

SECOND EDITION

NUTS!

EUROPE 1944



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NUTS!

General Anthony McAuliffe – US Army Bastogne, Belgium December 22nd, 1944

A light machine gun has part of your squad pinned down. Two of your men are wounded and screaming for help while one of your guys is “hunkered down” behind that wall and isn’t moving anytime soon. All hell’s breaking loose and everyone is looking to you for the answer. Right about now you’re wondering what the heck you’ve gotten yourself into?

Welcome to the world of NUTS!

NUTS! starts off in Europe ‘44 and is the first volume from Two Hour Wargames that will cover World War 2 in its entirety. All the countries, all the weapons, and all the theaters will be covered in subsequent volumes and free supplements.

NUTS! is different from other rules sets because we’ve developed NUTS! to be played solo or with all the players on the same side. Other games may say that but this game was made with this in mind yet still retains the ability to be played head to head. Now you can play with your friends and not against them! That is, unless you want to.

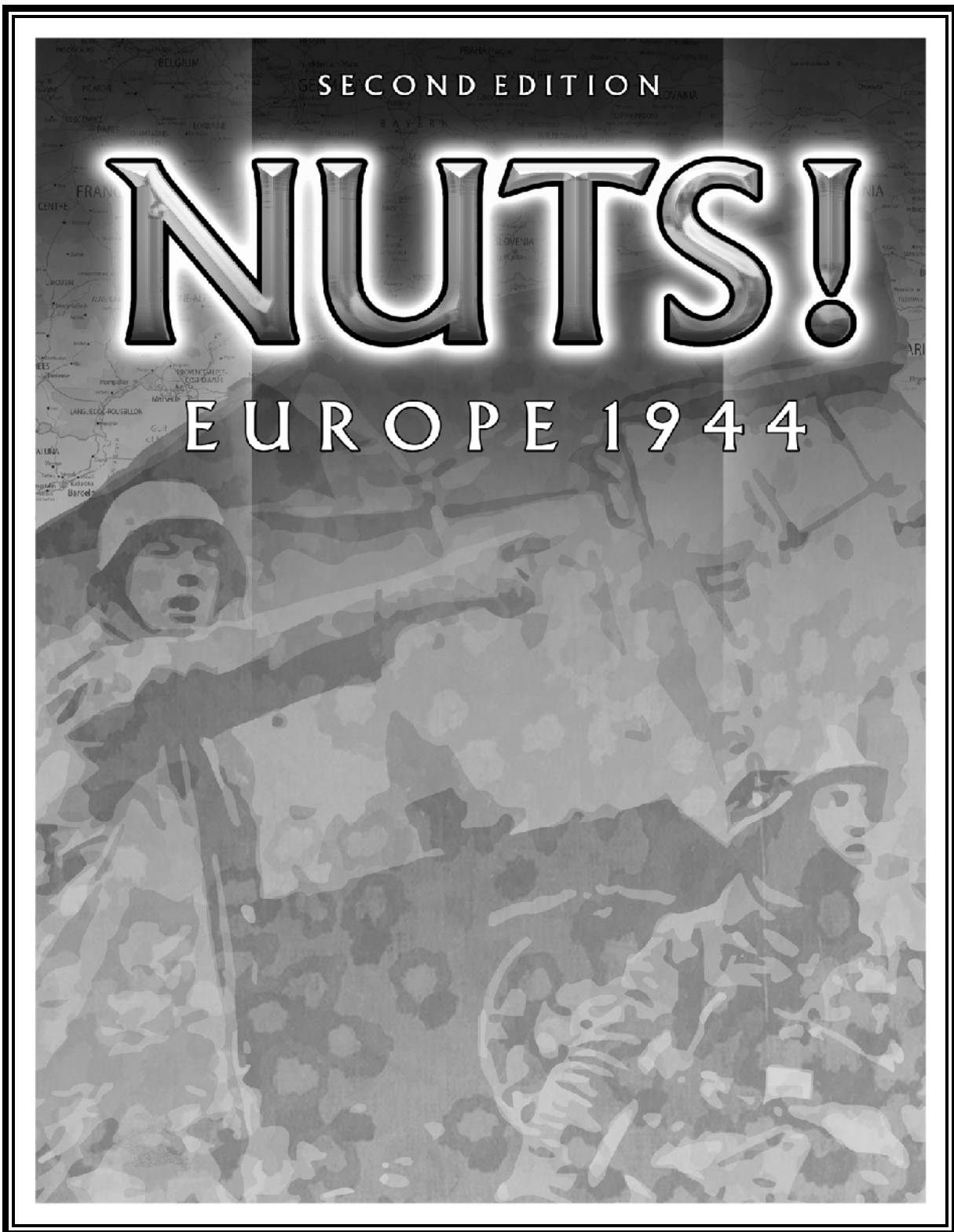
NUTS! generates your scenarios and provides a seamless campaign system that allows you to link them together where the results of one affects the results of the other.

Easy to learn, this elegant system is the closest thing to being on the battlefield.

NUTS! - THE World War II game.

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Written by Ed Teixeira
Edited by Mike Reese

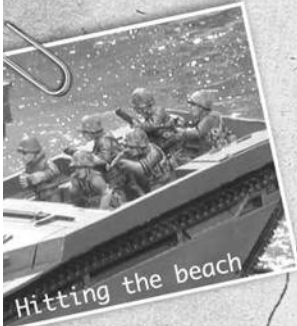
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SPECIAL THANKS -

Paul Kime for another great cover.

Mike Reese for providing me with *Leader Dice* on the project.

Ken Hafer, Bob Minadeo, and Ron "Baddawg" Strickland for insisting that, "It's not just a gang warfare game." for helping with questions.

And Lil ☺

NUTS!

PROLOGUE

A light machine gun has part of your squad pinned down. Two of your men are wounded and screaming for help while one of your guys is hunkered down behind that wall and isn't moving anytime soon. All hell's breaking loose and everyone is looking to you for the answer. Right about now you're wondering what the heck you've gotten yourself into.

Welcome to the world of NUTS!

So began the first edition of NUTS! That was almost five years ago. Since then we've seen the release of twelve new games, two lay-out changes, and more importantly modifications to the way the games are played. These modifications, in part came from the feedback provided by our 3500 member Yahoo Group. They have helped to streamline the playability of the game while enhancing its *pucker factor* or realism.

So now it's time to apply these enhancements to NUTS! So like we said in the original....

So sit back, give the game a quick read; pop in the "Band of Brothers" DVD, and prepare for hours of fun with this challenging yet simple game. And if you don't like it, well, like the man said,

NUTS!*

* Silly but probably needed disclaimer. NUTS! has nothing to do with Band of Brothers in anyway and we aren't any threat to their IP!

Be sure to check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads for other THW games.

<http://games.groups.yahoo.com/group/twohourwargames/>

INTRODUCTION

NUTS! is a skirmish set of rules that can be played with any figures you may already have. Games are usually finished in two hours or less, hence the company name.

In NUTS! we use the Reaction System which was developed by Two Hour Wargames.

Traditional games use a turn sequence known as "IGO, UGO". This means that I move my figures, fire, we do some melee, and maybe you do a morale test or two.

THW uses what is called the Reaction System. In this system your side *activates* and you move part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind. Here's an example of both systems using one figure on each side.

IGO UGO

Our figures start on opposite sides of a building and are out of sight of each other.

- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit you take a morale test and stay where you are or maybe runaway.
- Now it's your turn,
- If you stay where you are you shoot at me.
- You either hit me or not.
- If I get hit you see how bad the damage is.
- If I don't get hit I take a morale test and stay where I am or maybe runaway.
- Now it's my turn again.

The big thing is I get to move and shoot at you and you can't do anything about it.

THW REACTION SYSTEM

Our figures start on opposite sides of a building and are out of sight of each other.

- I activate and I move first.
- I move my figure around the corner and your figure can see me.
- You take an In Sight Reaction Test.
- Maybe you shoot at me.

NUTS!

- Maybe you shoot at me but rush your shot.
- Maybe you don't shoot at me.
- If you shoot me either you hit me or miss.
- If you hit me I see how bad the damage is.
- Maybe I'm only stunned.
- Or maybe I'm knocked out of the fight or worse.
- But if you miss I take a Received Fire Reaction Test.
- Maybe I shoot you.
- Maybe I duck back for cover.
- Or maybe I run away.
- We continue to fire back and forth at each other until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all the reactions are finished it's your turn.

The big thing is you get to react to what I do just like in real life.

There are a variety of Reaction Tests in NUTS! but you'll be using only two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

WORD OF ADVICE

Be sure to read all of the rules before trying to play NUTS! And if you have a question about the rules just keep reading as the answer will be coming along shortly.

EQUIPMENT REQUIRED

You will need a few things to play NUTS! They are:

- Six-sided dice, also known as d6. It is best to have at least six of these, and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one device per player.

- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A flat surface at least 3'x3' with larger usually being better.

THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

PASSING DICE

This way to use the dice is to roll 2d6 and compare each result individually to the Reputation or Rep of each figure taking the test.

If the score is equal or less than the Rep then the figure has *passed* that die. If the score is higher than the Rep then the figure has *failed* that die. Figures can pass 2, 1, or 0d6 when the dice are rolled this way.

Note that there will be times when the figure may roll more or less than 2d6 but the player can never score better than pass 2d6.

Example – Sgt E6 Parker (Rep 4) must take a Received Fire Test. He rolls 2d6 and scores a 1 and a 5. He has passed 1d6.

COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*. When taking a test that uses this method a success is any score of 1, 2, or 3. A score of 4, 5, or 6 is a failure.

Example: The German soldier enters melee and rolls 4d6. He scores a 1, 3, 3, and 4. This translates into three successes and one failure.

POSSIBILITIES

You may see numbers in parenthesis such as (1-2). This means that there is a chance of an event happening based on a d6 roll.

Example – The Machine Gunner may also be armed with a pistol (1). This means that on a result of 1 when rolling 1d6 the Machine Gunner has a pistol.

NUTS!

READING AND ADDING THE DICE

And sometimes you simply read the result of the d6 for what it is and add the scores together.

Example – On the Terrain Generator Table I roll a 3 and a 6 for a total of 9.

HOW MANY D6?

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 should be rolled. This will usually be 3, 2, or 1 or maybe a word like Rep or Target. That means roll 3, 2, or 1d6 or 1d6 for each point of whatever word it is.

Example – An American Jeep (Jeep Leader Rep 4) must roll an In Sight Test so tosses 2d6 versus his Rep to see a German soldier that has come into sight. The Jeep Leader and the German later go into melee and see the word Rep on the Melee Table so they each roll 1d6 per point of Rep. The American Leader will roll 4d6 while the German (Rep 5) will roll 5d6.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with NUTS! *There aren't any official figures so play with what you already have.*

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6 mm to 54 mm and everything in between. The best part is that you can use any of them and still play NUTS! If you don't already have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

<http://games.groups.yahoo.com/group/twohourwargames/>

BASING FIGURES

Each figure represents one real man. The easiest way to base your figures for NUTS! is one figure on a round or square base as either style will work.

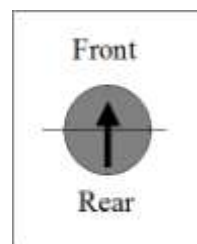
Vehicles may not need to be mounted and if they are just be sure to use the smallest base necessary.

Figures previously mounted for other rule systems will also work.

DEFINING FACES

Charging onto the rear of an enemy or shooting to its rear depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target. The front facing is defined as 90 degrees to the left and right of the way the figure is facing.



EASY FIGURE IDENTIFICATION

As your figures may have the same uniforms, weapons, and even poses we encourage you to use a system to identify your figures. Reputation or Rep is an important aspect that further defines your figure. Here's an easy to use system that will allow you to identify the Rep of a figure at a distance.

On the rear of each base, paint a small colored stripe to represent different Reps.

- Green = Rep 3
- Red = Rep 4
- Blue = Rep 5
- White = Rep 6

You can take this a step further adding a color coded stripe to represent different squads as well. If doing so then the left stripe will be Rep and the right will be the squad.

- Blue = 1st squad
- Red = 2nd squad
- Green = 3rd squad

CHARTS AND TABLES

Wherever possible all the charts and tables that you will *usually use* during the game have been grouped together in the back of the book. When reading a section it is recommended that you review the chart or table in question.

OUTLINE

In this section is a brief outline of how to get going in NUTS! Use this as a reference guide until you feel comfortable with the rules.

- 1 – Choose which army you want to play (page 9).
- 2 – Choose your Star (page 4) and his Attributes (page 7).
- 3 – Generate your squad members (page 9) and their Attributes (7).
- 4 – Fill out the Infantry Roster Sheet (page 77).
- 5 – Pick your JR NCOs (page 13).
- 6 – Choose any vehicles you may want to use from the Vehicle Army Lists (page 36).
- 7 – Determine the crew Reps from the Vehicle Army Lists (page 37).
- 8 – Fill out the Vehicle/Gun Roster Sheet (page 78).
- 9 – Choose the Mission you want to play (page 60).
- 10 – Lay out the terrain (page 55).
- 11 – Determine the Enemy Activity Level (page 60).
- 12 – Determine your Support level (page 60).
- 13 – Deploy the forces as per the Deployment section of the Mission you are playing (page 61).
- 14 – Place any PEFs if called for by the Mission you are playing (page 62).
- 15 – Play the game (page 14).
- 16 – Determine reinforcements as needed, starting when the activation dice total seven (page 68).
- 17 – Check for recovery of figures (page 28) and vehicles (page 52) after the battle is over.
- 19 – Check for Replacements (page 72).
- 20 – Check for Medals and More (page 72).

PART ONE: INFANTRY

In this first section you will be introduced to the Infantry rules. You will learn how to move your figures, fire with them, take Reaction Tests, and much more. Learning the rules will be a simple process and you should be able to get started in 30 minutes or so. At the end of this section (page 29) there will be an infantry only Mission to demonstrate how to use the rules. We recommend playing that before advancing to the Vehicle rules.

In NUTS! you can easily handle a squad to start with but as the mechanics become more familiar to you running multiple squads or a platoon will be very easy for you.

The first thing you need to know is how your figures, also known as characters, are defined. What makes them special?

DEFINING CHARACTERS

NUTS! is played with individual figures referred to as *characters*. Characters are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What type of *weapon* does it have?
- Does the character have any *Attributes*?

STARS AND GRUNTS

There are two types of characters. They are *Stars* and *Grunts*.

STARS – Characters that represent you, the player. We suggest your Star begin with a Reputation of 5.

GRUNTS – These are the *non-player characters* (NPC) or figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. NPCs are controlled by the game mechanics.

NUTS!

STAR ADVANTAGES

Being a Star in NUTS! allows for four important advantages. These are:

Larger Than Life

Cheating Death

Free Will

Star Power

LARGER THAN LIFE (LTL)

NUTS! can be used to capture the *cinematic flavor* of modern action movies where the Star is a *larger than life* character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star. Instead, the worse result a Star could receive would be *out of the fight*.

Example- American SGT Riker (Rep 5) is shot by a Rep 4 German infantryman. The German scores an obviously dead result but SGT Riker is out of the fight instead.

CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the game and whisked safely from the battlefield.

When a player chooses to *cheat death* his Rep is immediately reduced by one level.

Example- SGT Riker (Rep 5) is shot by a German Lieutenant REP 5 with a SMG. The German scores an obviously dead result so SGT Riker should be dead. Instead he uses the Cheating Death rule and leaves the game. He is now a Rep 4 when he returns from the hospital.

FREE WILL

Each time a Star must take certain Reaction Tests he can choose *which of the three possible results he wants to do without rolling dice*. These tests are those noted with an asterisk (*) next to it.

Example SGT Riker is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and return fire.

STAR POWER

Usually reserved for Stars but sometimes found in Grunts, Star Power is the ability of a character to ignore normally disabling damage. Stars start with Star Power equal to their Rep. Whenever a character with Star Power takes damage from ranged fire or in melee (hand-to-hand combat) it will roll a number of d6 equal to its Star Power.

- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays but the d6 is retained for future use.
- Any result of 6 means the damage stays but that die is removed from the character's Star Power for the rest of the Mission.
- Damage reduces as follows –
 - Obviously dead* results become *out of the fight* results.
 - Out of the fight* results become *stunned* results.
 - Stunned* results become carry on results, the character remains on its feet, and it can function normally.
 - It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a REP of 5 is hit by a LMG taking a result of one Out of the Fight and two Obviously Dead results. The player rolls 5d6, one d6 per the Star's REP. The results are 2, 2, 4, 5, and 6. The two 2s reduce the two Obviously Dead results to two Out of the Fight results. The 4 and 5 have no effect and the 6 means the Star has 4 Star Power instead of 5. However, this won't do the Star much good since he is Out of the Fight.

NUTS!

REPUTATION

Reputation or Rep represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are six possible levels of Reputation-

Reputation 6 – These action heroes are few and far between. They are the stuff of legends.

Reputation 5 - These are veterans of numerous successful missions. Combat experienced officers, NCO's, and troops would have a Reputation of 5.

Reputation 4 - These are reliable men and women of some experience or highly trained highly motivated troops. Troops who have successfully gone through combat are examples of Rep 4 as are Paratroops and Commandos.

Reputation 3 – These are guys of unknown quality who have seen little or no action. New trained troops going into combat for the first few times would have a Reputation of 3.

Reputation 2 - These are green or poor quality troops with little motivation or desire for combat. Poorly trained troops and conscripts would be Rep 2.

Reputation 1 – Civilians and anyone else with no weapons training and no combat experience.

WEAPONS

Most characters are assumed to have a ranged weapon whether pistol, submachine gun, etc. Some characters such as civilians, hostages, and children often do not.

It is possible for a character to have more than one weapon such as a rifle and pistol. *Players are encouraged to count the figure to be armed with the weapons it has.*

Weapons are covered in more detail in the appropriate sections entitled Ranged Combat and Melee.

Example – I have three infantry figures. One is an NCO with a submachine gun and the other two have bolt-action rifles.

YEAH, BUT WHERE'S THE...

World War II saw the widest variety of weapons and vehicles used by the largest number of combatants ever found in history.

Some of these weapons and vehicles are not in the rules.

However, this does not pose a problem, as the weapon and vehicle categories in NUTS! are broad enough that these weapons will fit into one or more of them. When desiring to use these weapons simply choose the appropriate category to use.

ATTRIBUTES

NUTS! uses Attributes to further define characters. *Using Attributes is strictly optional but will greatly enhance your games. Feel free to use them as much or as little as you desire.*

Although in theory every figure on the board could have an Attribute generated for them it is more practical to only use the Attribute system for your squad members and the new recruits to your squad. To do otherwise will increase the amount of recordkeeping but the choice is entirely up to you.

Grunts normally do not have an Attribute assigned but some should. These are leaders of groups not being led by your Star. For example, if your Star is the sergeant leading a squad and you are operating with another squad and a tank, the other squad leader and the tank commander should have an Attribute. The grunts in your squad could also have an Attribute but not the grunts in the other squad or the tank crewmembers.

Grunts have their initial Attribute determined by rolling on the Attributes Table. When a Grunt raises a level in Rep then they are allowed to add another Attribute by using the same procedure.

DETERMINING ATTRIBUTES

You are allowed to *choose* two Attributes for your Star.

Grunts have their Attribute determined by first rolling 1d6 then a second d6 on the Attributes Table.

Note that Attributes are things that you are born with while Skills are things that you learn.

NUTS!

1+1

ATTRIBUTES

Reading the result as it appears on each d6.

1 - 3

ATTRIBUTES

1 (1)	Agile: When the character is fast moving he does not suffer any firing penalties.
1 (2)	Athlete: Adds 1d6 when taking the Fast Move Test.
1 (3)	Ball Player: Character has an <i>arm</i> so can toss a grenade 9" instead of 6".
1 (4)	Born Leader: Adds 1d6 to all personal Reaction Tests except for the In Sight and Recover From Knock Down Tests. Any friendly character within 4" of him will react as the Born Leader does regardless of what their reaction would have actually been.
1 (5)	Brawler: Adds 1d6 when in melee.
1 (6)	Clumsy: When testing to Fast Move and fails with <i>doubles</i> will move 1d6" then fall in place counting as <i>stunned</i> .
2 (1)	Coward: Treat <i>duck back</i> results as <i>retire</i> instead.
2 (2)	Crack Shot: Will roll 2d6 instead of 1d6 when using a bolt-action rifle, counting the best score, and increasing the weapons range to 60". If firing from a prone position he receives a third d6.
2 (3)	Dumb Ass: When active roll 1d6. If pass 1d6 then <i>carry on</i> . If pass 0d6 will do nothing instead.
2 (4)	Fast: Allowed to add 2" each move.
2 (5)	Hard As Nails: Treat first result of <i>obviously dead</i> or <i>out of the fight</i> as <i>stunned</i> instead.
2 (6)	Knifeman: Adds 1d6 when in melee but only if using a hand-held bayonet or knife. Also can toss the blade up to 4" as if shooting.
3 (1)	Looter: Empty structures, entrenchments, corpses, or anything that offers possibility of loot can delay him for 1d6 turns. A Leader within 6" and facing can cut this short by forcing a Rally check with a result of <i>carry on</i> .
3 (2)	Lucky: This character can re-roll any result once per Mission.
3 (3)	Marksman: +1 when firing.
3 (4)	Nerves of steel: Not subject to Duck Back.
3 (5)	Poser: Will roll only 1d6 when taking the Received Fire Test.
3 (6)	Quick Reflexes: +1 to Rep when taking the In Sight Test.

4 - 6

ATTRIBUTES

4 (1)	Runt: Minus 1d6 when in melee.
4 (2)	Shirker: Is always considered to be outgunned when taking the Received Fire Test.
4 (3)	Shortsighted: -1 to Rep when taking the In Sight Test.
4 (4)	Sickly: Has the Slow Attribute and counts a -1 to Rep when making Recovery Checks.
4 (5)	Slow: Treats a result of pass 2d6 as if pass 1d6 when taking the Fast Move Test.
4 (6)	Stealthy: Opposing figures will always -1 from their Rep when taking an In Sight Test to see this character.
5 (1)	Tank Killer: +1 to Rep when taking the <i>Who Wants To Be A Hero</i> Test.
5 (2)	Tough: Treats <i>retire</i> results as <i>duck back</i> instead.
5 (3)	Unlucky: If within 3 inches of a figure that is hit, this character has a chance (6) of taking the hit instead. <i>Example – Ivan is hit by fire but Boris is 2" next to him. Boris is unlucky so rolls 1d6. On a score of "6" Boris is hit instead. On a roll of 1-5 the original figure is it.</i>
5 (4)	Wuss: Will only roll only 1d6 when trying to Rally, Charge, or Being Charged.
5 (5-6)	Re-Roll
6 (1-6)	Re-Roll

Example – There are two slots open in your squad due to casualties. After I roll on the appropriate Army List on page 9 to determine the Rep of the replacements I then roll for their Attributes. Pfc. Able scores a 3 then a 5. He's a Poser and will roll only 1d6 when taking the Received Fire Test. Pfc. Barnes scores a 4 and a 5 so he's Slow and can never score better than pass 1d6 on his Fast Move Test.

THE LISTS

This section will provide you with the Army Lists that are used in NUTS! This covers the time frame starting roughly in January 1944 with the Russian or Red Army advancing into Poland and continuing through the German *Battle of the Bulge* offensive, which technically ended on January 16th of '45.

NUTS!

There will be many more supplements, source books, and campaign books to follow that will cover other armies and other time periods of the war.

The following Army Lists are provided-

- Americans
- British
- German
- Russian

This will only cover the infantry forces and the weapons they used. Armor is covered by their own Vehicle Lists found on page 36.

USING THE LISTS

Here's how to use the lists.

- Decide which army you want to use and go to that list.

Example - I want to play British.

- Choose which unit type you want to play.

Example - On the British list I have five choices and decide to use the Paratroops list.

- Then go to the Paratroops column and go down the list one row at a time. This will tell you all you need to know about your unit.

UNIT ORGANIZATION - PLATOON

Here's the information about your *platoon* or the parent unit that your squad belongs to.

Of Squads or Sections (not HQ)

This tells you the number of squads, or sections as they are called by some countries that are in your *platoon*. This number does not include a Headquarters or HQ squad/section that is usually attached.

Men per Squad

This is the number of men in the squad when it is at full strength. This is often referred to as *paper strength*. This is also the maximum size of the squad regardless of the result of dice generation.

Dice Generation

This tells you how to generate the actual number of men that are in the squad as opposed to its *paper strength*.

The number found is the minimum number of soldiers in the squad. To this add the result of rolling 1d6 and this tells you the number of men in the squad.

Example - My Paratroops have 7 +1d6 soldiers in their squad or section as it is referred to. I roll 1d6 and score a 6. That gives a total of 13 but the maximum is 10 so I can only have 10.

Note that all nations would always keep their LMG and other special weapons intact in the squad as long as there are men to man them. This is reflected as follows:

- The first men in the squad are always the NCO, the Jr. NCO, and the LMG* gunner.
- The next man would be the LMG assistant.
- The next man in the squad will carry a Rifle Grenade Launcher.
- When all of the *specialists* as listed above are accounted for the remaining men will be ordinary riflemen. *Example - A squad of eight men would consist of the five specialists outlined above and three riflemen.*

**A US Army LMG infantryman carries a BAR instead of a LMG unless the unit is Airborne. They used a M1919A4 and later M1919A6 LMG in the squad and didn't have a BAR at this time.*

Individual Rep

This gives a range of Reps for your soldiers. Rolling 1d6 per soldier will determine his Rep.

NCO

This tells you what the NCO or non-commissioned officer is armed with.

Jr. NCO

This tells you what the Jr. NCO is armed with.

LMG

This tells you how many LMG and gunners there are in the squad.

Men w/G-Launcher attachment

This tells you how many grenade launcher attachments there are in the squad or in some cases other special weapons.

Riflemen

This tells you the maximum number of ordinary riflemen there are in the squad.

NUTS!

AMERICAN

UNIT ORGANIZATION - Platoon	Infantry	Armored Infantry (1)	Rangers (2)	Paratroopers
# of Squads (not HQ)	3	3 rifle (no separate HQ)	2	2 or 3 (Dec 44 thru 45)
# Men per Squad	12	12*	11	12
Dice Generation	7 + 1d6	7 + 1d6	6 + 1d6	6 + 1d6
Individual Rep	1 - 2 = Rep 3	1 - 2 = Rep 3	1 - 2 = Rep 4	1 - 2 = Rep 4
	3 - 5 = Rep 4	3 - 5 = Rep 4	3 - 5 = Rep 5	3 - 5 = Rep 5
	6 = Rep 5	6 = Rep 5	6 = Rep 6	6 = Rep 6
NCO	SMG or SA Rifle	SA Rifle	SMG	SA Carbine or SMG
Jr. NCO	SA Rifle	Jr. NCO w/SA Rifle & GL	SMG	(2) SA Car. or SMG
LMG	1 BAR	1 BAR	1	1 LMG* and 1 BAR
# Men w/SA Rifle & G-Launcher	2	(See above)	1	1
# of Riflemen	7 SA Rifle	8 SA Rifle	8 SA Rifle	7 SA Rifle
		*12 th man is driver		* May not have BAR

1 - 4th Squad is 2 M1919A4 or A6 LMG each with 5-man crew plus a M3A1 half-track driver. 5th Squad is a 60mm light mortar squad with 10 men. 4th and 5th Squads have a SL and all are armed with SA Carbine except LMG Gunners and mortar 'Gunner' who have a BA Pistol

2 - Each Squad can have an attached 60mm Mortar team of 3 men (BA Pistol and 2 SA Carbines) and M1919A4 or A6 LMG Team with 3 men (1 BA Pistol and 2 SA Carbines)

Small Arms	Range	Targets	Impact
Large Caliber Pistol	12	2	2
Large Caliber SMG	24	3	2
SA Medium Caliber Carbine	24	2	1
SA Rifle	48/60 (1)	2	3
BA Rifle	48/60 (1)	1	3
Combat Shotgun	12	2	2

(1) Range is 60" when used with a sniper scope.

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
BAR	48	3	3
MMG M1917	48	5	3
HMG .50 cal M2HB	60	4	5/APR2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" circle	2
Rifle Launched Grenades	20	5" circle	2/APR 2
Gammon Grenade (Paras)	4	5" circle	2/APR 3

(1) Paras only.

Anti-Tank Weapons	Range	Targets	Impact
Bazooka	10/30(2)	1	APR 7

(2) 10" versus vehicle and 30" versus large buildings

AIRBORNE

At this scale Airborne Troops and Glider troops will start a game already on the ground. The main difference is the Airborne Paratroops will have higher Rep then comparable glider or infantry troops but be fewer in numbers due to losses and dispersion from a drop.

NUTS!

BRITISH

UNIT ORGANIZATION - Platoon	Infantry	Infantry 1945	Paratroops	Commando	Glider Infantry
# of Sections (not HQ)	3	3	3	2+1 ^a	3
# Men per Section	10	8	10	11	10
Dice Generation (1)	5 + 1d6	4 + 1d6	7 + 1d6	6 + 1d6	4 + 1d6
Individual Rep	1 = Rep 3	1 - 2 = Rep 3	1 - 2 = Rep 4	1 - 2 = Rep 4	1 - 2 = Rep 4
	2 - 5 = Rep 4	3 - 5 = Rep 4	3 - 5 = Rep 5	3 - 5 = Rep 5	3 - 5 = Rep 5
	6 = Rep 5	6 = Rep 5	6 = Rep 6	6 = Rep 6	6 = Rep 6
NCO	BA Rifle	BA Rifle	SMG	SMG	SMG
Jr. NCO	1 x Jr. NCO BA Rifle	BA Rifle	2 x Jr. NCO 2 SMG	1 SMG/ 1 BA Rifle	BA Rifle
LMG	1	1	1	1	1
# Men w/G-Launcher	0	0	0	0	2 Sniper Rifles
# of Riflemen	7 BA Rifle	5 BA Rifle	6 BA Rifle	5 BA Rifle	5 BA Rifle

a) Commando Support Section of: 5 Men; D6; same REP as Commando; NCO SMG, Jr. NCO BA Rifle; 2" Mortarman w/Medium Pistol; Mortar Loader BA Rifle; Sniper BA Rifle with Sniper Scope.

Small Arms	Range	Targets	Impact
Medium Caliber Pistol	12	2	1
Medium Caliber SMG	24	3	1
BA Rifle	48/60 (1)	1	3

(1) Paras only.

Anti-Tank Weapons	Range	Targets	Impact
PIAT	10/30 (1)	1	APR 7

(1) 10" versus vehicle and 30" versus large buildings.

(1) Range is 60" when used with a sniper scope.

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
MMG Vickers	48	5	3
HMG (U.S. M2HB)	60	4	5/APR2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Dia. circle	2
Gammon Grenade (1)	4	5" Dia. circle	2/APR 3

NUTS!

GERMANS

UNIT ORGANIZATION - Platoon	Infantry (1)	Volks Grenadiers	Airborne (2)	Panzer Grenadiers (3)
# of Squads (not HQ)	3	3	3	3
# Men per Squad	10	10	11	9
Dice Generation	5 + 1d6	5 + 1d6	7 + 1d6	4 + 1d6
Individual Rep	1 = Rep 3	1 - 3 = Rep 3	1 - 2 = Rep 4	1 = Rep 3
	2 - 4 = Rep 4	4 - 5 = Rep 4	3 - 5 = Rep 5	2 - 4 = Rep 4
	5 - 6 = Rep 5	6 = Rep 5	6 = Rep 6	5 - 6 = Rep 5
NCO	SMG	SMG/MP44	SMG/FG42/MP44	SMG
Jr. NCO	SMG	SMG/MP44	SMG/FG42/MP44	SMG
LMG	1	2	2	2
# Men w/G-Launcher	1	1	1	1
# of Riflemen	6 BA Rifle	5 BA Rifle	6 BA Rifle	4 BA Rifle

1 - One rifleman may have a SA Rifle instead of a BA Rifle.
 2 - If NCO doesn't have a FG42 then Riflemen may have up to 2.

3 - Grenadiers may have MP44. Roll D6-1 for # of MP44.

Small Arms	Range	Targets	Impact
Medium Caliber Pistol	12/24 (1)	2	1
Medium Caliber SMG	24	3	1
BA Rifle or Carbine	48/60 (2)	1	3
SA Rifle (Gewhr 41 or 43)	48/60 (2)	2	3
Assault Rifle (FG42)	48/10 (3)	2/3*	3
Assault Rifle (MP-44)	48/24 (4)	2/3*	2

(1) Mauser -- Range of 24" when used with a detachable stock.

(2) Range is 60" when used with a sniper scope.

(3) Range 10" full auto. May have a sniper scope and when used as a sniper rifle have 48" range.

(4) Range 24" full auto. May have a sniper scope and when used as a sniper rifle have 48" range.

* Target 3 applies only when weapon used on full auto.

Machine Guns	Range	Targets	Impact
LMG (MG-34/42)*	48	5/6	3
MMG (water cooled)	48	5	3
MMG (MG-34/42 Hvy Barrel)	48	6	3

* MG-34's and 42's served as light, medium, and vehicle mounted MG's. MG-34 is Target 5. MG-42 is Target 6.

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Dia circle	2
Rifle Launched Grenades	20	5" Dia circle	2/APR 2
Panzerbusche GL	30	5" Dia. circle	2/APR 2

Anti-Tank Weapons	Range	Targets	Impact
Very Large Bore ATR (Pak 28/20)	60	2/3	APR 4 (2)
Panzerschreck	15/30 ⁽¹⁾	1	APR 9
Panzerfaust 30	3	1	APR 7
Panzerfaust 60	6	1	APR 9
Panzerfaust 100	10	1	APR 9
Tossed AT Grenade	2	1" Dia. circle	APR 5

(1) 15" versus vehicle and 30" versus large buildings.

(2) Up to 30" otherwise APR 1.

NUTS!

RUSSIAN

UNIT ORGANIZATION - Platoon	Infantry	SMG	Tank Riders¹
# of Squads (not HQ)	3	3	5 Teams
# Men per Squad	7	10	5
Dice Generation	2 + 1d6	5 + 1d6	1+1d6
Individual Rep	1 - 2 = Rep 3	1 - 3 = Rep 3	1-2 = Rep 3
	3 - 5 = Rep 4	4 - 5 = Rep 4	3-4 = Rep 4
	6 = Rep 5	6 = Rep 5	5-6 = Rep 5
NCO	SMG	SMG	SMG
Jr. NCO	BA or SA Rifle	SMG	SMG
LMG	1	1	0
# Men w/G-Launcher	0	0	0
# of Riflemen	4 BA Rifle	7 SMG	SMG

1. Tank Riders ride tanks to protect the tank from enemy infantry. Stays on the tank or moves no more than one move away from tank. Assigned to Heavy (IS-2) Tank and ISU (ISU-122 & 152) Companies (of 5 vehicles) while being optional on Medium Tank Companies.

Small Arms	Range	Targets	Impact
Medium Caliber Pistol	12	2	1
Medium Caliber SMG	24	3	1
BA Rifle	48/60(1)	1	3
SA Rifle	48/60(1)	2	3

(1) Range is 60" when used with a sniper scope.

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
MMG (water cooled)	48	5	3
HMG 12.7mm	60	4	5/APR2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5"Dia circle	2

Anti-Tank Weapons	Range	Targets	Impact
Large Bore ATR	48	1	APR 3 (2)

(2) Up to 24", over 24" APR 2.

ORGANIZING YOUR FORCE

Individual figures or vehicles are combined to form your basic unit or squad. Either the squad by itself or combined squads (platoon) will make up your force.

There are two special rules that can affect the organization of your figures in your unit and how you can move them. They are the Group and Leader rules.

GROUPS

At the start of the battle each side must divide their figures into groups of 1 or more figures. Groups are those figures within 4" of one another and with clear Line of Sight to another group member. Note that Line of Sight or LOS is explained in detail later in the rules.

You can form up or break apart your group into larger or smaller groups at anytime during the turn when you are active or when forced by reaction.

Groups are not permanent. A player can group his figures, as he desires, during each turn of activation. For example, say you have 3 soldiers in a line with an interval of 3" between figures. On your activation you could move these figures as a group of three, as a group of two and another of one, or as three groups of one. In any event the choice you make this activation does not have to be repeated on your next activation.

All figures within a group must be from the same unit, unless a leader has joined the unit and taken command of the figure(s).

Example – A soldier from 1st squad finds himself alone and next to figures from 3^d squad. The leader can declare the figure now attached to 3^d squad until further notice. It takes one turn to detach figures from a unit.

Remember that a group differs from a unit in that groups are created and disbanded on an ad hoc basis, while units are permanent organizational structures.

LEADERS

At the start of the battle, each side must divide their figures into groups also known as squads. Each squad will have one figure designated as its Leader. (See the Army Lists starting on page 9 for more clarification). Leaders have the following benefits:

- The Leader allows for all figures in his group to activate when he does.
- Leaders are allowed to apply a Leader Die to certain Reaction Tests.
 - A LD at the end of some Reaction Tests or a LD in the top left corner of any applicable Reaction Test designates this.
 - To use Leader Die throw 1d6 and compare the result to the Rep of the Leader. If the result is *pass 1d6* then this pass result may be added to the reaction results of figures in the group. A *failure* result on the Leader Die is ignored and the Group uses the unmodified results of their Reaction Test.

OVERALL LEADERS

In addition to each squad having a Leader, each side may have one figure designated as the overall Leader of the side. This is usually the Platoon or Company commander.

- The overall Leader can activate his own group and any other groups under his command if the Leaders of those groups are within 12" and LOS.
- Although the overall Leader has a Leader Die it can only be applied to the group that he is with. If he joins a group he assumes command of that group. Only one leader Die can be applied to a group at a time.

Example – A Platoon Leader (Rep 5) moves to within 12" of both Squad Leader "A" (Rep 4) and Squad Leader "B" (Rep 3). They may now activate at the same time.

Later he joins Squad B, effectively assuming command. When the squad takes a reaction test they will use his Leader Die instead of the Leader Die of the previous Squad Leader.

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JUNIOR NCO'S

Whenever a squad loses its Leader the Junior NCO assumes command and functions as the Leader. If both the Leader and Junior NCO are either obviously dead or out of the fight the squad member with the highest Rep will assume command and function as a Junior NCO. Note that the Junior NCO may have a lower REP than one (or more) of the squad members. If a higher leader (Officer or HQ NCO) is lost the senior NCO takes over the platoon and his Junior NCO takes over his group (squad/section/team)

REPLACING LEADERS

Whenever a group finds itself leaderless (missing both its Leader and Junior NCO) the highest Rep in the group will assume command and function as a Junior NCO with the exemption that it cannot provide Leader Die.

RULES OF WAR

Now let's go over the rules as you will use them during the game.

TURN SEQUENCE

NUTS! is played in turns, with one phase of activation per side. Although battles can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins select 2d6 of different colors.
- Designate one color for one side and one color for the other side.
- Roll these two dice at the same time to start each turn. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them.
- If the die scores are not doubles then read each die individually. The higher score determines which side will activate its groups first.

- The die score also determines which Rep or higher the corresponding side can activate. Groups activate from the highest to the lowest Rep. Only groups with a Rep equal to or higher than the Activation die roll can be activated. Remember, groups use their Leader's REP for Activation and the entire group, not just the leader, is activated regardless of the REP of the other figures in the group (A REP 4 Leader activated by an Activation roll of 4 activates himself and any figures in his group, even if those figures are REP 1, 2, or 3).

Example: A Blue 4 and a Yellow 3 are rolled. The Blue side scored higher so his side activates first. Blue can activate only groups that are led by a Rep 4 or higher Leader.

- After the first group has completed all its actions, and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated, the other side can activate one group at a time under the above Rep restriction, determined by his Activation die score, and continue to do so until all groups have been activated.

Example: A Blue 4 and a Yellow 3 were rolled. The Blue side has finished activating all the groups he wanted to. It is now the Yellow sides turn. Yellow can activate only groups that are led by a Rep 3 or higher Leader.

- After both sides have moved all of their eligible groups and all reactions have taken place the turn is over and Activation dice are rolled again.
- This system will mean that many times lower Rep figures will not be able to move. This even includes vehicles. This reflects their lack of confidence and hesitancy to engage the enemy. It also stresses the importance of higher Rep Leaders!

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. Let's start with actions.

NUTS!

ACTIONS

When a character is *active* he can voluntarily do one of the following actions.

- Move up to full distance and fire at any time during his move. A character can always fire once when active, called active fire, regardless of any firing called for due to a reaction result.

Example – Billy Pink walks around a corner and an enemy gets an in Sight test, fires and misses. Billy takes the Received Fire test, fires, and takes out the enemy. Billy continues his move and decides to active fire at another enemy.

- Stay in place, changing the way he is faced if desired, and fire.
- Charge into melee in lieu of taking active fire.

OTHER ACTIONS

When active, figures can do the following other actions while moving normally.

- Pick up dropped weapons.
- Reload a weapon.

In addition these other actions can be performed but they will take one full turn of uninterrupted activation to do so.

- Set up a non-vehicle crew served weapon such as a machine gun.
- Prepare a gun and hitch the gun to a vehicle or unhitch a gun and prepare it for firing.
- Moving from one vehicle position to another.

Example – The German Loader in a tank moves and takes over the Gunner position.

ORDER OF ACTIVATION

When a side is active it must activate its groups from the highest to the lowest Rep. In cases where a side has more than one group with the same Rep the player can choose the order he will activate those groups

Any and all reactions caused by one group activating have to be finished before the next group can activate.

MOVEMENT

There are two types of movement, voluntary, when the figure is *active*, and involuntary when caused by a Reaction Test.

NORMAL MOVEMENT

Normal movement for all infantry figures is 8".

FAST MOVEMENT

If desired a figure can attempt to move at a faster speed than normal. Rolling 2d6 versus the Rep of the figure then consulting the Fast Movement Test does this.

Example – A group of four figures with an NCO want to Fast Move. They consist of one Rep 5 (NCO), two Rep 4s, and one Rep 3. The player rolls 1d6 versus the NCO Rep for the Leader Dice result. It is a "6" and is no help. The other scores are a "5" and "4". Applied to each figure individually the results would be the NCO (Rep 5) passes on the "5" and "4" and moves up to 16" The Rep 4 figures pass on the "4" or 1d6 so moves up to 12". The Rep 3 passes 0d6 so may move up to 8" but will still count as if "fast moving" if shooting (but not as a target). Note that sometimes groups can end up strung out when they move fast.

GOING PRONE

Figures can go prone at anytime during their turn. This ends their movement. To regain their feet takes half of their movement distance.

Active figures that choose to go prone can fire immediately after going prone. A figure forced to go prone by a reaction result cannot fire when going prone.

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INVOLUNTARY MOVEMENT

Figures can be forced into involuntary actions and movement due to the results of a Reaction Test. The procedures for taking a Reaction Test will be described later. However, the possible involuntary actions and moves are as follows.

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

Halt – Cease movement or do not move.

HUNKER DOWN – Stay in cover or move to nearest cover within 12". If no cover is available within 12" then the figure will drop prone in place, ending its turn. It may not function until rallied and if confronted by an enemy within 4" will surrender. Figures in Hunker Down cannot see or be seen by the cause of the test but those that go prone can. Hunkered down figures that score a result of hunker down are removed from the board.

RETIRE - Move to the nearest cover within 12" away from the cause of the test, even if already in cover. If no cover available within 12" then drop prone in place. In either case you are Hunkered Down. Figures of crew weapons on a tripod or other mount requiring set-up time must leave the weapon in place. Remain Hunkered Down until rallied or forced to retire again.

REACTION

This section covers the heart of the Two Hour Wargames system. It is called the Reaction System. Figures will take Reaction Tests during the game when called upon to do so. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight.

All of the tests are grouped together on the Reaction Tests Table in the rear of the book.

HOW TO TAKE A REACTION TEST

To take a Reaction Test roll 2d6 and apply the results to all the figures in the same group taking the test. This means that some figures in the group, when

taking the same test, could pass 2d6, 1d6, or 0d6 and react differently.

TAKING THE TESTS

Let's look closer at each Reaction Test.

FOCUS

Whenever a group must determine which group it will fire on the Leader of the group will take this test.

- *If a group activates and has more than one target group in its LOS then its Leader will take the Focus Reaction Test to determine which target group his group will fire at or charge.*
- Taken when active.

Example – SGT Billy, Char, and Dez are active and have two enemy groups in range. SGT Billy must now take the Focus Test. He passes 2d6 so he can direct fire at the best target or biggest threat. As both target groups are similar threats they will fire at the best target which is the closest target group.

FAST MOVE

Whenever a figure wants to move farther than its normal move distance it will take this test.

- Taken only when active.

IN SIGHT

Whenever a group has an opposing group enter its LOS, and that group was not seen previously during this activation phase, the group takes this test.

- Taken only when inactive.

The In Sight is taken as soon as the group comes into view. If more than one figure is in that group the test is taken after all the figures that wish to move have moved no more than 2" and into sight. After the test is taken they can continue their move. New figures coming into sight, even if from the same group will trigger a new In Sight test.

IN SIGHT OR NOT

Figures are always either in sight or not.

A figure is in sight when –

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- An enemy figure can trace a line of sight to that figure. This still applies even if that figure is in cover or concealed.

A figure is not in sight when-

- It cannot be seen because of intervening terrain. Figures ducked back or hunkered down behind cover fall into this category.
- It cannot be seen due to weather or light restrictions such as being farther than 12" from the enemy at night.

Example – SGT Billy Pink is inactive and behind a building. Hans is on the other side and not in sight. Hans is now active, moves up to the corner of the building, and can now be seen by SGT Billy. Hans is considered to be In Sight. SGT Billy takes the In Sight test, passes 2d6 and fires.

RECEIVED FIRE

Whenever a figure has been shot at and not hit it will take this test.

Any friendly figure within 4" and LOS to this figure will also take the test.

- Taken when active or inactive.

Example – SGT Billy Pink is shot at. Pfc. Char and Dez are within 4" and can see SGT Billy. They all take the test. 3d6 are tossed; the 2d6 for the group and 1d6 for SGT Billy's Leader Die. The Leader Die fails and only one of the group dice pass. This means only 1d6 is passed. The results are applied to each figure individually based upon their Rep.

WANTING TO CHARGE

Whenever a figure has a LOS to an opposing group and wants to charge into melee (hand-to-hand combat) it takes this test.

- Taken only when active.

Example – SGT Billy, Pfc. Char and Dez are in the same group. SGT Billy and Pfc. Char want to charge while Dez stays put and shoots. They roll 3d6, 2d6 for the group and 1d6 Leader Die. SGT Billy passes 2d6 while Char passes 1d6. They both are allowed to charge. Dez fires before his friends move.

BEING CHARGED

Whenever a figure is being charged the figure must take this test when the charging figure reaches 4" from contact.

Any friendly figure within 4" and LOS to the charging figure will also take the test.

- Taken only when inactive.

Example – Pfc. Char charges Hans. Hans takes the Being Charged Test and passes 2d6 so will fire then melee with Char. Char must take a Received Fire test if he is not hit by Hans' fire.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Down it will immediately take this test.

- Taken when active or inactive.

Example – Pfc. Char has been hit by fire and is Knocked Down. He rolls 2d6 versus the Recover From Knock Down Test and passes 1d6. Char is now out of the fight.

RALLY, MAN DOWN & LEADER LOST

The Rally, Man Down, and Leader Lost Reaction Tests are the same test just taken for different circumstances.

RALLY

Whenever a hunkered down figure wishes to return to the fight, it will take this test. It can only be taken when a friendly figure in carry on status is within 4" and in LOS.

- Taken only when active.

Example – Pvt. Dez is behind cover and hunkered down. Pfc. Char moves to 3" away from him and Dez rolls 2d6 to Rally. He passes 0d6 and will retire. Later in the turn SGT Billy Pink attempts to rally Dez. 3d6 are rolled this time as SGT Billy can add his Leader Die. Dez passes 1d6 and rallies.

MAN DOWN

Any figure within 4" and LOS to a friendly figure that suffers a result of stunned, out of the fight, or obviously dead will take this test.

If the man down has a lower Rep than the figure that would take the test, that figure need not take the test.

- Taken when active or inactive.

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Example – Pvt. Dez is hit by fire and is stunned. The group rolls 2d6. Both Char and SGT Billy are within 4" and sight of Dez but only Char has the results applied to him as SGT Billy has a higher Rep than Dez.

LEADER LOST

When the Leader is the Man Down this test is taken instead by the whole group.

- Taken when active or inactive.

Example – The group comes under fire and the Leader goes down. The group now takes the Leader Lost Reaction Test and all the figures in the group pass 2d6 and carry on. If the Leader is out of the fight or obviously dead the figure with the highest Rep would now become the new Leader

HEROES ALL

Whenever double ones (snake eyes) are rolled for any of the following Reaction Tests, this means the figure will go into *hero mode*.

- Received Fire
- Wanting To Charge
- Being Charged
- Man Down
- Leader Lost

This means they will always pass 2d6 whenever they have to take these tests for the rest of the game. Which figure? Simply roll 1d6 for each figure and add the score to its Rep. High total is a hero with ties being rolled off.

Example – Char takes a Man Down test and passes 2d6 with snake eyes. He is now in hero mode. Later Char wants to charge and does so without needing to roll.

OVERRUN TEST

Whenever an infantry figure is in the path of a vehicle trying to run him over he will take the Overrun Test.

- Taken when active or inactive.

Example – Franz is attempting to run over Char. Char has an LOS to the tank so takes the test.

STATUS AND ACTIONS

Here we will explain the terms found on the Reaction Tests Table.

CARRY ON – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Ducked Back
- Hunkered Down
- Obviously Dead
- Out of the Fight
- Retire
- Stunned

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

HALT – Cease movement or not move at all.

HUNKER DOWN – Stay in cover or move to nearest cover within 12". If no cover is available within 12" then the figure will drop prone in place, ending its turn. It may not function until rallied and if confronted by an enemy within 4" will surrender. Figures in Hunker Down cannot see or be seen by the cause of the test but those that go prone can. Hunkered down figures that score a result of hunker down are removed from the board.

OBVIOUSLY DEAD – The wound is so severe it is obvious that the character is dead.

OUT OF THE FIGHT – The figure is wounded and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by enemy he is considered to be captured.

RETIRE – Move to the nearest cover within 12" away from the cause of the test, even if already in cover. If no cover available within 12" then drop prone in place. In either case you are Hunkered Down. Figures of crew weapons on a tripod or other mount requiring set-up time must leave the weapon in place. Remain Hunkered Down until rallied or forced to retire again.

SNAP FIRE – Stop in place and fire rushing the shot and at full Target Rating.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing.

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RANGED WEAPONS

There are two ways to inflict damage in NUTS! The first way is through ranged weapons fire and the other is through melee (hand-to-hand combat). Trust me on this. Melee is considered to be a last resort.

Each weapon is defined by type and in some cases weapons have been lumped into broader categories. Weapons are defined by four characteristics.

Type – What they are

Range – The range listed for every weapon is its *effective range* or the range that *the firer feels he has a reasonable chance of hitting the target*. This range is considerably shorter than most of the weapon's maximum ranges.

Targets – The maximum number of d6 rolled when the weapon is fired by the character. Each d6 has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the arc of fire (spread) of the weapon.

Example – A submachine gun with Target of 3 may fire at up to three targets in a three-inch swath (arc of fire).

If the weapon fires a round that explodes, such as a hand grenade, the weapon will have a *blast circle*, centered on the nominated spot it landed on. All targets inside this circle will be affected by the blast.

Impact – The damage a hit from the weapon can do.

Please note that not all the participants in World War II are included in NUTS! As these rules focus on 1944 you will not see some of the other nations. These nations and other pieces of equipment, weapons, etc. will be made available in the form of supplements and source books.

LIST OF WEAPONS

This is a generic listing for the handguns, submachine guns, shotguns, carbines, rifles, and machine guns used by the 23 nations that took part in WW II. These nations are (or, in some cases, "were"): Belgium, Bulgaria, China, Czechoslovakia, Denmark, Finland, France, Germany, Great Britain, Australia, Canada, New Zealand, Greece, Hungary, India, Italy, The Netherlands, Norway, Poland, Rumania, USA, USSR, and Yugoslavia. Remember that not all will appear here.

SMALL ARMS

These are the weapons carried by the individual soldier and came in a variety of sizes and shapes.

Pistols (P) - These weapons were produced in prodigious numbers and used by officers and police during all WW II. They came in a wide variety of shapes and sizes, were standard issue or in some cases privately purchased, and were used mostly by officers or as a backup weapon. Most could be fired with one hand.

Submachine guns (SMG) - Submachine guns were produced and used in prodigious numbers by all WW II combatant Armed Forces as well as some civilian police. This class includes all full automatic, large capacity, magazine fed, short ranged, compact weapons fitted with a permanent, removable, folding, or retractable butt stock. Submachine guns come in small (~7.62mm), medium (~9mm), and large calibers (.45 cal).

Bolt-action Rifles and Carbines (BA) - At the start of the 20th Century these weapons, using a straight pull or turn bolt action, were the standard weapons for infantry, cavalry, artillery and other troops. These weapons were usually 5 feet long, tipped with 18" through 20" of bayonet, and weighed around 8 or 9 pounds. Firing a powerful cartridge of 6.5-mm to 8-mm caliber, these weapons were usually sighted out to a range of 2,000 meters or yards. Soldiers were slowly and painstakingly trained to use these weapons out to a range of 1,000 meters or yards at mass targets. The problem in the field, of course, was spotting an individual at 1000 meters. On the other hand, they made a good sniper rifle.

Machine Pistols (MP) - These self-loading, magazine fed selective-fire pistols (semi-automatic or full automatic mode) saw limited use in WW II as limited standard issue. The German Mauser M-12 and FN Browning 9mm both fired semi-automatic and came with a holster that doubled as a stock allowing them to be converted into carbines. All of the Brownings and most of the Mausers were sold to China. The MP-32 Mauser had selective fire and could fire full automatic. Note that German Submachine guns are called Machine Pistols (Maschinenpistole).

Semi-auto Rifles - Most nations had their own version of these weapons. Only the United States issued them as general issue to its Army and Marine infantry. These rifles saw service as limited issue to others. The German Army used them as sniper rifles. The US did so in the Pacific as the M1C Garand.

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Selective Fire Rifles (SA) - Germany produced the only selective fire rifles using full sized cartridges to see service in WW II. These weapons, using 30 round detachable box magazines, were capable of semi-auto or full auto fire, and were limited issue only to units of paratroopers /special forces. These were called the FG-42, FjG-42, FG-42-1, and FG-42-2. This category also covers the German Assault Rifle MP-43 and SG-44. These 7.92-mm Kurz (short 7.92mm cartridge) weapons were capable of semi-auto or full auto fire. The Germans also used them as sniper rifles.

Semi-Automatic Medium Caliber Carbine (SA) - This popular weapon known as the M-1 uses a pistol caliber round (.30-cal Carbine) and is magazine fed. It is semi-automatic with a fixed wooden or a retractable wire butt stock (Airborne). The M-1 was issued only to the US armed forces.

Combat Shotguns (CS) - These weapons are slide action, short barrel, and magazine fed weapons. The USA was the only combatant nation in WW II that officially issued combat shotguns to its military/naval personnel. Combat Shotguns can engage multiple targets as other weapons with the following restrictions.

- At a range of 3" or less they will hit only 1 target.
- At any range over 3" they will hit their maximum targets of 2.

Example – Cpl. Barnes fires a Combat Shotgun at two targets. Unfortunately, he is at 2" range and can only hit one of them even though the Target Rating is 3. He is allowed to roll 3d6 counting the best two against the target.

MACHINE GUNS

These were the killing weapons of WW2. They came in a variety of calibers and were produced by a variety of nations. For simplicity they have been classified as follows:

Light Machine Gun (LMG) – These are full automatic belt fed rifled weapons with a bipod for support but also able to be fired from the waist on a sling. These deadly weapons are crewed by a gunner and an assistant, and are easily set up, taking one turn of Activation to ready. Also included in this group is the US BAR or Browning automatic rifle, the British BREN LMG, the Soviet pan magazine fed DP1928 and DT LMG, the U.S. Browning .30 cal M1919A4 on a tripod and the M1919A6 with a bipod and stock.

Medium Machine Gun (MMG) – These weapons were formerly known as the Heavy Machine Guns of the prior war (WW I). These positional weapons were water-cooled (Maxim MG08, Vickers, Maxim M1910) or for the MG34 and MG42 HMG had quick-change barrels; and were either tripod or wheeled carriage mounted. In NUTS! these weapons have a crew of three men.

Heavy Machine Gun (HMG) – These weapons were effective against lightly armored vehicles. Crewed by three soldiers and were often found mounted on vehicles as an anti-aircraft machinegun. The U.S. weapon was the M2HB .50 cal machinegun and the Soviet weapon the 12.7mm HMG DShK 1938.

SETTING UP MACHINEGUNS

Machineguns are heavy weapons that require a three man or more crew to move it around and keep it firing effectively. Medium and heavy machineguns need to be mounted on tri-pods or carriages in order to fire effectively. This means that at least one man will be needed to carry the gun, one to carry the mount, and another to carry ammunition.

Setting up a light, medium or heavy machinegun takes a full activation for fully crewed weapons, (2 men for light machineguns, 3 men for medium and heavy machineguns). During setup, the team may not move, fire, or commit any other action. For each crewman the team is missing or does not have, setup will take an additional activation.

All fully crewed teams may attempt to hastily setup their machinegun, by rolling on the table below.

2

HASTY MACHINEGUN SETUP

(Taken vs. Rep of the team Leader)

# Dice Passed	Result
Pass 2d6	The machinegun is ready to fire during this activation.
Pass 1d6	The machinegun will be ready to fire in reaction.
Pass 0d6	The machinegun will be ready to fire when next active.

ANTI-TANK WEAPONS

This category includes any weapon whose primary purpose was to defeat tanks. They range from Anti-Tank Rifles to Hand Tossed Anti-Tank Grenades and everything in between.

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Anti-Tank Rifles (ATR) - Many if not all nations had their own version of an anti-tank rifle. For simplicity ATRs are grouped into the following three classes.

- **Small Bore ATRs** – These were man portable machine gun caliber weapons.
- **Large Bore ATRs** – Also man portable but larger heavy machine gun caliber weapon.
- **Very Large Bore ATRs** – These are semi-auto, magazine fed weapons in the 20mm class usually mounted on a large tripod or small two wheeled carriages or the German 28/20 squeeze bore gun. These would have a crew of two or three soldiers.
- By 1944 only the Soviets were using ATR with the bolt action Large Bore 14.5mm ATR being the most common one. The Germans also had a very few Pak 28/20 and ammunition for them left.

Panzerfaust, PIAT, Bazooka, etc. - These weapons represent an improvement over the anti-tank rifle in many ways. These weapons had a lethal back blast, so the weapons cannot be fired inside a bunker or if a figure is behind the weapon.

- **Panzerschreck (PSK)**– The 88-mm RPzB43 & RPzB54 rocket launcher (aka Panzerschreck). This weapon was standard issue to German forces as an anti-tank weapon. This reloadable, two man crew; single-shot weapon uses shaped charge AT warheads. It may fire only once per turn when fully crewed and every other turn if manned by one person only.
- **Panzerfaust (PF30-60)** – Faustpatrone 30 & 60 (aka PANZERFAUST). These were standard issue, disposable, AT weapons for Germany and their allies. This one-man crew recoilless smoothbore weapon fired a shaped charge warhead. The PF-30 and PF-60 are similar with the exception being a difference in range. The PF-30 version has a range of 3" while the 60 will reach out 6".
- **Panzerfaust (PF100-150)** – Faustpatrone 100 & 150 (aka PANZERFAUST). The PF-100 was just becoming standard issue. Like the PF-30 and 60 it was a one shot, disposable, AT weapon for German and allied forces issued as ammunition. This one-man crew recoilless smoothbore weapon fired a shaped charge warhead. The PF-150 is similar except it was meant to be reloadable approximately 10 times, and it had a longer range and a fragmentation sleeve which

could be placed over the warhead.. The PF-100 version has a range of 10" while the 150 will reach out 15". 100,000 of the PF-150 version had been made between January 1945 and April 1945 but few made it to the troops.

- **PIAT – (Projector Infantry Anti-Tank)**. From 1942 onwards this was the standard issue British man portable anti-tank weapon. The PIAT required a crew of two and was a muzzle loaded, single-shot, bipod mounted launcher. It used a combination spring and a delayed HE charge to fire a shaped-charge AT bomb. Slow to reload, this weapon may only fire every other turn when fully crewed or every third turn if operated by one person only.
- **Bazooka (BZ)** – The 2.36" Rocket Launcher (aka BAZOOKA) came in various models. They were all man portable with a crew of two, were single shot and reloadable. Bazookas fired shaped charge AT ammo only (aka effects only target). Bazookas may be fired once each turn when fully crewed, every other turn if used by one person

Anti-Tank Grenades (ATG) - These weapons may be hand delivered, tossed up to 4", or launched from a rifle with a grenade launcher up to 20". Thrown ATG must be readied or prepped as per page 25 using the Ready the Grenade Table. Hand delivered or thrown AT Grenades will hit a vehicle's top hull.

GRENADES AND OTHER WEAPONS

This section covers hand grenades and other unique weapons such as the *flame-thrower*, "*Molotov cocktail*", and *satchel charges*.

Grenade (GR) – Grenades are all given a 6" range (except AT Grenades) when thrown and can engage an unlimited number of targets in a 5" blast circle. Perfect for clearing out buildings and entrenchments the hand grenade has an Impact of 2. All nations involved in WW II had access to one or more type of these anti-personnel grenades. They are relatively useless against an armored vehicle unless it is open topped and you can throw the grenade inside the vehicle.

Rifle Launched Grenades (RGL) - In addition to being thrown by hand, grenades can be launched from rifles or carbines with an attachment designed for this purpose. The range for this is 20".

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Flame-thrower (FT) – Used famously in the Pacific Theater, flame-throwers were great for cleaning out bunkers.

- This weapon leaves a path of flame wherever it is used that will last until the battle is over.
- Flame-throwers have a limited range of 12" and Target Rating of a 3" wide path. As with a blast effects circle, every figure within the 3" wide path is an eligible target.
- Flame-throwers have an Impact of 5 and an APR of 5.
- These weapons may be fired only once per turn.

There are three special circumstances that affect flame-throwers.

1. Each time a flame-thrower is fired note the die score rolled on the Ranged Combat to Hit Table. If the score is a "1" then the flame-thrower has only one shot left. Any other result is ignored.
2. Whenever the operator is hit by any ranged weapons fire or is caught in any blast effect circle roll once on the Ranged To Hit chart counting as if a Rep 3 to see if the tank has been damaged. If the result is a Hit then the tank will explode and all those within a 5" blast circle will take hits as if caught in a flame-throwers blast.
3. Those attempting to pass through residual flame left behind by a flamethrower attack must take a Wanting to Charge Reaction Test. If they are able to "charge", they may move through the flame. Each figure must test for damage as follows:
 - Roll 2d6.
 - Subtract the Reputation of the figure from the dice score.
 - Apply the result to the Ranged To Hit Chart just as if the figure had been the target of an attack.

"Molotov cocktail" (MC) – The name "Molotov cocktail" is derived from Vyacheslav Mikhailovich Molotov who was the Foreign Minister of the Soviet Union. When the Soviets invaded Finland in what was to become known as the Winter War the poorly-equipped and heavily-outnumbered Finnish Army adopted their use. They were named after Molotov in mockery of his radio broadcasts saying that when the Soviets were dropping bombs on the Finns, they

were really dropping food. The Finns responded by saluting the advancing tanks with "Molotov cocktails".

The reason the weapon has been used against tanks so effectively is that tanks are very vulnerable on top and a "Molotov cocktail" thrown on the engine deck would leak burning fluid into the engine and crew compartment, destroying the machine (particularly for older tank models). These weapons saw widespread use by all sides in World War II. They were very effective against light tanks as well as being very bad for enemy morale. A "Molotov cocktail" must be readied or prepped as per page 25 using the Ready the Grenade Table.

Satchel & Demolition Charges (SC) – Large canvas covered explosives used against tanks, bunkers, and buildings. This category also includes all other similar devices such as *sticky bombs*, grenade clusters, etc.

- Must be hand-tossed at a range of 1" or less or placed directly next to the target.
- Satchel charges are assumed to already be rigged but they must be must be readied or prepped as per page 25 using the Ready the Grenade Table.
- Once readied, the satchel charge will explode as per the Throwing A Grenade Table on page 25.

Details for the weapons used by the forces found in WW 2 are found in their Army Lists starting on page 9.

ARMOR PIERCING WEAPONS

Some infantry weapons are capable of piercing armored targets even if they were not designed for that purpose. Those that can will have the letters APR and a number attached to it. This is the Impact of the weapon when used against Armor Rated targets (see page 31).

OUTGUNNED RANKINGS

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking (OR).

- If a figure shoots with a weapon with a higher OR than what the target has or if the target cannot shoot back due to being out of ammo or out of range, then the target is *outgunned*. The target will take the Received Fire test but cannot score a result better than Duck Back.

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Example – SGT Billy has a submachine gun (OR 3) but is out of ammo. He is fired on by Slag who is using a semi-automatic rifle. SGT Billy takes the Received Fire Test and passes 2d6. Although SGT Billy has a weapon with a better OR than the shooter as he cannot fire because he is out of ammo, he instead must duck back.

Na Outgunned Rankings

Stars, figures retrieving wounded and chargers are never outgunned.

Outgunned Ranking	Weapon Type
5	Flamethrowers, Grenades, Satchel Charges, and all Antitank weapons.
4	HMG, MMG, and LMG.
3	BAR, MP, and SMG
2	Semi-automatic rifles and carbines.
1	Other ranged weapons not listed.
0	Those that cannot return fire, out of ammo, or out of range.

TIGHT AMMO

Ammo in NUTS! is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo and must be reloaded. Anytime two or more “1”s are rolled when firing the weapon it is out of ammo and cannot be fired again until reloaded. It takes one turn of activation to reload the weapon. Figures reloading weapons may move but cannot exceed their normal movement.

The weapon is considered out of ammo after all d6 have been applied.

Weapons with dedicated loaders who are serving the weapon have to have three or more “ones” rolled when firing to be out of ammo. A dedicated loader cannot do anything except feed the machinegun. These include all light machineguns, medium machineguns, and heavy machineguns. It specifically excludes the US BAR, all 1940 French MMG, and all Italian and Japanese LMG, MMG, and HMG except the French Chatellerault M1929 (looks like a BAR with Magazine on top)

Example – Ivan fires with a SMG and rolls a 1, 1, and 5. He scores one hit with the 5 but the two “ones” mean he is out of ammo.

SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in NUTS! to represent them.

LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by friendly figures, terrain, buildings, and sometimes weather.

- LOS is to the front of the figure up to a 180 degree arc.
- In nighttime the LOS is reduced to 12”. However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS between figures inside woods or rough terrain is reduced to 12” in the daytime and 6” at night. If at the edge of the woods then the figure can see and be seen from outside the woods as normal.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12” in the daytime and 6” at night.

RESOLVING FIRE

Fire continues between two or more figures until one side is unable to return fire. This can happen for the following reasons.

- Run out of ammo by rolling two or more ones.
- The weapon, such as a Bazooka, can only fire once per turn.
- One side has ducked back.
- One side has retired.
- One side has been hit by fire.

It is common for figures to fire multiple times in one turn.

Example – Pfc. Char fires his BA Rifle at Hanz and misses. Hanz takes the Received Fire Test. Hanz fires back with his SMG and misses as well. Pfc. Char takes the Received Fire test and passes 2d6. Normally he should return fire but instead Pfc. Char will duck back as he is outgunned.

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ARC OF FIRE OR SWATH

Each weapon has an arc of fire or *swath* equal to 1" for each point of Target Rating it has. However the first figure fired at defines where the arc of fire begins. All figures in the arc, up to the Target Rating, can be hit.



Example – In the above example the shooter has a 3" swath, defined by the Target Rating of 3. He is allowed to shoot 3 targets, one per inch of swath.

Example 2 - Twelve enemy, all 2" apart, are fired on by a LMG with a Target Rating of 6. Only three figures can be hit.

Example 3 - Twelve enemy all in contact and three ranks deep are fired on by a LMG with a Target Rating of 6. Only six figures can be hit.

TARGET SELECTION

A figure can fire at up to one target per point of Target Rating of the weapon.

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple hits.
- Roll the dice and arrange the dice from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example –Pvt. Hickie fires his BREN LMG at Hans and Franz. He declares to fire 1d6 at the first target, Hans, and the rest at Franz. Hickie rolls a 3, 5, 1 and 2. The d6 are laid out from high to low (5, 3, 2, and 1). The 5 will be applied to Hans and the rest applied to Franz.

Remember that the swath is measured from the first target. Using the swath may also make a target figure closer to the firer out of the swath, even if that figure is within 1" of another eligible target. The swath is most effective when firing an automatic weapon along a line of figures from the front or back, or a column of figures from the side.

SHOOTING A WEAPON

First establish a LOS between the shooter and the target figure. Then-

- Roll a number of d6 depending upon the Target Rating of the weapon. Place each d6 next to each target figure as described above.
- Next add them individually to the shooter's Reputation.
- Compare these totals individually to the Ranged Combat Table. *There is no need to test any modifiers prior to rolling as the modifiers are already built into the hit table.*

Target Ranged Combat

1d6 + Rep

A result of two or more "ones" means out of ammo.

1d6 + Rep	Result
3 to 7	• Miss.
8	• Target concealed – miss. • Target in cover – miss. • Target prone – miss. • Target moved fast – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Second or higher target – miss. • Otherwise – hit.
9	• Target in cover – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Third or higher target – miss. • Otherwise – hit.
10+	• Hit.

- **MISS** – The target was missed but must immediately take a Received Fire Test.
- **HIT** – The target was hit and damage must be determined.
- **CONCEALMENT** – If the target is behind an obstruction that can conceal it but cannot stop a bullet it was missed.
- **COVER** – If the target is behind a solid obstruction that can stop a bullet it is in cover and was missed. Figures inside buildings count as concealed.
- **PRONE** – If the target is prone it was missed.
- **TARGET MOVED FAST** – If the target passed a Fast Move test with 2d6 or 1d6, the target was missed.

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- **SHOOTER MOVED FAST** – If the shooter took a Fast Move test when active and shooting the target was missed.
- **SHOOTER IS SNAP FIRING** – Shooter rushed his shot and the target was missed.
- **SECOND (THIRD) OR HIGHER TARGET** – If the target was the second (third) or higher target shot at by the same shooter then it was missed.
- **OTHERWISE** – If none of the circumstances apply the target was hit.

Example - SGT Billy Pink REP 5 fires his Semi-automatic Rifle at Hanz who is in cover. SGT Billy rolls a 3 and 6. Each die is added to the Rep of SGT Billy (5), which results in an 8 (5+3 = 8) a miss and an 11 (6+5 = 11) a hit.

DETERMINING DAMAGE

Each time a figure is hit the shooter must roll on the Ranged Combat Damage Table. Roll 1d6 and compare the score to the Impact of the weapon.

1 Ranged Combat Damage

1d6 per each hit

Score	Result
"1"	• Target Obviously Dead
Impact or less but not a "1"	• Target is Out of the Fight.
Higher than Impact	• Target is knocked down and immediately takes Recover From Knock Down Test.

Example – SGT Billy Pink has hit Hanz with his BA Rifle. SGT Billy rolls 1d6 and scores a 4. This is higher than the Impact of 3 so Hanz is knocked down and must take the Recover From Knock Down Test. Hanz passes 2d6 and is stunned.

AUTO-KILL OR CAPTURE

If an active figure comes into physical contact with a *stunned, hunkered down, or out of the fight* figure he can choose to either automatically dispatch the figure or instead capture him. If captured the figure must be guarded by at least one armed figure.

Example – SGT Billy Pink activates and runs up to the stunned Hanz and chooses to capture him.

PITIFUL SHOT

Rep 3 figures and only Rep 3 figures are allowed to use the *pitiful shot* rule. Whenever a Rep 3 fires and rolls a six but still cannot hit the target, such as when a target is in cover, he is allowed to roll 1d6 again. If the score is equal to or lower than his Rep (3) then a hit is scored. Otherwise, treat the result as a Miss requiring the target to take a Received Fire Test.

Example – Cpl Char (Rep 3) fires at Grenadier Riess who is in cover. He scores a 6 but still cannot score a hit. Cpl Char can use the Pitiful Shot rule and rolls another 1d6 and scores a 2 which is under his Rep of 3. Grenadier Riess has been hit.

THROWING GRENADES

A figure can only throw one grenade per turn. But before he may throw it the character must *ready* or prepare the grenade to be thrown. Rolling 2d6 versus the Rep of the active character and consulting the *Ready Grenade Table* does this.

2 READY THE GRENADE

(Taken vs. Rep)

# Dice Passed	Result
Pass 2d6	May immediately move and throw the grenade this activation.
Pass 1d6	May immediately move and throw the grenade in reaction
Pass 0d6	May immediately move and throw the grenade when next active.

Grenades can be thrown up to 6". Simply nominate the spot the grenade is to land, roll 2d6 versus the thrower's Rep, and consult the Throwing Grenade Table.

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2 THROWING A GRENADE (Taken vs. Rep)

# Dice Passed	Result
Pass 2d6	Grenade lands on the nominated spot. Test for damage.
Pass 1d6	- If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion however causes the target to take a Received Fire test counting outgunned. - If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar it lands on the nominated spot. Test for damage.
Pass 0d6	Oops! Grenade is dropped. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage. Otherwise roll for damage.

Example – Hanz decides to toss a grenade at SGT Billy Pink who is in cover. He is aiming for a spot beyond the cover that he cannot see, effectively throwing blind. He rolls 2d6 versus his Rep of 4 and scores a 3 and a 6. He has passed 1d6 and misses. Billy takes the Received Fire Test and passes 2d6 but must duck back as the grenade outguns his BAR (LMG). Grenadier Riess now runs up to the wall and drops a grenade over it. Riess also passes 1d6 but as he is dropping it over the wall and not throwing it the grenade hits. Billy now tests for damage.

HITTING WITH A BLAST EFFECT WEAPON

Once a grenade or rocket has landed on the nominated spot, the player will center a 5" blast circle template on it. I suggest a common CD for this.

Roll once for each figure on the Ranged Combat Damage Table versus an Impact of 2.

Any figure within the circle may be damaged with following exception-

- Anyone with cover which has DV equal or greater than the Impact of the weapon firing, between themselves and the nominated spot will duck back instead. This could include the thrower and other friendly figures.

Example – Hanz nominated a spot outside the building and tossed the grenade. It landed and those outside were hit but some potential targets were inside. The building had DV of 3, while the grenade has Impact of only 2 - so those inside with cover between them and the nominated spot would only become stunned.

HE HITS

Those figures in a blast effect circle after a hit from direct fire HE or indirect fire HE from weapons such as tank or infantry guns and mortars are all eligible targets and are hit as if from a single round of gunfire. This means each target in the blast area must roll on the Damage Table in the same manner as being in the Blast Effect of a grenade, using the Blast Effect Impact of the weapon they were hit by (page 50).

"WHO'S GOT THE GRENADE?"

This rule eliminates the need for bookkeeping where grenades are concerned. So long as grenades are available to that force, whenever a figure needs to use a grenade, it is assumed to have one. It is not necessary to keep track of where the grenades are on an individual basis. Yes, it's *fudging* but it makes the game move more quickly!

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat). Before doing this please remember that you have a gun!

HAND-TO - HAND WEAPONS

There are three categories.

- Standard Weapon (SW)** – Knife, bayonet, or rifle butt. These have an Impact of 2.
- Specialized Weapon (SPW)** – Sword, entrenching tool, or axe. These have an Impact of 3.
- Improvised Weapon (IW)** – Improvised weapons are those that are not designed as weapons but will work in a pinch.

HOW TO MELEE

Hand-to-hand combat is carried out in the following manner.

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- The charger passes the Wanting To Charge test.
- The target of the charge takes and passes the Being Charged test.
- Each figure in melee starts with pool of d6 equal to their Rep.
- Each figure adds to or subtracts d6 from the pool when any of the melee modifiers apply.
- Each figure then rolls their d6 discarding any result of 4, 5, or 6.
- Each figure then retains any die which rolled a result of 1, 2, or 3 and re-rolls them.
- This continues until one or both sides have zero d6 left to roll.
- Consult the Melee Combat Table and apply the results.
- *When fighting against more than one figure the outnumbered figure must decide how many dice to apply to each attacker.*

Rep

Melee Combat

Taken vs. Rep

-2d6 if prone or attacked to rear
 -2d6 if retrieving wounded
 -1d6 if using a lower Impact weapon than your opponent

A score of 1, 2, or 3 is a success
 A score of 4, 5, or 6 is a failure.

*When fighting multiple attackers must divide d6 in your pool among the attackers before rolling**

Continue rolling until one side has any successes or all sides have zero successes.

** If you defeat an opponent any success can be added back into your pool to continue the fight against other opponents.*

# Successes	Result
Score 2+ more successes	Enemy Obviously Dead.
Score 1 more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

Example – SGT Billy Pink REP 5 and Hanz REP 4 are in melee. SGT Billy has a bayonet on a rifle and Hanz a small pipe.

- *SGT Billy starts with 5d6 for his Rep. No modifiers apply so he rolls 5d6.*
- *Hanz starts with 4d6 for Rep and modifies it by removing 1d6 for having a lower Impact weapon. Hanz will roll 3d6.*
- *SGT Billy rolls a 1, 2, 3, 6 and a 6. He keeps the 1, 2, and 3 and discards the 6 and 6. He will re-roll 3d6.*
- *Hanz rolls a 1, 4 and 6. He keeps the 1 and discards the 4 and 6. He will re-roll 1d6.*
- *SGT Billy rolls 3d6 and scores a 1, 2 and 6. He keeps the 1 and 2 and discards the 6. He will re-roll 2d6.*
- *Hanz rolls 1d6 and scores a 1. He keeps the 1 and will re-roll 1d6.*
- *SGT Billy rolls 2d6 and scores a 1 and 3. He will re-roll 2d6.*
- *Hanz rolls 1d6 and scores a 5. He discards the 5 and has zero d6 to re-roll.*
- *SGT Billy has won the melee with 2 more dice left when Hanz is out of dice so Hanz is "obviously dead" per the Melee Result table.*

BREAKING OFF MELEE

Anytime a figure that is locked in melee becomes active it may choose to end the melee by moving at least 1" away from the enemy. He can do this unless blocked by terrain such as when having a back to the wall. Once the melee has been broken off the other side will take an immediate In Sight Test and will carry out the result.

Example – Both Billy and Franz have scored zero successes previously so they are locked in melee. Franz activates first and breaks off the melee by moving 6" away. Billy takes an In Sight Test and passes 1d6 and can fire at Franz taking a snap fire.

RETRIEVING WOUNDED

When a figure is retrieving wounded figures it will behave as follows:

- Figures can voluntarily choose to retrieve wounded figures.

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- In addition, any figure that pass 2d6 or 1d6 on a Reaction Test and must duck back will retrieve any wounded figure within 4". Those scoring a result of pass 0d6 and must duck back will not retrieve wounded figures.

Example – SGT Billy Pink scores a result of duck back by passing 1d6. Out Of The Fight Pvt. Char is within 4" of SGT Billy so he is allowed to move to him, pick him up, and then move to cover and duck down even if exceeding his normal move.

- Any figure ,not doing a Duck Back reaction, may pick up a wounded figure and continue moving its remaining distance but may not exceed normal movement at any time.
- Figures cannot fire weapons when retrieving wounded figures.
- Figures charged while retrieving wounded must drop the wounded or keep them but will melee at –2d6 while holding a wounded figure. If they drop the wounded they fight normally per their Receiving a Charge test but may not recover the wounded figure until next activated.
- Those retrieving wounded are never outgunned.

MEDICS

We now introduce those unsung heroes of every war, the *medic*. These are characters with limited medical training but their presence on the field can be the difference between life and death.

- Medics are always Rep 4.
- They always count as retrieving wounded when they come under fire.
- They will only defend themselves in hand to hand if charged.

Here's how they work.

Normally when a figure receives a result of Out of the Fight it is out for the balance of the game. But if a medic can reach the fallen figure within three activation rolls of when the wound occurs he may apply medical assistance. There may be times when the medic cannot activate due to Rep limitations but it will still count as one of the three activation rolls.

When the medic reaches the downed figure, roll 2d6 on the *Medic Table* versus the Rep of the medic. This may be only attempted once on an "Out of the Fight" figure.

2

MEDIC!

(Taken when a medic contacts an OOF figure)

# D6 PASSED	RESULT
2 or more	Just a flesh wound. Figure will immediately return to the fight at normal Rep.
1	Figure has lost one point of Rep for the remainder of the battle but will immediately return to the fight.
0	Figure remains OOF.

The Americans, British, and Germans have a chance (1-2) that the medic attached to their platoon will be with them. If he is not, check each time another squad from their platoon reaches the board. If all three squads are on the table then the medic will be there as well.

The Russians have a chance (1) that a medic will be attached to their squad. If he is not, each time an additional squad enters the table check to see if the medic is present. However, the chance will increase by 1 each time a squad enters.

Example - Three Russian squads are on the table. A fourth squad enters the table and there is a chance (1-4) that a medic will be with them. There cannot be more than 1 medic for each six Russian squads on the table.

WOUNDED WAY STATION

Players may choose to leave or group their wounded in one place protected by at least one non-wounded figure. This can be used instead of carrying them off the table.

AFTER THE BATTLE

If you decide that you would like to keep the same Characters for more than one battle this is an easy way to see if they recover from wounds. Rolling 2d6 vs. the Rep of each figure that went *out of the fight* and consulting the After the Battle Recovery Table does this.

Out of the fight figures that are on ground held by your troops/side at the end of the battle or were recovered using the Retrieving Wounded Rule use the After the Battle Recovery Table. Otherwise the enemy captures them if they hold the ground.

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STARS are always recovered by their own side.

2 AFTER THE BATTLE RECOVERY *

Taken vs. Rep of all OOF figures

# Dice Passed	Result
Pass 2d6	Figure recovers and stays with the squad.
Pass 1d6	Figure recovers and returns to the squad after 1d6/2 Missions as a Replacement but at -1 to its Rep.
Pass 0d6	Figure either dies from wounds or is returned home.

* Captured OOF or hunker downs left behind will roll on this table but instead of returning to their squad or home become Prisoners of War (POWs). Those that moved off the table return to their unit but must Pay the Piper (page 73).

END OF THE INFANTRY SECTION

Now it's time to try a simple infantry only Mission. Once you feel comfortable and have a good understanding of the rules in Part One, proceed to Part Two: Vehicles. For the sake of simplicity we will not reference Attributes in this Mission.

MISSION ONE

JUNE 1944 - You're in command of a small group of paratroopers in France. Your unit has been dispersed all over the drop zone and is slowly reforming. Currently it is you and three other troopers.

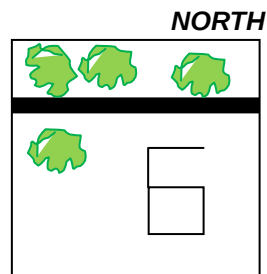
US Forces	Rep	Weapon
Leader - NCO (You)	5	Large Caliber SMG
Rifleman (Able)	4	Semi-Auto Rifle
Rifleman (Baker)	4	Semi-Auto Rifle
Rifleman (Charlie)	3	Semi-Auto Rifle

Your major concern is making it to the rallying point. You are now coming up onto a house. Here's what the area is like.

It's a 3'x3' board. A road runs from west to east, 12" in from the north. The whole area between the road and north edge is wooded, reducing movement by half but provides cover.

Across the road is a 6"x6" patch of similar woods.

In the center of the board is a small house with a low stone wall on the north and west front yard. There are doors on the north and south walls and windows on all four walls



You are active and have moved 2" to the edge of the woods on the north side of the road.

There is a German soldier (Dorfman) at the corner where the two stone walls join together and another in the north doorway (Engles). They will immediately take an in Sight test. No one else is visible.

After you have finished your activation a new turn will begin. See page 14.

GERMAN TROOPS

German Forces	Rep	Weapon
Leader - NCO (Arnold)	4	Medium Caliber SMG
MG Gunner (Beck)	4	MG-42 LMG
Rifleman (Conrad)*	3	Bolt Action Rifle
Rifleman (Dorfman)	3	Bolt Action Rifle
Rifleman (Engles)	3	Bolt Action Rifle

* Conrad is acting as the MG assistant.

Once the shooting starts immediately roll 1d6 for the location of the remaining Germans.

- 1 – 2 = All are in the house.
- 3 = Beck and Conrad are in the house while the NCO is in the small woods to the left.
- 4 = The MG Gunner and Conrad are at the edge of the stone wall in place and ready to fire on the road/woods while the NCO is in the house.
- 5 - 6 = The MG Gunner, Conrad, and the NCO are moving to the house from the small woods to the left.

VICTORY

You may claim victory if you eliminate the German force.

PART TWO: VEHICLES

In this section you will learn the rules that pertain to vehicles and the weapons used to kill them. Basically when we speak of vehicles we are talking about tanks, similar Armored Fighting Vehicles (AFV) like armored cars, armored half-tracks, armored tank destroyers, etc... Vehicles also include unarmored vehicles (Softskins) like jeeps, trucks, kubelwagons (German VW jeep), etc.. Once you combine this section with the previous section you will have the complete tabletop rules. If you desire you can play NUTS! using only infantry or tanks and these will provide very enjoyable games; but when you combine the two elements the true flavor of WW II combat is released.

VEHICLE BASICS

Players will recruit their vehicles from the appropriate Vehicle List located on page 36.

Each vehicle consists of *both* the vehicle itself, and its crew. Each member of the crew will have one or more roles in the operation of the vehicle. It is important to remember the adage that a chain is only as strong as its weakest link!

Players will usually start with one or two vehicles and work their way up to larger numbers. Be advised though that as the number of vehicles increases, the game will take on a different complexion. What was an infantry driven game, becomes one centered on tanks and anti-tank weapons.

No matter what size formation you decide to use, the basic starting point is the individual vehicle and its crew.

DEFINING VEHICLES

Vehicles are defined in the following ways.

- Is it armored or a softskin?
- Is it *tracked* or *wheeled*?
- Is it *open topped* or *enclosed*?
- What type of vehicle is it?

- What amount of *armor* does it have?
- What types of Weapons does it have?
- How fast is it?
- How many crewmembers does it have?

VEHICLE ROSTER

For ease of play all the defining elements of each vehicle have been grouped together in one place. This is called the *Vehicle Roster Sheet* and is found on page 78. Entries into columns on the VRS will be referred to in most of the descriptions that follow.

ARMORED OR SOFTSKIN?

Armored Fighting Vehicles have a variety of elements that define them. Softskins include all of the elements of an AFV *except* armor. In WWII they usually don't have a heavy weapon but some did – U.S. unarmored jeeps could mount a .30 cal LMG or a .50 cal M2HB Heavy machinegun. The unarmored German tracked *Rappenschlepper 'Ost'* was made in one version with a 7.5cm L46 Pak 40 mounted on it. Softskins are also covered in the VRS with some of them, such as trucks, lumped together as a 4x2 1.5 ton truck built in England was about the same as a 4x2 1.5 ton truck built in Germany or Russia or the USA.

TRACKED OR WHEELED

Vehicles in WWII could be *tracked* or *wheeled*, or a combination of the two called *half-tracked*. The easiest way to determine this is by looking at the model!

OPEN TOPPED OR ENCLOSED

It is important to look at the model of the vehicle that is being used to see if it is *open topped* or *enclosed*.

Enclosed vehicles have armor completely covering the top of the vehicle such as a tank or an assault gun. This armor completely protects all crewmembers and passengers from direct small arms fire, hand grenades, and most indirect fire.

Open topped vehicles do not. A half-track for example is usually open topped, as are some self-propelled anti-tank guns and self-propelled howitzers where there is no armor to the rear and/or on the top. Crewmembers and passengers in and on these vehicles are not protected from direct small arms fire or from having a grenade thrown into the vehicle

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compartment or having a mortar bomb land in rather than on the vehicle.

BUTTONED UP

Fully enclosed vehicles like tanks will have an access hatch or hatches that allows for entry and exit to the vehicle. These are usually on both the hull and the top of the turret. Hatches on the rear of the vehicle are for access to the engine while those on the front or top of the hull are for the hull crew members to enter and exit the vehicle. On the turret roof and sometimes on a side of the turret are hatches for the turret crew to enter and exit.

When the hatches are closed the vehicle is said to be *buttoned up*. When a tank is *buttoned up* the Tank Commander will take In Sight Tests at a -1 to his Rep and the AA MG cannot be operated. The Tank Commander is located in the turret of turreted vehicles and in the fighting compartment of most AFV without turrets. In either case his primary job is to direct the crew and to LOOK FOR DANGER.

TYPES OF VEHICLES

There are many types of tanks and other vehicles in NUTS! These include, but are not limited to Armored Fighting Vehicles (AFV) such as light tanks, medium tanks, heavy tanks, tank destroyers, self-propelled guns and howitzers, half-tracks, and armored cars; and softskins are vehicles which are cars, trucks, jeeps, wagons, motorcycles, and other un-armored vehicles.

ARMOR RATING

The amount of armor that the vehicle has is given a numeric value. This number is known as its Armor Rating (AR). The higher the AR the better the armor is. The front, side, top of each vehicle will have its own AR with the bottom armor equal to the top. Zero (0) is an Armor Rating for light armor. Vehicles without armor will have that value given as a dash mark (-).

VEHICLE WEAPONS

We have divided the weapons that are mounted to a vehicle into four types. Not every vehicle will have every type of weapon. They are:

MAIN GUN

This is the primary weapon of the vehicle. The main gun is assigned two numeric values corresponding to

its strength. The first is the Armor Piercing Rating or APR of the gun if it fires an armor piercing shell. Weapons without any effect on an armored target will not have an APR number. The second is if the weapon fires High Explosive shells.

AA MG

This is the anti-aircraft machine gun mounted on the turret or top of the vehicle. The following abbreviations are used. In this column

N = the vehicle does not have an AA MG.

Y = the vehicle has a MMG.

HMG = the vehicle has a HMG.

? = some vehicles had (1-3) and some didn't (4-6).

Flak = the vehicle mounted a flak gun found the gun list.

The AA MG has a 180-degree arc of fire to the front of the turret or the rear of the turret so as the turret turns so does the AA MG. If mounted on the vehicle roof it has a 180 degree arc of fire in the direction the gun faces.

In cases where a crewmember must exit the vehicle to operate the MG he will count as in cover if in a hatch.

In some vehicles the machinegun is *not* for AA protection but for use in protecting the vehicle from infantry (the Hull MG below for example). These are usually located on the rear of the turret (Soviet KV and IS tanks) or the top of the superstructure (Hetzer and late SGIII/G assault guns). Both are fired from within the vehicle without exposing the gunner.

HULL MG

This machine gun, also referred to as the defensive machine gun, is usually mounted on the front of the hull in an armored mounting. The hull MG has a 45-degree arc of fire to the front, and is operated by the Radio Operator (RTO) or Bow Gunner (BOG). If the vehicle has one, it will have a Y in the Hull MG column. Its purpose was to suppress enemy infantry in front of the vehicle.

CO-AXIAL MG

The co-axial machine gun is mounted alongside the main gun on the opposite side to the gunner. This MG is used as the primary weapon against infantry. The arc is the same as the arc of the main gun. The co-axial machine gun is usually fired by the gunner who does so by activating a footplate or trigger. The

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loader in the vehicle loads the coax MG and clears it if it jams. If the Co-axial MG is being fired by the gunner the main gun usually can't be fired. If a vehicle has a co-axial machine gun it will have a Y in the appropriate column.

NOTE ON MACHINE GUNS

Note that bow machineguns are treated as light machineguns and coax machineguns as medium machineguns in the rules unless specified otherwise.

VEHICLE SPEED

This is the maximum speed, in inches, that the vehicle may move when it is active. You will see two entries for each vehicle in the Speed column of the VRS. The figure before the slash is how far the vehicle may move if it stays on a road for the entire move. The figure after the slash is the vehicle's cross-country movement rate.

Example – The Russian JS-2 can move 18" per turn spent entirely on the road or 12" if traveling cross-country. Vehicles may combine on and off road movement by prorating any distance used.

Speed in reverse is 1/3 cross-country speed.

VEHICLE CREW

This is the number of crewmembers that the vehicle normally has. The number of crew in the vehicle will be in the Crew column listed as Turret Crew/Hull Crew. In some cases the vehicle may have more than one turret in which case the largest turret will be listed, and the crew in the other turrets listed in the notes. If the vehicle doesn't have a turret the number will be listed for the fighting compartment.

DEFINING THE CREW

Unlike other games, each crewmember of a vehicle is an individual. Crewmembers are defined in the following ways.

- Is he a *Star* or a *Grunt*?
- What is his *Reputation*?
- What type of *Individual Weapon* does he have?
- Does the character have any *Attributes*?
- What is his *Job* on the vehicle?

STARS AND GRUNTS

Wait? You're telling me that a crewmember could be a Star?

Yes he can. In NUTS! you can choose to play one tank or maybe a platoon of tanks instead of an infantry squad or platoon. In the future we will release an Armor Supplement detailing Missions and Scenarios specifically for tanks as well as providing VRS for additional WWII vehicles.

Star crewmembers are just like infantry Stars found on page 4 but some of their advantages are handled differently when they are functioning in the vehicle.

LARGER THAN LIFE

Although the Star cannot be killed the vehicle can be destroyed.

CHEATING DEATH

Although the Star can be whisked away unharmed the vehicle cannot.

FREE WILL

This will only come into play if he is the commander of the vehicle and applies only to the Clank Test.

STAR POWER

Applies normally when the Star takes damage.

REPUTATION

Reputation is handled the same as for infantry. How Rep is determined for vehicle crews may be found on the *Vehicle List* starting on page 36.

INDIVIDUAL CREW WEAPONS

Usually when a crew bails out it is removed from the board. But if you wish to continue the fight with them after bailing out here's how it's done.

Crews that abandon or leave their vehicle will either have a pistol (1-4) or SMG (5-6). They can perform as a regular infantryman but at -2 to their Rep at all times. Crews will normally fight only to protect themselves or reach their own lines.

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ATTRIBUTES

Crewmembers can have Attributes just like infantry characters. However, when they are functioning in the vehicle they may not be able to use them.

Example - Joe is a Brawler which does him no good while inside the tank.

JOBS

Crew numbers vary with the size and purpose of the vehicle. Each crewmember has a specific role in the vehicle and in some cases may have more than one.

Here's a breakdown of who they are and what they do in real life. The following sections will explain their duties as reflected in the rules.

Note that towed anti-tank guns work on the same principles, with the role of Tank Commander being replaced by a Gun Crew Leader.

FIVE MAN CREW

Tank Commander (TC)

- Responsible for everything the tank does, or fails to do.

The TC has the following roles in NUTS!

- 1 - Takes the "In Sight" check whenever targets come into view.
- 2 - May operate the AA machine gun when the tank is not *buttoned up* (hatch closed).
- 3 - Takes the Clank Test.

Driver (DR)

- Moves and positions the tank according to the TC's orders.

The DR has the following roles in NUTS!

- 1 - Takes the Run Over Test when wishing to run over or through, other vehicles, terrain, or structures.
- 2 - Takes the Lose Control Test if attempting a turn at more than ½ its speed.

Gunner (GNR)

- Engages targets with the tank's main gun, or co-axial MG, according to the TC's orders.

The GNR has the following roles in NUTS!

- 1 - Declares whether firing at the turret or hull of a vehicle and rolls on the "Place Round" table to see if a hit is scored.
- 2 - Operates the co-axial machine gun.
- 3 - Replaces the TC if the TC is gone or incapacitated.

Loader (LDR)

- Safes, loads, and arms the main gun according to the TC's orders. Loads and clears the coax MG. Mans the AA MG if ordered by the TC or Gunner.

The LDR has the following role in NUTS!

- 1 - Rolls on the "Loading" table immediately after the main gun has fired.
- 2 - Clears the coax machinegun or reloads it if it jams or runs out of ammunition.
- 3 - Mans the AA MG or defensive MG as required.

Bow Gunner (BOG)

- Operates the tank's radios according to the TC's orders if the radio is located in his vehicle position
- Engages targets with the tank's bow gun according to the TC's orders.

The BOG has the following roles in NUTS!

- 1 - Operates the Hull machine gun.

NUTS!

FEWER THAN FIVE MAN CREWS

Sometimes there will be fewer than five men in the crew. This can either be by design or if members are incapacitated. *When a crewmember has more than one role he can only perform one at a time.* The following sections will describe the roles of the various crewmembers in game terms in smaller crews or when other crewmembers are incapacitated.

FOUR MAN CREWS

Tank Commander (TC)

The TC has the following roles in NUTS!

- 1 - Takes the "In Sight" check whenever targets come into view.
- 2 - Operates the AA machine gun when the tank is not "buttoned up" (hatch closed) or orders the loader to man the AA MG or vehicle defense MG.
- 3 - Takes the "Clank" test.

Driver (DR)

The DR has the following roles in NUTS!

- 1 - Takes the "Run Over" test when wishing to go over or through other vehicles or structures.
- 2 - Takes the Lose Control Test if attempting a turn at more than ½ its speed.

Gunner (GNR)

The GNR has the following roles in NUTS!

- 1 - Declares whether firing at the turret or hull of a vehicle and rolls on the "Place Round" table to see if a hit is scored.
- 2 - Operates the co-axial machine gun if the AFV has one.
- 3 - Replaces the TC if gone or incapacitated.

Loader (LDR)

The LDR and BGO roles are combined as follows in NUTS!

- 1 - Rolls on the "Loading" table when wishing to reload the main gun.
- 2 - Operates the Hull defense machine gun or AA MG.

The TC operates the radio in many cases.

THREE MAN CREWS

Tank Commander (TC)

The TC and GNR roles are combined as follows in NUTS!

- 1 - Takes the "In Sight" check whenever targets come into view.
- 2 - Operates the AA machine gun when the tank is not "buttoned up" (hatch closed) or directs the loader to man the MG.
- 3 - Takes the "Clank" test.
- 4 - Declares whether firing at the turret or hull of a vehicle and rolls on the "Place Round" table to see if a hit is scored.
- 5 - Operates the co-axial machine gun if the vehicle has one.

Driver (DR)

The DR has the following roles in NUTS!

- 1 - Takes the "Run Over" test when wishing to go over or through other vehicles or structures.
- 2 - Takes the Lose Control Test if attempting a turn at more than ½ its speed.

Loader (LDR)

The LDR and BGO roles are combined as follows in NUTS!

- 1 - Rolls on the "Loading" table when wishing to reload the main gun.
- 2 - Operates the radio.

NUTS!

TWO MAN CREWS

Tank Commander (TC)

The TC, GNR, BOG, and LDR roles are combined as follows in NUTS!

- 1 - Takes the "In Sight" check whenever targets come into view.
- 2 - Operates the AA machine gun when the tank is not "buttoned up" (hatch closed).
- 3 - Takes the "Clank" test.
- 4 - Declares whether firing at the turret or hull of a vehicle and rolls on the "Place Round" table to see if a hit is scored.
- 5 - Operates the co-axial machine gun.
- 6 - Rolls on the "Loading" table when wishing to reload the main gun.

Driver (DR)

The DR has the following roles in NUTS!

- 1 - Takes the "Run Over" test when wishing to go over or through other vehicles or structures.
- 2 - Takes the Lose Control Test if attempting a turn at more than ½ its speed.

VEHICLE LISTS

This section will provide you with the Vehicle Lists that are used in NUTS! This covers the time frame starting roughly in January 1944 with the Russian or Red Army advancing into Poland and continuing through the German *Battle of the Bulge* offensive, which technically ended on January 16th of '45.

There will be many more supplements, source books, and campaign books to follow that will cover other armies and other time periods of the war.

The following Vehicle Lists are provided-

- American
- British
- German
- Russian

This will only cover the vehicles and the weapons they used. Infantry is covered by their own *Army Lists* found on page 9.

USING THE LISTS

Here's how to use the lists.

- Decide which army you want to use and go to that list.
- Choose which type of vehicle you want to play.

Example - On the Russian list I have many choices and decide to use the T-34/76 tank.

- Then go to the T-34/76 row and go across one column at a time. This will tell you all you need to know about your vehicle.

VEHICLE INFO

Here's information about your vehicles.

Vehicle - The name of the vehicle.

Front Armor - The AR of the front armor.

Side Armor - The AR of the side armor. *The rear armor is 1/2 the AR of the side armor rounded down.*

Top Armor - The AR of the top armor. *This also applies to the bottom armor as well.*

APR Main Gun - The Armor Piercing Rating of the main gun.

HE - The HE Rating of the main gun.

AA MG - Denotes anti-aircraft machine gun. A "Y" signifies that it has one while an "N" means it does not.

Hull MG - Denotes hull mounted machine gun. A "Y" signifies that it has one while an "N" means it does not.

Co-Ax MG - Denotes a co-axial machine gun. A "Y" signifies that it has one while an "N" means it does not. A DF indicates the vehicle has a Defensive MG. A Y-DF indicates it has both.

Speed - The first number is the speed in inches the vehicle may travel while on a road while the second is the cross-country speed.

Crew - The number of crew members in the vehicle. Refer to page 33 for their responsibilities. ## indicates hull/turret crew in a tank or hull/gun compartment crew (on SP Guns). # indicates crew is in the same compartment (and there is no turret).

Notes - Indicates special attributes. In most cases this will refer to the vehicle armor or crew.

NUTS!

AMERICAN VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	APR Main Gun	HE	AA MG	Hull MG	Co-Ax MG	Speed	Crew
M3A1 Stuart	3	2	1	4	5/2	Y	Y	Y	24	2/2 ^E
M3A3 Stuart	3	2	1	4	5/2	Y	Y	Y	24	2/2 ^E
M5A1 Stuart	4	2	1	4	5/2	Y	Y	Y	24/16	2/2 ^E
M24 Chaffee	4	2	1	6	6/3	Y	Y	Y	24/16	2/3
M3 Grant/Lee (75/37)	5	2	1	6 & 4	6/3 & 5/2	N	Y	Y	18/12	5/2
Sherman 75mm M4, M4A1, M4A2	5	2	1	6	6/3	HMG	Y	Y	18/12	2/3
Sherman 75mm (Wet), M4A3	6	2	1	6	6/3	HMG	Y	Y	18/12	2/3
Sherman 76mm (Wet) M4A1, M4A3	5	2	1	7	6/2	HMG	Y	Y	18/12	2/3
Sherman 76mm (Wet) M4A3E8	6	2	1	7	6/2	HMG	Y	Y	18/12	2/3
Sherman 105mm	5	2	1	9*	10/4	HMG	Y	Y	18/12	2/3
Sherman 105mm (Wet)	6	2	1	9*	10/4	HMG	Y	Y	18/12	2/3
M4A3E2 Jumbo (75mm)	8	2	1	6	6/3	HMG	Y	Y	12/8	2/3
M4A3E2 Jumbo (76mm)	8	2	1	7	6/2	HMG	Y	Y	12/8	2/3
M26 Pershing	8	5	2	9	8/3	HMG	Y	Y	18/12	2/3
M8 HMC	3	2	-	6*	6/3	HMG	N	N	24/16	1/3 ^A
M7 HMC Priest	4	2	-	7*	10/4	HMG	N	N	18/12	7 ^A
M10 GMC	3	2	-	7	6/2	HMG	N	N	18/12	2/3 ^A
M18 GMC	2	1	-	7	6/2	HMG	N	N	32/16	2/3 ^A
M36 GMC	3	2	-	9	8/3	HMG	N	N	18/12	2/3 ^A
M36A1 GMC	5	2	-	9	8/3	HMG	Y	N	18/12	2/3 ^A
M8 Armored Car	1	1	-	3	5/2	HMG	N	Y	28/8	2/2 ^A
M20 Armored Car	1	1	-	None	-	HMG	N	N	28/8	5 ^A
Jeep	-	-	-	None	-	N	N	N	32/16	4
Truck	-	-	-	None	-	N	N	N	28/14	2
M3 Half-Track	0	0	-	AAHMG	-	LMG	N	N	24/12	2 ^A
M13 or M16 AA Half-track	0	0	-	2(ROF4 & 6)	-	HMG	N	N	24/12	2+4 Gun ^A

NOTES

A = Open topped

E = TC is LDR

NUTS!

AMERICAN TANKER REPS

Tanker Reps	1-3	4-6	7
American	3	4	5

Modifiers to die rolls:

+1 if with Patton's forces

AMERICAN GUNS

Anti-tank Guns & Autocannons				
	APR	HE	Crew	Notes
HMG M2HB	2	-	6	Takes 1 turn to set up.
37-40mm AA Autocannon	3	5/2	3	Immobile. ROF 3.
37mm ATG	3	5/2	3	Light
57mm ATG	5	5/2	4	Medium
76mm ATG	7	6/2	6	Heavy
90mm AA	9	8/3		Immobile
105mm FH	9*	10/4	6	Heavy
75mm IG (Paratroops)	6*	6/3	4	Medium
105mm IG (Paratroops)	7*	10/4	4	Medium

Light guns can be moved by crew up to 1/2 move.

Medium guns can be moved by crew up to 4".

Heavy guns can be moved by crew up to 2".

Immobile guns cannot be moved without using a vehicle or horse tow.

NOTES

* = Denotes howitzer with short barrel. Direct Fire only at SHORT RANGE (up to 48"). Reduce Gunner REP by 1 for every 12" range over 2 feet.

NUTS!

BRITISH VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	HE	AA MG	Hull MG	Co-Ax MG	Speed	Crew
M5A1 Stuart	4	2	1	4	5/2	Y	Y	Y	24/16	2/2 ^E
Sherman I, II, or III	6	2	1	6	6/3	N	Y	Y	18/12	2/3
Sherman Firefly IC, IIC, or IIIC	6	2	1	11	6/2	N	N	Y	18/12	1/3 ^B
Cromwell III-IV-VII	5	3	1	6	6/3	N	Y	Y	24/16	2/3
Cromwell VIII	6	3	1	6*	8/3	N	Y	Y	24/12	2/3
Archer SP	3	2	-	11	6/2	N	N	N	12/12	1/3 ^C
Churchill III	7	5	2	5	5/2	N	Y	Y	12/8	2/3
Churchill IV	7	5	2	6	6/3	N	Y	Y	12/8	2/3
Churchill VII	8	5	2	6	6/3	N	Y	Y	10/6	2/3
Churchill XI	8	5	2	6	8/3	N	Y	Y	10/6	2/3
Challenger	5	3	1	11	-	N	N	Y	18/12	1 ^B /3
Comet	6	3	1	11	6/2	N	Y	Y	18/12	2/3
M10 GMC Wolverine	2	2	-	7	6/2	Y	N	N	18/12	2/3 ^A
M10 GMC Achilles	2	2	-	11	6/2	Y	N	N	18/12	2/3 ^A
Sexton	1	1	-	6*	8/3	Y	N	N	18/12	6 ^A
Kangaroo M7	3	2	-	None	-	Y	N	N	18/12	2+20 ^A
Kangaroo Mk II RAM	5	2	-	LMG	-	Y	N	N	18/12	2+10 ^A
Humber IV Armored Car	1	1	1	4	5/2	N	N	Y	32/12	1/3
Daimler Armored Car	1	1	1	4	5/2	N	N	Y	32/12	1/2
Staghound Armored Car	2	1	1	4	5/2	N	Y	Y	32/12	1/3
M3 GMC	1	1	-	6	-	N	N	N	18/12	2/4 ^A
Universal Carrier	1	1	-	None	-	N	Y	N	24/16	2/4 ^A
Truck	-	-	-	None	-	N	N	N	28/10	2+Varies
Dingo Scout Car	1	1	1	None	-	Y	N	N	28/14	1/1
Jeep	-	-	-	None	-	Y	N	N	30/14	4

NOTES:

A = Open topped

B = No BOG

C = Fired over rear. Driver may not be in vehicle when being fired.

D = TC is LDR

NUTS!

BRITISH TANKER REPS

Tanker Reps	1-3	4-5	6
British	3	4	5

BRITISH GUNS

Anti-tank Guns & Autocannons	APR	HE	Crew	Notes
6 Pdr ATG	7	5/2	4	Medium
17 Pdr ATG	11	6/2	4	Heavy
25 Pdr FH	6*	8/3	6	Immobile
20mm Autocannon	2	-	4	Light. ROF 2
40mm AA Gun	4	-	5	Immobile. ROF 2

Light guns can be moved by crew up to 1/2 move.

Medium guns can be moved by crew up to 4".

Heavy guns can be moved by crew up to 2".

Immobile guns cannot be moved without using a vehicle or horse tow.

NOTES

* = Denotes howitzer with short barrel. Direct Fire only at SHORT RANGE (up to 48"). Reduce Gunner REP by 1 for every 12" range over 2 feet.

NUTS!

GERMAN VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	HE	AA MG	Hull MG	Co-Ax MG	Speed	Crew
Panzer II L Lynx	3	2	1	2 (ROF2)	-	N	N	Y	24/16	1/2 ^E
Pz III L-M	5	2	1	6	5/2	N	Y	Y	18/12	2/3
Pz IV E-F	5	3	1	4	6/3	N	Y	Y	18/12	2/3
Pz IV G-H-J	6	3	1	8	6/3	Y	Y	Y	18/12	2/3
Pz V Panther D, A, G	9	4	2	10	6/2	N-Y-Y	Y	Y	24/16	2/3
Pz VI E Tiger I	8	6	3	9	8/3	N	Y	Y	18/8	2/3
Pz Tiger 2 King Tiger	12	6	3	12	8/3	N	Y	Y	12/8	2/3
JagdPanther	9	4	2	12	8/3	N	Y	N	24/16	5
JagdTiger	13	6	3	14	10/4	N	Y	N	12/8	2/4
Grizzly Bear	8	3	1	9*	12/4	N	Y	N	18/12	1/4 ⁽¹⁾
Marder III	1	1	-	8	6/3	Y	N	N	18/12	1/3
StuG III/G (LS)	6	3	2	8	6/3	N	Y	N	18/12	4
Nashorn	2	2	-	12	8/3	Y	N	N	18/12	1/4 ⁽¹⁾
Hetzer (LS)	8	2	1	8	6/3	N	Y	N	12/8	4
Bison	2	1	-	9*	12/4	Y	N	N	12/8	1/4 ^A
234/1 Armored Car	2	1	-	2(ROF2)	-	N	N	Y	32/16	2/2 ^{(2)A}
234/2 Puma	2	1	1	5 [^]	5/2	N	N	Y	32/16	42/2 ⁽²⁾
234/3 and 234/4 Armored Cars	2	1	-	5* or 8	6/3	N	N	Y	32/12	1/3 ^{(2)A}
232 (8 rad) Heavy Armored Car	2	1	1	2(ROF2)	-	N	N	Y	32/12	2/2 ⁽²⁾
233 Heavy Armored Car	2	1	-	5*	6/3	N	N	N	32/12	1/3 ^A
222 Light Armored Car	1	1	-	2(ROF2)	-	N	N	Y	32/8	1/2 ^A
Sdz 10	-	-	-	None	-	N	N	N	18/12	1
Sdz 11	-	-	-	None	-	N	N	N	18/12	1
Sdz 7	-	-	-	None	-	N	N	N	18/12	1
Sdz 10/4	-	-	-	2	-	FLAK	N	N	18/12	1/4
Sdz 7/1	-	-	-	2(ROF6)	-	FLAK	N	N	18/12	1/5
Sdz 7/2	-	-	-	3(ROF3)	5/2	FLAK	N	N	18/12	1/5
Kubelwagen/SW	-	-	-	LMG	-	Y	N	N	32/16	2/2
Truck	-	-	-	None	-	N	N	N	32/12	2+Varies
250/ half-track	2	1	-	LMG	-	Y	N	N	32/12	2+4 ^A
251/ half-track	2	1	-	LMG	-	Y	N	N	32/12	2+10 ^A
250/8 & 251/9 half-track	2	1	-	5*	6/3	Y	N	MG	32/12	2/3 ^A

NOTES

(1) = Denotes two loaders required to fire 1 round Rate of Fire. 1 loader only will need to do 2 Reload Tests.

(2)= Denotes 2 drivers. One for forward and one for rear. Uses Road/Cross Country speed for forward and reverse.

A = Open topped

LS = Vehicles are low silhouette compared to the larger SP guns (Jagdp Panther, ISU-152 for example) making them harder to hit. These vehicles cannot go Hull Down and fire at a target on a lower level but can go hull down and fire at a target on the same level. In this case (hull down) turret hits are hits on the front hull. Turret Hits on a LS vehicle are always misses.

NUTS!

GERMAN TANKER REPS

Tanker Reps	1	2-4	5-7
German	3	4	5

Modifiers to die roll:

+1 to die roll if SS formation

+1 to die roll if a TIGER or TIGER II tank.

GERMAN GUNS

Anti-tank Guns & Autocannons	APR	APR Crew	Notes	
Pak 28/20	4	-	2	Light
Pak 35/36 3.7 cm	4	5/2	4	Light
Pak 38 5.0 cm	5	5/2	4	Medium
Pak 40 7.5 cm	8	6/3	4	Heavy
Flak 18/36 8.8 cm	9	8/3	8	Immobile
Pak 43/41 & 43 8.8 cm L71	12	8/3	8	Immobile
Flak 28 & 30 2cm	2	-	4	Immobile
Flakvierling 38 (Quad) 2cm	2(ROF6)	-	6	Immobile
Flak 37 3.7cm	4(ROF3)	5/2	4	Immobile

Light guns can be moved by crew up to 1/2 move.

Medium guns can be moved by crew up to 4".

Heavy guns can be moved by crew up to 2".

Immobile guns cannot be moved without using a vehicle or horse tow.

NOTES

* = Denotes howitzer with short barrel. Direct Fire only at SHORT RANGE (up to 48"). Reduce Gunner REP by 1 for every 12" range over 2 feet.

NUTS!

RUSSIAN VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	HE	AA MG	Hull MG	Co-Ax MG	Speed	Crew
Valentine (as a light tank)	4	4	2	5	5/2	N	N	Y	12/8	1/3
T-34/76	6	3	1	6	6/3	N	Y	Y	24/16	2/2 ^D
T34/85	6	3	1	7	8/3	N	Y	Y	24/16	2/3
KV-85	7	5	2	7	8/3	N	Y	Y	18/12	2/3
IS/JS-2 (trt)	7	5	2	9	10/4	N	N	Y	18/12	1 ^B /3
IS/JS-2m (trt)	8	5	2	9	10/4	Y	N	Y	18/12	1 ^B /3
SU-76M	2	1	1	6	6/3	Y	N	N	18/12	1 ^{AB} /3
SU-85 (LS)	5	3	1	7	8/3	N	N	N	24/16	4
SU-100 (LS)	6	3	1	10	8/3	N	N	N	18/12	4
SU-122 (LS)	5	3	1	9*	10/4	N	N	N	18/12	4
SU-152	5	4	2	10*	12/4	N	N	N	12/12	
ISU/JSU-122	6	5	2	9	10/4	?	N	N	12/12	4
ISU/JSU-152	6	5	2	10	12/4	?	N	N	12/12	5 ⁽¹⁾
BA-64	1	1	1	LMG	-	N	N	N	32/12	1/1
Truck	-	-	-	-	-	-	-	-	28/14	2
SU-57 Tank Destroyer	0	0	-	5	5/2	N	N	N	18/12	2/3
M3 Scout Car	0	0	-	HMG		-MG	N	N	28/8	2/6

are always misses.

NOTES

* = Denotes howitzer with short barrel. Direct Fire only at SHORT RANGE (up to 48"). Reduce Gunner REP by 1 for every 12" range over 2 feet.

(1) = 2 Loaders

Trt - IS tanks have a rear turret MG

A= Open topped

B = no BOG

D = TC is Gunner

? = This means some had it and some did not.

LS = Vehicles are low silhouette compared to the larger SP guns (Jagdpanther, ISU-152 for example) making them harder to hit. These vehicles cannot go Hull Down and fire at a target on a lower level but can go hull down and fire at a target on the same level. In this case (hull down) turret hits are hits on the front hull. Turret Hits on a LS vehicle

Soviets may use the following from the US and British lists.

- M3 and M5A1 Stuart
- Sherman M4A2
- Sherman M4A2 (Wet) w/76mm gun
- Churchill IV
- Valentine VIII (as a light tank)
- M2 and M3 and M12 and M16 half-tracks
- SU-57 (U.S. Half-track with a U.S. 57mm ATG)
- M3 Scout Car

RUSSIAN TANKER REPS

Tanker Reps	1-3	4-5	6-7
Russian	3	4	5

Modifiers to die roll:

+1 IS/JSU-122 or 152

RUSSIAN GUNS

Anti-tank Guns & Autocannons	APR	HE	Crew	Notes
12.7mm AA	2	-	2	AA HMG ROF4
				Immobile.
37mm Auto-Cannon	3	5/2	5	AA Gun, ROF 3
76.2mm Regt Howitzer	3*	6/3	4	Light Gun
45mm 1942	4	5/2	4	Light Gun
ZIS-2 Mdl 43 57mm	6	5/1	4	Medium Gun
ZIS-3 Mdl 42 76.2mm	6	6/3	4	Medium Gun
85mm AA Gun	7	8/3	6	Immobile.
122mm Field Howitzer	9*	10/4	6	Heavy Gun
122mm Field Gun	10	10/4	6	Heavy Gun
152mm Field Howitzer	10*	12/4	6	Heavy Gun

Light guns can be moved by crew up to 1/2 move.

Medium guns can be moved by crew up to 4".

Heavy guns can be moved by crew up to 2".

Immobile guns cannot be moved without using a vehicle or horse tow.

NOTES

* = Denotes howitzer with short barrel. Direct Fire only at SHORT RANGE (up to 48"). Reduce Gunner REP by 1 for every 12" range over 2 feet.

ACTIONS

When a vehicle is *active* it may voluntarily do one of the following actions.

- Move up to full distance and fire at *any* time during its move. A vehicle may always fire once when active, called active fire, if its main gun is loaded. This is regardless of any firing called for due to a reaction result.
- Stay in place, change the way it is facing or rotate the vehicle's turret, and fire.
- Attempt to run down enemy vehicles, heavy weapons, infantry, or structures.

GROUPS

All Group rules previously learned in the Infantry section also apply to vehicles but with the following additional rule when functioning in a group by itself.

- The vehicle may be activated if the TC's Rep allows. Should the TC be absent or incapacitated the vehicle may move if the Driver's Rep allows.

MOVEMENT

There are two types of vehicle movement, voluntary, when the vehicle is *active*, and involuntary when caused by a Reaction Test.

BASIC MOVEMENT

When *active*, a vehicle may move up to its maximum speed as specified on the appropriate Vehicle List.

- The distance listed before the slash is for road movement while the distance listed after the slash is for cross-country movement.
- If desired the Driver of the vehicle can attempt to move faster than its maximum speed. To do this roll 2d6 versus the Rep of the Driver and consult the Vehicle Fast Move test. Passing the test allows the vehicle to move faster in a straight line and count as Fast Moving. Completely failing the test results in the vehicle NOT being counted as Fast Moving but the driver damages the vehicle's transmission trying to get extra speed out of it and the vehicle is permanently damaged.

2LD VEHICLE FAST MOVE TEST *Taken vs. Rep of the Driver*

# Dice Passed	Result
Pass 2d6	Vehicle successfully moves 1.5 x its maximum speed and counting as Fast Move.
Pass 1d6	Vehicle successfully moves 1.25 x its maximum speed and counting as Fast Move.
Pass 0d6	Vehicle moves normal move and stops. The transmission is damaged and the vehicle will now only move at 1/2 its normal movement distance and may no longer attempt to Fast Move.

STOPPING

Activated vehicles may halt during their movement whenever the TC orders a halt. If the vehicle has movement left it may move again during the turn, after halting, but will lose 4" of movement for each 'halt'.

Example – A M4 Sherman with 12 inches of movement, moves 4 inches forward and stops to fire. It fires and decides to resume movement. This would reduce its remaining movement by 4 inches so the M4 Sherman could move another 4 inches.

REVERSING DIRECTION

Anytime a vehicle wishes to move in reverse, it may do so at up to 1/3 its remaining cross-country speed. The vehicle must have stopped prior to moving in reverse.

TURNS

A vehicle may make as many turns as desired when active as long as each turn is less than 90-degrees and the vehicle has moved forward half its body length between turns.

However, if the vehicle is moving at over ½ speed and makes a turn of 45 degrees or greater the Driver must roll on the Losing Control Table.

TURNING ON A "DIME"

There will be times when the tanker will want to turn in place and proceed in another direction. This is easily done as follows:

- The tank must be stopped prior to turning on the spot.
- The tank may turn on the spot up to 180 degrees. Making this turn uses up all its remaining available movement for this activation.
- To turn the vehicle will pivot around on one track so it will be located facing the opposite direction next to its original location after making the 180 degree turn.

SPINNING IN PLACE

Vehicles listed below can *spin in place* which means the vehicle remains in the same spot but spins 180 degrees (or less) while halted.

Vehicles that can spin in place are: M-18 Hellcat, Cromwell, Comet, Panther chassis, Tiger I chassis, Tiger II chassis.

Vehicles with Tiger II chassis making a pivot turn must make a "1d6" Pivot Test using the driver's REP. All other vehicles do not have to make a driving roll of any sort.

1	PIVOT TEST
	<i>Taken vs. Rep of the Driver</i>

# Dice Passed	Result
Pass 1d6	The vehicle pivots successfully.
Pass 0d6	The vehicle pivots but breaks a track and is immobilized.

RUNNING OVER & THROUGH

Armored vehicles may run over or through things such as field and anti-tank guns, machineguns or other infantry heavy weapons, buildings, trees, non-armored vehicles, etc.

1. To do so they compare their Armor Rating (AR) to the AR or Defensive Value (DV) of the item being overrun.
2. If their AR is equal to or greater than the DV of the overrun object, roll on the Run Over Table with the Drivers unmodified Rep.

3. If the AR of the vehicle is lower, then subtract the difference and apply it to the Rep of the Driver.

Example – An AR3 tank wanting to run through a DV 5 building would test at –2 from the Rep of the Driver.

Note that running through a building will result in a breach equal in size to the tank's width and height plus 1" per side.

FORDING RIVERS

Wheeled and tracked vehicles can move across a creek or across a ford if it is passable. Amphibious vehicles can cross rivers or lakes using the same procedure but moving at 8"/turn in the water and must make a Getting Stuck Test using the Driver's Rep to get out of the river. Otherwise fording is performed as follows:

- The vehicle must stop at the river's edge and forfeits any remaining movement.
- Next turn, the vehicle moves to the opposite edge and stops inside the river.
- When next active the Driver takes a Getting Stuck test.
- On subsequent turns, the vehicle moves out of the river at the normal rate if it isn't stuck.
- Vehicles in rivers are considered up to the top of the wheels or tracks while fording.

1	GETTING STUCK TEST
	<i>Taken vs. Rep of the Driver</i>

# Dice Passed	Result
Pass 1d6	The vehicle may exit the river this activation.
Pass 0d6	The vehicle is stuck and may not move this activation.

DRIVER DISABLED

If the Driver of a vehicle becomes disabled for any reason the vehicle will continue on its current path for 2d6 inches and then come to a halt. If it hits something prior to halting treat it as if passing 1d6 on the *Run Over Table*.

INVOLUNTARY MOVEMENT

Vehicles may be forced to duck back due to a result of a Clank Test.

DUCK BACK – Move to the nearest cover or concealment within 6". This can be in any direction, even forward. If no cover or concealment is available within 6" then the vehicle will move as far as possible away from the threat, ending its activation if it was activated. It may not fire until active or caused to fire by a subsequent Reaction Test. Vehicles ducking back into cover cannot see or be seen by the cause of the test but those that do not reach cover can.

Hunker Down – Vehicle remains in place not doing anything until rallied by the TC. Vehicle hull down or turret down in cover will button up. Vehicle in concealment will pull back until completely out of sight of enemy that caused the Hunker Down reaction. Hunkered down vehicles that score another result of Hunker Down will flee all threats and will move to leave the board.

Retire - Move to the nearest cover or concealment within 12" in a direction away from the cause of the test, even if already in cover. If no cover or concealment is available within 12" then the vehicle will move as far as possible away from the threat, ending its turn. Remain Hunkered Down until rallied or forced to retire again.

MOVING WHEN NOT ACTIVATED

If the vehicle is not active it may still move if required to by a Reaction Test.

If the vehicle was moving when previously active and does not activate when its side does, it will still move on their side's turn, moving last. The vehicle will continue in the same direction and the same speed it was moving during its last activation. Vehicles on a road will follow the road.

It cannot stop moving unless required to by a Reaction Test. If required to or allowed to fire due to a Reaction Test it will stop to fire. After halting it will remain halted until activated or required to move by another Reaction Test.

REACTION

Just like infantry characters must take reaction Tests so will the crew of a vehicle. The same will hold true for gun crews as well. Both crew types are subject to the following tests.

- **Focus** - page 16 and taken by the Tank Commander.
- **Received Fire** - page 17 if the crew member comes directly under fire.
- **Man Down** - page 17 if the crew member sees another crew member go down.
- **Leader Lost** - page 18 if the Tank Commander or his replacement goes down.
- **Rally** - page 17 is taken by the Tank Commander the activation after the vehicle has *hunkered down*.

VEHICLE REACTION TESTS

In addition to the above Reaction Tests the vehicles must take these Vehicle Reaction Tests.

VEHICLE IN SIGHT

Whenever a vehicle has a group enter its LOS, and it was not seen previously during this activation phase, the vehicle takes this test.

- Taken only when inactive.

The In Sight is taken as soon as the group comes into view. If more than one figure is in that group the test is taken after all the figures that wish to move have moved no more than 2" and into sight. After the test is taken they can continue their move. New figures coming into sight, even if from the same group will trigger a new In Sight test.

CLANK TEST

Any time a vehicle has been hit by Armor Piercing Weapon fire and not penetrated the Tank Commander will take the Clank Test.

Any other Tank Commander within 8" and LOS to a vehicle taking a Clank Test will take the test as well.

- Taken when active or inactive.

Example – A T-34/76 has just fired and scored a hit on a Panther. Rolling on the Penetration Table the round didn't penetrate so the Panther must take the Clank Test. TC Lutz has a Rep of 5. He rolls 2d6 and scores a "1" and a "6" so passes 1d6. As his turret is facing the enemy he orders the Gunner to return fire.

FIRING VEHICLE MOUNTED WEAPONS

Firing machine guns from a vehicle is handled as any other machinegun on the *Ranged To Hit* Table.

FIRING THE MAIN GUN

When *active*, the Tank Commander, or Gun Crew Leader in the case of a towed anti-tank gun or field gun, may order the Gunner to fire at any target that they have a LOS to.

Alternately the TC, subject to the *Vehicle In Sight* test, will tell the Gunner to fire at any target when reacting.

The tank must be stopped in order to fire and if it is not it can immediately do so. Stopping uses 4" of movement. Stopped vehicles remain stopped when doing so because of a Reaction Test while active vehicles can resume movement.

The Gunner may immediately fire if the gun is loaded. Against Infantry Targets and soft-skinned vehicles the Gunner may fire the coax machinegun instead of the Main Gun if the coax is loaded.

HOW TO FIRE THE MAIN GUN

- 1 - The Tank Commander spots the target and tells the Gunner to fire at it.
- 2 - The Gunner "identifies" the target. The "Gunner" must specify whether aiming at the turret or hull if firing at a tank, at a window or wall of a building, or which figure in a group of infantry figures.
- 3 - Next roll 2d6 versus the Rep of the Gunner and check the Place Round Table. This determines if the Gunner hit the spot he was aiming for, hit another portion of the target, or missed the target completely.

2

PLACE ROUND

Taken vs. Rep of the Gunner

-1 to Rep if firing at a target over 48" away

# Dice Passed	Result
Pass 2d6	Round placed on chosen target location!
Pass 1d6	If target or shooter Fast Moved - miss! Target at 48" or less – hit target but not chosen target location! • If target is an AFV roll 1d6. ○ 1 or 2 = Hit turret* ○ 3 - 6 = Hit hull** • If target is not an AFV roll 1d6. ○ 1 to 4 = Hit 2" below target. ○ 5 = Hit 2' left of location. ○ 6 = Hit 2" right of location.
Pass 0d6	Miss, target ignores fire.

** Targets hit in the turret will count a +1 to their AR. If turret less SP gun, or Gun Shield if towed ATG, then hits armored superstructure. +1 to AR if an Assault gun or Panzerjager. Misses against a LS AFV.*

*** If the target has its hull behind cover (hull down) then target takes Clank Test. This includes SP guns.*

4 - Once a hit has been made determine the value of the Armor Piercing Rating of the Armor Piercing Weapon minus the Armor Rating or Defense Value of the target. If the result is negative (i.e. the Defense Value/Armor Rating is larger) or zero the Round bounces – do a Clank Test. If the difference is positive roll 2d6 versus the difference. Apply the results to the Penetration Table.

2

PENETRATION

Taken vs. Difference between APR & AR or DV of target

# Dice Passed	Result
Pass 2d6	Round penetrates the vehicle and all crew obviously dead. Building area under fire collapses and all inside are obviously dead.
Pass 1d6	Round disables vehicle and each crewmember must take the Recover From Knock Down Test. Crew must bail from the vehicle. Buildings treated as the same.
Pass 0d6	Round does not penetrate. Vehicle takes Clank Test while occupants of building take Received Fire Test.

NUTS!

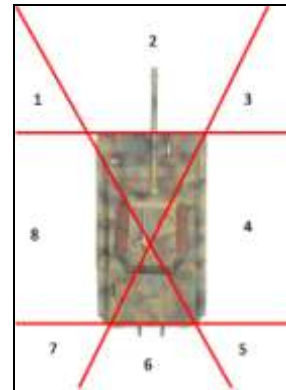
Example – The TC (Rep 5) of Panther 512 spots a T-34/76 as it rounds a corner. He takes the Vehicle In Sight Test and passes 2d6. He tells the Gunner to fire at the target.

The Gunner (Rep 4) nominates the hull as the target and rolls 2d6 versus his Rep. He scores a 1 and 2 for a result of pass 2d6 and scores a hit on the hull.

The APR of the Panther's main gun is a 10 while the T-34/76 frontal Armor Rating is a 6. The difference is 4.

The German player rolls 2d6 and scores a 1 and 5 and passes 1d6. The vehicle is disabled and each crewmember takes a Recover From Knock Down test and those crew members who can bail out will do so.

facings of your vehicles. This is critical in deciding which area of the vehicle is hit when fired upon. Both the hull and turret are affected by its facings.

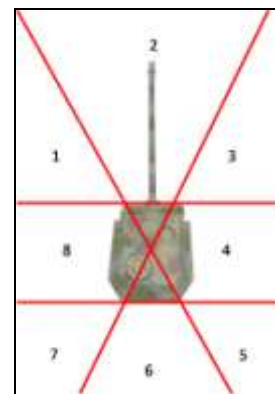


OVERKILL

When penetrating a target by scoring a result of pass 2d6, and either 5, 5 or 6, 6 is rolled, this means the round went right through the vehicle. Roll 1d6 per crewmember with highest score being hit and killed. If the same number is rolled for more than 1 crewmember then both crewmen are killed.

Otherwise the vehicle is unaffected and may carry on less the crewmember and immediately takes the Clank Test.

Example – A German Tiger with a main gun APR of 12 hits a T-34/76 with an AR of 6. The German player rolls 2d6 on the Penetration Table versus the APR minus AR value of '6' and scores a Pass 2d6 result of 5 and 5. Due to the Special Overkill rule, the round passes through the tank only killing crewmembers, whoever rolls the highest d6. If the rolls for the 4 crewmembers are 1, 4, 4, 6 then crewmember "6" dies. If the results are 1, 4, 5, 5 the two crewmembers die—the ones with the 5 results.



Next use the Hit Location Table to determine which area of the vehicle is hit and which Armor Rating to use.

HIT LOCATION TABLE

If the shooter is in area...	It will hit the...
1	Front armor
2	Front armor
3	Front armor
4	Side armor
5	Side armor
6	Rear - 1/2 the side armor
7	Side armor
8	Side armor

SHOOTING AT VEHICLES

We've explained how to fire at vehicles but it is important to determine where the vehicle is hit. To do this, determine which of the areas in the following diagram the shooter is in. Remember that area 1 is the front of the vehicle.

DEFINING VEHICLE FACINGS

Just as it is important to define the facing of your infantry figures it is equally important to define the

UNDERGUNNED

When firing, some main guns and anti-tank guns have insufficient firepower when facing certain threats. This is reflected as follows:

- If the Armor Rating of the target is higher than the Armor Piercing Rating (APR) of your weapon (i.e. you cannot penetrate the enemy's armor) then you are *under-gunned*. This can change dependent upon the situation, especially which armor facing of the target vehicle you are facing. However, in this case you can choose to fire anyway using the *Hands of Fate* firing rule (page 49). However, if forced to duck back or retire, due to a subsequent Reaction Test caused by the target of your fire, then you must do so.

Example – The Russian T-34 has a main gun APR of 6 while the Panther it is facing head on has a AR of 9. The T-34 cannot penetrate the Panther head on but as it is active decides to try a desperation Hands of Fate shot. It does not roll 1, 1 but still causes a Clank test. The T34 loader reloads the main gun. The Panther fires back causing the T-34 to take a Clank test and he passes 2d6.

Even though the T-34 has reloaded he must retire. Next turn the T-34 moves to the side of the Panther where its main gun APR of 6 can penetrate the DV of the Panthers side (4) so the T34 is no longer "Under-gunned".

"HANDS OF FATE" FIRING

There may come a time where the odds are deemed to be so hopeless that the tanker will try anything and trust to fate that it works. Examples of this would be:

1. Firing the tank while on the move.
2. Firing at a target that normally cannot be penetrated.

If the player desires to try one of these shots he most certainly can and there is a chance of success. This is called the *hands of fate* shot.

Anytime a player fires in either of the two above cases roll 2d6. If the result is two or "snake eyes", he is allowed to roll on the Penetration Table vs. a value of one. Any other score and the result is a Clank Test.

Example – A Stuart tank with a main gun of 4 confronts a Panther with frontal armor of 9. The Stuart could not normally hurt the Panther but desperate times call for desperate measures and the US player declares his intent to try a Hands of Fate shot.

He rolls 2d6 hoping for double ones (a 1:36 chance of success) and rolls snake eyes!

He is now automatically allowed to roll on the Penetration Table against a value of one.

He rolls 2d6 and scores a "3" and "4". "Clank" and the Panther returns fire. Let's draw a close to this little scenario...

LOADING THE MAIN GUN

The Loader is responsible for clearing the gun (and usually the coax machinegun as well) and reloading it. The gun is always loaded at the start of the battle unless specified otherwise. When a gun is fired the Loader must immediately roll on the Loading Table unless there is no loader in place. If there is no Loader in place the gun can only be loaded when a crewmember moves to load the gun. This can be either the Loader returning to his position, or another crewmember that is performing two jobs. Anyone loading the gun cannot perform his other job.

Example – A PzKw IV H has lost its Loader due to an "Overkill" shot. The tank is not active so cannot reload. The next turn of Activation the TC moves to the Loader position and rolls on the Loading Table to see if the round will be reloaded. This means the TC cannot spot or issue orders to the gunner or driver this activation.

To load the gun, roll 2d6 versus the Rep of the new Loader and compare to the Loading Table on the Armor - QRS in the back of the book.

IS IT AP OR HE?

When a vehicle mounting a gun first arrives on the table and each time the gun is reloaded, the owning player must note whether the gun is loaded with an armor piercing (AP) or high explosive (HE) shell.

Unless the player specifies differently, the gun is assumed to be loaded with AP.

An alternative to this is to use three 1" cardboard counters with one marked HE, another AP, and the last blank, signifying that the weapon is unloaded.

NUTS!

Choose the type of round and place the appropriate counter face down behind the vehicle. The counter is, of course, placed face down so no one knows of the ammunition type except the "crew". The *blank* counter is also be placed face down to signify that the gun is unloaded. As you will place a counter after each loading attempt no one but the "crew" knows when the gun is unloaded.

Should there be a need to change the type of shell loaded, either the gun must be fired and reloaded as normal, or the Loader can take a *Loading* test. Success indicates the *current* ammunition has been unloaded and the desired ammunition has been loaded. Failure means the gun has been unloaded but not reloaded.

WHO CAN FIRE HE?

Note that not every gun is capable of firing HE ammunition. Those guns are noted on the *Vehicle Lists* on page 36 with a number in the HE column on the VRS.

HITTING AN ARMORED VEHICLE WITH HE

Should a gunner score a hit on an armored vehicle while firing HE count an APR of 2 if the gun is under 70mm, 3 for a 71mm – 106mm gun; and 4 for a gun 107mm or larger when determining the effect of the hit.

HE VERSUS PERSONNEL

All vehicle main guns, anti-tank guns, infantry guns, and artillery pieces firing HE directly at a target use a blast circle. The sizes will vary based on the size of the weapon. T

When firing HE at personnel from an Armor Piercing Weapon (APW) use the HE column for its Impact and blast circle size. The first number before the slash is the blast circle size and the second number the Impact.

Use the same procedure for firing HE shells as for AP shells, but you need to place the blast circle before rolling to hit. The center of the circle needs to be placed on the intended target, whether it's a group of infantry, vehicle, window, etc.

Any figure in the blast circle with cover between it and the impact spot that has a DV equal or higher than the Impact of the weapon firing, will only count as stunned.

HE BLAST TABLE

Weapon Size	Impact	Notes
Infantry APW	2	AT Grenade, Bazooka
40-60mm	2	2 pdr, 6 pdr, 50mm
61- 70mm	2	3" mortar
71 - 82mm	3	75L43, 17 pdr,
83-100mm	3	85mm, 88mm, 100mm, 25 pdr
101-115mm	4	105mm FH
116-130mm	4	122mm FH, 122mmL43, 5.5" FG, 128L55
131-160mm	4	150, 152, 155mm Howitzer & 155mm Gun
161mm+	6	8", 240mm Howitzer

Some weapons don't have HE and may only fire AP which will be fired at a single personnel target with no blast effects circle. An example is the Pak 28/20 gun.

But whether a hit is scored or not the target will take a *Received Fire Test*.

ANTI-TANK GUNS

Typically towed anti-tank guns have more crewmembers and have better loading conditions than those inside vehicles. Because of this you will notice that an anti-tank gun will be able to reload faster than a vehicle.

This rapid reloading *does not apply* to self-propelled (SP) anti-tank guns which are fully armored but *does apply* to SP anti-tank guns which are open topped.

Example - Doesn't apply to the SU-122 or ISU-122, SGIII/G, or Hetzer. But it does apply to the Marder III, SU-76m, M-10 GMC, or Achilles M-10C.

However, SP anti-tank guns have to be stationary to use rapid reloading and not move during Activation. Turning the vehicle, in order to bring the gun into action against a target, counts as moving the vehicle. Turning the Turret to do the same does not.

SETTING UP ANTI-TANK GUNS

To set up an anti-tank gun use the same procedure as for machineguns found on page 20.

TWO LOADERS

Some guns require two Reload Tests to be passed before firing. When two loaders take the test always count the worse result. When only one loader is available then he must take and pass two reload tests but only one at a time.

Example 1 – Two loaders take the Reload Test. The first passes 2d6 but the other passes 1d6. The id6 result is counted.

Example 2 - Only one loader is available to reload the gun. The gunner fires and the loader now takes the Reload Test. He passes 2d6 but must wait until the next time he is active to take the test again.

INFANTRY ANTI-TANK WEAPONS

Anti-tank guns and infantry guns (light field artillery) firing at tanks use the procedure that tanks use when firing their main gun. However, the infantry has other anti-tank weapons by 1943-1944.

Anti-tank weapons such as the Bazooka, PIAT, and the German Panzerschreck/Panzerfaust family of weapons will use the following procedure when firing at vehicles.

- 1 - First choose the target. If firing at a tank declare whether you are trying to hit the turret or hull.
- 2 - Next roll 2d6 versus the Rep of the shooter and check the *Infantry Anti-Tank Fire* Table found in the QRS. This determines if the shooter hit the spot he was aiming for, hit another portion of the target, or missed the target completely.
- 3 - Once a hit has been made and the hit location determined roll 2d6 on the Penetration Table versus the value of the Armor Piercing Rating minus the Armor Rating of the target. Keep in mind that turret hits will increase the AR of the target by 1 point and a negative APR-AR result is no penetration.

Example – A US Bazooka team is firing at a Panther as it rolls by after taking a successful In Sight Reaction test. The shooter is located in the side facing of the Panther (see Hit Location Table) and nominates the side hull as the target and rolls 2d6 versus his Rep. He scores a 1 and 2 for a result of pass 2d6 and has scored a hit on the side hull.

The APR of the Bazooka is a 7 while the side armor of the Panther is a 4. The difference is a 3. The US player rolls 2d6 and scores a 1 and 5 or a result of passed 1d6. The vehicle is disabled and each crewmember must take the Recovering From Knock Down Test. Surviving crewmembers will bail out or exit the vehicle.

"HANDS OF FATE" FIRING

Note that infantry anti-tank weapons are allowed to use the Hands of Fate rule as found on page 49.

ATTACKING VEHICLES

There are two ways to attack vehicles. The first is by shooting at it and the second is *close assaulting* it with infantry. Let's explain *close assault*.

The attackers must first pass a *Wanting to Charge* Test. The Tank Commander and any vehicle crewmember that has a LOS and is at a machinegun then take the In Sight test.

When the attackers come into contact with their target they roll 2d6 versus their Rep and check the results on the *Who Wants to Be a Hero* Table.

Example – Boris spots a German Panther rolling at his foxhole. He wants to be a hero and takes a "Wanting to Charge" test. He passes 2d6 and charges the tank head on.

The TC is in the hatch and takes an infantry In Sight Test. He passes 1d6 and immediately opens fire with the AA machine gun. Any other members of the tank crew manning other machine guns may test to fire as well (these would be the hull BOG and the tank gunner coax- we assume neither gets to fire here or Boris is likely 'toast'.) The TC scores a miss and Boris takes a Received Fire Test, passes 2d6, and keeps going.

He contacts the tank and rolls 2d6 versus his Rep. He scores a result of pass 2d6 and the Satchel Charge he has is successfully placed under the oncoming tank and the Top AR of 2 is used. The difference is +3 and Boris rolls 2d6 for his attack. A 3 and 2 is scored. 2d6 are passed and the Panther is blown up.

Note that the under armor of a vehicle is equal to the top armor and it is used if the vehicle is attacked from the front or rear. If attacked to the side the side armor is used. Once placed, if the attacker still has movement left, he may *duck back*. Don't forget the HE blast effect on any tank crew in open hatches if the anti-tank weapon is placed on top of the vehicle. Molotov Cocktails have to be tossed on top of the vehicle.

2 WHO WANTS TO BE A HERO?

Taken vs. Rep

# Dice Passed	Result
Pass 2d6	Success! Resolve as either hit to bottom/top of vehicle if attacked to front/rear or to side if attacked from the side.
Pass 1d6	Fumble! Device dropped and attacker ducks back.
Pass 0d6	Disaster! Device goes off prematurely killing character.

SOFTSKINS

Unarmored vehicles have an AV of -.

1. If fired on by a weapon with an APR use the APR to determine damage to the vehicle.
2. If fired on by a weapon with an Impact use the Impact on the Penetration Table for AFV to determine damage to the vehicle. This includes Softskins in the blast circle of an HE shell or grenade.
3. Crew and passengers on a knocked out Softskin take a Ranged Combat Damage Test using the largest Impact of the weapons that hit the vehicle and jump out of the vehicle (if they can). Guns using APR instead of HE randomly kill 1/2d6 figures.
4. A destroyed softskin crashes after moving ½ its remaining movement to the right 45 degrees (1-3) or left (4-6). Figures in a crashed truck roll on the Ranged Combat Damage Table using the number of inches the truck moves (i.e. ½ of its remaining move) after being destroyed as the Impact number. Figures that can get out do so after the vehicle crashes.

AFTER THE BATTLE

If you decide that you would like to keep the same crew for more than one battle, just use the After The Battle Recovery Table on page 53. Replacements are handled on page 72 just like infantry.

As for vehicles that were penetrated, forcing the crew to bail out and abandoned, here's how they may be repaired.

If you have left the field the vehicle falls into enemy's hands and is lost.

If you held the field or recovered the vehicle there is a chance that it can be returned to duty. Roll 1d6 on the Vehicle Recovery Table to see what happened.

1 VEHICLE RECOVERY

The result is read as rolled.

#	Result
1 to 3	Vehicle easily repaired and back in service ready for next Mission.
4	Damage of AR 6 or less, vehicle repairable but will skip next two Missions. Damage of AR 7 or greater, vehicle needs massive repairs. Available in six weeks. Crew reassigned to a similar (1-4) vehicle or another one of lesser value rolled at random (5-6) off the appropriate Tank Availability Table.
5	Vehicle needs massive repairs. Available in six weeks. Crew reassigned to a similar (1-4) vehicle or another one of lesser value rolled at random (5-6) off the appropriate Tank Availability Table.
6	Vehicle irreparable. Crew reassigned to a similar (1-4) vehicle or another one of lesser value rolled at random (5-6) off the appropriate Tank Availability Table.

Now let's cover buildings before giving you your second mission.

PART THREE BUILDINGS

Buildings vary in both in size and the materials that they are made from.

BUILDING SIZE AND AREA

Buildings come in different sizes with the larger ones being composed of more than one area. For game purposes we need to divide buildings into areas of roughly 6" x 6" (for 25-36mm figures). "Roughly" because if your building is 6" x 8" or even 8" x 8" there is no need to call it more than one area.

Additional floors beyond the ground floor areas will also count as additional areas.

As noted on the Penetration Table found on page 47 a hit from a main gun can have a catastrophic effect on a building area. If an area that collapses has another area above it there is a chance (1-3) that it will collapse with the occupants underneath being obviously dead and those inside the upper collapsed floor taking the Recover from Knock Down Test.

In the event that *all* of the areas on one level of a building have collapsed, we can assume that when the last one of these collapsed all areas above will have collapsed as well.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building at a reduction of 2" if through a doorway. If doing so through a window that will end their move but they can still shoot.

Example – Pfc. Char can move 12" as he passed 1d6 on a Fast Move Test. He moves 6" to the door, subtracts 2" for passing through the door, and continues 4" more.

MOVEMENT AND COVER INSIDE BUILDINGS

Movement in buildings is at normal speed. Movement between levels whether up or down costs half the move distance.

Any figures that are inside always count as being in cover. This does not include those that have just entered the building and are considered to have

triggered an In Sight Test while coming through the doorway or window.

BUILDING DEFENSIVE VALUES

Just like vehicles have Armor Ratings buildings have Defensive Values (DV). The DV of a building is based upon what materials it is made of.

- **Frame structure** – Made of wood or lightweight materials providing a DV of 1
- **Sandbagged position** – These have a DV of 2.
- **Masonry buildings** – Brick type house or structure providing a DV of 3.
- **Concrete** – Typical basement walls or stone walled building. These structures have a DV of 4.
- **Reinforced bunker** – Earthen bunker reinforced with sandbags or wood and with overhead cover would be DV 5.
- **Reinforced concrete/steel structure** – Major bunker such as the Atlantic Wall, Siegfried Line, with DV of 10 to 16.

FIRING AT BUILDINGS

1 - The Tank Commander or Gun Crew Leader spots the target and tells the Gunner to fire at it.

2 - The Gunner then nominates the target. In addition he must specify what area he is aiming at.

3 - Next roll 2d6 versus the Rep of the Gunner and check the Place Round Table. This determines if the Gunner hit the area he was aiming for, hit another area, or missed the target completely. Note that the gunner can hit a different spot than what he aimed for or miss it completely.

END OF THE VEHICLE SECTION

Now it's time to try a combined arms Mission that should help you to familiarize yourself with the total rules for infantry and armor. For the sake of simplicity we will not reference Attributes in this Mission.

Mission Two

DECEMBER 1944 - You're in command of a squad of soldiers in Belgium. Your unit has been tasked with blocking any German advance along the road to Bastogne. To aid you in this task, an M10 Tank Destroyer has been attached to your unit.

US Forces	Rep	Weapon
Leader -NCO (you)	5	Large Caliber SMG
Jr. NCO (Addison)	5	SA Med Caliber Carbine
BAR (Buchanan)	5	BAR
BAR (Costas)	5	BAR
Rifleman (Di Maggio)	5	Semi-Auto Rifle
Rifleman (Edwards)	4	Semi-Auto Rifle
Rifleman (Frizetti)	4	Semi-Auto Rifle
Rifleman (Gordon)	4	Semi-Auto Rifle
Rifleman (Higheagle)	3	Semi-Auto Rifle
Rifleman (Issacs)	3	Semi-Auto Rifle

You also have one Bazooka to assign to any two of your men.

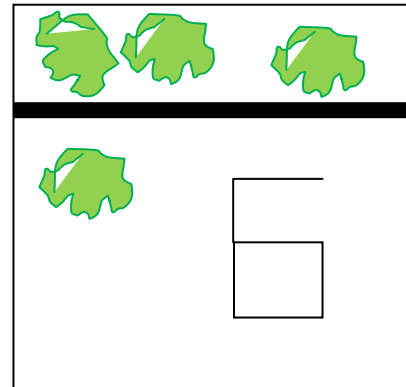
M-10 "Battling Betty"	Rep	Weapon
TC (Jenks)	4	SMG
Driver (Kowalski)	4	Pistol
Gunner (Laboeux)	4	SMG
Loader (Martinez)	4	Pistol
RTO (Nussman)	3	SMG

Here's what the area looks like. We have deliberately used the same terrain lay out from the introductory infantry Mission so you can spend less time setting up terrain and more time playing the game.

It's a 3'x3' board. A road runs from west to east, 12" in from the north. The whole area between the road and north edge is wooded, reducing movement by half but provides cover.

Across the road is a 6"x6" patch of similar woods. In the center of the board is a small house with a low stone wall on the north and west front yard. There are doors on the north and south walls and windows on all four walls.

NORTH



You may deploy your forces anywhere within 2 feet of the west edge of the table.

It's early in the morning and visibility is down to 12". You can distinctly hear engine noises headed your way from the east...

- Divide the east edge of the table into 6" parts. These will be areas 1, 2, 3, 4, 5 and 6 from north to south.
- Roll 1d6 twice to determine which sections will have a German force.
- Next roll 2d6 twice on the German Forces Table to determine what force will enter which section.

"IT'S A TIGER!"

This rule applies to every game, not just this example Mission.

Whenever a German tank is placed on the table, in the Western Front*, use a Tiger model. It remains a Tiger until one of the following occurs.

- An enemy Tank Commander or Gun Crew Leader has LOS to it. Immediately replace the model with the correct vehicle.
- It is fired on by infantry with anti-tank weapons. Immediately replace the model with the correct vehicle.

**This rule is optional when playing the Eastern Front.*

2 GERMAN FORCES *2d6 added together*

#	German Force
2	SGIII/G Assault gun
3	SGIII/G Assault gun
4	PzKw V Panther
5	(1-3) SdKfz 251 with 2 man Panzerfaust Team. (4-6) SdKfz 251 with 4+d6 infantry w/MG-42 + Panzerfaust.
6	SdKfz 251
7	SdKfz 251 with 2 man LMG Team
8	SdKfz 251 with 4+d6 infantry w/MG-42
9	PzKw IV H
10	250/9 or 222 armored car or 231 (8 rad)
11	PzKw VI E Tiger 1
12	PzKw VI E Tiger 1

GERMAN TROOPS

For simplicity:

- All German troops are Rep 4
- Infantry are armed with Bolt Action Rifles
- Each group of 4+d6 Infantry has one NCO Leader, and one Jr. NCO both armed with a SMG.

VICTORY

You may claim victory if you prevent more than six German infantry or one half-track from exiting the west edge of the table.

PART FOUR TERRAIN

World War Two took place in many locales from the bombed out cities of Europe to the dense jungles of the Pacific. However, we have concentrated on the battlefields of Europe.

Our Missions will specify what the terrain will look like but in general just be sure to populate the board with appropriate scenery.

SETTING UP THE TABLE

Now that you know all the rules it's time to set up and play your first game. First start with a flat space at least 3'x3'.

GENERATING TERRAIN

Unless previously determined by the scenario, players should use the following system to generate terrain for the battlefield.

1 - Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

2 – Determine the overall terrain type of the battlefield. You can base this on the actual terrain that the forces historically fought over or simply roll 1d6.

- 1 - 3 = Clear.
- 4 = Urban.
- 5 = Wooded.
- 6 = Mountainous.

Example – I have divided the table into nine sections but do not know what type of terrain it will have. I roll 1d6 and score a 4. I will use the urban area column to determine the actual terrain in each section.

TYPES OF TERRAIN

There are four types of terrain. They are-

Clear: This terrain is primarily flat.

Urban: This covers densely packed cities down to individual structures.

Wooded: Although trees may be found almost everywhere, this represents dense wooded areas that slow travel and obscure vision. Wooded also includes marshes and *bocage* found in France.

Mountainous: These are legitimate large mountains that hinder or prevent movement through them.

HOW MANY PIECES OF TERRAIN?

After you have determined the overall type of terrain on the battlefield it's time to see what the table will look like. Start from section number one and work your way to section number nine.

Roll 2d6 for each section on the *Terrain Generator Table*. This tells you the type of terrain that occupies each section.

2 TERRAIN GENERATOR

2d6 added together

#	Clear	Urban	Wooded	Mountainous
2	Hill	Clear	Woods	Impassable
3	Clear	Clear (4)	Woods	Woods
4	Hill	Hill (3)	Wooded Hill	Impassable
5	Clear (4)	Clear	Woods	Rough
6	Clear	Clear (2)	Clear (3)	Rough
7	Hill	Clear (1)	Woods	Impassable
8	Clear (1)	Clear (1)	Woods	Rough
9	Woods	Woods	Wooded Hill	Rough
10	Clear (2)	Woods	Clear (4)	Clear (4)
11	Hill	Hill (3)	Hill	Impassable
12	Hill	Hill	Hill	Clear

(1) See section 1 in the Urban section following.

(2) See section 2 in the Urban section following.

(3) See section 3 in the Urban section following.

(4) See the following section called Rivers.

Example – I have determined that the overall terrain type of the board will be clear. I then roll 2d6 on the Terrain Generator Table for section one and score a 7. This means I have a hill. I then roll a 9 for section two so that's a patch of woods. I continue until all nine sections are full.

TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures.

Each area should be represented by at least a 6" by 6" terrain piece. The boundary of the terrain area should be easy to distinguish. A piece of felt works well for this purpose. Overlaid on this can be trees, rocks, scrub, etc., with the edge of the felt outlining the terrain boundaries.

It is also possible to blend terrain, such as a wooded hill. No matter what, make the terrain work for you with whatever you have. The types of terrain and their effects are as follows:

Clear: Open, empty area without any possible cover.

Hill: Elevations that slopes down in two directions and blocks line of sight between figures on opposite sides of its center or ridgeline.

- Movement for vehicles going up or down the hill is at cross-country if on road and at half cross-country speed if not.
- A hill is assumed to be from 12 to 30 feet higher than flat land.
- Figures within 1" of the crest of the hill are considered to be in cover to those on the opposite side.
- Vehicles within 1" of the crest of the hill are considered to be *hull down* which means that any hits to the hull are considered to be misses but cause a Clank Test.

Impassable: Base of inaccessible mountains or sheer cliff side.

- Movement allowed only on a road (1-2) at ¼ normal movement (including vehicles) or only accessible to (3-6) Mountain Troops and U.S. Rangers (at 4" per activation).

NUTS!

Urban: Anytime a piece of terrain with a (1), (2), or (3) is rolled this signifies that there is one or more buildings located in that area. This is in addition to the terrain piece in that section. If there is a-

(1) There is a chance of two (1-3) or three (4-6) buildings.

(2) There is a chance of one (1-3), two (4-5), or three (6) buildings.

(3) There is a chance of one (1-5) or two (6) buildings.

After you have determined the number of buildings then check the section called Types of Buildings on page 58 to see what they are.

River: Whenever a piece of terrain with a (4) is rolled this signifies the presence of a river.

- When a river is called for in one section it will run the length of the board from one table edge to the opposite edge through adjacent sections if need be but it will go around or between hills.
- Rivers run either from left to right (1-3) or north to south (4-6) through the center of each section.
- Rivers run through a clear or wooded area.
- Rivers run along and around a hill even if that means it will change its direction.
- Rivers in mountains are actually lakes.
- If there are roads on the table that cross the river then they will do so at a bridge.
- If there is no road and hence no bridge on the river there is a chance (1- 4) that it is *fordable* and can be crossed at any point. See the section called *Fording Rivers* on page 57.
- Rivers are 4 + 1d6" wide.
- For vehicles moving across rivers see page 45.

Road: Obviously well maintained road. A road allows normal road movement when combined with another piece of terrain such as a road going over a hill or through woods.

- When a road is called for in one section it will run the length of the board from one table edge to the opposite edge through adjacent sections if need be.
- Roads run either from left to right (1-3) or north to south (4-6) through the center of each section.

- If there are three or more buildings on the table they will be grouped together around the road as close to the center of the table as possible.
- Roads are 3 + 1/2d6" wide.

Woods or Rough: Includes woods, marshes, and areas of rough terrain with patches of cover and concealment.

- Movement reduced to half speed through these areas.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those at the edge of these terrain features count as in cover and can see out and be seen from outside the area. Those 1" or farther inside from the edge cannot be seen from anyone over 12" away (6" at night).

FORDING RIVERS

This is movement across shallow areas of a stream or small river (ford) or across creeks which are not more than 4 feet deep. Fording is performed as follows:

- The figure must stop at the river's edge and forfeits any remaining movement.
- Next turn, the figure moves to the opposite edge and stops inside the river.
- On subsequent turns, the figure moves out of the river at the normal rate.
- Figures in rivers are considered *downhill* of others on the river's bank.

TYPES OF BUILDINGS

Once you know that there is a building roll 2d6 on the *Building Type* Table to see what type it is. Be sure to use the column that corresponds to the number for the piece of terrain that was generated.

2

BUILDING TYPE

2d6 added together

#	(1)	(2)	(3)
2	A	A	A
3	A	B	A
4	F	C	A
5	H	A	A
6	B	E	E
7	G	C	C
8	B	D	A
9	F	A	A
10	G	D	D
11	A	A	A
12	A	A	A

A = One area frame structure (DV 1). There is a chance (1-3) of a small (3x3") frame building (DV 1) within 3".

B = One bottom floor area two story frame structure (DV 1).

C = One area stone building (DV 3).

D = One area stone building (DV 3) with surrounding stone wall (DV 3) 3" from building.

E = Two area frame structure (DV 1).

F = Three area frame structure (DV 1).

G = Two bottom floor area two story stone and frame building (DV 2).

H = Three bottom floor area two story stone and frame building (DV 2).

PART FIVE CAMPAIGNS

In this part you will learn how to link your battles together into a continuous campaign where the result of one battle affects the course of the next. During this campaign your squad or platoon will constantly change and your characters come and go as the fortunes of war dictate.

How To PLAY NUTS!

As you may or may not know all Two Hour Wargames can be played solo, same side or cooperatively, and head to head or competitively. Everyone knows the benefits and pitfalls of head to head but let's discuss solo and same side.

THE GOOD OLD DAYS

In the *not so good old days* when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a fight let alone a campaign.

First you had to figure out what type of battle you were going to fight. Then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on.

Then once you were done and all set up to play you gave it a whirl but it usually ended up as a boring game if you finished it at all.

Play on the same side? No way. That was until Two Hour Wargames came along.

SOLO

Now it's not only possible to play solo it's a joy. Why? Because when you add the Campaign Rules to the rules for Infantry and Vehicles you already have all the work done for you.

From deciding the forces involved to the scenario you play all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. And by doing this no two games will ever be alike.

SAME SIDE

So we've explained how THW handles solo so now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game...if you can. Now you can sit around with a few of your buds and play together instead of against them. And it's a great way to get new players into the game whether it's your friend, your kid or (gasp) your wife or girlfriend! Give it a try.

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating your battles.

But what about those times you want to play head to head? It's real simple.

- 1 - Agree on the forces you want to use.
- 2 - If you're the attacker then you want a three to one figure advantage.
- 3 - Roll the terrain up normally (page 55).
- 4 - The defender decides what side of the table he will defend and can deploy up to 12" from that edge.
- 5 - Any forces he has that can be concealed by terrain he notes their location and keeps them off the table.
- 6 - The attacker enters from the opposite side of the table. He must bring all of his figures onto the table.
- 7 - The defender then places all his figures on the table whether they could be seen or not.
- 8 - Feel free to use the Reinforcements rules found on page 67 if desired.
- 9 - Roll for Activation and the game begins.

So now that we've explained the ways to play the game let's get started. First off, let's establish the timeline of the campaign.

HISTORICAL TIMELINE

The campaign starts in January 1944 with the Russian or Red Army advancing into Poland. It continues through the German "Battle of the Bulge" offensive, which technically ended on January 16th of '45. Highlights of the time frame are listed below. Note that any reference to Red Army indicates that the battles are on the Eastern Front while references to Western Allied forces (US and British) signify the Western Front.

1944

- 1/6/1944 – The Red Army advances into Poland.
- 1/22/1944 - Allied forces land in southern Europe at Anzio, Italy
- 1/27/1944 - Red Army breaks 900-day siege of Leningrad
- 2/16/1944 - German 14th Army counter-attacks at Anzio.
- 4/8/1944 - Red Army begins offensive in the Crimea.
- 5/9/1944 - Soviet troops recapture Sevastopol, leading city in the Crimea. German forces in the Crimea surrender three days later.
- 6/5/1944 - Allied forces enter Rome
- 6/6/1944- D-Day: invasion of Europe begins with Allied landings at Normandy and opening of "second front".
- 6/22/1944 - Red Army begins massive summer offensive
- 6/27/1944 - American forces liberate Cherbourg
- 7/3/1944 - Soviet forces recapture Minsk
- 7/9/1944 - Allied troops liberate Caen
- 7/18/1944 - American troops liberate St Lô
- 7/25-30/1944 - Allied forces breakout of Normandy beachhead in "Operation Cobra".
- 7/28/1944 - Red Army recaptures Brest-Litovsk
- 8/15/1944 - Allies invade Southern France
- 8/19-20/1944 - Soviet forces invade Romania. Romania capitulates three days later.
- 8/25/1944 – Allies liberate Paris.
- 8/31/1944 - Red Army takes Bucharest
- 9/3/1944 – Allies liberate Brussels
- 9/4/1944 – Allies liberate Antwerp

9/13/1944 - American troops reach the Siegfried Line in western Germany

9/26/1944 - Red Army occupies Estonia

10/2/1944 - Allies advance into Germany

10/14/1944 - British liberate Athens; 10/20/1944 - Belgrade, Yugoslavia falls to Red Army.

12/16/1944 - German Army launches "Battle of the Bulge" offensive on the Western Front

1945

1/12/1945 – Soviet offensive in Poland starts. Ends with Soviets on Oder River

1/16/1945 - Battle of the Bulge ends in German defeat.

Feb 45 - Battles to the Rhine start with the Allies attacking along the Western Front. Remagen Bridge is taken and the Allies close up to the Rhine River.

24th March 45 – The Allies cross the Rhine.

4/16/1945 – Soviet offensive to take Berlin begins.

5/8/1945 – VE Day

TIME IN THE CAMPAIGN

The campaign starts in January '44 and is played in bi-monthly turns. Each month has two parts, an early part and a late part roughly corresponding to two-week periods. If desired you can look at it as the 1st to 15th and the 16th to month's end.

Example – The first campaign turn is early January while the second is late January.

WHERE THE BATTLE TAKES PLACE

The *front* on which the battles take place will determine the forces involved. Any battles between Russian and German forces will take place on the Eastern Front. Battles between the Western Allies (US and British forces) take place in Italy until June 44 then France or Germany until the end of the war. For simplicity this is called the Western Front.

Be sure to use the correct Army and Vehicle Lists for the nation you wish to play.

MISSIONS

The campaign in NUTS! revolves around how your squad or platoon carries out their Missions. The Missions are interlocking and the results of one can affect the results of the next. But before we find out where you're going let's see what kind of enemy activity you can expect.

ENEMY ACTIVITY LEVEL

Not all of the areas fought over during a battle were equally contested. Whether you were in the thick of things or on the fringe of the fight determined the level of enemy activity you could expect to meet. To reflect this we roll 2d6.

- If the d6 came up *doubles* count either score.
- If they do not then count the lower score.
- This is the *Enemy Activity Level* (EAL) of the sector (area of the battle) that you are in.

The EAL is very important as it will affect when and if the enemy will receive reinforcements. Generally the higher the EAL the more enemy you will see.

SUPPORT LEVEL

We've shown you how to determine the Enemy Activity Level of the battlefield. This determines the chance of enemy reinforcements (see page 60).

Now we will follow the same procedure for possible friendly reinforcements. This is called finding your Support Level.

To reflect this we roll 2d6.

- If the d6 came up *doubles* count either score.
- If they do not then count the lower score.
- This is the *Support Level* (SL) of the sector (area of the battle) that you are in.

The SL is very important as it will affect when and if you will receive reinforcements. Generally the higher the SL the more reinforcements you will see.

DETERMINING THE MISSION

At the start of each Campaign Turn (remember there are two for each month) roll 2d6 versus the Rep of the squad Leader and consult the Mission Table.

NUTS!

2

MISSIONS

Taken vs. the Rep of the squad Leader

# Dice Passed	Result
Pass 2d6 or more	You got a Mission. Roll on the Mission Type Table.
Pass 1d6	No Mission on this campaign turn but the next time you take this test you will roll 3d6 instead.
Pass 0d6	No Mission on this campaign turn.

TYPE OF MISSION

There are two types of Missions.

- The first is a Reconnaissance Patrol where your objective is to scout an area.
- The second is a Perimeter Defense where you will defend an area from enemy incursions.

Once you know your squad is going on a Mission roll 2d6 on the Mission Type table to determine what that Mission will be.

2

MISSION TYPE

2d6 added together

#	Western Front Italy	Western Front After Italy	Eastern Front
2	B	B	D
3	A	A	C
4	A	A	C
5	A	A	C
6	A	A	C
7	B	B	D
8	A	A	C
9	A	A	C
10	A	B	C
11	A	A	C
12	B	B	D

A = The Americans or British are on a Reconnaissance Patrol.

B = The Americans or British are on Perimeter Defense.

C = The Russians are on a Reconnaissance Patrol.

D = The Russians are on Perimeter Defense.

Example - I am playing the Germans in the Western Front - Italy. I roll a 3 and a 5 for a total of 8. This is a result of A - the Americans or British are on a Recon Patrol so I will be on Perimeter Defense.

RECONNAISSANCE PATROL

We recommend using this for your first Mission. In this Mission your force is entering enemy territory to scout out the area.

OBJECTIVE

- Your objective is to scout the table.
- To be successful you must spend *one turn of activation* within 6" of the edge of the board in sections 1, 2, and 3. Once you have accomplished this you must report back by exiting the table from the edge that you entered it.

FORCES

- You may choose up to a platoon.
- Decide which list the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Set up terrain as outlined in PART FOUR Terrain found on page 55.

DEPLOYMENT

- After you have placed the terrain on the table divide the board into nine equal sized sections as you did when generating terrain.

1	2	3
4	5	6
7	8	9

- Your patrol will enter the board from the edge bordering sections 7, 8, and 9.
- Next roll 1d6. The score indicates which numbered section of the map could contain a Possible Enemy Force or (PEF).

PEFS represent the possible location of enemy forces but don't worry; this will be explained in more detail, as you need to know.

- Place an enemy figure of any type in this section of the board to represent the possible PEF. If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF to do so. If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the board. It is possible to have more than one PEF in one section.
- Now roll 2d6 for each PEF. Take the lower score. If doubles are rolled simply count either score. *This score is the Rep of the PEF that will be used for activation while it still is a PEF.*

SPECIAL INSTRUCTIONS

- Establish the EAL and Support Level as per page 60.
- Once the terrain has been set and the PEFs generated the battle can begin.
- Roll activation as normal.
- If the enemy activates first then go to the section called Moving the Enemy on page 63. Every time the enemy activates refer to that section.
- Move your patrol onto section 7, 8, 9 or any combination of those sections if your force is large enough
- Anytime the patrol has an LOS to a PEF immediately resolve it by rolling 2d6 versus

the Enemy Activity Level of this sector on the Contact Reconnaissance Table on page 63.

- Anytime the patrol has an LOS to a terrain feature immediately scout it by rolling 2d6 on the *Terrain Scouting Table* on page 62.
- Play continues normally until the player has accomplished his Mission, been destroyed, or left the table.

SCOUTING THE TABLETOP

Your mission is to scout the table. Here's how it is done.

Look at the tabletop that you are going to play on. There may be terrain features that the enemy can hide in such as buildings, woods, or behind a hill. To determine if there are enemies lurking in these features we use the following procedure.

When a group has a LOS to a piece of terrain, even if it is as soon as the group enters the table, roll 2d6 versus the character with LOS that has the highest Rep.

2 TERRAIN SCOUTING

Rolled versus Rep

# Dice Passed	Result
Pass 2d6	There may be something out there. Roll on the Contact Table.
Pass 1d6	Not sure of what you are seeing. You may choose to use the Terrain Scouting Table again next Activation or you can always move into the section and roll on the Contact Table.
Pass 0d6	No enemy seen or even suspected. Your side may not use the Terrain Scouting Table to scout this terrain feature again. When this section is entered roll on the Contact Table.

CONTACT - RECONNAISSANCE

There are three ways to find the enemy.

- You can have a LOS to a PEF.
- You can use the Terrain Scouting Table and possibly see them.
- Or you can move into a section and possibly run into them.

Regardless of how it happens each way takes you to the Contact Table.

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To see what you have contacted roll 2d6 versus the Enemy Activity Level of this sector and consult the Contact Table.

2 CONTACT - RECONNAISSANCE

Rolled versus EAL of this sector

# Dice Passed	Result
Pass 2d6	Contacted enemy force. Roll for enemy reinforcements on the Reinforcements Table on page 68.
Pass 1d6	Possible enemy force. Roll for enemy reinforcements on the Reinforcements Table on page 68 but at -2 to score. If a "0" is scored then no enemy contacted.
Pass 0d6	False alarm. Just a case of nerves I bet.

MOVING THE ENEMY

Use this anytime you have Non-Player or NP forces on the table regardless of the Mission you choose to play.

The enemy will take two forms. It will either be a PEF or it will actually be a group of figures. Let's see how each type moves.

PEF MOVEMENT

When a PEF activates, using the Rep that you generated in the Deployment Section, it is handled just like it were actually a group of enemy figures. When it activates it will move using the PEF Movement Table. Roll 2d6 for each PEF starting with the highest Rep and moving to the lowest Rep.

2

PEF MOVEMENT

(Taken versus the PEF Rep)

# Dice Passed	Result
Pass 2d6	(1-4) PEF will move 16" towards nearest PEF if other PEF on the table or split into two PEFS if not. The new PEF will generate its own Rep as you did in the Deployment section on page 62. The new PEF will behave individually starting with the next Activation. (5-6) PEF will move 16" towards nearest enemy.
Pass 1d6	(1-2) PEF will move 8" towards nearest PEF if other PEFS are on the table or split into two PEFS if not. The new PEF will generate its own Rep as you did in the Deployment section on page 62. The new PEF will behave individually starting with the next Activation. (3-6) PEF will move 8" towards nearest enemy (3-6).
Pass 0d6	PEF doesn't move.

PEFs that move do not suffer any movement penalties.

HOW THE ENEMY MOVES

When PEFs are first deployed they will move according to the PEF Movement Table.

When the PEFs are resolved and actual figures are placed on the table they will now use the NP Force Movement Tables. NP means Non-Player and are groups that are not being controlled by another player such as when you play solo or same side. *Obviously if playing against another person this table is not used.*

When an enemy group activates, roll 2d6 versus the Rep of its Leader. Then compare the results on the appropriate NP Force Movement Table to see what that group will do.

Here are the three NP Movement Tables.

- **NP Tank Movement** - Used by NP tanks.

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- **NP Infantry Movement w/ Tanks** - Used by NP infantry groups that start their activation within 8" of friendly NP tanks.
- **NP Infantry Movement w/o Tanks** - Used by NP infantry groups that start their activation outside of 8" of friendly NP tanks.

NP MOVEMENT SEQUENCE

When the NP side activates, roll 2d6 versus the Leader of each group that can activate and consult its appropriate *NP Movement Table*.

NP groups activate all their tanks first, and then all NP infantry within 8" of a NP tank, and finally all NP infantry that are outside of 8" of a NP tank.

2 NP TANK MOVEMENT (Taken versus Rep of the TC)

Tanks coming under APR fire will seek cover or go hull down

# Dice Passed	Result
Pass 2d6	If without friendly infantry within 8"- • Move at maximum speed down road or over open terrain. If with friendly infantry within 8"- • Move at infantry speed down road or over open terrain. Roll on NP Infantry Movement w/Tanks Table.
Pass 1d6	If without friendly infantry within 8"- • Move at maximum speed down road or over open terrain. If with friendly infantry within 8"- • Move at infantry speed down road or over open terrain. Roll on NP Infantry Movement w/Tanks Table.
Pass 0d6	If without friendly infantry within 8"- • Chance (1-3) of moving at maximum speed down road or over open terrain. • If the objective is closer, by measuring from the tank, through vegetated terrain than if staying on the road or open terrain, there is a chance (4-6) that the tank will take it. If with friendly infantry within 8"- • Move at half infantry speed down road or over open terrain. Roll on NP Infantry Movement w/Tanks Table.

2 NP INFANTRY MOVEMENT w/ TANKS

(Taken versus Rep of the infantry leader)

+1d6 if the NP side has twice as many figures on the board

# Dice Passed	Result
Pass 2d6	If they have double or more of your number- • One group will advance behind the tank. • The second group, if there is cover or concealment available, will move to encircle your left (1-3) or right (4-6) flank. Otherwise - • They will advance behind the tank.
Pass 1d6	If they have double or more of your number- • They will split up and cover the flanks of the tank. Otherwise - • They will advance behind the tank.
Pass 0d6	All - • They will remain in cover to fire at you. • If in open they will advance behind the tank.

NUTS!

2 NP INFANTRY MOVEMENT w/o TANKS

(Taken versus Rep of the infantry leader)

+1d6 if the group is in cover

+1d6 if the NP side has twice as many figures on the board

# Dice Passed	Result
Pass 2d6	If they have double or more of your number- - One group will move to cover* to fire at you. - The second group, if there is cover or concealment available, will move to encircle your left (1-3) or right (4-6) flank. Otherwise - - Will move to cover* to fire at you.
Pass 1d6	If they have double or more of your number- - Will move to cover * to fire at you. Otherwise - - Will remain in cover to fire at you. - If in open will move to nearest cover whether in weapon range or not.
Pass 0d6	All - - Will remain in cover to fire at you. - If in open will move to nearest cover whether in weapon range or not.

** If already in cover and in range, will fire at you instead.*

PATROL SEQUENCE OF PLAY

1 – Choose your force from the appropriate Army List (page 9)

2 – Divide the table into nine sections (page 55).

3 – Roll for the general terrain for each section (page 55).

4 – Roll for the specific terrain feature in each section using the Terrain Generator Table (page 56)

5 - Establish the EAL and Support Level as per page 60.

6 – Move your patrol onto section 7, 8, 9 or any combination of those sections if your force is large enough (page 62).

7 – Now roll three times for PEFs that will be placed on the table at the start (page 62).

8 – Place a figure to represent each PEF either in the center of the section or behind any terrain piece that will block LOS to your force (page 62).

9 – Roll for the PEF Rep of each PEF (page 62).

10 – Scout any terrain feature that you have a LOS to using the Terrain Scouting Table (page 62).

11 – If any PEFs are in LOS of your patrol immediately resolve them using the Contact Reconnaissance Table on page 63.

12 – If any PEFs are actually enemy forces determine how many there are using the Reinforcements Table (page 68).

13 – Determine what they are by using the appropriate army list and place them on the table (page 68).

14 – Activation is carried out normally (page 14).

15 – Fight the battle normally following the Turn Sequence (page 14), NP Pursuing the Objective (page 65), and the NP Force Movement Tables (page 64).

PURSuing THE OBJECTIVE

Anytime the attacking force is a Non-Player you must roll on this table whenever they are active and before rolling on the NP Movement Tables (page 64).

2 NP PURSUING THE OBJECTIVE

(Taken versus Rep of each group Leader)

# Dice Passed	Result
Pass 2d6	Group moves and behaves in accordance with its objective.
Pass 1d6	If enemy within 24" and on NP's flank or rear- - Armor units will engage nearest enemy target to flank or rear. - Infantry units will engage nearest enemy target within 24". Otherwise - - Group moves and behaves in line with its objective.
Pass 0d6	Engage - All NP units will engage nearest enemy target.

PERIMETER DEFENSE

We recommend using this after you have played a Reconnaissance Patrol. In this Mission you are charged with defending this sector from enemy incursions.

OBJECTIVE

- Your objective is to prevent the enemy from exiting the table.
- To be successful you must prevent any enemy forces from exiting the table through sections 7, 8, or 9. The Mission is over when you have chased off or destroyed all enemy forces on the table.

FORCES

- You may choose up to a platoon. We recommend at least two squads.
- Decide which list the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- Set up terrain as outlined in PART FOUR Terrain found on page 55.

DEPLOYMENT

- After you have placed the terrain on the table divide the board into nine equal sized sections as you did when generating terrain.

1	2	3
4	5	6
7	8	9

- You can set up anywhere in sections 7, 8, and 9.
- Next roll 1d6. The score indicates which numbered section of the map could contain a Possible Enemy Force or (PEF).

- Place an enemy figure of any type in this section of the board to represent the possible PEF. If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF to do so. If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the board. It is possible to have more than one PEF in one section.
- Now roll 2d6 for each PEF. Take the lower score. If doubles are rolled simply count either score. *This score is the Rep of the PEF that will be used for activation while it still is a PEF.*

SPECIAL INSTRUCTIONS

- Establish the EAL and Support Level as per page 60.
- Once the terrain has been set and the PEFs generated the battle can begin.
- Roll activation as normal.
- If the enemy activates first and every subsequent time go to the section called Pursuing the Objective (page 65).
- Every time the enemy must move refer to the section called Moving the Enemy on page 63.
- Anytime your force has an LOS to a PEF immediately resolve it by rolling 2d6 versus the Enemy Activity Level of this sector on the Contact Defense Table on page 67.
- You do not use the Terrain Scouting Table as you have control of this sector.
- Play continues normally until the player has accomplished his Mission, been destroyed, or left the tale.

CONTACT - DEFENSE

There is one way to find the enemy.

- You can have a LOS to a PEF. This way takes you to the Contact Table.

To see what you have contacted roll 2d6 versus the Enemy Activity Level of this sector and consult the Contact Table.

2

CONTACT - DEFENSE

Rolled versus EAL of this sector

# Dice Passed	Result
Pass 2d6	Contacted enemy force. Roll for enemy reinforcements on the Reinforcements Table on page 68.
Pass 1d6	Possible enemy force. Roll for enemy reinforcements on the Reinforcements Table on page 68 but at -2 to score. If a "0" is scored then no enemy contacted.
Pass 0d6	False alarm. Just a case of nerves I bet.

PERIMETER DEFENSE SEQUENCE OF PLAY

Here's a step-by-step Perimeter Defense example.

- 1 – Choose your force from the appropriate list (page 9)
- 2 – Divide the table into nine sections (page 55).
- 3 – Roll for the general terrain for each section (page 55).
- 4 – Roll for the specific terrain feature in each section using the Terrain Generator Table (page 56)
- 5 – Set up your force anywhere on sections 7, 8, or 9 (page 66).
- 6 - Establish the EAL and Support Level as per page 60.
- 7 – Roll three times for PEFs that will be placed on the table at the start (page 66) in sections 1-6 using a d6. More than 1 PEF can be in the same section.
- 8 – Place a figure to represent each PEF either in the center of the section or behind any terrain piece that will block LOS to your force (page 66).
- 9 – Roll for the PEF Rep of each PEF (page 66).
- 10 - Roll activation normally.
- 11 – If any PEFs move into LOS of your forces immediately resolve them using the Contact Defense Table (page 67) and Reinforcements Table (page 68).
- 12 – Determine what they are by using the Reinforcement Tables and place them on the table (page 68).
- 13 – Activation is carried out normally (page 14).
- 14 – Fight the battle normally following the Turn Sequence (page 14), NP Pursuing the Objective

(page 65), and the NP Force Movement Tables (page 64).

ESCALATING BATTLES

In this section you will be introduced to the other assets that are available at higher levels of command. By using this section you can watch your battles escalate into larger engagements on their own. Naturally you can choose to use or not use this section and still have an enjoyable game.

HQ SECTION AND PLATOON/COMPANY ASSETS

Each player starts as a squad Leader. The squad is composed of five to fifteen men depending upon the nation that you choose. The squad organization is located in the part called Army Lists found on page 9.

Each squad has other assets that can be sent to support the squad in its Mission. These take the form of other squads that are in the same platoon, or other units from the Company, Battalion, Regiment or Division such as anti-tank weapons or heavy assets such as an anti-tank guns or tanks. These assets are either assigned to the Platoon or Company HQ. The assets are determined in advance based on the country of origin, but are doled out at random.

REINFORCEMENTS

Assets arrive on the battlefield as reinforcements. The number of reinforcements that the enemy will receive is in direct relationship to the EAL of the sector. The number of reinforcements that you receive is in direct relationship to the Support Level of the sector.

In traditional gaming, the players usually have prior knowledge of the forces that they have available, and sometimes an idea of what the enemy will have as well. This is especially true when playing solo or same side. In reality all that the squad Leader could be sure was available to him were his men. In theory he had other forces and assets but these were doled out by the higher ups based on certain priorities. Sure you'd like to have a tank for support, but perhaps there are pressing issues elsewhere that need it more. And as for knowing what enemy force you'd be facing, well good luck!

To recreate this uncertainty we use Support Level and the Reinforcements Table.

NUTS!

WHEN REINFORCEMENTS ARRIVE

At the start of each turn there is a chance that reinforcements will arrive.

- Each time the sum of the Activation dice comes up seven there is a chance of reinforcements arriving.
- The side with the higher score is now allowed to roll 2d6 versus their EAL or Support Level and apply the results to the Reinforcements Table.

2 REINFORCEMENTS (Taken versus the EAL or Support Level of the sector)

# Dice Passed	Result
Pass 2d6	Roll 1d6 on the appropriate Reinforcements Table on page 68.
Pass 1d6	Roll 1d6 on the appropriate Reinforcements Table on page 68 but at a -1 to the result. An adjusted result of "0" means no reinforcement available.
Pass 0d6	Roll 1d6 on the appropriate Reinforcements Table on page 68 but at a -2 to the result. An adjusted result of "0" means no reinforcement available.

Example - I am playing the Germans against a Russian attack. My Support Level is a 2 while the Russians have an Enemy Activity Level of 5. The activation dice come up a Russian 4 and a German 3. As the sum is seven there is a chance that reinforcements may arrive. As the Russian scored higher he rolls 2d6 versus his EAL and rolls a 5 and a 6. He has passed 1d6 which gives him one roll on his Reinforcement Table (page 70) but at a -1. He rolls a 4 which converts to a 3 so receives the rest of his platoon (see page 70).

1 AMERICAN REINFORCEMENT (Roll 1d6 and read the result)

#	Reinforcement
6	Tank
5	Tank
4 (1-3)	Tank
4 (4-6)	Rest of Platoon
3 (1-3)	LMG team
3 (4-6)	Infantry squad
2	Infantry squad
1	Infantry squad w/Bazooka

Tank - When this result comes up the player will consult the appropriate Tank Availability Table found on page 70. See the "It's A Tiger!" rule on page 54.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. In addition he also receives a two man Bazooka team if his platoon does not already have one. If the whole platoon is already on the field then he receives another squad from another platoon. If another result of Rest of the Platoon occurs then the rest of this new platoon will arrive. For ease of play all the platoon members are Rep 4.

LMG Team - The player receives a two man LMG team. For ease of play the LMG team members are Rep 4.

Infantry squad - The player receives an infantry squad. For ease of play all the squad members are Rep 4.

Infantry squad w/Bazooka - The player receives an infantry squad and a two man Bazooka team. For ease of play all the squad and Bazooka team members are Rep 4.

Note about tanks -

Any tank reinforcement result after the first tank arrives will be a tank of the same type from the same tank platoon. Once the remainder of the tank platoon has arrived repeat the process if another tank is called for.

Here is the number of tanks per platoon and by nation.

American 5
British 4
Germans 3 (1-3) or 4 (4-6)
Russians 3

NUTS!

1 BRITISH REINFORCEMENT (Roll 1d6 and read the result)

#	Reinforcement
6	Tank
5	Tank
4 (1-3)	Rest of Platoon
4 (4-6)	LMG team
3	Infantry squad w/PIAT
2	Infantry squad
1	Infantry squad

Tank - When this result comes up the player will consult the appropriate Tank Availability Table found on page 70. See the "It's A Tiger!" rule on page 54.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. In addition he also receives a two man PIAT team if his platoon does not already have one. If the whole platoon is already on the field then he receives a LMG team. For ease of play all the platoon members are Rep 4.

LMG Team - The player receives a two man LMG team. For ease of play the LMG team members are Rep 4.

Infantry squad w/PIAT - The player receives an infantry squad and a two man PIAT team. For ease of play all the squad and PIAT team members are Rep 4.

Infantry squad - The player receives an infantry squad. For ease of play all the squad members are Rep 4.

1 GERMAN REINFORCEMENT (Roll 1d6 and read the result)

#	Reinforcement
6	Tank
5	Tank *
4	Rest of Platoon
3	Infantry squad w/Panzerfaust
2 (1-3)	LMG team
2 (4-6)	Panzerschreck team
1	Infantry Squad

* If the German player is fighting versus the Russians on what was known as the Eastern Front then he receives a tank. If fighting against the US/British forces on the Western Front then he receives a Panzerschreck team.

Tank - When this result comes up the player will consult the appropriate Tank Availability Table found on page 70. See the "It's A Tiger!" rule on page 54.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. In addition he also receives one soldier with a panzerfaust if his platoon does not already have one. If the whole platoon is already on the field then he receives a LMG team. For ease of play all the platoon members are Rep 4.

Infantry squad w/Panzerfaust - The player receives an infantry squad and one soldier with a panzerfaust. For ease of play all the squad members are Rep 4.

LMG Team - The player receives a two man LMG team. For ease of play the LMG team members are Rep 4.

Panzerschreck Team - The player receives a two man Panzerschreck team. For ease of play the Panzerschreck team members are Rep 4.

Infantry squad - The player receives an infantry squad. For ease of play all the squad members are Rep 4.

1 RUSSIAN REINFORCEMENT (Roll 1d6 and read the result)

#	Reinforcement
6	Tank
5	Tank
4	Tank *
3	Rest of Platoon
2 (1)	Engineer squad
2 (2-3)	LMG team
2 (4-6)	Infantry squad with AT Rifle Team
1	Infantry squad

* If the Mission is in an urban area and there are no German tanks on the field, the Russian player receives an Engineer squad. Otherwise he will get a Tank.

Tank - When this result comes up the player will consult the appropriate Tank Availability Table found on page 70. See the "It's A Tiger!" rule on page 54.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. If the whole platoon is already on the field then he receives another squad from another platoon. If another result of Rest of the Platoon occurs then the rest of this new platoon will arrive. For ease of play all the platoon members are Rep 4.

Engineer Squad - The Engineer squad is a regular squad with one Satchel Charge for every three full figures and also a flamethrower found on page 21. They were used primarily against urban pockets of resistance after the Rifle Platoons pinned the enemy in place.

LMG Team - The player receives a two man LMG team. For ease of play the LMG team members are Rep 4.

MMG Team - The player receives a three man MMG team. For ease of play the MMG team members are Rep 4.

Infantry squad AT Rifle Team - The player receives an infantry squad and a two man AT Rifle team. For ease of play all the squad and AT Rifle team members are Rep 4.

Infantry squad - The player receives an infantry squad. For ease of play all the squad members are Rep 4.

TANK AVAILABILITY

Whenever a result of Tank is rolled as reinforcement the player rolls 1d6 on the appropriate Tank Availability Table.

1 AMERICAN TANK AVAILABILITY 1944 (Apply the d6 score)

#	Result
1	Choice of Sherman M4, M4A1, M4A3 (75)
2	Choice of Sherman M4, M4A1, M4A3 (75)
3	M10 GMC
4	Choice of Sherman M4A1 (76), M4A3 (76), M4A3E8
5	Sherman M4 (105)
6	Roll on the Odd Ball Table

1 ODD BALL 1944* (Apply the d6 score)

#	Result
1	M5A1 Stuart
2	M24 Chaffee
3	Sherman M4A3 (75)
4 (1-4)	Jumbo Sherman M4A3E2 (75)
4 (5-6)	Jumbo Sherman M4A3E2 (76)
5	Sherman Easy Eight M4A3E8
6 (1-3)	M10 GMC
6 (4-5)	M18 GMC
6 (6)	M36 GMC J

*If you don't have a model for the vehicle generated on this table, use a Sherman (75) instead

1 BRITISH TANK AVAILABILITY 1944 (Apply the d6 score)

#	Result
1	Stuart or Stuart recon tank
2 (1-4)	Sherman I
2 (5-6)	Sherman II
3 (1-2)	Sherman II
3 (3-6)	Sherman IV
4 (1-3)	Sherman Firefly IC
4 (4-6)	Sherman Firefly IVC
5	M10 GMC Wolverine
6	Roll on the Lucky Dip Table

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1 LUCKY DIP 1944* (Apply the d6 score)

#	Result
1 (1-3)	Sherman I
1 (4-6)	Sherman IV
2 (1-3)	Sherman Firefly IC
2 (4-6)	Sherman Firefly IVC
3 (1)	Churchill MK VII
3 (2)	Churchill MK IX
3 (3)	Churchill MK IV
3 (4)	Churchill MK V
3 (5)	Churchill MK VII
3 (6)	Churchill MK VII
4	Cromwell IV
5	Churchill VII Crocodile
6	M10C Achilles

**If you don't have a model for the vehicle generated on this table, use a Sherman (IV) instead*

1 GERMAN TANK AVAILABILITY 1944 (Apply the d6 score)

#	Result
1	Marder III
2	StuG III/G
3	StuG III/G
4	Mark IV/H
5	Panther
6	Roll on the Viel Glück Table

2 VIEL GLÜCK 1944* (2d6 added together)

#	Result
2	Tiger II
3	Tiger IE
4	Nashorn
5	Tank Destroyer IV/L48(1-4) or L70(5-5)
6	Panther
7	Mark IV/ J
8	StuG III/G (1-4) StuH III (5-6)
9	234/2 Puma (1-2) 234/1 (3-5) 234/4 (6)
10	Marder III
11	Hetzer
12	Grizzly Bear

**If you don't have a model for the vehicle generated on this table, use a StuG III instead*

1 RUSSIAN TANK AVAILABILITY 1944 (Apply the d6 score)

#	Result
1	T-34/76
2	T-34/76
3	SU-76
4	T-34/85
5	T-34/85
6	Roll on the Хорошее Везение Table

2 ХОРОШЕЕ ВЕЗЕНИЕ 1944* (2d6 added together)

#	Result
2	Sherman M4A2 (76) - use American stats
3	ISU-122
4	IS/JS-2
5	SU-76M
6	T-34/76
7	T-34/85
8	ISU-152
9	T-34/76
10	SU-100
11	IS-2
12	SU-85

**If you don't have a model for the vehicle generated on this table, use a T-34/76 instead*

WHERE REINFORCEMENTS ARRIVE

Once it is determined what reinforcements you have you need to find out where they will enter the table. To determine this roll 1d6 on the Reinforcement Entry Table.

1 REINFORCEMENT ENTRY (Apply the d6 score)

#	Result
1	Enter the table edge to the player's left.
2	Enter the table edge to the player's right.
3	Enter on the player's table edge.
4	Enter on the player's table edge.
5	Enter on the player's table edge.
6	Enter on the player's table edge.

AFTER THE MISSION

After the Mission is over its time to see what happens.

REPLACEMENTS

Units that take casualties may receive replacements after they return from their Mission. Rolling 2d6 versus the Squad Leader's Rep then consulting the Replacements Table does this.

If the Leader was a casualty then roll versus the Rep of the Jr. NCO. If both Leader and Jr. NCO were casualties then roll versus the highest Rep soldier left in the unit.

2 REPLACEMENTS (Taken versus the Rep of the Squad Leader)

# Dice Passed	Result
Pass 2d6	- If <i>non-American unit</i> is at or below 1/2 strength then it will receive Rep 3 replacements to bring the squad back up to paper strength. - If <i>non-American unit</i> is over 1/2 strength then it will receive one Rep 3 replacement. <i>American unit</i> will receive two Replacements. One will be Rep 3 and the other will be equal to the highest passing d6 result but not less than Rep 3.
Pass 1d6	<i>Non-American unit</i> does not receive replacements. <i>American unit</i> will receive one replacement with a Rep equal to the highest passing d6 result but not less than Rep 3.
Pass 0d6	<i>German units</i> do not receive any replacements and remain in the field. <i>Non-German units</i> at over 1/2 strength do not receive any replacements and remain in the field. <i>Non-German units</i> at 1/2 strength or less are pulled from the field for R&R. They will not go on a Mission next turn. When they return they will have received Rep 3 replacements to bring them up to full paper strength.

Be sure to roll on the Attributes Table on page 7 for each replacement figure.

REPLACING LEADERS

Lost Leaders and Jr. NCOs have to be replaced as follows.

- American, British, and Russian units will use the replacement with the highest Rep.
- German units will use the character with the highest Rep in the unit.
- If there are no replacements then units will replace the lost Leader with the Jr. NCO in the unit. They will then promote the character with the highest Rep in the unit to the Jr. NCO position. If no Jr. NCO then will use the character highest Rep in the unit.

MEDALS AND MORE

In NUTS! your characters will sometimes perform actions above and beyond the call of duty. When this occurs, here's a simple system to see if they are rewarded or not. Each country had a Medal of Honor or comparable so for ease of play we call it a *Medal of Valor*. Roll 2d6 versus the Rep of the figure and consult the Medal of Valor Table.

2 MEDAL OF VALOR (Taken versus the Rep of the character)

# Dice Passed	Result
Pass 2d6	<i>Congratulations!</i> You have been awarded a <i>Major Medal of Valor</i> .
Pass 1d6	<i>Good job!</i> You have been awarded a <i>Medal of Valor</i> .
Pass 0d6	<i>You performed admirably!</i> But no one was watching.

What qualifies as medal worthy? That should be up to the players involved. In any case, just have fun with it!

When characters decide it is better to run away during the battle (were removed from the table) roll 2d6 versus the Rep of the figure and consult the Pay the Piper Table.

NUTS!

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PAY THE PIPER

(Taken versus the Rep of the character)

# Dice Passed	Result
Pass 2d6	You were able to save your skin and no one noticed.
Pass 1d6	Your lackluster actions were observed and the subsequent company punishment and ridicule reduces your Rep by one.
Pass 0d6	Your cowardice was noted. - American and British characters are sentenced to prison (1-4), reduced in rank and sent to a squad in another unit (5), or found not guilty and returned to duty ASAP (6). - German and Russian characters are executed on the spot for a lack of courage.

IMPROVING REP

In NUTS! it is possible for you and your squad mates to improve their Rep based on their performance. If you're playing a campaign then follow these simple rules. *Remember only the leaders and members of your squad will use this section.*

After each *successful* Mission it is possible that a character can raise his Rep. All of the following requirements must be met for the Mission to be considered a success. It is possible that a Mission may be a success for one character and not another!

- Have fired at the enemy and scored a hit or engaged in melee.
- Did not receive a result of out of the fight.
- Did not hunker down.
- Or was a crew member of a vehicle that fired at the enemy and scored result of Clank test or better.

If the Mission was a success then the character will roll 1d6.

- If the score is higher than the current Rep then the Rep will go up one level.
- If the score is a "6" the Rep will always go up one level regardless of the current level. Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead.

Just as Rep can go up when you have a successful Mission it can go down if the Mission was a failure. It is possible that a Mission may be a failure for one character and not another. So if you didn't meet all the requirements for a successful Mission you had a failure unless no enemy ever reached the board. When a character fails, roll 1d6.

- If the score is a "1" the Rep will always go down one level regardless of the current level. This can be attributed to stress, illness, or anything else you decide it to be. You can never have a Rep lower than "1".
- Any other result and you are fine

FINAL THOUGHTS

Here are some final thoughts and perhaps some answers to questions you may have.

WHERE'S THE POINTS?

There aren't any, it's not that kind of game. Sorry, but in real life no battles were *equal points*. NUTS! is a pretty darn realistic game and putting a points system in it would just cheapen it, period.

Besides, you can play same side (page 59) and that may be more enjoyable.

So how do you determine if the fight is a fair one? It's easy, just pick your force and let your enemy pick his. Just remember to give anyone attacking a built up urban area as many troops as they think they need. The Soviets thought they needed 5 to 1 to attack; Western forces 3 to 1. If you think you can beat him and he thinks he can beat you then go for it. If not then *tweak* the forces by adding and subtracting units one at a time until you both think you have a chance to win. Speaking of winning?

HOW DO I WIN?

Winning will take on many forms. Taking an objective such as clearing a town can mean you win. Mapping out an area of the battlefield can mean you win. Sometimes just getting you and your men off the field means you win. Winning is up to you.

And sometimes you can't win! Maybe your opponent receives a tank and you can't beg, borrow, or steal an anti-tank weapon. Live with it, it happens. Remember, it's a campaign game. Now if you play a "one up" battle and he has a tank and you forgot to get an anti-tank weapon, well that's another story.

Me? I prefer to think I'm living a story when I play and each Mission is a chapter and the whole campaign the book. If I look back at the end of a fight and say "Hey, I had a good time and it was fun," then I won.

DESIGNER NOTES AND OTHER RAMBLINGS

I was dead set on not doing a World War 2 skirmish set of rules for lots of reasons. First off, I didn't feel comfortable in how things worked in that period. It seemed like it was a big headache as no matter what anyone did there was always someone complaining about some such thing or the other. So I figured better leave it alone as life's too short.

I like a good war movie as much as anybody else so when *Saving Private Ryan* came out I went and checked it out. Well, I thought it was pretty good, entertaining, and fast paced, not a bad time at all. But damn if I didn't read the complaints about this or that popping up. "This was wrong, that wasn't right" whatever. "See," I thought, "Doing a set of WW2 rules is nothing but opening the door to grief."

One day I was at a convention in California and a guy next to me, selling dragons no less, gave me a book he had just finished. He told me to read it and pass it on when I finished. It was *Band of Brothers* by Stephan E. Ambrose.

If you've never read it I recommend it. After I finished it I passed it on to an older gentleman at an Assisted Living facility in Arizona. He took it, smiled and said, "I was there." He never said much about it but I found out later he had fought at the Bulge.

Then I saw Band of Brothers.

Well I'll be the first to tell you, it sealed the deal for me.

Not the tanks, artillery, machine guns, and all the whiz bang weapons that they used. What made an impression was the human element of the squad members, the *Band of Brothers* if you will. That's where *NUTS* comes in.

NUTS isn't so much about calibers, rate of fire, etc. as it is about the men, your men. *NUTS* will reward good planning and punish bad tactics but often through the reactions of your men.

NUTS is about how people respond in pressured situations. If you're hunkered down behind a wall it doesn't matter if it's a Bren gun, a Lahti-Saloranta M/26, or German 7.92-mm MG MG42 throwing lead at you. All you care about is not getting your head blown off. You care if you're outgunned or if you're in grenade range but these are *tactical* issues, not ballistic issues.

So that's what I tried to capture in *NUTS*. The high pressure exerted by situations on individuals during combat and how they will respond. But more so than that it's about leading your men into situations where they can succeed, not fail and subsequently die.

This time I wanted to make it personal. That's why the incorporating of *Attributes*. Want to go a step further? Name your figures after old friends, high school chums, or maybe co-workers.

The point is I wanted to recreate the chaos and confusion on a battlefield during World War II. I wanted to set the stage for ordinary guys to do heroic things. You can do that. And when one of your guys goes *hero* don't complain and say "That wouldn't happen in real life!" well it did and still does. Better to provide covering fire instead.

Like I mentioned in the beginning of the book there are a variety of wargaming types and if you're a control person then maybe *NUTS* won't be for you. But don't be afraid to *tweak* it, as the mechanics are sound and easily adaptable. The object is to have fun.

But whatever you decide, here's hoping you'll have a good time and don't be afraid to send comments my way at the Two Hour Wargames Yahoo Group listed in the front of the book. It's a great place with great people and your comments are always welcome.

Take care,

Ed

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NUTS!

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NUTS!

#	Name	Ldr	Rep	Attribute	Effect	Weapon	Range	Targets	Impact
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									

Infantry Roster Sheet

History

NUTS!

#	Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	HE	AA MG	Hull MG	Co-Ax MG	Speed	TC	GNR	LDR	DR	BOG
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															

Vehicle Roster Sheet

History

Rep

Melee Combat

Taken vs. Rep

- 2d6 if prone or attacked to rear
- 2d6 if retrieving wounded
- 1d6 if using a lower Impact weapon than your opponent

A score of 1, 2, or 3 is a success

A score of 4, 5, or 6 is a failure.

When fighting multiple attackers must divide d6 in your pool among the attackers before rolling*

Continue rolling until one side has any successes or all sides have zero successes.

* If you defeat an opponent any success can be added back into your pool to continue the fight against other opponents.

# Successes	Result
Score 2+ more successes	Enemy Obviously Dead.
Score 1 more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

Target

Ranged Combat

1d6 + Rep

A result of two or more “ones” means out of ammo.

1d6 + Rep	Result
3 to 7	• Miss.
8	• Target concealed – miss. • Target in cover – miss. • Target prone – miss. • Target moved fast – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Second or higher target – miss. • Otherwise – hit.
9	• Target in cover – miss. • Shooter moved fast – miss. • Shooter is snap firing - miss. • Third or higher target – miss. • Otherwise – hit.
10+	• Hit.

1

Ranged Combat Damage

1d6 per each hit

Score	Result
“1”	• Target Obviously Dead
Impact or less but not a “1”	• Target is Out of the Fight.
Higher than Impact	• Target is knocked down and immediately takes Recover From Knock Down Test.

READY THE GRENADE

(Taken vs. Rep)

# Dice Passed	Result
Pass 2d6	May immediately move and throw the grenade this activation.
Pass 1d6	May immediately move and throw the grenade in reaction
Pass 0d6	May immediately move and throw the grenade when next active.

2

THROWING A GRENADE

(Taken vs. Rep)

# Dice Passed	Result
Pass 2d6	Grenade lands on the nominated spot. Test for damage.
Pass 1d6	• If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion however causes the target to take a Received Fire test counting outgunned. • If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar it lands on the nominated spot. Test for damage.
Pass 0d6	Oops! Grenade is dropped. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage. Otherwise roll for damage.

INFANTRY REACTION TESTS

* = Star can choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Fast Move (LD)	<i>All move up to 2X normal distance.</i>	<i>Those in cover move normal speed. Others move up to 1.5X normal distance.</i>	<i>Those in cover remain in place instead. Others move up to normal distance.</i>
Focus Test* <i>Taken by Leader</i>	<i>Fire at the perceived biggest threat if there is one. Otherwise fire at the closest target.</i>	<i>Fire at closest target.</i>	<i>Roll 2d6 for the best target or biggest threat and 1d6 for all others. High result is the target to fire on. Ties go to the closer target.</i>
In Sight	<i>Fire if can. Others duck back (1).</i>	<i>Snap fire if can. Others halt.</i>	<i>All cannot fire and will halt.</i>
Received Fire (LD) *	<i>Chargers carry on. Retrieving wounded carry on. Others outgunned will duck back (1). Others not outgunned return fire.</i>	<i>Chargers carry on. Retrieving wounded carry on. Those in cover snap fire. Others will duck back (1).</i>	<i>All will retire.</i>
Wanting To Charge (LD)*	<i>All will charge into melee.</i>	<i>All will halt. Those that can will snap fire.</i>	<i>All will halt and cannot fire.</i>
Being Charged (LD)*	<i>Those that can will fire and then melee. Those that cannot fire will melee.</i>	<i>All cannot fire but will melee.</i>	<i>All will retire.</i>
Rally (LD)*, Leader Lost*& Man Down*	<i>Carry on.</i>	<i>All duck back (1).</i>	<i>All will retire.</i>
Recover From Knock Down	<i>Stunned - Figure cannot act or react until having spent one full turn of activation doing nothing.</i>	<i>All are out of the fight.</i>	<i>All are obviously dead.</i>
Who Wants To Be A Hero? *	<i>Success! Resolve as either hit to bottom of vehicle if attacked from front or rear or a hit to side if attacked from the side.</i>	<i>Fumble! Device dropped and attacker must duck back. Device explodes harmlessly.</i>	<i>Disaster! Device goes off prematurely and kills character.</i>
Overrun Test <i>Taken by infantry target when Driver tries to overrun them.</i>	<i>Those who have no LOS to the vehicle – crushed and obviously dead if vehicle moved less than 4" before contact, or will duck back (1) if it moved 4" or more. Armed with APR will fire. Others without APR will dodge to safety 3" to the side.</i>	<i>Those who have no LOS to the vehicle – crushed and obviously dead. Others will duck back (1).</i>	<i>All crushed and obviously dead.</i>

(1) Must retrieve wounded as per page 27.

STATUS AND ACTIONS

Here we will explain the terms found on the Reaction Tests Table.

CARRY ON – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Ducked Back
- Hunkered Down
- Obviously Dead
- Out of the Fight
- Retire
- Stunned

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

HALT – Cease movement or not move at all.

HUNKER DOWN – Stay in cover or move to nearest cover within 12". If no cover is available within 12" then the figure will drop prone in place, ending its turn. It may not function until rallied and if confronted by an enemy within 4" will surrender. Figures in Hunker Down cannot see or be seen by the cause of the test but those that go prone can. Hunkered down figures that score a result of hunker down are removed from the board.

OBVIOUSLY DEAD – The wound is so severe it is obvious that the character is dead.

OUT OF THE FIGHT – The figure is wounded and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by enemy he is considered to be captured.

RETIRE - Move to the nearest cover within 12" away from the cause of the test, even if already in cover. If no cover available within 12" then drop prone in place. In either case you are Hunkered Down. Figures of crew weapons on a tripod or other mount requiring set-up time must leave the weapon in place. Remain Hunkered Down until rallied or forced to retire again.

SNAP FIRE – Stop in place and fire rushing the shot and at full Target rating.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing.

AMERICAN WEAPONS

Small Arms	Range	Targets	Impact
Large Caliber Pistol	12	2	2
Large Caliber SMG	24	3	2
SA Medium Caliber Carbine	24	2	1
SA Rifle	48/60 (1)	2	3
BA Rifle	48/60 (1)	1	3
Combat Shotgun	12	2	2

(1) Range is 60" when used with a sniper scope.

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
BAR	48	3	3
MMG M1919A4/6	48	5	3
HMG .50 cal M2HB	60	4	5/APR2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" circle	2APR
Rifle Launched Grenades	20	5" circle	2/APR 2
Gammon Grenade (Paras)	4	5" circle	2/APR 3

(1) Paras only.

Anti-Tank Weapons	Range	Targets	Impact
Bazooka	10/30 ⁽²⁾	1	APR 7

(2) 10" versus vehicle and 30" versus large buildings

BRITISH WEAPONS

Small Arms	Range	Targets	Impact
Medium Caliber Pistol	12	2	1
Medium Caliber SMG	24	3	1
BA Rifle	48/60 (1)	1	3

(1) Range is 60" when used with a sniper scope.

“NUTS!”- QRS

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
MMG	48	5	3
HMG (U.S. M2HB)	60	4	5/APR2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Dia. circle	2
Gammon Grenade (1)	4	5" Dia. circle	2/APR 3

(1) Paras only.

Anti-Tank Weapons	Range	Targets	Impact
PIAT	10/30 (1)	1	APR 7

(1) 10" versus vehicle and 30" versus large buildings.

GERMAN WEAPONS

Small Arms	Range	Targets	Impact
Medium Caliber Pistol	12/24 (1)	2	1
Medium Caliber SMG	24	3	1
BA Rifle or Carbine	48/60 (2)	1	3
SA Rifle (Gewhr 41 or 43)	48/60 (2)	2	3
Assault Rifle (FG42)	48/10 (3)	2/3*	3
Assault Rifle (MP-44)	48/24 (4)	2/3*	2

(1) Mauser -- Range of 24" when used with a detachable stock.

(2) Range is 60" when used with a sniper scope.

(3) Range 10" full auto. May have a sniper scope and when used as a sniper rifle have 48" range.

(4) Range 24" full auto. May have a sniper scope and when used as a sniper rifle have 48" range.

* Target 3 applies only when weapon used on full auto.

Machine Guns	Range	Targets	Impact
LMG (MG-34/42)*	48	5/6	3
MMG (water cooled)	48	5	3
MMG (MG-34/42 Hvy Barrel)	60	6	3

* MG-34's and 42's served as light, medium, and vehicle mounted MG's. MG-34 is Target 5. MG-42 is Target 6.

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5"Dia circle	2
Rifle Launched Grenades	20	5"Dia circle	2/APR 2
Panzerbusche GL	30	5"Dia.circle	2/APR 2

Anti-Tank Weapons	Range	Targets	Impact
Very Large Bore ATR (Pak 28/20)	60	2/3	APR 4 (2)
Panzerschreck	15/30 ⁽¹⁾	1	APR 9
Panzerfaust 30	3	1	APR 7
Panzerfaust 60	6	1	APR 9
Panzerfaust 100	10	1	APR 9
Tossed AT Grenade	2	1" Dia. circle	APR 5

(1) 15" versus vehicle and 30" versus large buildings.

(2) Up to 30" otherwise APR 1.

RUSSIAN WEAPONS

Small Arms	Range	Targets	Impact
Medium Caliber Pistol	12	2	1
Medium Caliber SMG	24	3	1
BA Rifle	48/60(1)	1	3
SA Rifle	48/60(1)	2	3

(1) Range is 60" when used with a sniper scope.

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
MMG (water cooled)	48	5	3
HMG 12.7mm	60	4	5/APR2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5"Dia circle	2

Anti-Tank Weapons	Range	Targets	Impact
Large Bore ATR	48	1	APR 3 (2)

(2) Up to 24", over 24" APR 2.

2 INFANTRY ANTI-TANK FIRE

Taken vs. Rep

-1 to Rep if firing at up to half range
-2 to Rep if firing over half range

# Dice Passed	Result
Pass 2d6	Round placed on target!
Pass 1d6	If target Fast Moved - miss! Otherwise roll 1d6. o 1 or 2 = Hit turret* o 3 - 6 = Hit hull**
Pass 0d6	Miss, target ignores fire.

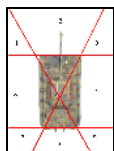
* Targets hit in the turret will count a +1 to their AR. If turret less SP gun, or Gun Shield if towed ATG, then hits armored superstructure. +1 to AR if an Assault gun or Panzerjager. Attack misses against a LS AFV.

** If the target has its hull behind cover (hull down) then target takes Clank Test. This includes SP guns.

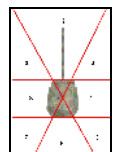
** If the target has its hull behind cover (hull down) then target takes Clank Test.

HIT LOCATION TABLE

If the shooter is in area...	It will hit the...
1	Front armor
2	Front armor
3	Front armor
4	Side armor
5	Side armor
6	Rear - 1/2 the side armor
7	Side armor
8	Side armor



Hull



Turret

2 PLACE ROUND

Taken vs. Rep of the Gunner

-1 to Rep if firing at a target over 48" away

# Dice Passed	Result
Pass 2d6	Round placed on chosen target location!
Pass 1d6	If target or shooter Fast Moved - miss! Target at 48" or less – hit target but not chosen target location! • If target is an AFV roll 1d6. o 1 or 2 = Hit turret* o 3 - 6 = Hit hull** • If target is not an AFV roll 1d6. o 1 to 4 = Hit 2" below target. o 5 = Hit 2' left of location. o 6 = Hit 2" right of location.
Pass 0d6	Miss, target ignores fire.

* Targets hit in the turret will count a +1 to their AR. If turret less SP gun, or Gun Shield if towed ATG, then hits armored superstructure. +1 to AR if an Assault gun or Panzerjager. Attack misses against a LS AFV.

** If the target has its hull behind cover (hull down) then target takes Clank Test. This includes SP guns.

2 PENETRATION TABLE

Taken vs. Difference between APR & AR or DV of target

# Dice Passed	Result
Pass 2d6	Round penetrates the vehicle and all crew obviously dead. Building area under fire collapses and all inside are obviously dead.
Pass 1d6	Round disables vehicle and each crewmember must take the Recover From Knock Down Test. Crew must bail from the vehicle. Buildings treated as the same.
Pass 0d6	Round does not penetrate. Vehicle takes Clank Test while occupants of building take Received Fire Test.

VEHICLE REACTION TESTS

* = Star can choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2d6	PASS 1d6	PASS 0d6
Fast Move <i>Taken by Driver</i>	Vehicle successfully moves 1.5 x its maximum speed and counting as Fast Move.	Vehicle successfully moves 1.25 x its maximum speed and counting as Fast Move.	Vehicle moves normal move and stops. The transmission is damaged and the vehicle will now only move at 1/2 its normal movement distance.
Focus Test* <i>Taken by Tank Commander</i>	<i>Fire at the perceived biggest threat if there is one.</i> <i>Otherwise fire at the closest target.</i>	<i>Fire at closest target.</i>	<i>Roll 2d6 for the best target or biggest threat and 1d6 for all others.</i> <i>High result is the target to fire on.</i> <i>Ties go to the closer target.</i>
In Sight <i>Taken by Tank Commander</i> <i>-1 to Rep if buttoned up.</i> <i>-1 to Rep if taken from Gunner position.</i>	<i>All targets seen and tester can fire.</i>	<i>Fire at -1 to Rep</i>	<i>All cannot fire and will halt.</i>
Clank Test <i>Taken by Tank Commander</i>	<i>Undergunned will retire out of sight.</i> <i>Unloaded or unable to return fire will carry on.</i> <i>If loaded return fire, rotating turret if necessary.</i>	<i>Undergunned will retire out of sight.</i> <i>If loaded and main weapon facing enemy, up to 45 degrees, return fire.</i> <i>Otherwise carry on.</i>	<i>Undergunned or fired on by penetrable enemy will leave board.</i> <i>Others will retire out of sight.</i>
Run Over Test <i>Taken by Driver</i> <i>-1 to Rep if moving over 1/2 speed</i>	Vehicle obliterates object and continues moving.	Vehicle gets hung up on object and stops. Will proceed through the object when next active.	Vehicle moves into object and gets stuck after 1". Driver must reverse out when next active.
Lose Control <i>Taken by Driver</i>	<i>All vehicles continue on at speed making turn without any problems.</i>	<i>All vehicles will make turn but slide one body width outward from the direction of the turn. If hit solid object Drivers must take Run Over test.</i>	<i>All vehicles will fail turn and instead slide one body width outward from the direction of the turn. Wheeled vehicles will rollover and become unusable while tracked vehicles will throw and track and become immobile. Crewmembers must take the Recover From Knock Down test.</i>
Loading Test <i>Taken by Loader</i>	<i>All guns reloaded and can fire in reaction or when next active.</i>	<i>Tank reloaded and can fire when next active.</i> <i>Deployed ATG can fire in reaction or when next active.</i>	<i>Tank fails and can try again when active.</i> <i>Deployed ATG can fire when next active</i>