

SECOND EDITION

NUTS!



HELL ON EARTH

(HÖLLE AUF ERDEN)

AN UNDEAD SUPPLEMENT FOR NUTS!

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PROLOGUE

Der Fuehrer sat motionless, lost in his thoughts as the official droned on. Werner felt a small bead of sweat forming on his brow. When the Fuehrer was quiet like this, even Werner feared for his safety. Nervously he cleared his throat and continued. Minutes later he finished his report and stood silently in place. After what seemed like an eternity the Fuehrer finally spoke.

"Finished? Good," Hitler said. With a wave of his hand he dismissed the junior grade official, "You may go."

With a crisp salute Werner spun in place and headed for the door. Entering the hall he closed it behind him. The portly Werner dug into his coat pocket withdrew a cigarette and began to think.

"Things are getting worse, casualties are mounting... the Russians and Allies are closing in. What am I to do?" Werner decided better to run than to stay. As he headed outside he began to formulate his plan.

In his office Der Fuehrer had made his decision. Slowly he lifted the phone and began dialing.

"Sieg Heil!"

The black haired man hung up the phone and closed his eyes. "He's insane," he thought. "But what does that make me?"

"Karl," he yelled. "Come here immediately!"

The young intern hurried into the room.

"It is time to set our plan in motion."

With a confused look the intern asked, "But Herr Doktor, are we ready? Can we control them?"

"It does not matter. Der Fuehrer has spoken. Project Hölle auf Erden has been ordered and may God forgive us."

INTRODUCTION

World War Two... The *Big One*, what's not to like? Big tanks, rat-a-tat-tat machine guns, pin up art on airplanes. Oh yeah, what's better than that?

Zombies! You know, the walking dead, *brains*, scary things that go bump in the dark. What is it about Zombies? Oh yeah, what's better than that?

How about a WW2 game with Zombies? Now you're talking! Welcome to *Hell on Earth (Hölle auf Erden)* or HOE for short.

What you have here is the blending of NUTS, the WW 2 skirmish game from Two hour Wargames, and All Things Zombie - Better Dead Than Zed, the game of surviving during a zombie breakout.

HOE is about Allied forces in WW2 running into hordes of the undead as a result of Hitler's last big gamble to win the war.

HOE is a supplement to NUTS and not a stand-alone game. So you'll need to have a copy of NUTS to play.

If you're looking for something a little bit different you've come to the right place. Go grab some figures and let's get it started!

PROJECT HÖLLE AUF ERDEN

It's late in the war and things are not going well for Germany. Hitler has seen the reports, the increasing casualties, the displeasure at home, and always the gains being made by the Allies. In desperation he has turned to *Herr Doktor*. Once a ludicrous idea has now become, in Der Fuehrer's mind, his last hope to turn the tide and achieve victory.

What is Project Hölle auf Erden? Simply put, it is the reanimation of the dead. Not the undead that would randomly wreck havoc on the world but a *controlled* force led by the minions of Der Fuehrer. However, exactly how much control is debatable and yet to be seen.

HISTORICAL TIMELINE

Zombies are added to the NUTS campaign in January 1945 just as the Battle of the Bulge is winding down. They can appear on both the Eastern and Western fronts.

A NOTE ON THE RULES

The rules in HOE are in addition to and not a replacement for those in "NUTS!"

WHERE TO FIND FIGURES

For 28mm I recommend the 28mm Alternate WW2 line of figures from East Riding Miniatures.

www.eastridingminiatures.co.uk/erm/25aw.htm

For 15mm I recommend the 15mm Dead To Reich WW2 line of figures from Rebel Minis.

<http://www.rebelminis.com>

ALL THINGS ZOMBIE

In NUTS you got Basic Training on fighting the enemy but that was against a human foe. In HOE we'll tell you how to fight zombies. And the first rule you need is... *know your enemy*.

The zombie is a fearless foe never panicking and always moving relentlessly forward. He has only one goal and that's to feed on the living. Here's a brief rundown of your undead enemy.

REPUTATION

All Zombies have a Rep of 4.

WEAPONS

Zombies cannot use weapons of any type. They can only inflict damage in melee and count as having an Impact of 1.

HOW ZOMBIES APPEAR

There are three ways to run into zombies. They are:

1. By revealing a PEF as outlined in the Special Instructions section on page 62 of the NUTS rules book.
2. When having an LOS to a piece of terrain as outlined in the Scouting The Tabletop section on page 62 of the NUTS rules book.
3. Attracting them by gunfire.

ZOMBIES AND PEFs

Unless specified differently by the scenario, when you reveal a PEF there is a chance that it will consist of zombies instead of normal German troops.

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After you reveal the PEF as per page 62 of the NUTS rules book you must check the *Zombies Table* (page 2) instead of proceeding to the appropriate Contact Table found on page 63 or 67 of the NUTS rules book.

SCOUTING THE TABLETOP

Unless specified differently by the scenario when you scout a piece of terrain there is a chance that it will be occupied by zombies instead of normal German troops.

After using the Terrain Scouting Table found on page 62 of the NUTS rules book you must check the *Zombies Table* instead of proceeding to the appropriate Contact Table found on page 63 or 67 of the NUTS rules book.

2	ZOMBIES! (Taken versus the EAL of the area)
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# Dice Passed	Result
Pass 2d6	Zombies! There are 2d6 x the EAL of the area Reich zombies heading your way. They will have 1 Z-Trooper 12" behind them.
Pass 1d6	Possible enemy force! - Roll 1d6 versus the EAL of the area. - If pass 1d6 count as if passed 2d6. - If pass 0d6 count as if passed 0d6.
Pass 0d6	No Zombies! Roll on the appropriate Contact Table found on page 63 or 67 of the NUTS rules book.

ATTRACTING ZOMBIES BY GUNFIRE

This is the most common way that the zombies will be attracted to the table. Other ways similar to gunfire that attract zombies would be the noise of a vehicle being started (6 shots) or an explosion of some sort (12 shots). All signal dinnertime for the walking dead. Here's how it's done.

- Each time a shot is fired *mark the spot that the shot was fired from* and how many shots were fired. Or if it isn't gunfire then mark the spot that the noise originated from. This is for all gunfire and not limited by nationality!

- After both sides have completed their activation roll 1d6 for each shot fired. Note that some other noises may attract zombies and require more d6 to be rolled.
 - If the EAL is 1 or 2 then for each 6 rolled one zombie is generated.
 - If the EAL is 3 or 4 then for each 5 or 6 rolled one zombie is generated.
 - If the EAL is 5 then for each 4, 5, or 6 rolled one zombie is generated.
- Be sure to remember which shot generated a zombie and the spot it was fired from. That determines where the zombie is placed.
 - Roll 1d6 for each generated zombie. On a roll of 1, 2, or 3 it is placed 12" from the spot to the front of where the shot was fired. On a 4, 5, or 6 it is 12" from the spot but to the rear.

Zombies placed in this manner do not trigger an In Sight Reaction Test.

ACTIVATION

All zombies will activate at the same time. To reflect this all zombies will move before any humans may take any necessary Reaction Tests, fire, or conduct melee.

ZOMBIE ACTIONS

When zombies activate they will move with the following priorities.

- Zombies will move towards the closest human that they can see. If no human within sight...
- Zombies will move towards the sound of gunfire regardless of intervening terrain. If no gunfire occurs that turn...
- Zombies will move straight ahead until they reach a solid object or the edge of the table. They will then turn towards the largest group of zombies whether visible or not.

ZOMBIE FEASTING

Here's another action zombies will do. It's called *zombie feasting*. If humans lose a melee to a zombie they will become OOF or OD. In either case all zombies not in melee within 6" and sight of the downed human will move directly to it and spend 1/2d6 turns of activation *feasting* on the body. If another human can reach the downed figure before the zombies begin to feast he may be dragged to safety.

MOVEMENT

Zombies move with the following restrictions.

1. **Normal Movement** - Zombies will move at 6" per turn and may not fast move.
2. **Stairs** - Zombies can climb stairs normally.
3. **Ladders** - Only 1 in 6 Zombies can climb a ladder. To determine this roll 1d6 whenever the opportunity arises and on a score of 6 that zombie can climb.
4. **Knocked Down** - Zombies that are knocked down will spend one full turn of activation regaining their feet and nothing else.
5. **Entering and Exiting Doors** – When a zombie reaches a door, whether open or not, it will stop its move. However, if following another zombie it will move as that zombie does.
 - a. It may then enter or exit through the unlocked door at normal speed when next active.
 - b. Zombies encountering locked doors will spend one additional turn of activation before moving through it.
 - c. Those encountering barricaded doors will *fight the door in melee* counting the door as Rep 4. When a result of out of the fight or worse is scored on the door it has been cleared to enter. Any result of out of fight or worse on the zombie is ignored.
 - d. There is no limit to the number of zombies that can try and break down the door.
6. **Entering and Exiting Windows** – Zombies may only break through and enter or exit door size windows.
 - a. When a zombie reaches a door sized window whether open or not, it will stop its move. It may then enter or exit through the open window at normal speed when next active.
 - b. Zombies encountering closed windows will spend one additional turn of activation busting it out.
 - c. Those encountering barricaded windows will *fight the window in melee* counting the window as Rep 3. When a result of out of the fight or worse is scored on the window it has been cleared to enter if door sized.
 - d. Zombies may not enter smaller than door size windows but can reach through them
 - e. Up to two zombies can reach through smaller windows at the same time and conduct melee with a person at the window.
 - f. There is no limit to the number of zombies that can try and bust out any size window.
7. **Moving In Buildings** – When moving in a building, zombies may only move 4" per activation. This represents the difficulty the zombie has in navigating around furniture and going from room to room.
8. **Impassable Rock Formations** - Movement not allowed and treated as a dead end.
9. **Wooded Area Or Rough Terrain** - Movement reduced to 3" through these areas. Visibility penalties inside these terrain features do not apply to zombies. Those at the edge of these terrain features count as in *concealment and can see and be seen*. Those 1" or farther inside from the edge cannot.
10. **Definite Road** - Move on roads normally.
11. **Hills** - Move on hills normally.
12. **River And Other Bodies Of Water** – Zombies move into and through water at the rate of 3" per turn. They walk on the bottom of the water maintaining their current direction and are not attracted by noise or gunfire. Humans that may be in the water will attract them. They can only exit the water if the ground under it slopes upwards. Zombies in a pool are unable to walk out of the water and will stay on the bottom. If encountering a net, rope or anchor chain in the water they will climb up it.

REACTION TESTS

Zombies do not have to take *any* Reaction Tests.

NEW REACTION TESTS

When zombies are introduced into NUTS the following new Reaction Tests are used.

FIRST SIGHT

When seeing the undead for the first time it can be difficult to determine exactly what you are looking at. To reflect this we use the First Sight Test.

This test is not to be confused with the In Sight Test. The First Sight Test and is actually taken the first time and *only the very first time*, the character sees a zombie within 6". This test is taken only once in the lifetime of the soldier unless specified differently by the results of a Sanity Test.

German soldiers, unless Z-Troopers must take this test as well.

When the zombie first appears an In Sight is taken normally. When the In Sight test is taken the zombie will appear as an unarmed, surrendering, and perhaps wounded German soldier so the player may not shoot at it. Once the zombie is within 6" and LOS of the tester the First Sight Test is taken.

2 FIRST SIGHT (Taken vs. Rep)

All must take this test, including Stars.

# Dice Passed	Result
Pass 2d6	"Holy crap! What in the hell is that?" Tester fires.
Pass 1d6	"Halt!" Tester does not fire and zombie charges into melee.
Pass 0d6	"Yikes!" Tester does not fire and zombie charges into melee adding 2d6 to their 1d6 normally used in melee.

SEE ZOMBIE FEAST

Take this Reaction Test when a figure sees a zombie feast (page 3) for the first time ever. It doesn't matter who's being served up as lunch, or whether it's friend or foe, it's just plain ugly. So if it happens within 6" and LOS of a figure it will take the test.

2 SEE ZOMBIE FEAST (Taken vs. Rep)

All must take this test, including Stars.

# Dice Passed	Result
Pass 2d6	Carry on and never have to take the test again.
Pass 1d6	Duck back and take the Sanity Test.
Pass 0d6	Retire and take the Sanity Test.

2 SANITY (Taken vs. Rep)

All must take this test, including Stars.

# Dice Passed	Result
Pass 2d6	Stunned. Still subject to taking the See Zombie Feast Test.
Pass 1d6	Retire. Still subject to taking the See Zombie Feast Test.
Pass 0d6	Retire, hunker down, and never recover. If retrieved by friends will be sent home. Figure never returns to fight.

SHOOTING

Zombies cannot use ranged weapons of any type. However, ranged weapons will affect them in the following ways.

LINE OF SIGHT

You still need to see the zombie to hit it. But the good news is that zombies aren't smart enough to use cover. So this means they never count it on the Ranged Combat Table.

But they do count concealment.

Example - Pfc. Billy Pink sees a zombie walking on the edge of the woods. Although the zombie isn't smart enough to get behind a tree he still is concealed and harder to hit. Billy fires with his SA rifle and scores a net result of 8 (miss due to concealment) and 9 (hit as the zombie cannot count cover).

DETERMINING DAMAGE

Once you've scored a hit on the zombie you have to see what kind of damage you inflict. They are a little bit different than humans. After all, they are already dead.

OUT OF THE FIGHT

Any result of out of the fight, whether from shooting or melee, is treated as a result of obviously dead.

KNOCK DOWN

Any result of knock down means the zombie is knocked down. The zombie is laid prone in the spot that it occupies. It must spend one full turn of activation regaining its feet.

EASY TO HIT RULE

Zombies are pretty easy to hit with a ranged weapon. I mean think about it. Slow walking target usually coming straight towards you.

To reflect how easy it is to hit them in the head we have the Easy to Hit Rule.

When firing at a zombie at anytime, *except when the shooter is being charged*, use the Rep of the shooter to score a result of obviously dead instead of the Impact of the weapon.

Example – Pfc. Billy Pink (Rep 5) sees a zombie and shoots his SA rifle (Impact 3). He scores a hit then rolls for damage. He rolls a 4, less than his Rep, and the zombie is obviously dead. Later in the turn he shoots and scores a hit on a zombie that is charging him. He rolls a 4 again but this time the zombie is only knocked down.

AUTO-KILL

Anytime an active human is adjacent to a zombie he can declare that he is "popping the weasel".

1. The human rolls the minimum number of d6 allowed for the weapon.
2. Any result is an automatic obviously dead.
3. The human does count any ones rolled for out of ammo purposes.
4. If desired the human may fight a round of melee with the zombie not fighting back.
5. In either case, the human can continue any movement he may have left.

MELEE

When zombies come into contact with you they enter into melee or hand-to-hand combat.

HAND-TO - HAND WEAPONS

Zombies cannot use any type of weapon in melee. This includes improvised weapons as well. Zombies will melee by grabbing their opponents, biting and ripping them to pieces.

HOW TO MELEE

Zombies are handled a bit differently in melee.

- They only roll 1d6 in melee.
- They have an Impact Rating of 1 but never count the -1 for using a lower Impact weapon in melee.
- They do count the -2d6 for being prone or attacked from the rear. If a zombie has less than 1d6 to use in melee it cannot melee. The human still must roll to melee, as he may score zero successes.
- All results of out of the fight are treated as obviously dead instead.

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Example – Pfc. Billy Pink (Rep 5) and two zombies (A & B) are in melee.

- 1. Billy starts with 5d6 for his Rep. However he must divide them between the two zombies. He decides to use 3d6 versus zombie A and 2d6 versus zombie B.*
- 2. Both zombies are allowed to roll 1d6.*
- 3. Billy rolls 3d6 against zombie A and scores 1, 4 and 5 for one success. He rolls 2d6 and scores a 5 and 6 versus zombie B for zero successes.*
- 4. Zombie A rolls 1d6 and scores a 5 for zero successes.*
- 5. Zombie B rolls 1d6 and scores a 4 for zero successes.*
- 6. Billy has scored 1 more success than zombie A, so scores a result of out of the fight which means the zombie is obviously dead.*
- 7. Billy and zombie B have scored zero successes so are evenly matched. They remain in melee.*
- 8. If Billy activates first he can break off or continue the melee.*

FLAMING ZOMBIES

There may come a time where a zombie catches on fire. Flaming Zombies will *burn out* and count as OD on a roll of 6. Roll this check at the end of each turn. If charged by a burning zombie the target will roll 1d6 less when taking the Being Charged Test.

If in melee with a flaming zombie the target will roll 2d6 less.

"PRIVATE, ARE YOU OKAY?"

If a character receives an out of the fight result when in melee with a zombie note this for checking *after* the game is over. This assumes that he avoids being feasted on by the zombies.

After the game the character must roll 1d6. Add his Rep to the score and if the total is 9 or higher he is okay. If the total is 8 or less then the character will *turn* into an uncontrollable zombie. Zombies are not your friends so a decision must be made as to what to do with your character.

Zombies left on the battlefield will act as uncontrolled zombies.

"SARGE! THE JEEP WON'T START!"

In HOE if a character must start a vehicle and there are zombies within 12", in sight, and heading towards him he must roll 1d6 when active to try and start the vehicle. It will only start on a 1d6 roll of 1 – 3. This may be tried only once per turn but for as many turns as desired.

RUNNING OVER ZOMBIES WITH VEHICLES

As zombies do not take Reaction Tests running over a zombie is an auto-hit at an Impact of 3. When the Zombie is hit and a result of OD is not scored they will fly 3" away from the vehicle either to the left (1-3) or right (4-6) and counting as if knocked down. After hitting all targets the driver must roll 1d6 and compare the score to the number of targets hit. If the die score is equal or less than the number of targets hit the driver must test to see if he has lost control of the vehicle.

Z-TROOPERS

Thanks to the wonders of German science zombies are easily controlled. They can move and respond upon command exactly as you desire. What's that you say? That's not correct? Yes, that's not quite how it works. *Here's the real deal.*

Only specially equipped SS officers, called Z-Troopers have been trained to control the Reich Zombies.

- All are Rep 5 and armed with a Medium Caliber Pistol.
- All have the Nerves of Steel Attribute, which allows them to ignore any Duck Back result.
- Z-Troopers will avoid combat at all costs but will defend themselves.
- They will seek cover when possible.
- They will always place themselves in a position where the Reich Zombies are between them and the enemy.
- Z-Troopers are subject to normal Reaction Tests as explained on page 16 of the NUTS rules book.

CONTROLLING ZOMBIES

Reich Zombies (those that have been reanimated by the scientists of the Third Reich) have special receivers implanted into the base of their neck that allow them to be controlled from afar.

Only a Z-Trooper can control a Reich Zombie. There are only two things that you can control about the zombies. They are:

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1. **"Don't kill us!"** - Reich Zombies will ignore any humans that are within 12" of the Z-Trooper whether in LOS or not. *This means that the Reich Zombie will ignore the humans for determining what action it will take.* However, if German troops are outside of this area the zombie will treat them just like any other human, which means they are subject to being attacked.
2. **Bedtime for Bonzo** - Whenever a Z-Trooper is Active they can choose to put the Zombies to *sleep*. When this occurs the zombies will immediately drop to the ground and will no longer function. The Z-Trooper can then *reanimate* the Zombies by declaring his intent to do so during any Active turn. When a zombie reanimates he will immediately regain its feet but may not move until next Active. Putting zombies to sleep comes in handy if you want to load them in a truck and transport them to another area.

There is a second type of zombie besides the Reich Zombie. These are zombies that occur due to infection and therefore do not have a receiver implanted on them. This type of zombie is always uncontrollable and may only be used if instructed by the scenario.

GERMAN REINFORCEMENTS

When zombies are being used in your NUTS game substitute this German Reinforcement Table for the one you would normally use.

1 GERMAN REINFORCEMENT (Roll 1d6 and read the result)

#	Reinforcement
6	Truck load o' zombies.
5	Infantry squad w/Panzerfaust
4	LMG team
3	Infantry Squad
2	Infantry Squad
1	Infantry Squad

Truck Load o' Zombies - A truck with 2 Rep 4 drivers armed with BA Rifles and 1 Z-Trooper arrives on the table. In the back there are 5 + 1d6 Reich Zombies asleep. When active the truck will move to within 24" of the closest enemy and stop. On the next activation the Z-Trooper will awaken

the zombies who can then function normally beginning on their next activation.

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.

Infantry squad - The player receives an infantry squad. For ease of play all the squad members are Rep 4.

FIRST CONTACT

Word from the top is to expect another attack within the hour. You'd think with all the casualties the Germans took they'd think twice before coming back. Guess not.

Wait, here they come!

OBJECTIVE

- Your objective is to hold your position and prevent the enemy from exiting the table to your rear.
- 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.
- Do not worry about gathering the German 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 of the NUTS rules book.

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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

- The German EAL is 4.
- The US Level of Support is 3.
- Once the terrain has been set and the PEFs generated the battle can begin.
- Roll activation as normal.
- If the enemy is a zombie and it activates go to the section called Zombie Actions on page 3 to determine what it will do.
- If the enemy is a human and it activates go to the section called Pursuing the

Objective on page 65 of the NUTS rules book.

- Every time the enemy must move refer to the section called Moving the Enemy on page 63 of the NUTS rules book.
- 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 Zombies Table on page 3.
- 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 table.

CONTACT - DEFENSE

There is one way to find the enemy.

- You can have a LOS to a PEF. This way takes you to the Zombies Table on page 3.
- From there you may be instructed to go to the Contact-Defense 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.

For your convenience we've reproduced the Contact-Defense Table page 67 of the NUTS rules book.

EPILOGUE

"Zombies? C'mon, Sarge!"

Sarge looked at the skeptical rookie. They always reacted like this. Hell, six months ago he did to. But things had changed a lot since then. Sarge took a deep drag of his cigarette then exhaled.

"Yeah, zombies. Now listen up..."

Sarge told the rookie about shooting them in the head. How not to let them get too close because you'd get

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nervous and maybe miss. How when a zombie kills your buddy you might get sick. But save that for later because if you don't snap out of it right away you could end up like him.

"And one more thing," Sarge said. "If you get hurt by a zombie, even a scratch, be sure to hurry and find a medic. You'll need to be taken care of right away."

Rookie looked over at Pfc. Babineaux and asked. "So Cajun, you believe this stuff?"

Cajun just laughed and nodded.

"Oh yea, Cajun believe. You do to soon enough. Just 'member, shoot 'em in the head and you be okay. Maybe live to tell your gran' babies, yea? Just shoot 'em in the head."

QRS

2 ZOMBIES! (Taken versus the EAL of the area)

# Dice Passed	Result
Pass 2d6	Zombies! There are 2d6 x the EAL of the area Reich zombies heading your way. They will have 1 Z-Trooper 12" behind them.
Pass 1d6	Possible enemy force! - Roll 1d6 versus the EAL of the area. - If pass 1d6 count as if passed 2d6. - If pass 0d6 count as if passed 0d6.
Pass 0d6	No Zombies! Roll on the appropriate Contact Table found on page 63 or 67 of the NUTS rules book.

1 GERMAN REINFORCEMENT (Roll 1d6 and read the result)

#	Reinforcement
6	Truck load o' zombies.
5	Infantry squad w/Panzerfaust
4	LMG team
3	Infantry Squad
2	Infantry Squad
1	Infantry Squad

2 FIRST SIGHT (Taken vs. Rep) All must take this test, including Stars.

# Dice Passed	Result
Pass 2d6	"Holy crap! What in the hell is that?" Tester fires.
Pass 1d6	"Halt!" Tester does not fire and zombie charges into melee.
Pass 0d6	"Yikes!" Tester does not fire and zombie charges into melee adding 2d6 to their 1d6 normally used in melee.

2 SEE ZOMBIE FEAST (Taken vs. Rep) All must take this test, including Stars.

# Dice Passed	Result
Pass 2d6	Carry on and never have to take the test again.
Pass 1d6	Duck back and take the Sanity Test.
Pass 0d6	Retire and take the Sanity Test.

2 SANITY (Taken vs. Rep) All must take this test, including Stars.

# Dice Passed	Result
Pass 2d6	Stunned. Still subject to taking the See Zombie Feast Test.
Pass 1d6	Retire. Still subject to taking the See Zombie Feast Test.
Pass 0d6	Retire, hunker down, and never recover. If retrieved by friends will be sent home. Figure never returns to fight.

SECOND EDITION

NUTS!

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

World War Two... The “Big One”, what’s not to like? Big tanks, rat-a-tat-tat machine guns, pin up art on airplanes. Oh yeah, what’s better than that?

Zombies! You know, the walking dead, “brains”, scary things that go bump in the dark. What is it about Zombies? Yeah, what’s better than that?

How about a WW2 game with Zombies? Now you’re talking! Welcome to Hell on Earth (Hölle auf Erden) or HOE for short.

What you have here is the blending of “NUTS!” the WW 2 skirmish game and All Things Zombie - Better Dead Than Zed the game of surviving during a zombie breakout.

It’s about Allied forces in WW2 running into hordes of the undead as a result of Hitler’s last big gamble to win the war. If you’re looking for something a little bit different you’ve come to the right place. Go grab some figures and let’s get it started!

2HourWARGAMES
JUST PLAY THE GAME

HOE is a supplement to “NUTS!” and not a stand-alone game.