tactical position is controlled by the player who has the most infantry soldiers (with a minimum of one) within its base. If it is a tie, none of the sides controls the objective (or the tactical position).

These conditions only apply during the control phase. An objective (or a tactical position) remains under control until the next control phase, even if the control conditions are not fulfilled anymore.

CALCULATING VP

“What’s the fate of infantry?”

“To die, sir!”

“Louder, you wusses, I can’t hear you!”

– Heard during one of Master Sergeant D. Weir’s training sessions

Each player counts his VP.

VP are kept from one round to the next.

If a player has fulfilled all his objectives the game ends.

Captain Roy Lowery angrily switched his microphone on when his two wingmen tightened their formation around, his personal M-38 LEO. “Number One to Foxtrot Tango 2 and 3 get out of my way now! You’re blocking my...” Before the captain could finish his next sentence’ both of M-37 Panthers were caught in a rumble with two Evolved Brutes. Lowery’s LEO staggered for a second, as it was perforated by a piece of debris. If the members of his company hadn’t stepped in, His LEO would have taken quite a hit. In fact, Foxtrot Alpha 2 and 3 were showing some critical damage. The two Evolved Brutes were advancing upon the Panthers. The Brutes constituted two separate Beasts, which tried to act in unison. As the beasts had clearly just demonstrated: they would act to protect its most precious elements. As if they were trying to confirm this rule, his M-38 LEO was hit by the heavy fire of the enemy. A technomancer whispered to Brute that death was only 1% at this range. The Beast was

amused as it realized that probabilities were only, well probabilities: the statistics had been proven wrong and its massive body was hit several times. Captain Lowery’s Piledriver ravaged its internal circuits. The Brute was about to disintegrate. It immediately initiated its transformation procedure to prevent the itself from exploding. Captain Lowery’s predatory grin was wiped off his face as he saw the beast melt to the ground rather than explode. His sensors barely had the time to pick up the silhouette of a thrall emerging from the collapsing beast. An Evolved infantry squad was immediately on the brute, sheltering it from its enemies. This Evolved commander wasn’t just your run of the mill beast. Destroying him was not going to be easy.