FINAL EDITION

NUTS!

MAN-TO-MAN COMBAT

THW

WARGAME

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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!

****

INTRODUCTION

NUTS! - Final Version is a set of man-to-man combat rules that can be played with any figures you may already have. Play it as a RPG or as a wargame; it's both.

Games are usually finished in two hours or less, hence the company name. Before we go into detail about the game let's explain the cornerstone of all THW, *the Reaction System*.

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 maybe you take a morale test or maybe you don't.
- Now it's your turn.
- If you stay where you are you shoot at me.
- You either hit me or not.
- If you get a hit you see how bad the damage is.
- If you don't get a hit maybe I take a morale test or maybe I don't.
- 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.

Now let's put that in real life context. Private Smith and Private Manfred are on opposite sides of a building. Private Smith walks around the corner and Private Manfred sees him, yet does nothing about it. Instead he stands his ground and lets Private Smith shoot at him. *A bit strange, don't you think?*

THW REACTION SYSTEM

Now let's go through the same scenario using the Reaction System. Our figures start on opposite sides of a building and *are out of sight* of each other.

- I activate and move first.
- I move my figure around the corner and your figure can see me.
- We take an In Sight Reaction Test.
- Maybe you go first and shoot at me.
- Or maybe you duck for cover.
- Or maybe I go first.
- If you do shoot at me either you hit me or you miss.
- If you hit me you see how bad the damage is.
- But if you miss me 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 until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all my actions and all reactions that they have caused are finished, it's your turn.

The big thing is you immediately get to react to what I do, during my turn, just like in real life.

Now let's put that in real life context. Private Smith and Private Manfred are on opposite sides of a building. Private Smith walks around the corner and Private Manfred sees him and Manfred fires first but misses. Smith fires back and Manfred dives for cover. Private Smith cannot see Manfred so stops firing. *Better?*

TABLES

If this is your first go with THW you may have heard that it has a "lot of tables". It does and here's why.

Instead of randomly drawing a card or having you "make the best decision for the enemy", we use the Non-Player, PEF Movement and Resolution Tables. *We use these tables to make the Non-Player Enemy, when playing solo and same side, behave in a realistic manner.*

But the fact of the matter is, once you're playing the game you'll usually be using only three tables 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

What about the rest of the tables? They are used when gathering your force and some, only to design your games.

WORD OF ADVICE

Be sure to read the rules one section at a time and do the review and easy exercises in the Stop boxes. We've broken the rules down into smaller pieces to make it easier to learn. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the THW Forum, linked below for answers to questions and free downloads.

> *http://site.twohourwargames.com/forum/index.php*

You can expect a response within 24 hours.

YOUR ROLE

Your role is up to you. Here are some suggestions:

- You can play as a Squad Leader with a full squad.
- You can play as a Squad Leader with less than a full squad.
- You can play as a Fighting Vehicle Platoon Leader with three to five vehicles.
- You can play with only one Fighting Vehicle.
- You can play large games with multiple squads and vehicles.

The bottom line is you can play it any way you like because it's your game.

NEEDED TO PLAY

You will need a few things to play *NUTS! - Final Version.* 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 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 3'x3' flat surface but you can play with a larger one if desired.

THE DICE

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

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.

PASSING DICE

This way to use the dice is to roll a number of d6 and compare each die score individually to the *Target Number.* The Target Number can be Reputation (page 6), Investment Level (page 64) or something entirely different.

- If the d6 score is *equal or less* than the Target Number, the d6 has *passed.*
- If the score is *higher* than the Target Number, the d6 has *not passed.*
- You can only pass 2, 1, or 0d6 regardless of the number you actually roll.

Example – Sgt Spellman (Rep 4) comes under fire and must take a Crisis Test. The Target Number for the test is his Reputation (4). He rolls 2d6 and scores a 1 and a 5. As the 1 is equal or lower than the Rep of 4, 1d6 has been passed. Looking on the Crisis Table under the Pass 1d6 column we see that Spellman must immediately Snap Fire.

COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*.

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

Example: The Paratrooper enters melee and rolls 4d6. He scores a 1, 3, 3, and 4. He has scored three successes (1, 3, and 3).

POSSIBILITIES

When you see numbers in parenthesis, such as (1-2), this means there is a chance of that event happening , based on a 1d6 roll.

Example – The Machine Gunner may also have a grenade (1). This means that on a result of 1, when rolling 1d6, the Machine Gunner has a grenade.

READING AND ADDING THE DICE

And sometimes you simply read the result as rolled. When rolling 2d6 you add the scores together to get a total.

Example – On the Terrain Generator Table (page 60) I roll 2d6, scoring 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-hand corner of each table. There will usually be a number, 1 or 2, telling you how many d6 to roll.

In some cases there may be a word like Rep or Target. That means 1d6 for each point of that word.

Example – A German soldier (Rep 4) must roll an In Sight Test. Looking on the In Sight Test (page 20) we see the word Rep in the upper left corner so I toss 4d6.

Later he must take a Crisis Reaction Test versus his Rep. There is a 2 in the upper left-hand corner so I roll 2d6.

FIGURES AND TERRAIN

We have written the rules with 28mm figures in mind. Adjust the distances as desired if playing with other scales.

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

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *NUTS! - Final Version*. 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 THW Forum and asking your questions there.

http://site.twohourwargames.com/forum/index.php

BASING FIGURES

Each figure represents one man or vehicle and crew. The easiest way to base your figures for *NUTS! - Final Version* is one figure on a round or square base as either style will work.

Crew served weapons and vehicles may not need to be based and if they are use the smallest base necessary.

DEFINING FACING

Charging or shooting to the rear of an enemy depends upon the 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 180 degrees to the front of the figure.
- The rear facing is defined as 180 degrees to the back of the figure.

The following illustration defines the front and rear facings.
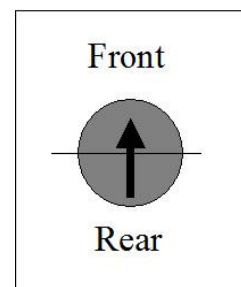
TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the Quick Reference Sheets also called the QRS. When reading a section it is recommended that you review the table in question.

NUTS! - Final Version games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want a realistic campaign use all the tables that are provided. *NUTS! - Final Version* is like a toolbox. You may not need all the tools but they are there if you do!

STOP!

NUTS! is played with six-sided dice called d6.

You can play in any scale, with figures or counters. You can play with as many or as few figures as desired.

Passing is when you roll a d6 and compare it to a Target Number like Rep. Score equal or less and you have passed; score greater than the Target Number and you have not. You can pass 2d6, 1d6 or 0d6.

A *success* is a score of 1, 2 or 3.

Possibilities are the numbers in parenthesis next to an event. Scoring that number means the event has happened.

INFANTRY

Note that the words figure and character are interchangeable.

In this first section you will be introduced to the Infantry rules. You will learn how to move, fire, melee and take Reaction Tests. Learning the rules is easy. *Just use the Stop boxes, regardless of your previous gaming experience*.

The game is made to play a squad or platoon per player. In *NUTS! - Final Version* you can easily handle a squad to start but as you become more familiar with the game mechanics, running a *platoon* will be easy.

The first thing you need to know is how your figures are defined. What makes them special?

DEFINING THE FIGURES

NUTS! - Final Version is played with individual figures that are defined in the following ways.

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

STARS AND GRUNTS

There are two types of figures, called *Stars* and *Grunts*.

STARS

This figure represents you, the player. We suggest your Star begin with a Reputation of 5.

GRUNTS

These are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics.

WHY USE STARS?

One question that may be asked is why do we use Stars in THW? It's to give the player, personal control of his character.

All Grunts are controlled by the Reaction Tests. They will behave according to their quality and training but more importantly will respond to the situations that *you* put them in. Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do their job.

But Stars? That's you. You will see that you have much more freedom, as in real life, to do what you want, as well as some distinct advantages that separate you from the Grunts.

STAR ADVANTAGES

As a Star in *NUTS! - Final Version* you have four important advantages. These are:

- Star Power.
- Larger Than Life.
- Cheating Death.
- Free Will.

STAR POWER

Usually reserved for Stars but sometimes found in some Grunts, Star Power is the ability of a character to ignore normally disabling damage. Here's how we do it:

- Stars start each Mission with 1d6 of Star Power for each point of Rep. So a Rep 5 Star starts with 5d6 Star Power.
- Whenever a Star takes damage it rolls its *current* Star Power d6. Read each d6 as rolled.
- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
- Any result of 6 means the damage stays but the d6 is removed from the character's Star Power *for the rest of the Mission.*

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.
- An Out of the Fight result becomes result becomes a Carry On result but the character is still knocked prone.

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 LMG fire. He takes one Out of the Fight and one Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

- The results are 2, 2, 4, 5, and 6.
- One "2" reduces the Obviously Dead result to an Out of the Fight result.
- The other "2" reduces the Out of the Fight result to a knocked prone but Carry On result.
- The 4 and 5 have no effect but are retained.
- The 6 has no effect but is discarded for the remainder of the Mission.

However, this won't do the Star much good since he is still Out of the Fight. Time to try another Star Advantage.

LARGER THAN LIFE (LTL)

NUTS! - Final Version can be used to capture the *cinematic flavor* of modern action movies where the Star is a *larger than life* character. Here's how we do it:

- Stars *cannot* be killed by anyone with a Rep lower than the Star.
- The worst result a Star could receive would be *Out of the Fight.*

Example- Corporal Hotchkiss (Rep 5) is shot by a German soldier (Rep 4). The soldier scores an Obviously Dead result. Hotchkiss uses his Star Power but to no avail. He then declares he is using his Larger Than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied *after* Star Power is used.

CHEATING DEATH

Another Star Advantage is Cheating Death. Here's how we do it:

- 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 table and whisked to safety.
- When a player chooses to *cheat death* his Rep is immediately reduced by one level.

Example - Hotchkiss (Rep 5) is shot by a German soldier (Rep 5). The soldier scores an Obviously Dead result. Hotchkiss uses his Star Power but to no avail. He then declares he his Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.

Note that Cheating Death is applied *after* Star Power is used.

FREE WILL

The last Star Advantage is Free Will. Here's how we do it:

- Stars will take Reaction Tests just like Grunts.
- Instead of rolling any d6 the Star can choose to pass 2, 1 or 0d6.
- This only applies when taking the Crisis and Recover from Hunker Down Test, not the Recover from Damage Test.

Example - Sergeant Riker (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Crisis Test. He chooses to pass 2d6 and returns fire.

Later Sergeant Riker is hit by fire and must take the Recover Test. He cannot choose his reaction so rolls 2d6. He passes 1d6 so is Out of the Fight. He can now use his Star Power (page 5).

REPUTATION

Reputation or Rep represents a combination of training, experience, morale and motivation. Rep is an expression of a figure's overall fighting quality. Both Stars and Grunts use Rep.

NUTS! - Final Version deals with squads. Not all of the characters in the squad need have the same Rep but they can if you choose to. In addition, the Leader could have a lower, higher or same Rep as the squad members.

There are three possible starting levels of Reputation:

- **REP 5** - These are veterans of numerous successful missions. Combat experienced officers, NCO's, and elite troops would have a Rep of 5.
- **REP 4** - These are reliable soldiers of some experience or trained and motivated troops. These troops make up the bulk of most armies.
- **REP 3** -These are fighters of unknown quality who have seen little or no action. Newly trained troops going into combat for the first few times would have a Rep of 3.

Remember, Stars always start with a Rep of 5.

WEAPONS

Most figures are assumed to have a ranged weapon whether rifle, submachine gun, etc. *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 Weapons (page 23) and Melee (page 30).

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...

In *NUTS! - Final Version* we have grouped weapons into broad categories. If you don't see a weapon listed in *NUTS! - Final Version*, use the stats for a weapon in the category that it best fits.

ATTRIBUTES

Attributes are used to further define your characters. Using them will really make your characters unique but if you desire a more vanilla game, simply delete them.

STARS

Stars receive two Attributes. Roll for the first one and choose the second.

GRUNTS

Grunts only get one Attribute, rolled randomly.

RANDOM ATTRIBUTES

Stars can choose one Attribute, but like Grunts, they will roll for one Attribute. Here's how we do it:

- Roll 1d6, read the result and go to the appropriate Attribute Table.
- Roll 1d6, read the result and go down the left-hand column to the appropriate row. This is the Attribute that the character has.

TABLE 1

#	ATTRIBUTE
1	*Agile:* Does not count the Fast Moving shooting penalty.
2	*Athlete:* Counts a +1d6 when taking the Fast Move Test, counting all three.
3	*Ball Player:* Character has an *arm* so can toss a grenade 8" instead of 6".
4	*Born Leader:* When taking a Crisis Test any friendly character within 4" and LOS to the Born Leader will react as it does, regardless of what their reaction would have normally been.
5	*Brawler:* Counts a +1d6 when in melee.
6	*Clumsy:* When testing to Fast Move and fails with *doubles* will move half the dice total and fall prone, Carry On. He can get up when next active.

TABLE 2

#	ATTRIBUTE
1	*Coward:* Treats a result of Duck Back as Hunker Down.
2	*Crack Shot:* Will roll 2d6 instead of 1d6 when using a bolt-action rifle, counting the best score. If firing from a prone position he receives a third d6.
3	*Dumbass:* Counts Rep one point lower for activation purposes.
4	*Fast:* Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test counting all three.
5	*Greedy:* Empty structures, corpses, or *anything* that offers possibility of loot will delay him for 1d6 turns. A Leader can cut this short by moving to within 1".
6	*Hard as Nails:* Once during each Mission the character will treat its first Obviously Dead result as a knocked Down Carry On instead.

TABLE 3

#	ATTRIBUTE
1	*Initiative:* Counts one Rep higher for Activation purposes when operating alone.
2	*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	*Lucky:* This character can re-roll *any* result once per Mission.
4	*Marksman:* Counts Rep at one level higher when firing.
5	*Near Sighted:* Counts Rep at one less when shooting.
6	*Nerves of Steel:* Treat Duck Back as if Carry On and never outgunned. Counts a +1d6 when taking the Charge into Melee Test.

TABLE 4

#	ATTRIBUTE
1	*No Attribute:* No Attribute is gained.
2	*Poser:* Can never score higher than pass 1d6 when taking a Crisis Test.
3	*Quick Reflexes:* Counts a +1d6 bonus when taking the In Sight Test.
4	*Rage:* Counts a +1d6 when in melee. Roll +1d6 when taking the Charge into Melee Test.
5	*Resilient:* Once during each Mission the character will treat it's first Out of the Fight result as a knocked down Carry On result instead.
6	*Runt:* Counts a -1d6 when in melee.

TABLE 5

#	ATTRIBUTE
1	*Shirker:* Is always considered to be *outgunned* when fired on.
2	*Sickly:* Has the Slow Attribute and counts Rep at one less when taking the After the Battle Recovery Test.
3	*Slow:* Only counts 1d6 when taking the Fast Move Test.
4	*Slow to React:* Counts a -1d6 when taking the In Sight Test.
5	*Stealthy:* Opponents will always count a -1d6 penalty when taking an In Sight Test versus this character.
6	*Steely Eyes:* Counts a +1d6 when taking the In Sight Test.

TABLE 6

#	ATTRIBUTE
1	*Stone Cold:* Will roll 1d6 extra when taking the Crisis Test. Never counts as *outgunned*.
2	*Tank Killer:* Counts Rep at one higher when taking the *Close Assault Test.*
3	*Tough:* Once during each Mission the character will treat the first Hunker Down result as a Duck Back result.
4	*Unlucky:* Anytime a friend within 3" of the character is hit by ranged weapon fire there is a chance (1 - 2) that the unlucky character will suffer the result instead.
5	*Wussy:* Will only roll only 1d6 when trying to Recover from Hunker Down.
6	*Choice:* Character may choose any Attribute it desires.

Example – Sergeant Barnes is a Star. I choose the Born Leader Attribute and roll for the second. I score a 4 and a 5. Barnes has the Resilient Attribute.

Pfc. Jones is a Grunt. I must roll for his Attribute and score a 2 and 3. Pfc. Jones is a Dumbass.

STOP!

Your personal figure is a Star and should start at Rep 5. All the other figures are Grunts. Stars have four Star Advantages.

Star Power can reduce damage.

What is the difference between Cheating Death and Larger Than Life?

Free Will lets you choose to pass 2d6, 1d6 or 0d6 on your Crisis Tests and Recover Tests, but not for Damage.

Stars can choose one Attribute but must roll for the second. Grunts only have one Attribute and must be rolled for.

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.

There are many more supplements, source books, and campaign books already published that will work with this version of NUTS! They range from the War in the Pacific to the Normandy Landings. If you're interested, take a look here:

http://www.twohourwargames.com/ww2.html

The following Army Lists are provided:

- Americans
- British
- German
- Russian

This will only cover the infantry forces and the weapons they used. Vehicles are covered by their own *Vehicle Lists* found on page 37.

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 appropriate column and go down the list one row at a time. This will tell you all you need to know about your unit. If desired you can choose to use less than the maximum number of figures for your squad.

> *Example – I only have six figures so decide to play with an undersized Section.*

UNIT ORGANIZATION - PLATOON

Here's the information about your *platoon* or the parent unit that your squad belongs to. Going down the left-hand column and across to the appropriate unit we provide the following information:

OF SQUADS OR SECTIONS (NOT HQ)

This tells you the number of squads, or sections, 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.* Here's how we do it:

- The number represents the minimum number of soldiers in the squad.
- Roll 1d6, read the result as rolled and add that many soldiers to the squad.

> *Example - My Paratroops have 7 +1d6 soldiers in their section. I roll 1d6 and score a 6. That gives a total of 13 but the maximum is 10, so I can only have 10.*

WHO'S WHO IN THE SQUAD

Regardless of size, the squad/section starts with the following soldiers. Here's how we do it:

- 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 and three ordinary riflemen.

Squads would always keep their LMG and other special weapons intact in the squad as long as there were men to man them.

*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

Soldiers in your squad may or may not have the same Rep. If you want to make all of them the same Rep, go right ahead. Here's how we do it:

- Rolling 1d6 per soldier, reading the result as rolled determines his Rep.

NCO

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

JR. NCO

This tells you what the Junior NCO is armed with.

LMG

This tells you how many Light Machine Guns 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. Remember that regardless of what is rolled, the total number of soldiers in the squad cannot exceed the maximum number.

AMERICAN

PLATOON	INFANTRY	ARMORED INFANTRY	RANGERS	PARATROOPERS
# of Squads (not HQ)	3	3 rifle	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 x SA Car. or SMG
LMG	1 BAR	1 BAR	1	1 LMG or 1 BAR
# Men w/SA Rifle & G-Launcher	2	(See above)	1	1
# of Riflemen	7 SA Rifle	8 SA Rifle	7 SA Rifle	7 SA Rifle

12th man is driver.

SMALL ARMS	RANGE	TARGET	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	TARGET	IMPACT
LMG (Other)	48	4	3
BAR	48	3	3
MMG M1917	48	5	3
HMG .50 cal. M2HB	60	4	5/APR2

GRENADES & MORE	RANGE	TARGET	IMPACT
Grenade	6	5"	2
Rifle Launched Grenades	20	5"	2/APR 2
Gammon Grenade (1)	4	5"	2/APR 3

(1) Paras only.

ANTI-TANK WEAPONS	RANGE	TARGET	IMPACT
Bazooka	10/30(1)	1	2/APR 7

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

AIRBORNE DROP OPTIONAL RULE

Here's a rule you can use to simulate the difficulties re-grouping after an airborne landing. Here's how we do it:

- Roll 1d6 for each figure. This tells you which section of the table the figure has landed.
- Group all the figures in the same section into one group.
- Allow the figures to make one normal move as desired.
- After movement is finished roll to generate PEFs as normal (page 65).

BRITISH

PLATOON	INFANTRY	INFANTRY 1945	PARATROOPS	COMMANDO	GLIDER INFANTRY
# of Sections (not HQ)	3	3	3	2+1[1]	3
# Men per Section	10	8	10	11	10
Dice Generation	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	7 BA Rifle	5 BA Rifle

(1) Commando Support Section of: 5 + 1d6 men; same Rep as Commando; NCO SMG, Jr. NCO BA Rifle; LMG Team, 1Sniper BA Rifle with Sniper Scope, 6 BA Rifle.

SMALL ARMS	RANGE	TARGET	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.

MACHINE GUNS	RANGE	TARGET	IMPACT
LMG (Other)	48	4	3
MMG Vickers	48	5	3
HMG (U.S. M2HB)	60	4	5/APR2

GRENADES & MORE	RANGE	TARGET	IMPACT
Grenade	6	5"	2
Gammon Grenade (1)	4	5"	2/APR 3

(1) Paras only.

ANTI-TANK WEAPONS	RANGE	TARGET	IMPACT
PIAT	10/30 [1]	1	2/APR 7

(1) 10" range versus vehicles. 30" range versus buildings.

GERMANS

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/SG44	SMG/FG42/SG44	SMG
Jr. NCO	SMG	SMG/SG44	SMG/FG42/SG44	SMG
LMG	1	2	2	2
# Men w/G-Launcher	1	1	1	1
# of Riflemen	6 BA Rifle	5 SG44	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	TARGET	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 (SG-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	TARGET	IMPACT
LMG (MG-34/42) [1]	48	5/6	3
MMG (water cooled)	48	5	3
MMG (MG-34/42 Hvy Barrel)	48	6	3

(1) 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 & MORE	RANGE	TARGET	IMPACT
Grenade	6	5"	2
Rifle Launched Grenades	20	5"	2/APR 2
Panzerbusche GL	30	5"	2/APR 2

ANTI-TANK WEAPONS	RANGE	TARGET	IMPACT
Very Large Bore ATR (Pak 28/20)	60	2/3	2/APR 4 [2]
Panzerschreck	15/30 [1]	1	2/APR 9
Panzerfaust 30	3	1	2/APR 7
Panzerfaust 60	6	1	2/APR 9
Panzerfaust 100	10	1	2/APR 9
Tossed AT Grenade	2	1"	2/APR 5

(1) 15" range versus vehicles. 30" range versus buildings.

(2) Up to 30"; otherwise APR 1.

RUSSIAN

PLATOON	INFANTRY	SMG	TANK RIDERS[1]
# 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	3 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	TARGET	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	TARGET	IMPACT
LMG (Other)	48	4	3
MMG (water cooled)	48	5	3
HMG 12.7mm	60	4	5/APR2

GRENADES AND MORE	RANGE	TARGET	IMPACT
Grenade	6	5"	2

ANTI-TANK WEAPONS	RANGE	TARGET	IMPACT
Large Bore ATR	48	1	2/APR 3 [1]

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

STOP!

You can play any unit type from any Army List.

You will roll for the number of men in your squad but cannot exceed the maximum number. If I rolled a "6" when generating the number of soldiers for a Russian SMG squad, how many soldiers would I have?

Regardless of squad size, they will always have their *specialists*. Review what type of *specialists* there are.

To generate the Rep for a soldier roll 1d6. Where is info found?

ORGANIZATION

Individual figures combine to form your squad. There are two special rules that can affect how your squad can move. They are the Group and Leader rules.

GROUPS

A group differs from a squad in that groups are created and disbanded on an ad hoc basis, while squads are permanent organizational structures. While squads have a specific number of figures, groups can range in size from one to an unlimited number of figures.

At the start of the Mission each side must divide their figures into squads. With one exception [1] the smallest group allowed is the squad.

Grouping two or three squads together forms a *platoon*. Check the appropriate Army List for more details.

(1) If desired the player may choose to split their squad into two equal groups of figures. These smaller groups are commanded by the NCO and the Jr. NCO. When figures are involuntarily separated from their squad they will always attempt to immediately rejoin the squad.

FORMING AND SPLITTING GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at any time during the turn when you are active or when forced to by reaction.

This could be a squad splitting into two groups or grouping multiple squads into a platoon.

GROUP COHESION

A group consists of one or more figures with one being the group leader. To qualify as a group the following two requirements must be met.

- Remain within 4" of one or more figures in the squad.
- Have a Line of Sight (LOS) to one or more figures in the squad and/or be in LOS of one or more figures in the squad.
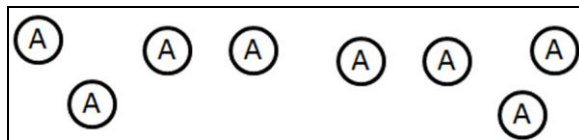
In the picture above we see an 8 figure squad. All of the figures are within 4" of another figure and LOS.
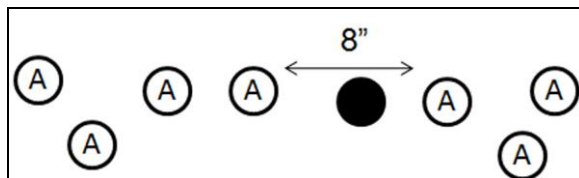
In this picture one member of the squad has been hit and is no longer functioning. This could be out of the fight, or obviously dead but as he is not in carry on status, the link between figures is broken. There are now two groups that will activate separately.

All figures within a group must be from the same unit, unless a leader from another unit takes command of the figure(s).

Example – A soldier from 1st squad finds himself alone and next to figures from 3rd squad. The 3rd squad leader can declare the figure now attached to 3rd squad until further notice.

LARGE GROUPS

You can make large groups of multiple units just as you do with multiple figures. The most common large group is the platoon. Here are some examples of how platoons form and break up during the turn.
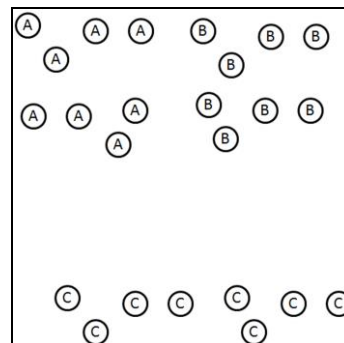
In the picture above we see a full platoon of three squads. Squads A and B are grouped together as they are within 4" and LOS and activate at the same time. Squad C is more than 4" from A and B so will activate separately.
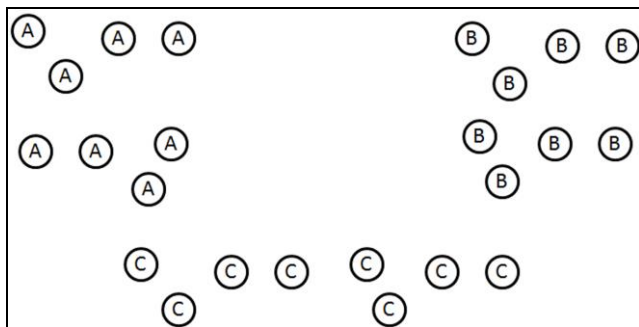
In the picture above squads A and B start the turn apart in separate groups. Squad C then activated and moved within 4" of the other squads. The squads are now grouped together into a platoon and will activate at the same time. If the Platoon Leader was with squad C it could activate squads A and B as soon as it came into contact.
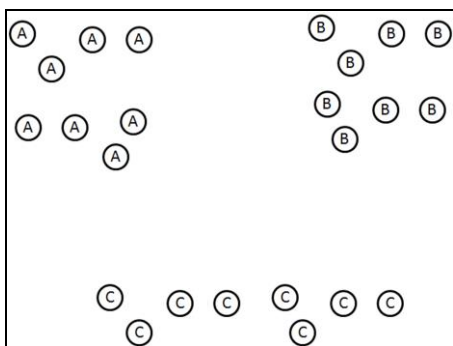
In the picture above the platoon from the previous example activates at the same time and squads A and B move away. As none of the squads are within 4" of each other the platoon is now in three groups and will activate separately.

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.

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 3ʳᵈ squad. The leader can declare the figure now attached to 3ʳᵈ squad until further notice. It takes one turn to detach figures from a unit.

LEADERS

Platoon Leaders, Squad Leaders and Jr. NCOs are all considered to be *Leaders. Temporary Group Leaders are ordinary squad members forced into acting as Leaders.* Leaders have the following roles.

- The Leader allows for all figures in his group to activate when he does.
- The Leader is allowed to use Leader Die to inspire his group when taking Reaction Tests.

CHAIN OF COMMAND

Groups will activate on the Rep of the group leader. Here are the group leaders, ranked from top to bottom. The highest ranked group leader is always in charge of the group when there is more than one Leader with the group.

- *Platoon Leader* - Commands multiple squads.
- *NCO or Squad Leader* - Commands a squad.
- *Junior NCO* – Commands a portion of the squad if it has been split into two smaller groups.
- *Temporary Group Leader* – Commands the group when no other leader of a higher rank is around.

USING LEADER DIE

When the Leader is part of a group he is allowed to roll a Leader Die to help inspire the group when taking Reaction Tests. Here's how we do it:

- The Leader Die is used when the group must take the Crisis or Recover From Hunker Down Tests (page 21). A (LDR) will be found next to these Reaction Tests on the QRS located in the rear of the book.
- To use Leader Die throw 1d6, read the result as rolled and compare the result to the Rep of the Leader.
- If the result is passed 1d6; add this to the number of d6 passed by each figure in the group.
- If the result is passed 0d6; add this to the number of d6 passed by each figure in the group.
- Leader Die is used even if the Leader does not need to take the test.

Example - Sgt. Harris (Rep 4) is the section leader of a British section (squad) composed of seven Rep 3 soldiers. Three members of the squad come under fire and they must take the Crisis Test.

I roll 2d6 for the three soldiers under fire and score a 5 and a 3. This means that they have passed 1d6.

I now roll 1d6 for the Leader Die as Harris is with the section. I score a 4 so have passed 1d6. This is added to the section result so the section has passed 2d6.

Reaction dice are rolled for the group but applied individually to only the figures taking the test.

MULTIPLE LEADERS

In situations where more than one Leader is present only the Leader Die of the highest rank is used.

Example – A Platoon Leader joins a squad in his platoon. The squad will use his Leader Die as long as he is carrying on (page 22) with the squad. Once he leaves or is disabled, the Squad Leader will use his Leader Die.

ASSUMING COMMAND

When Leaders go down someone will *always* step up and replace them. Here's how we do it:

- Whenever a half-squad loses the Leader or if the group becomes separated from the squad, the soldier with the highest Rep will assume command. *He functions as a Temporary Group Leader.*
- Whenever a squad loses the Squad Leader, the Junior NCO takes over command of the squad.
- Whenever a platoon loses its Platoon Leader, the 1st Squad Leader takes over command.
- Remember that as Leaders move up when assuming command, someone will step up and replace those leaders.

STOP!

Units are permanent organizational structures, like a squad or section.

Groups are formed and disbanded as needed and can consist of multiple units. The smallest group is one figure. There is no limit on the maximum as long as they qualify as a group. What two requirements must be met to be part of a multi-figure group?

Leader Die is used by rolling 1d6 versus the Rep of the Leader.

Review how figures assume command.

RULES OF WAR

Now let's go over the rules in the order that you will use them during the game.

TURN SEQUENCE

NUTS! - Final Version 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 each side chooses a d6 of different colors.

Example - I choose a blue d6 and Jim Bob Joe chooses yellow.

- At the start of the turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them. If you are using the optional Random Events (page 72) you may have triggered one.
- If the die scores are not doubles then read each die individually. If you scored a total of "7" you might have generated Reinforcements (page 69).
- Whether you did or didn't generate Reinforcements, the higher score determines which side will activate its groups first.

Example - The two dice are rolled and a Blue 5 and a Yellow 4 are rolled. I scored higher so I can activate my groups first.

- Only groups with a leader whose Rep is equal to or higher than their Activation die score can be activated.
- Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example: A Blue 5 and a Yellow 4 were rolled. My side scored higher so I activate first. I can activate only groups that are led by a Rep 5 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 based on the result of his activation die roll.

Example: A Blue 5 and a Yellow 4 were rolled. I went first and have finished activating all the groups I wanted to. It is now Jim Bob Joe's turn. He can activate only groups that are led by a Rep 4 or higher Leader.

- After both sides have activated 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 activate. 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. *This may be different than traditional rules but is much more effective.*

Let's start with actions.

ACTIONS

When a figure is *active* it can voluntarily do one of the following actions.

- Move up to full distance.
- Stay in place, changing the way it is faced if desired.
- Charge into Melee (page 30) or attempt a Close Assault (page 56).

OTHER ACTIONS

When active, figures can do the following actions in addition to those previously listed and still make a normal move.

- Pick up dropped weapons or other items.
- Reload a weapon.

FIRING

In addition to the previous actions, figures can fire during the turn at the following times:

- Once when active, if loaded.
- Each time called upon by any Reaction or Charge into Melee Test, if loaded.

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" unless specified otherwise by an Attribute (page 6).

FAST MOVE

If desired a figure can attempt to move at a faster speed than normal. Here's how we do it:

- Declare the intent of the *group* to Fast Move.
- *Move each figure* wanting to Fast Move their full normal move distance.
- Roll 2d6 for the group and compare each die score individually to the Rep of each figure Fast Moving.
- For each d6 passed, the figure is allowed to move half its normal move.

Example – A group of four figures want to Fast Move. I move them 8", their normal movement distance. I now roll 2d6 and score a 4 and 5. Here's how the group will move.

The Rep 5 leader passes 2d6 and can move 16".

The Rep 4 soldier passes 1d6 and can move 12".

The Rep 3 soldier passes 0d6 and can move 8".

GOING PRONE

Figures can go prone at any time during their turn. Here's how we do it:

- *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.
- Going prone ends their movement.
- To regain their feet takes half of their movement distance.

INVOLUNTARY MOVEMENT

Figures can be forced into involuntary actions and movement due to the results of a Reaction Test (page 18). The possible involuntary actions and moves are as follows.

DUCK BACK – Figures that Duck Back are seeking cover and safety. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward.
- If no cover is available within 6" 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.

HUNKER DOWN – Figures that Hunker Down seek cover, safety and do not want to fight. Here's how we do it:

- Stay in cover or move to nearest cover within 6". If no cover is available within 6" the figure will drop prone in place, ending its turn.
- It may not function until having passed a Recover Test from Hunker Down.
- If confronted by an enemy within 4" it will surrender.
- Figures in Hunker Down cannot see or be seen by the cause of the test but those that go prone can.
- If a second Hunker Down is scored at any time during the fight this becomes a Leave the Battlefield result.

LEAVE THE BATTLEFIELD - Move to the nearest table edge at Fast Move and continue until exit the table.

OUTGUNNED – Outgunned figures will behave as if scoring a Duck Back result.

RETURN FIRE – The figure immediately returns fire at the cause of the test.

SNAP FIRE - The figure immediately returns fire at the cause of the test but takes the Snap Firing penalty.

STOP!

Each turn starts with two opposite colored d6 being rolled.

What happens if "7" is rolled? Doubles?

High score activates first. Only groups with a Leader having a Rep equal or greater than the d6 result can activate.

After a group has activated and all reactions it caused are resolved, the next group can activate.

Review the actions available to each figure when active.

Normal movement is 8" and Fast Move can be up to 16". This can change if a figure has an Attribute.

How is Duck Back different than Hunker Down?

REACTION

This section covers the heart of the THW system. It's called the *Reaction System.* Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight.

Reaction Tests represent immediate unthinking reactions to certain events. Here's a real life example. You're in the kitchen and grab a pot. It's hot and you immediately let go of it. That's a reaction. Next you grab a towel and then grab the pot. That's an action.

Figures take Reaction Tests during the game when called upon. Let's look closer at each Reaction Test.

IN SIGHT

The In Sight Test is a Reaction Test taken differently than the others. First let's explain the difference between being In Sight and Out of Sight.

IN SIGHT OR OUT OF SIGHT

Figures are *always* in sight or out of sight

A figure is in sight when:

- An enemy figure can trace a *Line of Sight* (page 25) to that figure, from figure base to figure base. This applies even if that figure is *in cover or concealed or both.*

A figure is out of sight when:

- It cannot be seen because of intervening terrain.
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night.
- It cannot be seen due to any other figure in the way.

TRIGGERING AN IN SIGHT TEST

Here's how an In Sight Test is triggered:

- Whenever a group has an opposing group enter into its Line of Sight or LOS, and the opposing group was not seen previously during this activation phase, the in Sight Test has been triggered. Note that not all figures in the group will qualify to take the In Sight Test.
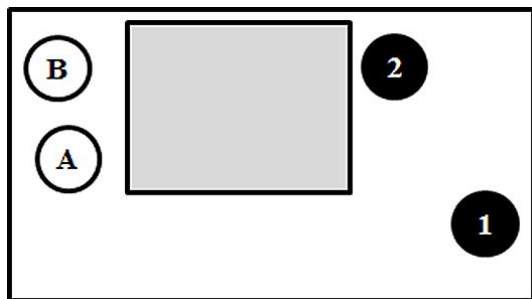
In the first picture the white side cannot be seen by "1" or "2".

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.
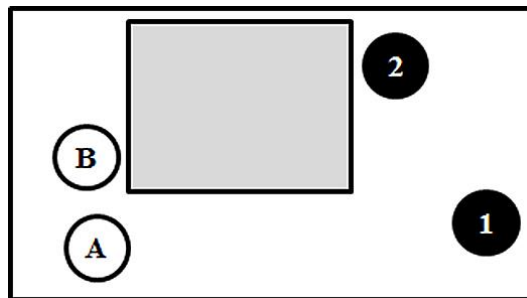
In the second picture white activates and figures "A" and "B" move forward. "A" comes into sight of "1" triggering the In Sight Test.

- Once the test is triggered the triggering group is allowed to move all of its figures (whether they triggered the In Sight or not) up to two additional inches. This movement could result in the figure going out of sight.
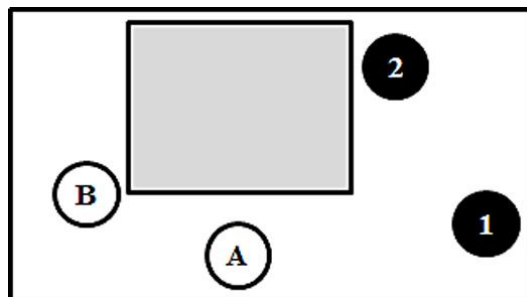
The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches, before the test is resolved. Figure "A" moves closer to "1" while "B" moves to the edge of the house so "B" can see "1"; also putting "B" into sight of "1".

TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inches *all figures* in sight of an enemy, or having the enemy in sight will take the test. Here's how we do it:

- The Leader of each group takes the In Sight for the whole group. This is the highest ranking Leader in the group that has LOS, qualifying for the In Sight. If the NCO and Jr. NCO of the squad do not have LOS to qualify for the test, the highest Rep figure in those that do, qualifies as the Temporary Group Leader.
- Each Leader starts with1d6 per level of their Rep.
- Consult the In Sight Table.
- Modify the number of d6 each Leader rolls, by any applicable Circumstance or Attribute.
- There is no maximum number of d6 that can be rolled.

- There is no minimum number of d6 that can be rolled and there may be times when the Leader reaches 0d6.
- The Leaders roll their modified d6 total looking for successes, a score of 1, 2 or 3.
- Place a d6 with the number of successes scored, facing up, next to each figure in the group involved in the test. This is for ease of play. When each figure has resolved its action, remove the d6.
- Only one side can win the In Sight Test. The side with the higher number of successes has won the In Sight.
- If the number of successes is equal, re-take the test.

REP	IN SIGHT	
	(Looking for successes)	

ATTRIBUTE	MOD
Opponent is Stealthy	-1d6
Quick Reflexes	+1d6
Slow to React	-1d6
Steely Eyes	+1d6
CIRCUMSTANCE	**MOD**
Active - Character is active and moved.	-1d6
Concealed - Enemy is concealed.	-1d6
Ducking Back – Character is Ducking Back.	(1)
Hunker Down – Character is Hunkered Down.	(1)
Leaving the Battlefield – Character is Leaving the Battlefield.	(1)
Temporary Group leader – Temporary Group Leader taking the test.	-1d6

(1) Figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

The group winning the In Sight will now act, from highest Rep to lowest. Here's how we do it:

- Fire.
- If cannot fire will Charge into Melee if within 6".
- If cannot fire or Charge into Melee will Duck Back.

ADDING TO ONGOING IN SIGHTS

There may be a time where a character that was not involved in an In Sight, suddenly becomes involved in it. This triggers a new In Sight.

COMPLETED IN SIGHTS

Once *all* figures have taken the In Sight Test and have completed their actions, appropriate Reaction Tests are taken and the active side continues its part of the turn.

STOP!

Take two figures and place them on the table, out of sight of each other. Both are Rep 4. One has the Slow to React Attribute and the other Steely Eyes.

Roll 2d6 for Activation. Move the active figure into sight. Once the In Sight is triggered every figure in the group can move 2" before the In Sight is taken.

Take the In Sight Test for both sides. Did you modify the number of d6 rolled by the Attributes? By the one side being active and moving?

Only one side can win the In Sight Test, this is different than other THW rules. Remember that after the winning side resolves their actions, the other side will be taking Reaction Tests.

Just to recap. The In Sight is taken by the highest ranking leader in the group with a qualifying LOS. This means that a Temporary Group leader could take the test.

CRISIS TEST

The second Reaction Test is the Crisis Test. There are two reasons to take the test. They are:

- The figure is Fired On and did not get hit.
- The figure is within 4" and LOS of a friendly figure being hit by fire, called Man Down.

HOW TO TAKE A CRISIS TEST

Here's how a Crisis Test is taken.

- Determine what is causing the test; Fired On, Man Down or a combination of both. If more than one cause, you still take one test but apply the worst result.
- Determine which figures in the group must take the test. Note that there will be times when some figures will take the test and others will not.
- Roll 2d6 for the *group* taking the test.
- Roll any applicable Leader Die whether or not the Leader has to take the test.
- Determine how many d6 were passed based on the individual Rep of each figure taking the test. *This may result in figures in the same group behaving in different ways*.
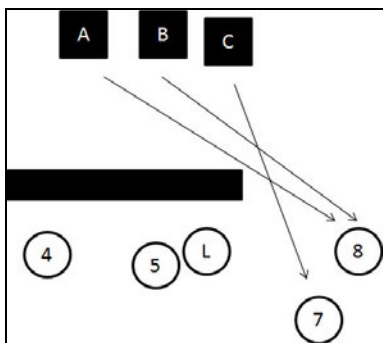
In the picture above we see a group come into sight of three enemy soldiers. Soldiers "A" and "B" can only see "8" while soldier "C" can see both "7" and "8". After taking an In Sight Test, soldiers "A", "B" and "C" fire at "7" and "8".

Both are missed and they take a Crisis Test for being fired on. 2d6 are rolled and a 5 and a 3 are scored. As the leader is within 4" and part of the group that was fired on he is allowed to roll one Leader Die. He rolls a 4 and passes 1d6. Adding the pass 1d6b result means soldier "7" passes 2d6, so returns fire while soldier "8", due to a lower Rep, returns fire but counts the Snap Fire penalty.

RECOVER TEST

The third Reaction Test is the Recover Test. There are two reasons to take the test. They are:

- The figure takes Damage from fire or melee.
- The figure is Hunkered Down and trying to Carry On.

HOW TO TAKE A RECOVER TEST

Here's how a Recover Test is taken.

- Determine what is causing the test; taking Damage or Hunker Down.
- Roll 2d6 for the *figure* taking the test, not the group.
- Roll any applicable Leader Die whether or not the Leader has to take the test if trying to recover from Hunker Down.
- Determine how many d6 were passed based on the Rep of the figure taking the test.

Example – Pvt. Smith is hit by fire and must take the Recover Test. He rolls 2d6 versus his Rep (4) and scores a 3 and 4. Passing 2d6 he is knocked to the ground and is knocked down. He can get up when next active.

Later he is outgunned and takes a Crisis Test. He passes 0d6 so must Hunker Down. The next turn he tries to recover and as his Leader is in the group he gets the benefit of Leader Die. He passes 1d6 and now becomes Duck Back. He can automatically Carry On next turn.

MULTIPLE RESULTS

There may be times when a figure qualifies for more than one Reaction Test and scores more than one result, sometimes conflicting. Here's how we do it:

- One set of d6 are rolled.
- Apply the results to each cause of the test.
- Take the worst result.

See the Status and Actions section (page 22) for more details.

COMPLETING REACTIONS

There may be times when a figure is carrying out a Reaction Test and may be forced to take another test prior to completion of the first. When called for the figure immediately takes the second Reaction Test, cannot score better than the first result, but can score worse.

> *Example - A figure takes a Crisis Test and scores a result of Duck Back. The figure moves towards cover and into the sight of another enemy figure triggering an In Sight Test. The enemy fires and misses the ducking back figure before it has completed its move. The ducking back figure takes a new Crisis Test and passes 2d6 which would allow him to return fire. However, he cannot score better than the Duck Back result, so continues on towards cover.*

STATUS AND ACTIONS

The Reaction Tests can change the status of a figure or force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

CARRY ON – The figure is in good order and can act and react as desired. This is the best status the figure can have. A figure is considered to be *carrying on* if it is *not* doing any of the following. We have ranked them from best to worse.

- Return Fire.
- Snap Fire.
- Outgunned
- Duck Back.
- Hunker Down.
- Leave the Battlefield.
- Out of the Fight.
- Obviously Dead.

DUCK BACK – Figure is trying to find cover. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward.
- If no cover is available within 6" 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.

HUNKER DOWN – Figure is trying to withdraw from the fight. Here's how we do it:

- Stay in cover or move to nearest cover within 6".
- If no cover is available within 6" then the figure will drop prone in place, ending its turn.

- It may not function until pass a Recover Test 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.
- If a second Hunker Down is scored at any time during the fight this becomes a Leave the Battlefield result.

LEAVE THE BATTLEFIELD - Move to the nearest table edge at Fast Move and continue until exit the table.

OBVIOUSLY DEAD – The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others (Medics, page, 32). If contacted by an enemy he is considered to be captured or dispatched as desired.

OUTGUNNED – Outgunned figures will behave as if scoring a Duck Back result.

RETURN FIRE – The figure immediately returns fire at the cause of the test.

SNAP FIRE - The figure immediately returns fire at the cause of the test but takes the Snap Firing penalty.

STOP!

One set of d6 are rolled for each group taking the Crisis Test but the results are applied to the Reps of each figure separately. This means that figures in the group may behave differently.

Take three soldiers and place them on the table. They are a Rep 5 Leader, a Rep 4 soldier and a Rep 3 soldier. All three are fired on. The dice are rolled and a 4 is scored for the Leader Die. The other d6 result in a 4 and 6. Look on the Infantry Crisis Test and see how the three soldiers react.

How many d6 did each pass?

The Recover Test is used when trying to Recover from Hunker Down and when taking Damage. The test is taken by rolling 2d6 versus the Rep of each figure and not for the group. The Leader Die is not used if testing to Recover from Damage.

RANGED WEAPONS

There are two ways to inflict damage in NUTS! The first 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.

TARGET – 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* (page 29), centered on the spot it lands 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. are available in the form of supplements.*

LIST OF WEAPONS

This is a generic listing for the smallarms used in WW II. Information on each weapon, by nationality, will be found on the appropriate Army List (page 8). 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).*
- *Submachine guns (SMG).*
- *Bolt-action Rifles and Carbines (BA).*
- *Machine Pistols (MP).*
- *Semi-Auto Rifles and Carbines (SA).*
- *Selective Fire Rifles (SF).*

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 we have three types:

- *Light Machine Gun (LMG) -* Two man crew.
- *Medium Machine Gun (MMG) -* Three man crew.
- *Heavy Machine Gun (HMG) -* Three man crew.

MACHINEGUN & ANTI-TANK RIFLE SET UP

Medium and Heavy Machineguns and some Anti-Tank Rifles are heavy weapons that require a two man or more crew to move it around and keep it firing effectively. It takes time to set up these weapons. To represent this, machineguns and Anti-Tank Rifles can move or shoot when active, but not both.

CHANGING JOBS

Any crew served weapon will have a Gunner and Loader. It takes one turn of Activation to switch positions. When doing so the gun cannot fire.

LMG FIRE AND MOVE

A LMG team can fire on the move. Here's how we do it:

- Cannot Fast Move.
- Out of Ammo when two "ones" are rolled assistant cannot load while on the move.

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.

Anti-Tank Rifles (ATR).

- *Small Bore ATR.*
- *Large Bore ATR.*
- *Very Large Bore ATR –* Requires a two man crew.

Panzerfaust, PIAT, Bazooka or similar.

- *Panzerschreck (PSK) –* Requires a two man crew. Reloadable. May be fired once each turn when fully crewed, every other turn if used by one person.
- *Panzerfaust (PF30-60).* Single shot disposible.
- *Panzerfaust (PF100-150) –* Single shot disposible.
- *PIAT – (Projector Infantry Anti-Tank).* Requires a two man crew. 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)* – Requires a two man crew. May be fired once each turn when fully crewed, every other turn if used by one person

Anti-Tank Grenades (ATG) - Range of 4" or 20" if launched from a rifle with a grenade launcher. Must be readied (page 28). Thrown AT Grenades will hit a vehicle's top hull.

GRENADES AND MORE

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

- *Grenade (GR).* – Range of 6" and has a 5" blast circle (page 29).
- *Rifle Launched Grenades (RGL)* - Range 20" when launched from a rifle with a grenade launcher.

FLAME THROWER (FT)

- 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.

- 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.
- 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.
- Those attempting to pass through residual flame left behind by a flamethrower attack must take a Man Down Test. If they score a Carry On result they may move through the flame. Each figure must test for damage as follows:
  - Roll 2d6, read the results as rolled and add them together.
  - Apply the total to the Ranged Combat Table to see if the figure is "hit" by the flames. Roll damage normally.

"Molotov cocktail" (MC) – Gasoline filled bottle with a range of 4". The Molotov cocktail must be readied as a grenade (page 28) and has an APR of 5 and Impact of 4.

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 must be readied (page 28).

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 33).

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 Crisis Test but cannot score a result better than Duck Back.

> *Example – SGT Billy has a submachine gun (OR 3) but is <u>out of ammo</u>. He is fired on by Slag who is using a semi-automatic rifle. SGT Billy takes the Crisis Test and passes 2d6. As he cannot fire because he is out of ammo, he must Duck Back.*

X	OUTGUNNED RANKINGS
	Stars are never outgunned.

OUTGUNNED RANKING	WEAPON TYPE
5	Flamethrowers, Grenades, Satchel Charges, Molotov Cocktail 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. Here's how we do it:

- 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.

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.

DEDICATED LOADERS

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 –A German LMG rolls 6d6 and scores a 1, 1, 4, 4, 5 and 6. As the machine gun has a dedicated loader the weapon is not 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! - Final Version.*

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. Here's how we do it:

- 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 the figure can see and be seen from outside the woods as normal.
- LOS in *inclement weather* such as fog, rain or snow, is reduced to 12" in the daytime and 6" at night.

COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different.

- *Concealment* makes you harder to see. Concealment does not stop a bullet. Concealment comes into play when taking the In Sight Test.
- *Cover* stops a bullet from hitting parts of your body, so it makes it harder to be hit. Cover comes into play on the Ranged Combat Table.

So how do you tell which is which? We've put together a short list that answers the question. Players should match the terrain on the table with the type that best resembles it on the Cover or Concealment List *before* the game begins.

#	COVER OR CONCEALMENT

TYPE	RESULT
Buildings, inside	Stationary figures inside of buildings are in cover and concealment. Moving figures inside buildings are concealed.
Vehicles, Inside of	Figures inside vehicles are in concealment.
Vehicles, Behind	Figures behind vehicles are in cover.
Woods or Rough	Stationary figures inside woods or rocky areas are in cover and concealment. Moving figures inside woods or rocky areas are concealed.

RESOLVING FIRE

Fire continues between two figures until one 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 figure has ducked back.
- One figure has left the battlefield
- One figure has been hit by fire.

It is common for figures to fire multiple times in one turn, both when active and in reaction.

Example – Pfc. Charles fires his rifle at Hans and misses. Hans takes the Crisis Test and fires back with his SMG and misses as well. Pfc. Charles takes the Crisis Test and passes 2d6. Normally he should return fire but instead Pfc. Charles will Duck Back as he is outgunned. This ends the fire between the two figures.

ARC OF FIRE OR SWATH

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

In the picture above the shooter has a 3" swath, defined by the Target Rating of 3. He is allowed to shoot up to 3 targets, one per inch of swath if desired

TARGET SELECTION

Figures match up one on one when targeting each other whether firing or charging into melee. The firing side when shooting or the charging side if going into melee determines target allocation.

After one side has all of their figures targeted the other, more numerous side, will randomly roll to determine who the left over shooters will target or chargers will melee.

Figures in reaction will always target the figures that shot at them. When taking an active fire the player may choose his targets.

APPLYING THE TARGET DICE

A figure can apply its Target Dice as desired. Here's how we do it:

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple shots applied on it.
- Roll the dice and arrange them 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. Hans fires his SMG at Pfc. Charles and SGT Billy Pink. He declares to fire 1d6 at the first target, Charles, and the rest at Billy. Hans rolls a 3, 5 and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 will be applied to Charles and the rest applied to Billy.

Remember that the swath is measured from the first target then to the left or right. Using the swath may take an eligible figure that is closer to the shooter, out of the swath, even if that figure could be targeted. The swath is most effective when firing an automatic weapon along a line of figures from the side to side or at a column of figures from the side.

EMPTY SPACE

Each inch of empty space between targets will count as one target.

Example – Charles and Billy are one inch apart. Hans wins the In Sight and fires his SMG. The first round goes on Charles, the second to the empty space between Charles and Billy and the last round on Billy.

SHOOTING A WEAPON

Here's how to shoot a weapon.

- First establish a LOS between the shooter and the target figure.
- Roll a number of d6 depending upon the Target Rating of the weapon. Place each d6 next to each target figure with the highest score on the first target and working to the lowest score.
- 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	
	(Read the result as rolled)	
	A result of two or more "ones" means out of ammo.	

#	RESULT
3 to 7	*SHOOTER MISSED*

8	*SHOOTER MISSED IF*
	   • Fast Moving.
	   • Snap Fire.
	TARGET WAS MISSED IF
	   • In Cover.
	   • Prone.
	   • Fast Moving.
	   • Second or higher target.
	OTHERWISE – HIT.

9	*SHOOTER MISSED IF*
	   • Fast Moving.
	   • Snap Fire.
	TARGET WAS MISSED IF
	   • In Cover.
	   • Third or higher target.
	OTHERWISE – HIT.

10+	*SHOOTER HITS TARGET*

Example - SGT Billy Pink (Rep 5) fires his Semi-automatic Rifle at Hans 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 s on the Ranged Combat Damage Table. Here's how we do it:

- Roll 1d6, read the result as rolled and compare the score to the Impact of the weapon.

1	RANGED COMBAT DAMAGE	
	(Taken versus Impact)	

SCORE	RESULT
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is knocked to the ground and Out of the Fight.
Higher than Impact	Target is knocked to the ground and immediately takes the Recover Test.

Example – SGT Billy Pink has hit Hans with his Semi-Auto Rifle. SGT Billy rolls 1d6 and scores a 4. This is higher than the Impact of 3 so Hans is knocked to the ground and must take the Recover Test. Hans rolls 2d6 versus his Rep of 3 and passes 2d6. He is knocked down but can Carry On.

AUTO-KILL OR CAPTURE

If an active figure comes into contact with an *out of the fight* figure he can choose to automatically dispatch the figure or capture him. If captured the figure must be guarded by at least one armed figure. Each armed figure can guard up to six enemy figures.

Example – SGT Billy Pink activates and runs up to the Out of Fight Hans and chooses to capture him.

PITIFUL SHOT

Rep 3 figures and only Rep 3 figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- Whenever a Rep 3 fires and rolls a "6" 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) a hit is scored.
- Otherwise, treat the result as a Miss requiring the target to take a Crisis Test.

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

READY THE GRENADE

A figure can only throw one grenade per turn. This can be when active or in reaction. Prior to throwing the grenade it must be readied. Here's how we do it:

- The figure must be active.
- It takes half of their movement to ready the grenade.
- Roll 1d6 versus the Rep and determine if he passes 1d6 or 0d6.
- Consult the Ready the Grenade Table.
- Carry out the results.

1	READY THE GRENADE

(Taken vs. Rep)

# D6 PASSED	RESULT
1	Grenade is readied and can immediately be tossed.
0	Grenade is readied but cannot be tossed until next active or in reaction.

Anti-Tank Grenades, Rifle Launched Grenades, Molotov Cocktails and Satchel Charges will also use the Ready the Grenade Table.

DISABLING THE GRENADE

If needed, a figure can declare he is disabling the grenade, taking it out of its readied state. This can only be done when active.

Note that a figure hit by fire or in melee and becoming *out of the fight* or *obviously dead* will drop any grenade that they are holding. If it has been readied it will immediately go off on the spot occupied by the figure.

THROWING A GRENADE

Rifle Launched Grenades will use the Ranged Combat Table. Otherwise, grenades can be thrown up to 6" or 8"if having the Ball Player Attribute. Here's how we do it:

- Nominate the spot the grenade is to land.
- Roll 2d6 versus the thrower's Rep.
- Consult the Throwing a Grenade Table. This table is used *instead* of the Ranged Combat Table.

2	THROWING A GRENADE

(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
1	• If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion causes the target to take a Crisis Test. • 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. Center the blast circle on the nominated spot and check for damage.
0	Oops! Grenade is dropped at the feet of the thrower. Center the blast circle on the nominated spot and check for damage. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage.

In the above illustration "A" is active and wants to toss a grenade. He first must ready it so rolls 1d6 versus his Rep of 4. He scores a 1, passing 1d6 and consults the Ready the Grenade Table. He now has a grenade ready to throw. He cannot see over the wall so must choose to either throw the grenade blindly over the wall at a nominated spot or drop it over the wall.
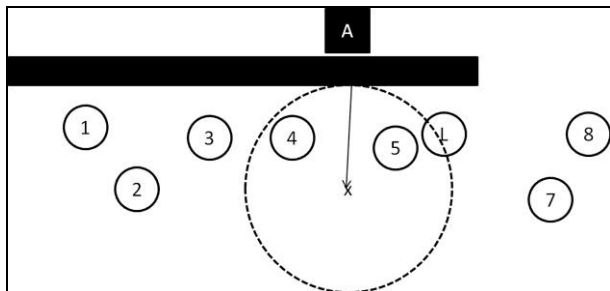
"A" decides to throw blindly and nominates a spot on the other side of the wall 6" away from him. He rolls 2d6 on the Throwing the Grenade Table and passes 1d6. As he cannot see the nominated spot he has missed but all the enemy figures within the blast circle, dotted line, must now take the Crisis Test.
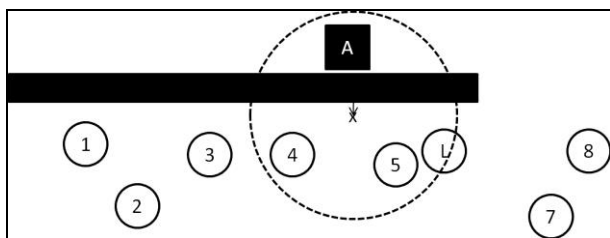
"A" decides to drop the grenade over the wall. He rolls 2d6 on the Throwing the Grenade Table and passes 1d6. The grenade lands on the nominated spot and all within the blast circle can be hit. This also includes "A" who will count as being in cover. I now roll 1d6 for each target against the Impact of the grenade.

"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. Yes, it's *fudging* but it makes the game move more quickly! Doesn't that allow for the whole squad to ready grenades? It sure does, give it a try and let me know how it works out for you!

BLAST CIRCLES

If a weapon *fires* a round that explodes, such as a bazooka, the weapon will use a *blast circle* instead of a swath. Here's how we do it:

- Be sure you have a LOS to the target.
- Nominate the spot where you want the round to land.
- Roll on the Ranged Combat Table (page 27) as you would normally do.
- If a hit is scored center the 1", 3" or 5" blast circle, depending upon weapon type, on the spot.
- All targets inside this circle will be affected by the blast.

ESCAPING DAMAGE

Any figure, friend or foe, within a blast circle may be damaged with the following exceptions:

- Anyone with cover between themselves and the nominated spot must test against the cover to see if it is negated. If the Impact of the weapon is equal or less than the Armor Rating (page 33) or Defensive Value of the cover (page 58) the figure is unharmed but must take a Crisis Test.
- Anyone that is prone will not take any damage but must take a Crisis Test.

STOP!

Weapons are defined by the distance they can fire out to (Range), the number of d6 they roll when firing (Target) and the damage they can deliver (Impact).

Those capable of damaging an armored vehicle have an Armor Piercing Rating (APR).

To shoot you need a clear LOS the target. Roll 1d6 for each point of Target and add each to the Rep of the shooter. Arrange the dice from highest to lowest when firing.

Take out two figures. One is a Rep 3 with a submachine gun the other a Rep 4 with a bolt-action rifle. Place them out of sight of each other.

Roll activation and move the active figure into sight. Take the In Sight Test. Resolve any fire. Take any Crisis Test as needed. Did you remember that the bolt-action rifle is *outgunned* by the submachine gun?

When next active have one figure ready a grenade. Carry out a grenade attack.

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat).

MELEE WEAPONS

There are two types of hand to hand weapons.

- *One Hand Weapon* – Those used with one hand. Swords or knives would be examples of a one hand weapon. Using a one hand weapon gives the user +1d6 in melee.
- *Two Hand Weapon* – Those used with two hands. Using a rifle, whether it has a bayonet or not, is an example of a two hand weapon. Using a two hand weapon gives the user +2d6 in melee.

CHARGE INTO MELEE TEST

The only way to enter melee, is via the Charge into Melee Test. Here's how we do it:

- The test is taken by the figure and not the group.
- The figure can be active or inactive.
- The test can be taken at any time during the active phase of the turn.
- Chargers can declare a charge at any time during their turn, even if the target of the charge was out of LOS at the start of the charger's turn.
- The charging figure must have a clear LOS to the target figure at the time it charges.
- The figure must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.

Example – A Russian soldier comes into sight of two Germans. The Germans win the In Sight and decide to Charge the Russian. All three roll the Charge Into Melee Test and the Russian results are applied separately to each German.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- The figure has LOS to a target and can move to 6" from the target, even if a Fast Move is required.
- If the charger takes a Fast Move and comes up short, it cannot melee and forfeits any active fire.
- Move the charger to 6" from the target.
- Each figure starts with 2d6.
- Go to the Charge into Melee Table.
- Modify the number of d6 by any applicable Attribute or Circumstance.
- Roll the modified number of d6 versus the Rep of each involved figure.
- If charged by more than one figure, the target applies their results against all of the figures separately. This may mean the target could fire at each charger but only if armed with a weapon with adequate Target.
- Determine how many d6 each figure has passed.
- Consult the Charge into Melee Table.
- Go down the left hand column to the number of d6 more that were passed.
- Go across to the column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.

2	CHARGE INTO MELEE	
	(Taken versus Rep)	

ATTRIBUTE	MODIFIER
Nerves of Steel	+1d6
Rage	+1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	*Target* may not fire. *Charger* moves into melee. No Reaction Tests taken.	*Target* fires. *Charger* moves into melee. No Reaction Tests taken. .
Pass same number d6 as opponent	*Target* Snap Fires. *Charger* moves into melee. No Reaction Tests taken.	*Target* Snap Fires. *Charger* moves into melee. No Reaction Tests taken.

MELEE COMBAT

Any the Charge into Melee Test is resolved the charger is moved into contact with the target. Now it's time to melee.

- Go to the Melee Combat Table.
- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable Attribute, Melee Weapon or Circumstance.
- Each figure rolls its modified total of d6, counting all successes, scores of 1, 2 or 3.
- Compare the number of successes scored by each figure.
- If both sides score the same number of successes, they are Evenly Matched. The figures remain in melee and when active, melee continues.
- If one figure scores more successes, it rolls 1d6 versus this number and consults the Melee Damage Table.

REP	MELEE COMBAT	
	(Looking for successes)	

ATTRIBUTE	MOD
Brawler	+1d6
Knifeman if using a bayonet or knife	+1d6
Rage	+1d6
Runt	-1d6
MELEE WEAPON	**MOD**
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon.	+2d6
CIRCUMSTANCE	**MOD**
Evenly Matched - Attacking an enemy that scored a result of Evenly Matched this turn during a melee. Count each result.	+1d6
Prone – Attacking a prone opponent.	+1d6
Rear – Attacking to the rear of an opponent. Only on the 1st round of melee and must have qualified for the Target charged to rear modifier on the Charge into Melee Test.	+1d6

1	MELEE DAMAGE	
	(Read result as rolled)	

# SUCCESSES	RESULT
Score more successes	*Roll 1d6* versus the number of successes scored more than opponent. *"1":* Opponent Obviously Dead. *Equal to successes more but not "1":* Opponent Out of the Fight. *Score higher than more successes:* Opponent knocked down and immediately takes Recover From Knock Down Test.
Score same number	*Evenly Matched.* Remain in melee and when active, may either break off the melee or continue the melee.

Example –SGT Pink (Rep 5) is in melee with Klaus (Rep 4).

Pink starts with 5d6 for Rep and adds the following modifiers: +1d6 for using a bayonet as a One Hand Weapon. He rolls 6d6 and scores a 1, 2, 2, 3, 4 and 5 for four successes.

Klaus starts with 4d6 for Rep and adds the following modifiers: +2d6 for a Two Hand Melee Weapon, a rifle, rolls 6d6 and scores a 1, 2, 4, 4, 4 and 6 for 2 successes.

Pink scores two more successes than Klaus and consulting the Melee Results Table, rolls 1d6 versus the number of successes he scored more. He scores a 2 and has knocked him down and Out of the Fight.

If they had scored the same number of successes, the two would be locked into melee. If there had been a second German attacking Pink, the melee would be immediately resolved with the German counting a +1d6 for SGT Pink being Evenly Matched.

MULTIPLE FIGURE MELEES

A figure may be meleed by more than one figure. Here's how we do it:

- Up to two figures can melee to the front and two to the rear.
- The side with more figures decides in what order its figures will attack. Attacks are carried out one on one.
- Every time a figure suffers a result of Evenly Matched, those subsequently attacking it will get a +1d6 bonus. If the figure is Evenly Matched

against two enemies, the next attacker would receive a +2d6 bonus.

BREAKING OFF MELEE

Melee can only be broken off by a failed Crisis Test.

RETRIEVING WOUNDED

Characters can attempt to recover their wounded during the Mission. Here's how we do it:

- When active or when Ducking Back in reaction a Grunt will roll 1d6 versus its Rep. If pass 1d6 it will attempt to retrieve wounded friends. If pass 0d6 they will not. Stars can always choose to retrieve wounded.
- Move into contact with the wounded figure.
- Pick up the wounded figure, reduce the remaining movement by 2", and move the remaining distance.
- Figures carrying wounded can take the Fast Move Test but will only pass at best 1d6.
- Figures can fire weapons when retrieving wounded figures but will count the Snap Fire penalty.
- Figures charged while retrieving wounded will drop the wounded.

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 never count as *outgunned*.
- They will only defend themselves in hand to hand if charged.

TREATING THE WOUNDED

Medics can treat Out of the Fight soldiers in hopes of recovering them during the Mission. Here's how we do it:

- The Medic comes into contact with an Out of the Fight figure.
- He spends one turn of Activation with the Out of the Fight figure.
- During that turn of Activation he cannot do anything else except treat the figure.
- Roll 2d6, read the results as rolled and compare each to the Rep of the Medic.

- Determine how many d6 are passed, consult the Medic Test.
- Go down the left-hand column to the appropriate row and across to see the results of treatment.
- Immediately carry out the results.
- The Medic test can only be tried once on a wounded figure.

2	MEDIC!
	(Taken versus Rep)

# D6 PASSED	RESULT
2	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.

WHERE'S THE MEDIC?

Medics are assigned to the platoon. During the Mission we must determine if the Medic is on the table. Here's how we do it:

- American, British, and German squads 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 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 one 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. I roll 1d6 and score a 3, the medic is with the fourth squad. There cannot be more than one 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 are playing a Campaign (page 62) you must see if your wounded and those that left the battlefield return. Here's how we do it:

- Roll 2d6, read each result as rolled and compare it to the Rep of each figure.
- Determine how many d6 are passed.
- Consult the After the Battle Recovery Table.
- Go down the left-hand column to the appropriate row, then across and immediately carry out the result.

2	AFTER THE BATTLE RECOVERY *

Taken vs. Rep of all OOF figures

# DICE PASSED	RESULT
2	Figure returns to the squad.
1	Out of the Fight returns to the squad. Those that left the battlefield do not return.
0	Figure does not return.

* Captured OOF or hunker downs left behind will roll on this table but instead of returning to their squad become Prisoners of War (POWs). Stars are always recovered.

STOP!

Before going any further take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time, with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee. How many figures can melee one figure at the same time? Remember that melees are carried out on a one on one basis.

Remember that you cannot break off a melee.

Take a Medic Test.

VEHICLES

In this section you will learn the rules that pertain to vehicles and the weapons used to kill them.

In *NUTS! – Final Version,* vehicles are the *primary support weapons* of the infantry. Vehicles may punch holes in the enemy but it is the infantry that holds the ground.

Each vehicle consists of *both* the vehicle and its crew. Players will usually start with one or two vehicles and work their way up to larger numbers. 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.

- What *Type* of vehicle is it?
- What amount of *Armor* does it have?
- Is it *Tracked* or *Wheeled*?
- Is it *Open Topped* or *Enclosed*?
- What types of *Weapons* does it have?
- What is the *Speed* of the vehicle?
- How many *Crewmembers* does it have?

Let's explain each of these in more detail.

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 (QRS).*

TYPES OF VEHICLES

There are two types based on their *battlefield purpose:*

- **Fighting Vehicles** - Their battlefield purpose is to engage other vehicles and destroy them.
- **Transport Vehicles** - Their battlefield purpose is to transport troops and supplies.

ARMOR RATING

Each vehicle has armor rated by it efficiency. Here's how we do it:

- Unarmored vehicles are noted with a "-".
- Armored vehicles have an Armor Rating (AR) from 1 to 15. The higher the number the better the armor.
- Each vehicle has an AR for the following surfaces. They are Frontal, Side and Top. The

Rear AR is equal to ½ of the Side AR and the bottom AR is equal to the Top AR.

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.
- *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.

BUTTONED UP

Enclosed vehicles will have an access hatch or hatches that allow for entry and exit to the vehicle. These are usually on both the hull and the top of the turret. They can be open or closed. Here's how we do it:

- When the hatches are closed the vehicle is said to be *buttoned up.* When a tank is *buttoned up* the Tank Commander will take the In Sight Test at one lower Rep than actual.
- When the hatches are open the Tack Commander is standing exposed and can operate the AA MG. He does not suffer any In Sight penalties.

VEHICLE WEAPONS

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

MAIN GUN

This is the primary weapon of the vehicle. The main gun is assigned two numbers corresponding to its strength. Here's how we do it:

- The first is the Armor Piercing Rating (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 (HE) shells. This will have two values. The first,

before the slash, is the size of the *blast circle* (page 29) it will use and the second is the Impact.

SECONDARY WEAPONS

These are Machine Guns and there are three types. They are:

- *Anti-Aircraft Machineguns* - Mounted on the turret or top of the vehicle and fired by the Tank Commander. These have a 180 degree arc of fire. As the turret turns, so does the firing arc. Crewmembers using the AA MG count as in cover.
- *Hull Machineguns* – Mounted on the front of the hull, has a 45 degree firing arc, and is operated from inside by the Radio Operator (RTO) or Bow Gunner (BOG).
- *Coaxial Machineguns* - 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 and fired by the Gunner. The Loader in the vehicle loads the coax MG and clears it if it jams. The Gunner can fire the main gun or coaxial machinegun but not both at the same time. If the Coaxial MG is being fired by the Gunner the main gun usually can't be fired.

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.

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

Each crewmember of a vehicle is an individual and has a job. We define them similarly to as we defined the infantry. Here's how we do it:

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

STARS AND GRUNTS

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

Yes he can and here's why. You can choose to play one tank or maybe a platoon of tanks instead of an infantry squad or platoon. Star crewmembers are just like infantry Stars 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 Vehicle Crisis Test (page 51).

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 appropriate *Vehicle List* (page 37)

PERSONAL CREW WEAPONS

Usually when a crew bails out it is removed from the board. But if you wish to continue the fight you can. Here's how we do it:

- Crew will be armed with a pistol (1 - 4) or SMG (5 - 6). When they shoot or melee they count one Rep lower than actual but count normally otherwise.

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 job in the vehicle based on how large the crew is. Here's a breakdown of who they are and what they do.

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)

- Directs the Driver on how to move.
- Takes the In Sight Test.
- Fires the AA MG when the tank is not *buttoned up*.
- Takes the Vehicle Crisis Test.

DRIVER (DR)

- Takes the Run Over Test (page 48) when wishing to run over or though, other vehicles, terrain, or structures.
- Takes the Lose Control Test (page 47) if attempting a turn at more than ½ its speed.

GUNNER (GNR)

- Fires the Main Gun.
- Operates the coaxial machine gun.
- Replaces the TC if the TC is gone or incapacitated.

LOADER (LDR)

- Immediately reloads the main gun after it has fired.
- Clears the coax machinegun or reloads it if it jams or runs out of ammunition.

BOW GUNNER (BOG)

- Operates the Hull machine gun.

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)

- Directs the Driver on how to move.
- Takes the In Sight Test.
- Fires the AA MG when the tank is not *buttoned up*.
- Takes the Vehicle Crisis Test.

DRIVER (DR)

- Takes the Run Over Test (page 48) when wishing to run over or though, other vehicles, terrain, or structures.
- Takes the Lose Control Test (page 47) if attempting a turn at more than ½ its speed.

GUNNER (GNR)

- Fires the Main Gun.
- Operates the coaxial machine gun.
- Replaces the TC if the TC is gone or incapacitated.

LOADER (LDR)

- Immediately reloads the main gun after it has fired.
- Clears the coax machinegun or reloads it if it jams or runs out of ammunition.
- Operates the Hull machine gun.

THREE MAN CREWS

TANK COMMANDER (TC)

- Directs the Driver on how to move.
- Takes the In Sight Test.
- Fires the AA MG when the tank is not *buttoned up*.
- Takes the Vehicle Crisis Test.
- Fires the Main Gun.
- Operates the coaxial machine gun.

DRIVER (DR)

- Takes the Run Over Test (page 48) when wishing to run over or though, other vehicles, terrain, or structures.
- Takes the Lose Control Test (page 47) if attempting a turn at more than ½ its speed.

LOADER (LDR)

- Immediately reloads the main gun after it has fired.
- Clears the coax machinegun or reloads it if it jams or runs out of ammunition.
- Operates the Hull machine gun.

TWO MAN CREWS

TANK COMMANDER (TC)

- Directs the Driver on how to move.
- Takes the In Sight Test.
- Fires the AA MG when the tank is not *buttoned up*.
- Takes the Vehicle Crisis Test.
- Fires the Main Gun.
- Operates the coaxial machine gun.
- Load the main gun after firing.

DRIVER (DR)

- Takes the Run Over Test (page 48) when wishing to run over or though, other vehicles, terrain, or structures.
- Takes the Lose Control Test (page 47) if attempting a turn at more than ½ its speed.

STOP!

Review the things that define the vehicle. This is different than what defines the crew.

Each crewmember as a unique job in the vehicle; some must do more than one job. But they can only do one job at a time and they can only change jobs when active.

Crewmembers will have Attributes just like infantrymen but they may not apply while inside the vehicle.

VEHICLE LISTS

This section will provide you with the Vehicle Lists that are used in *NUTS!,* covering 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.

The following Vehicle Lists are provided:

- American.
- British.
- German.
- Russian.

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 vehicles 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 appropriate vehicle 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 -* The Armor Rating of the front armor.
- *SIDE -* The Armor Rating of the side armor. *The rear armor is 1/2 the AR of the side armor rounded down.*
- *TOP -* The Armor Rating of the top armor. *This also applies to the bottom armor as well.*

- *APR -* The Armor Piercing Rating of the main gun.
- *HE -* The HE Rating of the main gun. The first number is the blast circle used, in inches, and the second the Impact on non-armored targets.
- *AA–* The type of MG will be listed if the vehicle has an AA Machinegun.
- *HULL -* The type of MG will be listed if the vehicle has a Hull Machinegun.
- *COAXIAL -* The type of MG will be listed if the vehicle has a Hull Machinegun.
- *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 crewmembers in the vehicle.

ANTI-TANK GUN INFO

Here's information about your Anti-Tank Guns.

- *ANTI-TANK GUNS & AUTO-CANNON-* The name of the gun.
- *APR -* The Armor Piercing Rating of the gun.
- *HE -* The HE Rating of the gun. The first number is the blast circle used, in inches, and the second the Impact on non-armored targets.
- *CREW -* The number of crewmembers in the vehicle.
- *DV –* The Defensive Value of the gun. The higher the DV the more protection it provides and harder it is to run over.

AMERICAN VEHICLES

VEHICLE	FRONT	SIDE	TOP	APR	HE	AA	HULL	COAXIAL	SPEED	CREW
M3A1 Stuart	5	3	2	6	5/2	MMG	MMG	MMG	24/16	4
M3A3 Stuart	5	3	2	6	5/2	MMG	MMG	MMG	24/16	4
M5A1 Stuart	6	3	2	6	5/2	MMG	MMG	MMG	24/16	4
M24 Chaffee	6	3	2	9	6/3	MMG	MMG	MMG	24/16	5
M3 Grant/Lee (75/37)	6	3	2	10 & 6	6/3 & 5/2	MMG	MMG	MMG	18/12	7
Sherman 75mm M4, M4A1, M4A2	7	3	2	10	6/3	HMG	MMG	MMG	18/12	5
Sherman 75mm (Wet), M4A3	8	3	2	10	6/3	HMG	MMG	MMG	18/12	5
Sherman 76mm (Wet) M4A1, M4A3	8	3	2	12	6/2	HMG	MMG	MMG	18/12	5
Sherman 76mm (Wet) M4A3E8	8	3	2	12	6/2	HMG	MMG	MMG	18/12	5
Sherman 105mm	7	3	2	11*	10/4	HMG	MMG	MMG	18/12	5
Sherman 105mm (Wet)	8	3	2	11*	10/4	HMG	MMG	MMG	18/12	5
M4A3E2 Jumbo (75mm)	10	7	2	10	6/3	HMG	MMG	MMG	12/8	5
M4A3E2 Jumbo (76mm)	10	7	2	12	6/2	HMG	MMG	MMG	12/8	5
M26 Pershing	10	6	2	14	8/3	HMG	MMG	MMG	18/12	5
M8 HMC	4	3	2/OT	7*	6/3	HMG	-	-	24/16	4
M7 HMC Priest	4	2	2/OT	11*	10/4	HMG	-	-	18/12	7
M10 GMC	4	2	2/OT	12	6/2	HMG	-	-	18/12	5
M18 GMC	2	1	2/OT	12	6/2	HMG	-	-	32/16	5
M36 GMC	4	2	2/OT	14	8/3	HMG	-	-	18/12	5
M36A1 GMC	7	2	2/OT	14	8/3	HMG	MMG	-	18/12	5
M8 Armored Car	1	1	2/OT	6	5/2	HMG	-	MMG	28/8	4
M20 Armored Car	1	1	2/OT	None	-	HMG	-	-	28/8	5
Jeep	-	-	-	None	-	-	-	-	32/16	4
Truck	-	-	-	None	-	-	-	-	28/14	2
Motorcycle	-	-	-	-	-	-	-	-	32/8	1+1
Motorcycle w/Sidecar	-	-	-	-	-	-	-	-	32/8	1+2
M3 Half-Track	2	1	1/OT	AAHMG	-	LMG	-	-	24/12	2[A]
M13 or M16 AA Half-track	0	0	-	2(ROF4 & 6)	-	HMG	-	-	24/12	6[A]

(*) Denotes howitzer with short barrel. Direct Fire only at ranges up to 48". Reduce Gunner Rep by 1 if firing from 25" to 36". Reduce Gunner Rep by 2 if firing from 37" to 48".

(OT)Open Topped

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 & AUTO-CANNONS	APR	HE	CREW	DV	NOTES
HMG M2HB	4	-	6	2	Use Machinegun Set Up.
37-40mm AA Autocannon	5	5/2	3	2	Immobile. Rate of Fire 3.
37mm ATG	6	5/2	3	2	Light Gun.
57mm ATG	9	5/2	4	3	Medium Gun.
76mm ATG	12	6/2	6	4	Heavy Gun.
90mm AA	14	8/3	6	5	Immobile.
105mm FH	11*	10/4	6	5	Heavy Gun.
75mm IG (Paratroops)	7*	6/3	4	4	Medium Gun.
105mm IG (Paratroops)	11*	10/4	4	5	Medium Gun.

(*) Denotes howitzer with short barrel. Direct Fire only at ranges up to 48". Reduce Gunner Rep by 1 if firing from 25" to 36". Reduce Gunner Rep by 2 if firing from 37" to 48".

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

<u>Medium guns</u> can be moved by crew up to 4".

<u>Heavy guns</u> can be moved by crew up to 2".

<u>Immobile guns</u> cannot be moved without using a vehicle or horse tow. It will take one turn of activation to hook the gun up to move and one to unhitch. May not fire when hitched or on turn of unhitching.

BRITISH VEHICLES

VEHICLE	FRONT	SIDE	TOP	APR	HE	AA	HULL	COAXIAL	SPEED	CREW
M5A1 Stuart	6	3	2	6	5/2	MMG	MMG	MMG	24/16	
Sherman I, II, or III	7	3	2	10	6/3	-	MMG	MMG	18/12	5
Sherman Firefly IC, IIC, or IIIC	7	3	2	14	6/2	-	-	MMG	18/12	4
Cromwell III-IV-VII	7	4	2	10	6/3	-	MMG	MMG	24/16	5
Cromwell VIII	8	4	2	10	6/3	-	MMG	MMG	24/12	5
Archer SP	4	2	-	14	6/2	-	-	-	12/12	4
Churchill III	9	6	2	9/11	5/2	-	MMG	MMG	12/8	5
Churchill IV	9	6	2	10 or 8*	5/2	-	MMG	MMG	12/8	5
Churchill VII	11	6	2	10	6/3	-	MMG	MMG	10/6	5
Churchill VIII	11	6	2	8*	8/3	-	MMG	MMG	10/6	5
Challenger	6	3	2	13	-	-	-	MMG	18/12	4
Comet	9	4	2	12	6/2	-	MMG	MMG	18/12	5
M10 GMC Wolverine	4	2	2/OT	12	6/2	HMG	-	-	18/12	5
M10 GMC Achilles	4	2	2/OT	14	6/2	HMG	-	-	18/12	5
Sexton	3	2	1/OT	9*	8/3	MMG	-	-	18/12	6
Humber IV Armored Car	3	2	1	6	5/2	-	-	MMG	32/12	4
Daimler Armored Car	3	2	1	6	5/2	-	-	MMG	32/12	3
Staghound Armored Car	4	2	1	6	5/2	-	MMG	MMG	32/12	4
M3 GMC	2	2	0/OT	9	6/3	-	-	-	18/12	6
Universal Carrier	2	2	OT	None	-	-	MMG	-	24/16	6
Truck	-	-	-	None	-	-	-	-	28/10	2
Dingo Scout Car	3	2	1	None	-	MMG	-	-	28/14	2
Jeep	-	-	-	None	-	MMG	-	-	30/14	4

(*) Denotes howitzer with short barrel. Direct Fire only at ranges up to 48". Reduce Gunner Rep by 1 if firing from 25" to 36". Reduce Gunner Rep by 2 if firing from 37" to 48".

(OT) Open topped.

BRITISH TANKER REPS

TANKER REPS	1-3	4-5	6
British	3	4	5

BRITISH GUNS

ANTI-TANK GUNS & AUTO-CANNONS	APR	HE	CREW	DV	NOTES
6 Pdr ATG	9	5/2	4	2	Medium Gun.
17 Pdr ATG	14	6/2	4	3	Heavy Gun.
25 Pdr FH	9*	8/3	6	4	Immobile.
20mm Autocannon	5	-	4	3	Light. Rate of Fire 2.
40mm AA Gun	6	-	5	4	Immobile. Rate of Fire 2

(*) Denotes howitzer with short barrel. Direct Fire only at ranges up to 48". Reduce Gunner Rep by 1 if firing from 25" to 36". Reduce Gunner Rep by 2 if firing from 37" to 48".

<u>Light guns</u> *can be moved by crew up to 1/2 move.*

<u>Medium guns</u> *can be moved by crew up to 4".*

<u>Heavy guns</u> *can be moved by crew up to 2".*

<u>Immobile guns</u> *cannot be moved without using a vehicle or horse tow. It will take one turn of activation to hook the gun up to move and one to unhitch. May not fire when hitched or on turn of unhitching.*

GERMAN VEHICLES

VEHICLE	FRONT	SIDE	TOP	APR	HE	AA	HULL	COAXIAL	SPEED	CREW
Panzer II L Lynx	5	3	1	2 (ROF2)	-	-	-	MMG	24/16	3
Pz III L-M	7	3	2	9	5/2	-	MMG	MMG	18/12	5
Pz IV E-F	7	3	2	7 or 9	6/3	-	MMG	MMG	18/12	5
Pz IV G-H-J	8	3	2	12	5/3	MMG	MMG	MMG	18/12	5
Pz V Panther D, A, G	11	5	2	14	5/2	-/MMG	MMG	MMG	24/16	5
Pz VIE Tiger I	10	7	3	13	8/3	-	MMG	MMG	18/8	5
Pz Tiger 2 King Tiger	14	7	3	16	8/3	-	MMG	MMG	12/8	5
JagdPanther	12	5	2	16	8/3	-	MMG	-	24/16	5
JagdTiger	15	7	3	20	10/4	-	MMG	-	12/8	6
Grizzly Bear	10	3	2	12*	12/4	-	MMG	-	18/12	5[1]
Marder III	3	1	1/ OT	11	6/3	MMG	MMG	-	16/10	4
StuG III/G (LS)	8	3	2	12	5/3	-	MMG	-	18/12	4
Nashorn	4	3	1/ OT	16	8/3	MMG	-	-	18/12	5[1]
Hetzer (LS)	9	2	1	12	5/3	-	MMG	-	12/8	4
Bison	4	2	1/ OT	12*	12/4	MMG	-	-	12/8	5
234/1 Armored Car	4	2	1/ OT	5(ROF2)	-	-	-	MMG	32/16	4
234/2 Puma	4	2	1/ OT	9	5/2	-	-	MMG	32/16	4
234/3 and 234/4 Armored Cars	4	2	1/ OT	9* or 12	6/3	-	-	MMG	32/12	4
232 (8 rad) Heavy Armored Car	4	2	1	5(ROF2)	-	-	-	MMG	32/12	4
233 Heavy Armored Car	4	2	1/ OT	9*	6/3	-	-	-	32/12	4
222 Light Armored Car	3	2	1/ OT	4(ROF2)	-	-	-	MMG	32/8	3
Sdz 10/4	-	-	-	4(ROF2)	-	FLAK	-	-	18/12	6
Sdz 7/1	-	-	-	4(ROF6)	-	FLAK	-	-	18/12	7
Sdz 7/2	-	-	-	5(ROF3)	5/2	FLAK	-	-	18/12	7
Kubelwagen/SW	-	-	-	-	-	MMG	-	-	32/16	4
Truck	-	-	-	None	-	-	-	-	32/12	2
250/ half-track	2	1	1/ OT	LMG	-	MMG	-	-	32/12	2
251/ half-track	2	1	1/ OT	LMG	-	MMG	-	-	32/12	2
250/8 & 251/9 half-track	2	1	1/ TO	9*	6/3	MMG	-	MMG	32/12	5

(*) Denotes howitzer with short barrel. Direct Fire only at ranges up to 48". Reduce Gunner Rep by 1 if firing from 25" to 36". Reduce Gunner Rep by 2 if firing from 37" to 48".

(1) = Denotes two loaders required to fire one round. One loader only will need to do two Reload Tests to fire one round.

(TO) Open topped

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 are always misses.

FLAK = Flak 28 & 30 2cm (see German Guns).

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 & AUTO-CANNONS	APR	HE	CREW	DV	NOTES
Pak 28/20	8	-	2	2	Light Gun.
Pak 35/36 3.7 cm	5	5/2	4	2	Light Gun.
Pak 38 5.0 cm	9	5/2	4	3	Medium Gun.
Pak 40 7.5 cm	12	6/3	4	4	Heavy Gun.
Flak 18/36 8.8 cm	13	8/3	8	5	Immobile.
Pak 43/41 & 43 8.8 cm L71	16	8/3	8	5	Immobile.
Flak 28 & 30 2cm	5(ROF2)	-	4	3	Immobile.
Flakvierling 38 (Quad) 2cm	5(ROF6)	-	6	4	Immobile.
Flak 37 3.7cm	6(ROF3)	5/2	4	3	Immobile.

(*) *Denotes howitzer with short barrel. Direct Fire only at ranges up to 48". Reduce Gunner Rep by 1 if firing from 25" to 36". Reduce Gunner Rep by 2 if firing from 37" to 48".*

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. It will take one turn of activation to hook the gun up to move and one to unhitch. May not fire when hitched or on turn of unhitching.*

RUSSIAN VEHICLES

VEHICLE	FRONT	SIDE	TOP	APR	HE	AA	HULL	COAXIAL	SPEED	CREW
Valentine III (as a light tank)	6	5	2	9	5/2	-	-	MMG	12/8	4
T-34/76	8	4	2	9	6/3	-	MMG	MMG	24/16	4^D
T34/85	9	4	2	12	8/3	-	MMG	MMG	24/16	4
KV-85	9	6	2	12	8/3	-	MMG	MMG	18/12	5
IS/JS-2	10	5	2	13	10/4	-	-	MMG	18/12	4
IS/JS-2m	11	5	2	13	10/4	MMG	-	MMG	18/12	4
SU-76M	4	2	1/ OT	9	6/3	MMG	-	-	18/12	4
SU-85 (LS)	7	4	2	12	8/3	-	-	-	24/16	4
SU-100 (LS)	8	4	2	14	8/3	-	-	-	18/12	4
SU-122 (LS)	7	4	2	9*	10/4	-	-	-	18/12	4
SU-152	7	5	2	12*	12/4	-	-	-	12/12	5⁽¹⁾
ISU/JSU-122	8	6	2	13	10/4	?	-	-	12/12	5⁽¹⁾
ISU/JSU-152	8	6	2	12	12/4	?	-	-	12/12	5⁽¹⁾
BA-64 Scout Car	1	1	1/ OT	LMG	-	-	-	-	32/12	2
Truck	-	-	-	-	-	-	-	-	28/14	2
SU-57 Tank Destroyer	2	2	1/ OT	9	5/2	-	-	-	18/12	5
M3 Scout Car	2	2	1/ OT	HMG		MMG	-	-	28/8	6

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) = Denotes two loaders required to fire one round. One loader only will need to do two Reload Tests to fire one round.

(OT) Open topped

D = TC is Gunner

? = There is a chance (1 – 3) that it has an MMG.

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 are always misses.

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 & AUTO-CANNONS	APR	HE	CREW	DV	NOTES
12.7mm AA	4	-	2	2	AA HMG Rate of Fire 4.
37mm Auto-Cannon	5	5/2	5	2	Immobile. AA Gun, Rate of Fire 3
76.2mm Regt Howitzer	5*	6/3	4	4	Light Gun.
45mm 1942	6	5/2	4	3	Light Gun.
ZIS-2 Mdl 43 57mm	9	5/1	4	3	Medium Gun.
ZIS-3 Mdl 42 76.2mm	8	6/3	4	4	Medium Gun.
85mm AA Gun	9	8/3	6	5	Immobile.
122mm Field Howitzer	11*	10/4	6	5	Heavy Gun.
122mm Field Gun	12	10/4	6	5	Heavy Gun.
152mm Field Howitzer	12*	12/4	6	5	Heavy Gun.

* = 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.

<u>*Light guns*</u> *can be moved by crew up to 1/2 move.*

<u>*Medium guns*</u> *can be moved by crew up to 4".*

<u>*Heavy guns*</u> *can be moved by crew up to 2".*

<u>*Immobile guns*</u> *cannot be moved without using a vehicle or horse tow. It will take one turn of activation to hook the gun up to move and one to unhitch. May not fire when hitched or on turn of unhitching.*

STOP!

Each vehicle is rated by the armor that it has. Those with no armor have a "-" under their Armor columns. Those with armor will have a number from 1 to 15. These numbers are called the Armor Rating or AR.

Front Armor is greater than Side Armor, which is greater than Top Armor. The Rear Armor is ½ the AR of the Side Armor, rounded down. The Bottom Armor is equal to the Top Armor.

Take one vehicle and outfit it with crew. Actually take two, one from the German List and one from an opposing List.

ORGANIZATION

Just like infantry are organized into units, squads and platoons, vehicles are organized into units, platoons and companies. The number of vehicles can be found on the Reinforcements Tables (page 70).

GROUPS

All group rules previously learned in the Infantry section (page 14) also apply to vehicles.

- 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.

LEADERS

Platoon Leaders function as previously learned, including Leader Die.

TURN SEQUENCE

Vehicles follow the same Turn Sequence as previously learned (page 16).

ACTIONS

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

- Move up to full distance.
- Stay in place, change the way it is facing or rotate the vehicle's turret.
- Attempt to run down enemy vehicles, heavy weapons, infantry, or structures.
- Transport Vehicles can carry up to one squad of infantry inside of them.
- Fighting Vehicles can carry up to six infantry figures on top of them.

FIRING

In addition to the previous actions, vehicles can fire during the turn at the following times:

- Once when active, if loaded.
- Each time called upon by the Vehicle Crisis Test, if loaded.

MOVEMENT

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

VOLUNTARY 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.

FAST MOVE

If desired the Driver of the vehicle can attempt to move faster than its maximum speed. Here's how we do it:

- Roll 2d6 versus the Rep of the Driver and consult the Vehicle Fast Move Test.
- Go down the left-hand column to the number of d6 passed and across to see the results.
- Immediately carry out the results.

2	VEHICLE FAST MOVE TEST
	(Taken vs. Rep)

# DICE PASSED	RESULT
2	Vehicle successfully moves straight ahead 1.5 x its maximum speed and counts as Fast Move.
1	Vehicle successfully moves straight ahead 1.25 x its maximum speed and counts as Fast Move.
0	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

Active vehicles may *halt* during their movement. *This is important as a vehicle cannot fire its Main Gun if moving.*

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 – An 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 come to a *halt* prior to moving in reverse.

TURNING

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 tighter the Driver must take the Lose Control Test (page 47). Here's how we do it:

- Roll 2d6 versus the Rep of the Driver, determine how many d6 are passed, and consult the Lose Control Test.
- Go down the left-hand column to the appropriate row and across for the results.
- Immediately carry out the results.

2	LOSE CONTROL TEST
	(Taken vs. Rep)

# DICE PASSED	RESULT
2	Vehicle continues on with no problem.
1	Vehicle slides over one body width outward from the direction of the turn when starting the turn and continues on. If it runs into something, immediately take the Run Over Test.
0	Vehicle slides over one body width outward from the direction of the turn when starting the turn. • Wheeled vehicles will rollover and become unusable. • Tracked vehicles will throw a track and become immobile. Crew members must take the Recover Test from Damage.

TURNING ON A "DIME"

There will be times when the tanker will want to turn in place and proceed in another direction. Here's how we do it:

- The tank must have come to a *halt* 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.
- 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*. The vehicle remains in the same spot but spins 180 degrees (or less) while halted. Making this spin uses up all its remaining available movement. Vehicles that can spin in place are:

- M-18 Hellcat.
- Cromwell.
- Comet.
- Panther.
- Tiger I.
- Tiger II.

The Tiger II Driver must take the Pivot Test when attempting to *spin in place*. Here's how we do it:

- Roll 1d6, determine how many d6 were passed and consult the Pivot Test.
- Go down the left-hand column to the appropriate row and immediately carry out the results.

1	PIVOT TEST
	(Taken vs. Rep)

# DICE PASSED	RESULT
1	The vehicle pivots successfully.
0	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. Here's how we do it:

- Be sure the vehicle has enough movement to run over or completely through the target.
- Move the vehicle into contact with the target.
- Start with the Driver Rep.
- Modify the Rep by any applicable Circumstances.
- Roll 2d6 versus the modified Rep, determine how many d6 are passed, and consult the Run Over Table.
- Go down the left-hand column to the appropriate row and across for the results.
- Immediately carry out the results.

2	RUN OVER TEST
	(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Each point of Armor Rating of the Vehicle.	+1
Each point of Defensive Value of the Target.	-1

# DICE PASSED	RESULT
2	Vehicle obliterates Target and continues on.
1	Vehicle gets hung up on Target and stops. Can continue on when next active.
0	Vehicle moves 1" into the object and gets stuck. Must reverse out when next active.

Example – A Rep 5 Driver wants to run through a wall. He starts with 5 for Rep, adds 3 for the Vehicle AR and subtracts 5 for the DV of the Target, for a modified Rep of 3. He rolls 2d6 and scores a 1 and 2, passes 2d6 and bursts through the wall.

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

DRIVER DISABLED

If the Driver of a moving vehicle becomes disabled 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 perform involuntary actions and movement as a result of a Vehicle Crisis Test. The possible involuntary actions and moves are as follows.

DUCK BACK – The vehicle is seeking cover and safety. Here's how we do it:

- The vehicle moves to the nearest cover or concealment within 12". This can be in any direction, even forward.
- If no cover or concealment is available within 12" then the vehicle will move as far as possible away from the threat, ending its activation if it was active.
- 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 – Vehicles hunkering down seek cover, safety and do not want to fight. Here's how we do it:

- The vehicle remains in cover or heads for cover as if ducking back.
- Vehicle hull down or in cover will button up.
- Vehicle in concealment will pull back until completely out of sight of enemy that caused the Hunker Down reaction.
- Vehicle remains in place not doing anything until passing a Recover Test from Hunker Down.
- If a second Hunker Down is scored at any time during the fight this becomes a Leave the Battlefield result.

LEAVE THE BATTLEFIELD - Move to the nearest table edge at Fast Move and continue until exit the table.

RETURN FIRE – Fire at the cause of the test.

MOVING WHEN NOT ACTIVE

If the vehicle is not active it may still move. Here's how we do it:

- If the vehicle was moving when previously active and does not activate when its side does, it will still move on its 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.
- Vehicles cannot stop moving unless required to by a Reaction Test.
- Vehicles will move if forced to by a Vehicle 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.

STOP!

Take one of the vehicles that you outfitted in the last Stop box. What is its Road Speed? Remember that you must start and finish your movement on a road to qualify for the speed.

The Driver takes the Fast Move Test. How far can you move if you pass 1d6? Pass 0d6?

Try to Run Over a DV 3 obstacle.

When you are moving over half speed and try a 45 degree or tighter turn the Driver must take the Lose Control Test.

How is Hunker Down different than Duck Back?

VEHICLE REACTIONS

Vehicles have their own set of Reaction Tests but crewmembers take Reaction Tests like infantry. Now let's look at each Vehicle Reaction Test in more detail.

VEHICLE IN SIGHT

The Vehicle In Sight Test is a Reaction Test taken differently than the others. First let's explain the difference between being In Sight and Out of Sight.

IN SIGHT OR OUT OF SIGHT

Vehicles are *always* in sight or out of sight

A vehicle is in sight when:

- An enemy figure can trace a *Line of Sight* (page 25) to that vehicle, from figure to vehicle. This still applies even if that vehicle is *in cover or concealed or both.*

A vehicle is out of sight when:

- It cannot be seen because of intervening terrain. Vehicles in Duck Back or Hunker Down behind cover also fall into this category.
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night.
- It cannot be seen due to any other vehicle in the way.

TRIGGERING AN IN SIGHT TEST

Here's how an In Sight Test is triggered:

- Whenever a group has an opposing group enter into its Line of Sight or LOS, and the opposing group was not seen previously during this activation phase, the In Sight Test has been triggered.
- The In Sight Test is triggered as soon as any vehicle in a moving group comes into sight.
- Once the test is triggered the triggering group is allowed to move all of its vehicles (whether they triggered the In Sight or not) up to two additional inches. This movement could result in the vehicle going out of sight.

TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inches *all vehicles* in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- The Leader of each group takes the In Sight for the whole group. This is the highest ranking Leader in the group that has LOS, qualifying for the In Sight.
- Each TC starts with 1d6 per level of their Rep.
- Consult the In Sight Table.
- Modify the number of d6 each Leader rolls, by any applicable Circumstance or Attribute.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the Leader reaches 0d6.
- The TCs roll their modified d6 total looking for successes, a score of 1, 2 or 3.
- Place a d6 with the number of successes scored, facing up, next to each vehicle in the group involved in the test. This is for ease of play. When each vehicle has resolved its action, remove the d6.
- Only one side can win the In Sight Test. The side with the higher number of successes has won the In Sight.
- If the number of successes is equal, re-take the test.

REP	VEHICLE IN SIGHT	
	(Looking for successes)	

ATTRIBUTE	MOD
Quick Reflexes	+1d6
Slow to React	-1d6
Steely Eyes	+1d6
CIRCUMSTANCE	**MOD**
Active – Vehicle is active and moved.	-1d6
Buttoned Up – vehicle is buttoned up.	-1d6
Concealed - Enemy is concealed.	-1d6
Ducking Back – Vehicle is Ducking Back.	(1)
Hunkered Down – Vehicle is Hunkered Down.	(1)
Leave the Battlefield - Vehicle is Leaving the Battlefield.	(1)

(1) Vehicle cannot fire and will complete its reaction instead.

MIXED IN SIGHTS

There may come a time when a vehicle and infantry must take the In Sight Test. Here's how we do it;

- Be sure that each side takes their own appropriate In Sight Test.
- Otherwise the In Sight is resolved normally with the side scoring the greater number of successes, a score of 1, 2 or 3, winning the In Sight.

RESOLVING IN SIGHT ACTIONS

The group winning the In Sight will now act, from highest Rep to lowest. Here's how we do it:

- Fire.
- If cannot fire, will Duck Back.

ADDING TO ONGOING IN SIGHTS

There may be a time where a vehicle that was not involved in an In Sight, suddenly becomes involved in it. This triggers a new In Sight.

COMPLETED IN SIGHTS

Once *all* vehicles have taken the In Sight Test have completed or forfeited their actions, appropriate Reaction Tests are taken and the active side continues its part of the turn.

STOP!

Take the two vehicles that you previously outfitted and place them on the table, out of sight of each other.

Roll for activation. Did you roll "7" or *doubles*? Which crewmember Rep is used for Activation purposes?

Move the active vehicle into sight of the other. Take the In Sight and resolve the action.

VEHICLE CRISIS TEST

The second Reaction Test is the Vehicle Crisis Test. There are two reasons to take the test. They are:

- The vehicle is Fired On and missed or hit but did not take any damage.
- The vehicle is within 4" and LOS of a friendly vehicle is destroyed, called *Brewed Up*.

HOW TO TAKE A CRISIS TEST

Here's how a Vehicle Crisis Test is taken.

- Determine what is causing the test; Fired On, Brewed Up or both. If more than one cause, you still take one test but apply the worst result.
- Determine which vehicle in the group must take the test. Note that there will be times when some vehicles will take the test and others will not.
- Roll 2d6 for the *group* taking the test.
- Determine how many d6 were passed based on the individual Rep of each Tank Commander taking the test. *This may result in vehicles in the same group behaving in different ways*.

RECOVER TEST

The third Reaction Test is the Vehicle Recover Test. There is only one reason to take the test.

- The vehicle is Hunkered Down and trying to Carry On.

HOW TO TAKE A RECOVER TEST

Here's how a Vehicle Recover Test is taken.

- Roll 2d6 for the *vehicle* taking the test, not the group.
- Roll any applicable Leader Die.
- Determine how many d6 were passed based on the Rep of the Tank Commander taking the test.

MULTIPLE RESULTS

There may be times when a vehicle qualifies for more than one Reaction Test and scores more than one result, sometimes conflicting. Here's how we do it:

- One set of d6 are rolled.
- Apply the results to each cause of the test.
- Take the worst result.

See the Vehicle Status and Actions section for more details.

COMPLETING REACTIONS

There may be times when a vehicle is carrying out a Reaction Test and may be forced to take another test prior to completion of the first. When called for the vehicle immediately takes the second Reaction Test, cannot score better than the first result, but can score worse.

STATUS AND ACTIONS

The Reaction Tests can change the status of a vehicle or force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

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

- Ducked Back.
- Hunkered Down.
- Leaving the Battlefield.

DUCK BACK – The vehicle is seeking cover and safety. Here's how we do it:

- The vehicle moves to the nearest cover or concealment within 12". This can be in any direction, even forward.
- If no cover or concealment is available within 12" then the vehicle will move as far as possible away from the threat, ending its activation if it was active.
- 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 – Vehicles hunkering down seek cover, safety and do not want to fight. Here's how we do it:

- The vehicle remains in cover or heads for cover as if ducking back.
- Vehicle hull down or in cover will button up.
- Vehicle in concealment will pull back until completely out of sight of enemy that caused the Hunker Down reaction.
- Vehicle remains in place not doing anything until passing a Recover Test from Hunker Down.
- If a second Hunker Down is scored at any time during the fight this becomes a Leave the Battlefield result.

LEAVE THE BATTLEFIELD - Move to the nearest table edge at Fast Move and continue until exit the table.

STOP!

You take the Vehicle Crisis Test when you have been Fired On and when you see a friendly vehicle Brew Up (destroyed).

One set of d6 are rolled for the group with the results applied to each individual Tank Commander. The Platoon Leader is allowed to use Leader Die if part of the group.

The Vehicle Recover Test is taken when the vehicle is Hunkered Down and trying to Carry On.

SHOOTING

Vehicles can fire their *main gun* or *machineguns*, if they are so armed. Use the previously learned shooting rules and the Ranged Combat Table when firing machineguns.

For firing the *main gun,* continue on.

LINE OF SIGHT

All LOS rules (page 25) apply to vehicles.

FIRING THE MAIN GUN

Here's how vehicles fire at other vehicles and buildings.

- The vehicle must be halted if firing the Main Gun.
- Declare which vehicle is firing.
- Declare the target.
- Roll 2d6 versus the Rep of the Gunner.
- Modify the Rep if circumstances apply.
- Determine how many d6 are passed.
- Consult the Vehicle Ranged Combat Table and immediately carry out the results.

2	VEHICLE RANGED COMBAT
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Firing at a target over 48" away	-1

# D6 PASSED	RESULT
2	**TARGET HIT:** • If target *hull down* then hit turret. Otherwise go to Penetration Table counting as hitting hull.

1	**TARGET MISSED IF:**
	• Fast Moving.
	• Low Silhouette (LS) vehicle.
	
	TARGET HIT IF AT 48" OR LESS:
	• If target is a Vehicle roll 1d6.
	  ○ 1 - 2 = Hit turret.
	  ○ 3 - 6 = Hit hull. If target *hull down* counts as miss instead.
	• If target is a Building roll 1d6.
	  ○ 1 - 4 = Hit 2" below target.
	  ○ 5 = Hit 2" left of location.
	  ○ 6 = Hit 2" right of location.

0	**TARGET MISSED:** • Target takes Vehicle Crisis Test.

TARGETING VEHICLE FACINGS

Once you have an LOS and can fire you must determine where on the vehicle the shot will hit. This is important for both the hull and the turret. Here's how we do it:

- Use the following pictures to determine in which area the shooter is located in relation to the vehicle target.
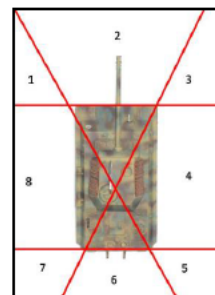
Hull facings.

Turret facings.

- Next use the Hit Location Table to determine which Armor Rating to use.

X	VEHICLE HIT LOCATION
	(Based on the are occupied by the shooter)

AREA	ARMOR HIT
1	Front armor.
2	Front armor.
3	Front armor.
4	Side armor.
5	Side armor.
6	Rear armor
7	Side armor.
8	Side armor.

PENETRATING DAMAGE

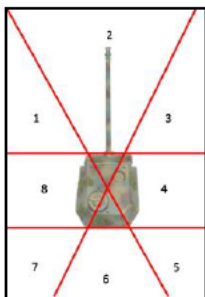Once a hit has been scored on a vehicle or building we must see if any damage occurred. Did the round penetrate? Here's how we do it:

- Start with the Armor Piercing Rating (APR) of the firing weapon.
- Subtract the Armor Rating or Defensive Value of the target.
- Modify the Target Number by any applicable Circumstances.
- The difference is the Target Number.
- Roll 2d6 versus the Target Number, determine how many d6 are passed and consult the Penetration Table.
- Go down the left-hand column to the appropriate row and across for the result.
- Immediately carry out the result.

2	PENETRATION
	(Taken vs. Target Number)

CIRCUMSTANCE	MODIFIER TO AR
If the turret was hit.	+1

#D6 PASSED	RESULT
2	Vehicle explodes and all inside or on are Obviously Dead. Building area under fire collapses and all inside are obviously dead.
1	Round disables vehicle and each crewmember must take the Recover Test. Crew will bail from the vehicle when next active. Building area under fire collapses and all inside must take the Recover Test. Occupants will exit building area when next active.
0	Round does not penetrate. Vehicle takes Vehicle Crisis Test. Occupants of building area take Crisis Test.

Example – The TC (Rep 5) of Panther 512 spots a T-34/85 as it rounds a corner. He takes the Vehicle In Sight Test and passes 2d6 so can fire.

The Gunner (Rep 4) 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 14 while the T-34/85 Front Armor Rating is 9. The difference is 5.

The German player rolls 2d6 and scores a 1 and 6 and passes 1d6. The vehicle is disabled and each crewmember takes a Recover Test and those crew members who can bail out will do so when next active.

OVERKILL

There will be times when the main gun is so powerful that it simply goes right through the target instead of exploding inside. This is called *overkill*. Here's how we do it:

- 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 one crewmember, those crewmen are killed.

- Otherwise the vehicle is unaffected and may carry on less the crewmember and immediately takes the Vehicle Crisis Test.

Example – A German Panther with a main gun APR of 14 hits a T-34/76 with an AR of 8. The German player rolls 2d6 on the Penetration Table versus the APR minus the AR value of '6' and scores a Pass 2d6 result of 5 and 5. Due to the 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.

UNDERGUNNED

When a vehicle is confronted by an enemy vehicle that its weapon cannot penetrate it is said to be *Undergunned*. This must be determined on a case by case basis as it occurs.

Undergunned vehicles have the option of using the Hands of Fate shot. There is a chance (1 - 2) that an Undergunned non-player vehicle will use the Hands of Fate shot if given the opportunity.

HANDS OF FATE SHOT

An Undergunned vehicle can use the Hands of Fate shot. Here's how it is done:

- Declare which vehicle is firing.
- Declare the target vehicle.
- Roll 2d6.
- If double ones or "snake eyes" are rolled the Hands of Fate shot has been successful. Roll on the Penetration Table versus a Target Number of 1.
- Any other result rolled causes the target vehicle to take a Vehicle Crisis Test.

LOADING

Immediately after firing the *main gun* it must be reloaded. Here's how we do it:

- Roll 2d6 versus the Rep of the Loader.
- Determine how many d6 are passed and consult the Loading Test.
- Go down the left-hand column to the appropriate row then across to see the result.
- Immediately carry out the result.

2	LOADING TEST
	(Taken vs. Rep)

#D6 PASSED	RESULT
2	All guns loaded and can fire in reaction or when next active.
1	Deployed Anti-Tank Gun can fire in reaction or when next active. Vehicles can fire when next active.
0	Deployed Anti-Tank Gun can fire when next active. Vehicles remain unloaded and can try to reload again when next active.

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 Test to see if the round will be reloaded. This means the TC cannot spot or issue orders to the gunner or driver this activation.

TWO LOADERS

Some guns require two Reload Tests to be passed before firing. Here's how we do it:

- When two Loaders take the test always count the worse result.
- When only one Loader is available he must take and pass two reload tests. However, he can only take one test per turn of activation.

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

Example 2 - Only one Loader is available to reload the gun. The Gunner fires and the Loader will immediately take the Reload Test. He passes 2d6 but must wait until the next time he is active to take the test again.

HE ROUNDS

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

Note that not every gun is capable of firing High Explosives (HE) rounds. Those that can are noted on the *Vehicle Lists* with a number in the HE column.

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 an appropriate Crisis Test.

HITTING A VEHICLE WITH HE

Should a gunner score a hit on an armored vehicle while firing HE rounds he will use a different APR. Here's how we do it:

- 70mm or under guns have an APR of 2.
- 71mm – 106mm guns have an APR of 3.
- 107mm or larger guns have an APR of 4.

HE VERSUS PERSONNEL

All vehicle main guns, anti-tank guns, infantry guns, and artillery pieces firing HE rounds directly at a target, use a blast circle. Here's how we do it:

- The first number in the HE column is the *blast circle* in inches to be used when firing HE rounds.
- The second number after the slash is the Impact of the round.
- Nominate a spot in range for the HE round to land.
- Fire normally, using the Vehicle Ranged Combat Table.
- If a hit is scored, place the center of the blast circle on the nominated spot.
- All within the blast circle are at risk as described elsewhere (page 29).

STOP!

Take the two vehicles you previously outfitted and place them on the table, out of sight of each other.

Roll for Activation (TC) and move (Driver) the active vehicle into sight.

Both sides take the In Sight Test (TC). Have the winner fire (Gunner). Which table do you use?

Remember to consult the vehicle facing pictures to see which facing is hit, based on the area occupied by the shooter.

Immediately try to reload (Loader).

Subtract the AR of the target from the APR of the shooter. Roll 2d6 versus the difference, called Target Number, and check for Penetration and damage.

If no damage was taken have the target take the Vehicle Crisis Test. Can he return fire?

What is Overkill? Undergunned? Hands of Fate?

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. Here's how we do it:

- Fully armored self-propelled (SP) anti-tank guns (SU-122, Hetzer, etc.) count as vehicles on the Loading Table.
- Open topped self-propelled (SP) anti-tank guns (SU-76, M-10 GMC, etc.) count as anti-tank guns on the Loading Table.

SETTING UP ANTI-TANK GUNS

It takes time to set up an anti-tank gun so they can move or fire when active.

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. Anti-tank weapons such as the Bazooka, PIAT, and the Panzerschreck/Panzerfaust family of weapons, are handled a bit differently. Here's how we do it:

- Be sure to have a LOS to the target.
- Roll 2d6 versus the Rep of the shooter and determine how many d6 are passed.
- Consult the Infantry Anti-Tank Ranged Combat Table.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.

2 INFANTRY ANTI-TANK RANGED COMBAT

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Firing at up to half range.	-1
Firing at over half range.	-2

# D6 PASSED	RESULT
2	**TARGET HIT:** • Go to Penetration Table counting as hitting hull.

1	**TARGET MISSED IF:**
	 • Fast Moving.
	 • Low Silhouette (LS) vehicle.
	
	 OTHERWISE TARGET HIT:
	 • Roll 1d6.
	    o 1 - 2 = Hit turret.
	    o 3 - 6 = Hit hull.

0	**TARGET MISSED:** • Target takes Vehicle Crisis Test.

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 (Hit Location Table page 53) 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 Recover 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 54.

ATTACKING VEHICLES

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

CLOSE ASSAULT

Each infantry squad has one Satchel Charge or similar to attack vehicles with.

An infantry figure may choose to attempt to Close Assault enemy vehicles. When close assaulting the character is trying to disable or destroy the enemy vehicle. Here's how we do it:

- The character must be active and have enough movement to reach the target vehicle.
- He must win In Sight Test.
- Next he and the target vehicle roll 2d6 versus their respective Reps.
- Modify the number of d6 rolled if any Circumstances apply.
- Determine the number of d6 passed and consult the Close Assault Table.
- Immediately carry out the results.

2   CLOSE ASSAULT

(Taken versus Rep of the vehicle and character)

CIRCUMSTANCE	MODIFIER
The target vehicle gains the modifier if they have machineguns facing the attacker.	+1d6
The character gains the modifier if he is attacking to the side of the target vehicle.	+1d6
The character gains the modifier if they are attacking to the rear of the target vehicle.	+2d6
The character gains the modifier if he is a *Tank Killer*.	+1d6

#D6 PASSED	VEHICLE	INFANTRY
2+ more than opponent	Vehicle prevents the attack. Weapon explodes while character has it.	Go to Close Assault Resolution.
1more than opponent	Vehicle fires machineguns. Character take a Crisis Test.	Go to Close Assault Resolution.
Same as opponent	Go to Close Assault Resolution.	Go to Close Assault Resolution.

CLOSE ASSAULT RESOLUTION

When directed by the Close Assault Table the character will carry out its attack. Here's how we do it:

- The character has Satchel Charge (page 24), Anti-Tank Grenade or similar.
- Start with the APR of the weapon used (if Satchel Charge APR 5).
- Subtract the bottom AR of the vehicle (if attacked from the front or rear) or the side AR (if attacked from the side).
- Roll 2d6 versus the difference.
- Determine how many d6 are passed
- Consult the Penetration Table.
- Go down the left-hand column to the appropriate row and across for the results.
- Immediately carry out the results.

Example – Boris is active and moves to get a LOS to a German Panther tank. Both take the In Sight Test and Boris wins.

The Close Assault Test is taken and Boris scores more successes. He continues on to the tank.

The APR of the Satchel Charge is 5. He is attacking head on so uses the bottom AR of the Panther, 2. This means the Target Number is 3.

Boris rolls 2d6 for his attack and scores a 2 and 3, passing 2d6. Looking on the Penetration Table we see that the Panther is destroyed and all crewmembers killed.

ATTACKING SOFTSKINS

Unarmored vehicles have an AV of "-" and are handled differently when fired on. Here's how we do it:

- If fired on by a weapon with an APR use the APR to determine damage to the vehicle.
- If fired on by a weapon with an Impact use the Impact on the Penetration Table (page 53) to determine damage to the vehicle. This includes Softskins in the blast circle of an HE shell or grenade.
- A destroyed Softskin moves ½ its remaining movement before rolling over and becoming unusable.
- Crew and passengers of a destroyed Softskin take a Recover Test from Damage, bailing out from the vehicle when next active.

AFTER THE BATTLE

After the battle you must see what happened to your vehicles. Those that left the battlefield will return with the crew at one Rep lower. Those that were damaged may be repaired. Here's how we do it:

- If a vehicle was damaged and the crew forced to bail out we must see if it can 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 and consult 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	If frontal AR is 6 or less, the vehicle can be repaired but misses next Mission. If frontal AR is 7 or greater, can be repaired but misses next three Missions. The crew is reassigned to a similar (1 - 4) vehicle or another one of lesser value (5 - 6) rolled at random off the appropriate Tank Availability Table.
5	Vehicle can be repaired but misses next three Missions. The crew is reassigned to a similar (1 - 4) vehicle or another one of lesser value (5 - 6) rolled at random off the appropriate Tank Availability Table.
6	Vehicle irreparable. The crew is reassigned to a similar (1 - 4) vehicle or another one of lesser value (5 - 6) rolled at random off the appropriate Tank Availability Table.

STOP!

Only weapons with an APR can fire at armored vehicles. Infantry use the Infantry Anti-Tank Ranged Combat Table.

Carry out a Close Assault.

I have a Front AR 5 tank that was damaged (passed 1d6 on the Penetration Table). If I roll a 3 on the Vehicle Recovery Table, what happens to it?

BUILDINGS

We handle buildings in an abstract and simple way so as not to slow down game play.

BUILDING SIZE AND AREA

Buildings come in different sizes with the larger ones being composed of more than one area. Here's how we do it:

- Buildings that are roughly 6" x 6", when playing with 28mm figures, are small and have one area.
- Buildings that are considerably bigger will have multiple areas. You can tell this by looking at the building and deciding the number of areas before the Mission.
- Additional floors above the ground floor areas will also count as additional areas.

ENTERING AND EXITING

Figures may enter or exit a building at a reduction of 4" through a window, 2" through a door.

Moving between floors takes one turn of activation or reaction.

COVER OR CONCEALMENT

Buildings provide cover and concealment to those inside. Unless specified as being at a window or door, figures inside buildings cannot be seen.

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 with a DV of 1
- *SANDBAGGED POSITION* – These have a DV of 2.
- *WOODS OR ROUGH* - These areas have a DV of 3.
- *MASONRY BUILDINGS* – Brick type house or structure with a DV of 3.
- *CONCRETE* – Typical basement walls or stone walled building with 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.

Players should agree to what types of buildings are being
used before the Mission.

FIRING AT BUILDINGS

As noted on the Penetration Table found (page 53) a hit
from a *main gun* can have a catastrophic effect on a
building area. Here's how we do it:

- 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 area taking
  the Recover Test from Damage.
- Otherwise the area remains in place with the
  occupants taking a Crisis Test.
- In the event that *all* of the areas on one level of a
  building have collapsed, the collapsing of the last
  one of these will collapse those areas above.

FIRING FROM BUILDINGS

Figures inside a building can fire at targets outside. Here's
how we do it:

- Up to two figures can fire from a door or
  window, counting as concealed and in cover.

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 populate the board with appropriate
scenery.

We recommend using whatever you already have.

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. 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.*

> *Example – I have determined that the overall terrain type of the board will be clear. I roll 1d6 on the Terrain Generator Table for section one and score a 3, clear terrain. I roll a 4 for section two, clear with a chance of buildings. I continue to roll until all nine sections are full.*

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: This represents dense wooded or jungle areas that slow travel and obscure vision. Wooded also includes marshes and *bocage* found in France.

Mountain: These are legitimate 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. Here's how we do it:

- Start from section number one and work your way to section number nine.
- Roll 1d6, read the result as rolled and consult the Terrain Generator Table.
- Go down the left-hand column to the appropriate row and across to the appropriate column for the overall type of terrain.
- This tells you the type of terrain that occupies at least 75% of that section.

1	TERRAIN GENERATOR		
	(Read the result as rolled)		

#	*CLEAR*	*URBAN*	*WOODED*	*MOUNTAIN*
1	Clear (W)	Clear (W)	Clear (W)	Impassable
2	Clear	Clear	Clear	Clear
3	Clear	Clear (B)	Woods	Impassable
4	Clear (B)	Clear (B)	Woods	Woods
5	Hill	Hill (B)	Woods	Woods
6	Woods	Woods	Wooded Hill	Impassable

(B) See the Urban section following.

(W) See the Water section following.

TERRAIN & SCENERY

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

Each area of terrain must cover at least 75% of the section that it is. The boundary of the terrain area should be easy to distinguish.

CLEAR

These are open, empty areas that do not provide figures inside of them any possible cover or concealment.

HILL

These are elevations that slope down in two directions and blocks Line of Sight between figures on opposite sides of its crest 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.
- Figures within 1" of the crest or ridgeline of the hill are considered to be in cover to those on the opposite side. They can see and be seen from the other side.
- Vehicles within 1" of the crest or ridgeline 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 Vehicle Crisis Test.

IMPASSABLE

These are the bases of inaccessible mountains or sheer cliff sides.

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

URBAN

When a result of (B) is rolled on the terrain generator there will be variety of buildings in the section. Here's how we do it:

- There will be 3 + 1/2d6 buildings if an Urban section, 1/2d6 if not.

After you have determined the number of buildings check the Building Types Table (page 61) to see what they are.

WATER

Whenever a (W) is rolled there is a body of water in that section. Here's how we do it:

- If only one section has water, it is a lake.
- If two sections have water, it is a fordable, one inch wide, shallow river that enters the table in one section and exits through the other.
    - Moving infantry must stop at the water on one turn, forfeiting any remaining movement and move through it when next active.
    - Moving vehicles can move through the water at a 4" movement penalty.
- If three or more sections have water, it is a 4 + 1/2d6" wide river that enters the table in one section and exits through another. It also travels through the other sections that have water.
    - There is a chance (1 – 3) that there is a bridge located in one of the sections, rolled at random. The presence of a bridge means there is also a road.

ROAD

This is a 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.

- If you have a bridge, there will be a road running from each end, straight off the table at opposite edges.
- If you have buildings in one section there will be a road running from them in two directions.
- Roll 1d6 to see where it enters and exits the table.
    - (1 – 4) = It will enter from edge 1, 2 and 3, exiting from edge 7, 8 and 9.
    - (5 – 6) = It will enter from edge 1, 4 and 7, exiting from edge 3, 6 and 9.
- If you have buildings in more than one section there will be a road running through all of them.
- Roll 1d6 to see where it enters and exits the table.
    - (1 – 4) = It will enter from edge 1, 2 and 3, exiting from edge 7, 8 and 9.
    - (5 – 6) = It will enter from edge 1, 4 and 7, exiting from edge 3, 6 and 9.
- If section 5 contains buildings there will be an intersection with two roads. Each will enter or exit from all four of the table edges.
- Roads are two vehicles wide.

WOODS

These include woods, marshes and areas of rough terrain providing cover and concealment.

- Infantry movement is reduced to half speed if off road.
- Vehicle movement is only possible on roads.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those inside one inch of the edge of these terrain features count as concealed and in cover. They can see out and be seen from outside the area.
- Those farther inside from the edge cannot be seen from anyone outside of the terrain.

TYPES OF BUILDINGS

Once you know how many buildings are in a section we must determine what types they are. We recommend choosing buildings you already have. Otherwise, here's how we do it:

- Roll 1d6 for each building.
- Read the result as rolled and consult the Building Type Table.
- Go down the left-hand column to the appropriate row then across to the appropriate column for the overall terrain type.
- Place that type of building in the center of the section, if the first one placed. Otherwise place 1/2d6" from another.
- Taller buildings are placed in the center of the buildings.

1	BUILDING TYPE	
	(Read the result as rolled)	

#	CLEAR	URBAN
1	One area (DV 1).	One area (DV 3).
2	One area (DV 1).	One area (DV 4).
3	One area (DV 3).	Two areas (DV 3).
4	Two areas (DV 1).	Two areas (DV 4).
5	Two areas (DV 4).	Two story, two areas (DV 4).
6	Two story, two areas (DV 4).	Three story, three areas (DV 4)

STOP!

Buildings can be divided into more than one area. We use roughly 6" x 6" per area but just be sure to let everyone know how many areas each building has and its Defensive Values (DV).

Take one of the vehicles you outfitted and blast a building. Review what tests need be taken by occupants.

If you blow out the bottom area of a building the top may not necessarily collapse. But if you blow out all of the bottom areas, the top ones will.

It's possible to miss a building if your shot drifts 2" to one side or the other. If your shot is 2" below, you have hit the ground in front of it!

The table is always divided into nine equal sections. They do not have to be square just as long as they are equal in size.

You can choose your terrain or randomly generate it.

You will always start each Mission either on or entering sections 7, 8 and 9.

PLAYING THE GAME

As you may or may not know, all THW games can be played solo, same side (cooperatively) and head to head (competitively). Feel free to play anyway you like.

CAMPAIGN

In this section 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.

YOUR CAMPAIGN

Campaigns can be as simple or as detailed as you want. The choice is up to you. Feel free to use as little or as much of the following rules for your battles and campaigns.

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 the 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.

2/1/19 45 - Battles to the Rhine start with the Allies attacking along the Western Front. Remagen Bridge is taken and the Allies close in, up to the Rhine River.

3/24/1945– 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. We track time by Missions. You can have four Missions each month. If desired you can look at it as weekly.

WHAT ABOUT THE WEATHER?

We don't track weather but have rules for how it affects LOS (page 25). Feel free to use them as desired.

WHERE THE BATTLE TAKES PLACE

The *front* on which the battles take place will determine the forces involved. Any battles between Russian and Germans 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.

CAMPAIGN MORALE

Before the campaign begins we must establish your local Campaign Morale. As a soldier you cannot control many things. What you can control is the morale of your troops. How do you do this? Complete your Missions successfully!

So what is your starting Campaign Morale and that of your enemy? Here's how we do it:

- All armies start with a Campaign Morale of 4.

SHIFTING MORALE

After each Mission you will have been a success or a failure and this can affect the Campaign Morale of you and your enemy. Here's how we do it:

- *Take this test only if you were on an Attack or Defend Mission; skip this if you were on Patrol.*
- Determine the *current* Campaign Morale for you and your enemy.
- Each side starts with 2d6.
- If successful, they will add 1d6.
- Each side rolls their modified number of d6 versus their current Campaign Morale.
- Determine how many d6 each side passed.
- Consult the Campaign Morale Table.
- Go down the left-hand side to the appropriate row for the number of passed d6 *you* scored and across to see the results.
- Immediately adjust the Campaign Morale and Investment Levels (page 64) if needed.

2	CAMPAIGN MORALE

(Taken versus Campaign Morale)

A result of "6" is always a failure.

CIRCUMSTANCE	MODIFIER
Last Mission was a success.	+1d6

# D6 PASSED	RESULT
2+ more than opponent	Your Campaign Morale increases by one. Enemy Campaign Morale reduces by one. Enemy Investment Level reduces by one.
1 more than opponent	Enemy Campaign Morale reduces by one.
Same number as opponent	No changes to you or the enemy.
1 less than opponent	Your Campaign Morale reduces by one.
2+ less than opponent	Enemy Campaign Morale increases by one. Your Campaign Morale reduces by one. Your Investment Level reduces by one.

ENDING THE CAMPAIGN

If the enemy's Campaign Morale is reduced to zero you have won and they have vacated the area:

- You are a local hero and on your next campaign your Campaign Morale is 5.

If your Campaign Morale is reduced to zero you have lost the campaign and your side vacates the area:

- You have questions to answer and are regarded lightly by your superiors. In your next Campaign your Campaign Morale is 3.

FIGHT ON

If you are still fighting after the Campaign Morale has been checked you have to determine your next Mission. This is based on the success or failure of your last Mission. Here's how we do it:

- Consult the Next Mission Table.
- Go down the Last Mission column to the type of Mission you have just completed.
- Go across to either the Success or Failure column based on your last Mission.
- This is your next Mission.

X	NEXT MISSION

(Based on your last Mission)

LAST MISSION	SUCCESS	FAILURE
Patrol	*Attack:* The enemy will be on a Defend Mission.	*Defend:* The enemy will be on an Attack Mission.
Attack	*Attack:* The enemy will be on a Defend Mission.	*Patrol:* The enemy will be on a Patrol Mission.
Defend	*Patrol:* The enemy will be on a Patrol Mission.	*Defend:* The enemy will be on an Attack Mission.

MISSIONS

The campaign in *NUTS! - Final Version* 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. This is determined by the Campaign Morale Table (page 64).

FIRST MISSION

Your first Mission will be a Patrol (page 74). But before you can go on your Mission you must determine the following:

- The current Campaign Morale of you and the enemy, as previously outlined
- The Investment Levels of you and the enemy.

INVESTMENT LEVEL

Not all of the areas fought over during a campaign are equally contested. Whether you are in the thick of things or on the fringe of the fight determines the level of enemy activity you can expect. The question you have to ask is; how important is this campaign area to the enemy and to your superiors?

The Investment Level (IL) is a number that reflects how important the campaign area is and the probability of a side receiving Reinforcements (page 86). Those areas with a higher IL can expect to receive more reinforcements than those with a lower IL. Here's how we do it:

- Each army starts with an Investment Level of 3.

- If on an Attack Mission the current Investment Level is increased by 1. *This applies to both you and the enemy.*
- If on a Patrol Mission the current Investment Level is reduced by 1. *This applies to both you and the enemy.*

STOP!

The Campaign starts in January of '44. You can have up to four Missions per month.

Both sides start with a Campaign Morale and Investment Level of 4. How good or badly you do in your Missions will make them increase or decrease.

First side to "0" Campaign Morale has lost the Campaign. Time for new one!

PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has before and during the Mission. By using PEFs we create an uncertainty as to the size of the enemy force, its composition and location. PEFs are used in every Mission. Here's how we do it:

- Roll 1d6. The score indicates which numbered section of the table (page 59) will contain a Possible Enemy Force or (PEF).
- Place an enemy figure or marker of any type in this section of the board to represent the PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does 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 the same section.
- PEFs have a Rep of 4.
- Once it has been resolved it is removed from the table.

PEFS AND BUILDINGS

The first time coming within 12" and LOS to a building a PEF is generated inside the building. Resolve it normally. If the PEF did not resolve as an enemy:

- The first time the building is entered resolve a PEF using 3d6, counting the lowest three results.

- Resolve a PEF for each level of the building.

PEF MOVEMENT

PEFs move just like they were groups of enemy figures. Here's how we do it:

- When the enemy is active, start with the PEF farthest from any player group.
- Roll 2d6 and compare the scores versus its Rep of 4.
- Determine how many d6 were passed.
- Consult the PEF Movement Table and carry out the results.
- Any contact that the PEF causes must be resolved prior to moving the next PEF, the next one farthest from any player group.

2	PEF MOVEMENT
	(Taken versus the Rep of 4)

#D6 PASSED	RESULT
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

PEFS THAT HAVE PREVIOUSLY MOVED

PEFs that have previously moved can still be Enemy Defensive Positions (page 66). This represents the uncertainty of their location and not actual movement.

RESOLVING PEFS

When a player group and a PEF have a LOS it's time to resolve the PEF. Here's how PEFs are resolved:

- Be sure that there is a valid LOS to the PEF. PEFs in cover can be seen while those with cover between the tester and the PEF cannot.
- Roll 2d6 versus the Enemy Investment Level and consult the PEF Resolution Table.
- Immediately carry out the result based on the number of d6 passed.

2   PEF RESOLUTION

(Taken versus Enemy Investment Level)

# D6 PASSED	RESULT
2	*Contacted enemy force.* Roll 1d6, counting a +1 if you are on an Attack Mission • (1 - 4) Roll on the Enemy Reinforcements Table (page 70). • (5 - 6) Roll on the Enemy Defensive Position Table (page 66).
1	*There might be something there.* Resolve the next PEF with 3d6 counting the lowest two scores.
0	*False alarm.* Just a case of nerves!

ENEMY DEFENSIVE POSITION

When a result of Enemy Defensive Position is scored you have run into enemy forces that have taken up defensive positions in a building or in impromptu cover. Here's how we do it:

- Roll 1d6, read the result as rolled.
- Modify the result by any applicable Circumstance.
- Go down the left-hand column to the appropriate row to see what you have contacted.
- Place the Enemy Defensive Position facing your force and centered on the PEF location.
- In Sights are now taken.

1   ENEMY DEFENSIVE POSITION TABLE

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Enemy Investment Level.	+1

#	RESULT
2	Sniper (page 73).
3	Light Machinegun Team. [(1)]
4	One Enemy Squad in Defensive Position. [(1)]
5	One Enemy Squad in Building. [(2)]
6	One Enemy Squad in Defensive Position [(1)]
7	One Enemy Squad in Defensive Position [(1)]
8	One Enemy Squad in Building. [(2)]
9	One Enemy Squad + LMG in Defensive Position [(1)]
10	Two Enemy Squads in Buildings. [(2)]
11	Two Enemy Squads in Defensive Position [(1)]
12+	One Enemy Platoon + 1 LMG Team and Bazooka or similar in Buildings [(2)]

(1) The Defensive Position will be 6 + 1/2d6 inches per squad in length. (2) Building from the Building Type Table (page 61).

STOP!

PEFs limit what you know before and during the game. PEFs move using a Rep of 4 for Activation and the Enemy Investment Level is used to resolve them.

As you successfully complete Missions the Enemy Investment Level goes down and so does enemy activity. The opposite is true so beware!

PEFs that have moved can still be resolved as Enemy Defensive Positions.

Place a unit on the table in section 7, 8 or 9. Deploy PEFs. Roll for Activation, move your figure and PEFS and resolve them. If you want you can play a game when you resolve the last PEF.

NP ENEMY

When you choose to play solo or all players on the same side, the enemy, called the Non-Player Enemy, is controlled by the game mechanics. Playing solo or same side is in no way less desirable than playing head to head, in my opinion. There's something to be said about everyone being on the same side and giving the game mechanics a good thrashing or at least trying to.

NP ENEMY MOVEMENT

Once a PEF has been resolved and replaced with actual enemy forces, the Non-Player Enemy will move. Here's how we do it:

- Activation is handled normally.
- Starting with the NP Enemy with the highest Rep and working to the one with the lowest Rep roll 2d6.
- Determine how many d6 it has passed.
- Consult the NP Enemy Movement Tables (page, 67) and carry out the results. Be sure to use the appropriate table based on the type of Mission *they* are on.
  - On your *first* Patrol they are on a Patrol (1 – 2), Defend (3 - 4) or Attack (5 - 6) Mission. Subsequent Patrols are handled by the Next Mission Table (page 64).
  - If you are on a Defend Mission they are on an Attack Mission.

- o If you are on an Attack Mission they are on a Defend Mission.
- Any contact that the NP causes must be resolved prior to the next NP Force moving.

NP ENEMY INFANTRY TACTICS

We've already explained how PEFs move and how enemy figures move; let's go into some detail of the tactics the NP Enemy Infantry will use when they move on the battlefield. NP Enemy Armor will use their Movement Table.

- NP infantry will move in the following manner.
  - o They will stay in cover as long as the end point of the move is over half that listed in their NP Infantry Movement Table.
  - o If no cover is available they will stay in concealment as long as the end point of the move is over half that listed in their NP Infantry Movement Table.
  - o If no concealment is available they will move in the open up to their full movement listed in their NP Infantry Movement Table.
- NP squad members will stay 3" apart except when in melee and Duck Back. In cases where squad members are closer than 3", spread the squad out at the next available opportunity to maintain distance.
- Make sure that as much of the squad's firepower as possible is directed towards their target when firing.

ATTACK MISSION TACTICS

The attack is conducted to carry a position and to occupy ground. A group following Attack Tactics will roll on the NP Infantry Movement - Attack Table when active and act as follows:

- They will always Fast Move when possible.
- Support weapons will move to a position, in cover if possible, which allows them a clear LOS to the attack objective. This objective can be a terrain feature, vehicle or enemy force.
- When beginning their move within 12" of the enemy it will attempt to charge (page 30) with 1 in 5 figures having readied grenades. They will move into range and throw them before the remaining figures take the Charge into Melee Test.

2	NP INFANTRY MOVEMENT - ATTACK
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6

# D6 PASSED	RESULT
2	If the NP infantry has 2x or more of your number: • Half of their force, with the support weapon, will move to cover* to fire at you. • The other half will move to encircle your left (1 - 3) or right (4 - 6) flank. Otherwise: • Will advance to closer cover to fire at you. • If no cover will drop prone and fire at you.
1	If the NP infantry has 2x or more of your number: • The force will advance directly at you with the support weapons firing if within LOS and range. Otherwise: • Will move to cover* to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will move to cover* to fire at you. • If no cover will move to nearest cover whether in their weapon range or not.

* *If already in cover and in range, will fire at you instead.*

DEFEND MISSION TACTICS

This is the tactic used when the NP Enemy Infantry is on a Defend Mission. A group following Defend Tactics will roll on the NP Infantry Movement - Defend Table when active and act as follows:

- The group will start or move to cover then stay put and fire.
- When additional NP groups arrive they will deploy to the left (1 - 3) or right (4 - 6) of the group or groups already in Defensive Positions. If the group cannot tie into a flank, it will take up position behind the NP groups already on the table.

o If you are on an Attack Mission they are on a Defend Mission.
* Any contact that the NP causes must be resolved prior to the next NP Force moving.

NP ENEMY INFANTRY TACTICS

We've already explained how PEFs move and how enemy figures move; let's go into some detail of the tactics the NP Enemy Infantry will use when they move on the battlefield. NP Enemy Armor will use their Movement Table.

* NP infantry will move in the following manner.
  o They will stay in cover as long as the end point of the move is over half that listed in their NP Infantry Movement Table.
  o If no cover is available they will stay in concealment as long as the end point of the move is over half that listed in their NP Infantry Movement Table.
  o If no concealment is available they will move in the open up to their full movement listed in their NP Infantry Movement Table.
* NP squad members will stay 3" apart except when in melee and Duck Back. In cases where squad members are closer than 3", spread the squad out at the next available opportunity to maintain distance.
* Make sure that as much of the squad's firepower as possible is directed towards their target when firing.

ATTACK MISSION TACTICS

The attack is conducted to carry a position and to occupy ground. A group following Attack Tactics will roll on the NP Infantry Movement - Attack Table when active and act as follows:

* They will always Fast Move when possible.
* Support weapons will move to a position, in cover if possible, which allows them a clear LOS to the attack objective. This objective can be a terrain feature, vehicle or enemy force.
* When beginning their move within 12" of the enemy it will attempt to charge (page 30) with 1 in 5 figures having readied grenades. They will move into range and throw them before the remaining figures take the Charge into Melee Test.

2	NP INFANTRY MOVEMENT - ATTACK

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6

# D6 PASSED	RESULT
2	If the NP infantry has 2x or more of your number: • Half of their force, with the support weapon, will move to cover* to fire at you. • The other half will move to encircle your left (1 - 3) or right (4 - 6) flank. Otherwise: • Will advance to closer cover to fire at you. • If no cover will drop prone and fire at you.
1	If the NP infantry has 2x or more of your number: • The force will advance directly at you with the support weapons firing if within LOS and range. Otherwise: • Will move to cover* to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will move to cover* to fire at you. • If no cover will move to nearest cover whether in their weapon range or not.

* If already in cover and in range, will fire at you instead.

DEFEND MISSION TACTICS

This is the tactic used when the NP Enemy Infantry is on a Defend Mission. A group following Defend Tactics will roll on the NP Infantry Movement - Defend Table when active and act as follows:

* The group will start or move to cover then stay put and fire.
* When additional NP groups arrive they will deploy to the left (1 - 3) or right (4 - 6) of the group or groups already in Defensive Positions. If the group cannot tie into a flank, it will take up position behind the NP groups already on the table.

- Consult the NP Enemy Tank Movement Table and carry out the results.
- Tanks under fire will seek cover.
- Tanks will always fire at enemy vehicles every chance they get and at enemy infantry if no vehicles are present.

2	NP ENEMY TANK MOVEMENT
	(Taken versus Rep)

# D6 PASSED	RESULT
2	If on a Patrol or Attack Mission: • Will move at maximum speed down a road or over open terrain to engage enemy vehicles first. Engage enemy infantry if enemy vehicles are not present. If on a Defend Mission: • Will move to occupy cover directly in the path of enemy vehicles and open fire. If already in cover and in range will open fire. Will move to occupy cover directly in the path of enemy infantry and open fire but only if enemy vehicles are not present.
1	If on a Patrol or Attack Mission: • Will move at half speed down road or over open terrain to engage enemy vehicles first. Engage enemy infantry if enemy vehicles are not present. If on a Defend Mission: • Will move to occupy cover directly in the path of enemy vehicles and open fire. If already in cover and in range will open fire. Will move to occupy cover directly in the path of enemy infantry and open fire but only if enemy vehicles are not present.
0	If on a Patrol Attack Mission: • Vehicle will not move. If on Defend Mission: • If in cover will remain in place. If in open will move directly to nearest cover and occupy within 6" and open fire.

STOP!

Once PEFs are resolved as enemy figures they will use the Non-Player Enemy Movement Tables and Tactics. Be sure to use the appropriate table for the troop type.

The tables are used after Activation every turn when playing solo or same side.

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 ASSETS

Platoon assets are a Platoon Leader, a Medic, LMG Team and Bazooka or similar.

NOTE ABOUT FIGHTING VEHICLES

Any Fighting Vehicle Reinforcement result after the first Fighting Vehicle arrives will be of the same type from the same platoon. Once the remainder of the Fighting Vehicle platoon has arrived, repeat the process when additional Fighting Vehicles are called for.

REINFORCEMENTS

Assets arrive on the battlefield as reinforcements. The number of reinforcements that the enemy will receive is in direct relationship to the Enemy Investment Level. The number of reinforcements that you receive is in direct relationship to your Investment Level.

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 "7" there is a chance of reinforcements arriving.
- The side with the higher score now rolls 1d6, reads the result as rolled and consults their Reinforcement Table.
- Modify the result for any applicable Circumstance.

- Go down the left-hand column to the appropriate row and across to see if and what you receive.
- If playing with vehicles only substitute one vehicle per squad generated on the Reinforcements Table.

AMERICAN REINFORCEMENTS

1	AMERICAN REINFORCEMENTS
	(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1
If on an Attack Mission	+1

#	REINFORCEMENT
2	Nothing
3	Nothing
4	Nothing
5	LMG team
6	Infantry squad
7	Infantry squad
8	Infantry squad w/Bazooka
9	Rest of Platoon
10	Fighting Vehicle
11	Fighting Vehicle
12	Fighting Vehicle

FIGHTING VEHICLE - When this result comes up the player receives 1/2d6 Fighting Vehicles. Add 3+1d6 to their Investment Level. The total is the maximum Front Armor Rating of any vehicle that can be chosen.

There are five Fighting Vehicles in a platoon.

REST OF PLATOON - If the player has less than a full platoon on the board the balance of the platoon, in squads, 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 he receives a 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 and the Bazooka team 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/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.

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

BRITISH REINFORCEMENTS

1	BRITISH REINFORCEMENT
	(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1
If on an Attack Mission	+1

#	REINFORCEMENT
2	Nothing
3	Nothing
4	Nothing
5	LMG team
6	Infantry section
7	Infantry section
8	Infantry section w/PIAT
9	Rest of Platoon
10	Fighting Vehicle
11	Fighting Vehicle
12	Fighting Vehicle

FIGHTING VEHICLE - When this result comes up the player receives 1/2d6 Fighting Vehicles. Add 3+1d6 to their Investment Level. The total is the maximum Front Armor Rating of any vehicle that can be chosen.

There are four Fighting Vehicles in a platoon.

REST OF PLATOON - If the player has less than a full platoon on the board the balance of the platoon, in sections, 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 he receives a 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 and the PIAT team 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 SECTION W/PIAT - The player receives an infantry section and a two man PIAT team. For ease of play all the section and PIAT team members are Rep 4.

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

GERMAN REINFORCEMENTS

RUSSIAN REINFORCEMENTS

1	GERMAN REINFORCEMENT

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1
If on an Attack Mission	+1

#	REINFORCEMENT
2	Nothing
3	Nothing
4	Nothing
5 (1 – 3)	LMG team
5 (4 – 6)	Panzerschreck team
6	Infantry squad
7	Infantry squad
8	Infantry squad w/Panzerfaust
9	Rest of Platoon
10	Fighting Vehicle
11	Fighting Vehicle
12	Fighting Vehicle

1	RUSSIAN REINFORCEMENT

(Reading the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1
If on an Attack Mission	+1

#	REINFORCEMENT
2	Nothing
3	Nothing
4	Nothing
5	Infantry squad
6	Infantry squad
7 (1)	Engineer Squad
7 (2 – 3)	LMG team
7 (4 – 6)	Infantry squad with Anti-Tank Rifle team.
8	Rest of Platoon
9	Fighting Vehicle
10	Fighting Vehicle
11	Fighting Vehicle
12	Fighting Vehicle

FIGHTING VEHICLE - When this result comes up the player receives 1/2d6 Fighting Vehicles. Add 3+1d6 to their Investment Level. The total is the maximum Front Armor Rating of any vehicle that can be chosen.

There are three (1 – 3) or four (4 – 6) Fighting Vehicles in a platoon.

REST OF PLATOON - If the player has less than a full platoon on the board then the balance of the platoon, in squads, 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 he receives a 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 and the panzerfaust soldier 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 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.

INFANTRY SQUAD - THE player receives an infantry squad. For ease of play all the squad members are Rep 4.

FIGHTING VEHICLE - When this result comes up the player receives 1/2d6 Fighting Vehicles. Add 3+1d6 to their Investment Level. The total is the maximum Front Armor Rating of any vehicle that can be chosen.

There are three Fighting Vehicles in a platoon.

REST OF PLATOON - If the player has less than a full platoon on the board then the balance of the platoon, in squads, will arrive. In addition he receives a two man Large Bore AT Rifle team. If the whole platoon is already on the field he receives a 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 and the AT Rifle team members are Rep 4.

ENGINEER SQUAD - The Engineer squad is a regular squad with one Satchel Charge for every three figures and also a flamethrower (page 24).

LMG TEAM - The player receives a two man LMG team. For ease of play the LMG team members are Rep 4.

INFANTRY SQUAD AT RIFLE TEAM- The player receives an infantry squad and a two man Large Bore 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.

2   ARTILLERY PENETRATION TABLE
(Taken vs. difference between APR and DV of the target)

# D6 PASSED	RESULT
2	Building area collapses. All inside are Obviously Dead (1 - 3) or Out of the Fight (2 - 6).
1	Building area collapses and all inside must take Recover Test from Damage. Abandon area when next Active.
0	Building area undamaged and occupants take Crisis Test.

STOP!

When *doubles* are rolled for Activation a Random Event, affecting you, can occur. When playing head to head, even doubles affects the defender, odd doubles the attacker. The *doubles* must be equal or lower than the Enemy Investment Level for it to happen.

Basically, the lower the Investment Level, the less interest the higher ups have in this sector of the Campaign, and the less chance of a "Random Event" occurring. The opposite is true.

Review how each event happens. What is the difference of a direct hit and indirect hit from artillery?

PATROL

This will be your first Mission. You are the *eyes and ears* and not the *tip of the spear*. Keep that in mind!

OBJECTIVE

- Your objective is to recon the table.
- To be successful *you* or a Junior NCO must spend *one turn of activation* within 6" of the edge of the table 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.

FORCES

- You will patrol with a squad at maximum.
- 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

- The board is divided into nine sections and terrain generated normally (page 59).

DEPLOYMENT

- Your patrol will enter the board from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (page 65).

SPECIAL INSTRUCTIONS

- The Mission takes place during the day.
- Establish your Investment Level (page 64).
- Establish the Enemy Investment Level (page 64).
- Move your patrol onto section 7, 8, 9 or any combination of those sections if you choose to split your squad.
- After you have entered the table, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 65).
- Resolve PEFs as needed (page 66).
- Be sure to use the Non-Player Patrol Reaction Tactics (page 68) and enemy tactics for *their* Mission (page 66).
- Use the appropriate Non-Player Movement Tables when needed (page 67).

- Play continues until the player has accomplished his Mission, been destroyed, or leaves the table.

ATTACK

In this Mission you must push forward, engage and defeat the enemy or reach your objective. Be sure to be clear on what that objective is!

OBJECTIVE

- In this Mission there are two possible objectives.
- The first is to destroy as much of the enemy as possible, driving them off the table in the process. The Mission is over when you have chased off or destroyed all enemy forces and PEFs on the table.
- The second is to exit the table at the opposite edge from where you entered. The Mission is over when you have exited the table with at least 3/4 of your forces and have inflicted more casualties than you received.
- When the player has the Attack Mission he writes down which objective he is trying to achieve and reveals it at the end of the Mission.

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

- The board is divided into nine sections and terrain generated normally (page 59).

DEPLOYMENT

- The attacker will enter the board from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (page 65).

SPECIAL INSTRUCTIONS

- The Mission takes place during the day.
- Establish your Investment Level (page 64).
- Establish the Enemy Investment Level (page 64).

- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- After you have entered the table, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 65).
- Resolve PEFs as needed (page 66).
- Refresh yourself on the Non-Player Tactics for *their* Mission (page 67).
- Use the appropriate Non-Player Movement Tables when needed (page 67).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

DEFEND

In this Mission the enemy is attacking. You must stop them from exiting the table, inflicting as many casualties as possible.

OBJECTIVE

- Your objective is to prevent the enemy from exiting the table through sections 7, 8, or 9. The Mission is over when you have chased off or destroyed all enemy forces and PEFs on the table.
- A Non-Player will determine its Attack Mission objective prior to entering the table.
    - If their Campaign Morale is greater than yours, their objective is to destroy as much of your force as they can.
    - If their Campaign Morale is equal or less than yours, their objective is to exit the table through sections 7, 8 or 9.

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

- The board is divided into nine sections and terrain generated normally (page 59).

DEPLOYMENT

- You can set up anywhere you want in sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (page 65).

SPECIAL INSTRUCTIONS

- The Mission takes place during the day.
- Establish your Investment Level (page 64).
- Establish the Enemy Investment Level (page 64).
- Set up your force in sections 7, 8, 9 or any combination of those sections if you choose to split your force.
- After you have set up your force, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 65).
- Resolve PEFs as needed (page 66).
- Refresh yourself on the Non-Player Tactics for *their* Mission (page 67).
- Use the appropriate Non-Player Movement Tables when needed (page 67).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

PURSUING THE OBJECTIVE

The Non-Player Enemy *will* always try to pursue their objective. But there is a chance during the battle that you can disrupt them, forcing them to temporarily divert from their objective. Here's how we do it:

- Roll 2d6 versus the Rep of active NP group and determine how many d6 they have passed.
- Next consult the NP Pursuing the Objective Table.
- Go down the left-hand column to the appropriate row and across to see how they will act this turn. This could cause them to divert from their objective.
- Immediately carry out the results.

2	NP PURSUING THE OBJECTIVE
	(Taken versus Rep)

# D6 PASSED	RESULT
2	Group moves in accordance with its objective. Roll on the NP Movement Tables (page 67).
1	If enemy within 24" and on NP's flank or rear: • Armor units will move towards nearest enemy target to flank or rear. Roll on the NP Movement Tables (page 67). • Infantry units move towards nearest enemy target within 24". Roll on the NP Movement Tables (page 67). Otherwise - • Group moves in accordance with its objective. Roll on the NP Movement Tables (page 67).
0	All: • Group moves towards nearest enemy target. Roll on the NP Movement Tables (page 67).

STOP!

Playing the Missions is easy. Just go down the Mission for step-by-step instructions. Remember that your first Mission is a Patrol.

AFTER THE MISSION

After the Mission is over it's time to see what happens to your men.

REPLACING LEADERS

Lost Leaders and Jr. NCOs have to be replaced. Here's how we do it:

- If a Platoon Leader is lost, the 1st Squad Leader will replace him.
- If the 1st Squad Leader is lost, the 2nd Squad Leader will replace him.
- If the 2nd Squad Leader is lost, the 3rd Squad Leader will replace him.
- If the 3rd Squad Leader is lost, the Jr. NCO with the highest Rep in the platoon will replace him. Be sure to move the other Jr. NCOs up as required, the 3rd Squad NCO being replaced by the soldier with the highest Rep in the platoon.
- If not playing a platoon, the Jr. NCO replaces your Squad Leader and the highest Rep soldier in the unit becomes the Jr. NCO.
- If not playing a platoon, the highest Rep soldier in the unit replaces your Jr. NCO.

REPLACING SOLDIERS

Units that take casualties may receive replacements after they return from their Mission. Here's how we do it:

- Start with the Rep of the Squad Leader. If the Leader was a casualty, roll versus the Rep of the Jr. NCO. If both Leader and Jr. NCO were casualties, roll versus the highest Rep soldier left in the unit.
- Modify the number of d6 rolled by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep.
- Determine how many d6 were passed and consult the Replacements Table.
- Go down the left-hand column and down to the appropriate row. Go across to see if there will be any replacements

2	REPLACEMENTS
	(Taken vs. Rep)
	A result of "6" is always a failure.

CIRCUMSTANCE	MODIFIER
If replacements due to Chocolate & Cigarettes Mission.	-1d6

#D6 PASSED	RESULT
2	If *non-American unit* is at or below 1/2 strength, it will receive Rep 3 replacements to bring the squad back up to paper strength.
	If *non-American unit* is over 1/2 strength, it will receive one Rep 3 replacement.
	American unit 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.
1	*Non-American unit* does not receive replacements.
	American unit will receive one replacement with a Rep equal to the highest passing d6 result but not less than Rep 3.
0	*German units* do not receive any replacements and remain in the field.
	Non-German units at over 1/2 strength do not receive any replacements and remain in the field.
	Non-German units 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.

Replacements are rolled normally from the Lists. Be sure to roll on the Attributes Table (page 6) for each replacement figure.

REPLACING VEHICLES

Just like infantry casualties can be replaced, so can crewmembers and vehicles. Here's how we do it:

- If a crewmember is a casualty use the After the Battle Recovery Table (page 33) and Replacement rules for infantry.

- If a vehicle is out of commission or destroyed roll for replacement using the Replacements Table. Substitute vehicles for infantrymen, but not to exceed the maximum platoon total for the nation.
- Outfit the new vehicle as you normally would, rolling for crew Reps and Attributes.

IMPROVING REP

It is possible for you and your squad mates to improve Rep based on performance. If you're playing a campaign 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 for that character. It is possible that a Mission may be a success for one character and not another!

INFANTRYMAN

- Fired at the enemy and scored a hit or engaged in melee.
- Did not receive a result of Out of the Fight.
- Did not receive a result of Hunker Down.
- Did not receive a result of Leave the Battlefield.
- Did not leave any Out of Fight or Hunkered Down squad members behind.

If the Mission was a success the character rolls 1d6.

- If the score is higher than the current Rep the Rep will go up one level.
- If the score is a "6" the Rep will 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.

VEHICLE CREW

- Fired at the enemy and scored result of Crisis Test or better.
- Did not lose the vehicle.
- Did not receive a result of Out of the Fight.
- Did not receive a result of Hunker Down.
- Did not receive a result of Leave the Battlefield.

If the Mission was a success the crew rolls 1d6.

- Compare the result individually to each crewmember.
- If the score is higher than the current Rep the Rep will go up one level.

- If the score is a "6" the Rep will 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.

DECREASING REP

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 if there were enemies on the table.

- When a character or crew fails on a Mission, roll 1d6.
- If the score is a "1" the Rep will 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

STOP!

After the Mission you could get infantry, crew and vehicle Replacements.

If you do well you and your men could increase in Rep.

If you do poorly you and your men could decrease in Rep.

STEP BY STEP

Here's a step-by-step outline that will help you to get started. After a few games it will become second nature and you won't need it anymore. In fact, you may choose not to use some parts, but if you do, they're there!

AT THE START

1. Choose the Rep (page 6) and Attributes (page 6) of your Star.

2. Choose which Army List you want to play (page 10).

3. Choose what type of squad you want to play from your Army List (page 10).

4.   Roll up the Reps (page 10) and Attributes (page 6) of your squad and Junior NCOs from your Army List (page *10).*

5.   Fill out the Infantry Roster Sheet (page 92). As casualties occur I move squad members towards the left, replacements going to the end on the right.

6.   Choose any vehicles you may want to use from the Vehicle Lists (page 38).

7.   Roll up the Reps of your crewmembers from your Vehicle List (page *38).*

8.   Fill out the Vehicle Roster Sheet (page 93).

9.   Establish your Campaign Morale and that of your enemy (page 63).

10. Establish your Investment Level and that of your enemy (page 64).

DURING THE MISSION

1.   Choose the Mission you want to play (page 64).

2.   Follow the Mission instructions and play the game.

AFTER THE MISSION

1.   Adjust the Campaign Morales and Investment Levels for you and your enemy based on a successful or failed Mission (page 64).

2.   Determine your next Mission (page 64).

3.   Check to recover Infantry casualties (page 33).

4.   Check to recover Vehicles (page 58).

5.   Check for Replacements (page 77).

6.   Adjust Reps as needed (page 78).

CHOCOLATE & CIGARETTES

This section is another tool in the THW Toolbox.

In this section we bring elements of Role-Playing Games into *NUTS! – Final Version.* By adding these easy to use rules your characters take on a more personal feel as well as opening the door to more non-traditional Missions.

Like with the other rules we've presented, feel free to use none, some or all of them.

MISSIONS & PURPOSE

In this section I wanted to personalize WW2. I wanted to encourage players to play smaller games with three to five figures with a variety of "odd" Missions. Here are some examples:

- Scouting out an area and finding what appears to be an abandoned house.
- Meeting civilians and asking them for information.
- Helping civilians or your force to find someone that is lost.
- Finding a civilian to act as a translator.
- Racing a small enemy patrol to a local wine cellar.
- Escorting civilians or wounded soldiers to safety.
- Slipping past enemy lines to capture an enemy soldier and bring him back for questioning.

With a smaller number of figures there is a greater opportunity to "flesh them out" and make the game more personal. That's where this section comes in.

PERSONALIZING YOUR CHARACTERS

Here's an easy way to personalize your characters and get you more into the RPG mode. You are the Star, so let's name your Grunts after your school or college friends. Give it a try!

NUMBER OF MISSIONS

The Missions in this section are used in addition to those found elsewhere in the book and follow different rules. Here's how we do it:

- You must play a Patrol, Defend or Attack Mission after one of these Missions.
- You cannot play the same Mission back to back. There must be another C&C Mission in between.
- These Missions do not use the Next Mission procedure.
- These Missions do not affect either sides Campaign Morale or Investment Levels.
- They can affect Replacements (page 77).
- They can result in improving or decreasing Reputation or Skills (page 78).

SKILLS

Skills are learned. *Each character is composed of three Skills that are added to his Rep.* When added, these Skills round out the character, help to create their story and make each character unique. The three Skills are:

FITNESS (FIT)

Fitness represents the overall physical ability of the character.

PEOPLE (PEP)

The People Skill is a measure of how well a character interacts with other characters.

SAVVY (SAV)

This Skill is a measure of how the person performs both job related tasks and those requiring common sense.

HOW PROFICIENT IN THE SKILL

Now that you know the three Skills let's see how proficient your character is in each of them. Here's how we do it:

- Start with the Rep of the character.
- Give the first Skill a value equal to the Rep of the character.
- Give the second Skill a value equal to the Rep of the character minus one
- Give the third Skill a value equal to the Rep of the character minus two.
- Fitness must be assigned a value of at least one.

> *Example - Here are four examples of characters that have been assigned Skills.*

NAME	REP	FIT	PEP	SAV
NCO Able	5	5	3	4
Pfc. Baker	5	5	4	3
Pvt. Charles	4	3	2	4
Pvt. Deville	3	3	2	1

GRUNT PROFICIENCY

Roll 1d6 for each Skill and arrange their values as previously outlined, from highest to lowest based on the scores. High score Skill equals Rep, then next equals one less than Rep and third is two less than Rep.

IMPROVING A SKILL

Just as a character can improve its Rep (page 78) it can improve a Skill instead. Here's how we do it:

- The criteria for a successful Mission (page 78) still applies.
- Choose which Skill or Rep you want to improve.
- Use the same procedure as previously outlined.

DECREASING A SKILL

A Skill cannot exceed the Rep of a character. When the Rep is decreased by a failed Mission any Skill that would now be higher than the new Rep is reduced to that level.

> *Example – Jim Bob Joe is a Rep 4, Fit 4, People 3 and Savvy 4 soldier. He fails at his Mission (page 78) and checks to see if his Rep is decreased.*
>
> *Jim Bob Joe rolls 1d6 and scores a "1". His Rep is now reduced to 3. His Fit and Savvy Skills are reduced to 3 as well.*

STOP!

We use three Skills to round out your character. They are Fit, People and Savvy. Review what each represents.

You can choose how proficient you are at each Skill.

Your Skill cannot be higher than your Rep and when your Rep is reduced, adjust your Skills accordingly.

ATTRIBUTES

In *NUTS! Final Version* we introduced Attributes to help define our characters. Now let's add Attributes that affect the new Skills your characters have learned. Here's how we do it:

- *Stars* could have up to two of the new Attributes.
- *Grunts* could have up to one.

HOW DETERMINED

Attributes are determined by choice and at random. Here's how we do it:

- *Stars* can choose their first Attribute. They will roll for their second just like a Grunt
- *Grunts* must roll for their Attribute.
- Roll 1/2d6, reading the result as rolled.
- Refer to the appropriate Attribute Table. *If a "3" is scored the character does not gain an Attribute.*
- Otherwise, roll 1d6, read the result as rolled, consult the table and gain the Attribute.

Example - Charles is a Rep 4 Grunt. He rolls a "1" then a "3". Looking on the "1" Attribute Table I go to the 3rd Attribute. Charles is Dim.

NEW ATTRIBUTES

TABLE 1

#	BASIC ATTRIBUTE
1	*Attractive:* Counts a +1d6 when taking a People related Challenge against the opposite sex.
2	*Charismatic:* Counts a +1d6 when taking a People related Challenge against other characters.
3	*Dim:* Counts a -1d6 when taking a People related Challenge.
4	*Easy Going:* Counts a +1d6 when taking a People related Challenge but counts a -1 to Skill when taking a Savvy related Challenge.
5	*Exceptional Fixer:* Counts a +2 to Skill when taking a Savvy related Challenge when making repairs or "rigging" something.
6	*Fit:* Counts a +1 to Skill when taking any Fitness related Challenge involving agility.

TABLE 2

#	BASIC ATTRIBUTE
1	*Fluent:* Character can speak the language of the enemy (1 – 2) or civilians (3 – 6) fluently. Allows the character to re-roll any 2d6 when using the language when taking a People Challenge.
2	*Lazy:* Whenever three "ones" are rolled for Out of Ammo, the weapon malfunctions and cannot fire for the remainder of the Mission. Counts a -1d6 when taking the In Sight Test.
3	*Logical:* Counts a +1 to Skill when taking a Savvy related Challenge but counts a -1d6 when taking a People related Challenge.
4	*Scrounge:* Counts a +1d6 when Bartering when using a People Challenge.
5	*Smooth:* Counts a +1d6 to taking a People related Challenge.
6	*Uneasy:* Counts a -1d6 when taking a People related Challenge.

CHALLENGES

There may be times during the game when you want to do something out of the ordinary and not covered by an existing rule. We have rules to cover this. You need to take a Challenge. Here's how we do it:

- **UNOPPOSED CHALLENGE** - An Unopposed Challenge is used when the character is trying to accomplish something that does not involve another character. An example would be trying to open a locked door or climbing a wall. The previous Unopposed Challenges would use the Savvy and Fitness Skills, respectively.
- **OPPOSED CHALLENGE** - An Opposed Challenge is used when the character is trying to accomplish something against one or more other characters. An example would be the challenger is trying to wrestle a gun away from another character or maybe questioning a character. The previous Opposed Challenges would use the Fitness and People Skills, respectively.

Let's cover Challenges in more detail.

BENEFITS AND CONSEQUENCES

All of the decisions made for Challenges, the benefits and consequences must be agreed to by the players involved if not previously determine by the scenario.

UNOPPOSED CHALLENGE

The unopposed challenge is taken in the following way:

- Decide on *what* the Challenge is.

> *Example – Ivan has run into a high wall. He wants to climb safely over the wall and drop onto the other side.*

- Decide what a *success* looks like.

> *Example – If he is successful he makes it across safely and continues on.*

- Decide what the *consequences of failure* will be.

> *Example – If he fails he cannot make it over the wall, loses one turn of Activation trying, and must then go around it.*

- Consult the Unopposed Challenge Table.
- Start with 2d6.
- Modify the Skill by any applicable Circumstance or Attribute. When deciding the difficulty of the Challenge, this is up to the players involved.
- Roll 2d6 versus the modified Skill of the Challenger and determine how many d6 are passed.
- Check the Unopposed Challenge Table and immediately carry out the result.

2	UNOPPOSED CHALLENGE

(Taken vs. Skill)

A score of "6" is automatically a failure

CIRCUMSTANCE	MODIFIER TO SKILL
Difficult - Challenge is difficult.	-1
Easy - Challenge is easy.	+1
Tool – Have an applicable tool that increases the chances for success.	+1
APPLICABLE ATTRIBUTE	**MODIFIER TO SKILL**
Easy Going	-1
Exceptional Fixer	+2
Fit	+1
Logical	+1

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the Challenge counting a result of pass 1d6 as pass 0d6. OR Decide not to continue the Challenge and may not try again this Mission
0	Character fails and suffers consequences.

> *Example – Ivan reaches the wall and we decide it is an average difficulty Fitness Challenge. Ivan starts with a Fitness of 3 but adds 1 as he has the Fit Attribute.*
>
> *Ivan rolls 2d6 versus the Target Number of 4 and scores a 2 and 5. Passing 1d6, Ivan can choose to try again or decide not to try it again. Ivan rolls 2d6 and pass 1d6. Ivan has failed so burns one turn of Activation before he can move away.*

OPPOSED CHALLENGE

The opposed Challenge is taken against one or more characters. Here's how we do it:

- Decide on *what* the Challenge is.

Example – Henry has found a civilian and wants to ask him about Germans that might be in the area.

- Decide what a *success* looks like.

Example – If he is successful, he convinces the civilian to tell him what he knows, allowing for the Enemy Investment Level to be reduced by one

- Decide what the consequences of failure will be.

Example – If he fails, the civilian tells him nothing and also tells the Germans of his whereabouts, increasing the Enemy Investment Level by one.

- Consult the Opposed Challenge Table.
- Each character starts with 1d6 per point of People Skill. Use Fitness if it is a physical Challenge versus an opponent.
- Modify the number of d6 for each character by any applicable Attribute or Circumstance.
- Roll the modified number of d6 looking for successes, score of 1, 2, or 3. Determine how many successes each scores.
- Compare the number of successes scored by the player to the number scored by *each* NPC. This can give you different results!
- Consult the Opposed Challenge Table and carry out the results.

PEP	OPPOSED CHALLENGE
	(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Attractive	+1d6
Charismatic	+1d6
Dim	-1d6
Easy Going	+1d6
Logical	-1d6
Scrounge	+1d6
Smooth	+1d6
Unsure	-1d6
CIRCUMSTANCE	**MODIFIER**
Actively Helpful – Scored an actively helpful response with the opponent in the past.	+2d6
Belligerent - Scored a belligerent response with the opponent in the past.	-2d6
Cold Shoulder - Scored a cold shoulder response with the opponent in the past.	-1d6
Fluent - Character can speak the language of the opponent.	Re-roll 2d6
Item – Each Item spent on the opponent this Challenge.	+1d6
Positive Response – Scored a positive response with the opponent in the past.	+1d6
Weapon - Character has weapon and opponent does not	+2d6

# SUCCESSES	RESULT
3 or more than opponent	*Actively helpful response.* The NPC will answer questions and provide information. He will also offer to help you, even if risking his life.
1 or 2 more than opponent	*Positive response.* The NPC will answer questions and provide information.
Same	*Exchange pleasantries but nothing more.*
1 or 2 less than opponent	*Cold shoulder.* NPC makes it obvious that the he will not or cannot be of any help.
3 or more less than opponent	*Belligerent.* Has an obvious problem with you and will escalate into violence unless you leave. If attempt to question again in the future he will become violent. Go to In Sight.

Example – Hans has run into a civilian and decides to question him. He has a People Skill of 3 so starts with 3d6. He has his weapon out so counts a +2d6. Hans is also a "hated enemy" so must subtract 2d6. He rolls the 3d6 and scores a 1, 4 and 6; one success.

Pasqual has a people Skill of 2. He has no modifiers so rolls 2d6 and scores a 1 and 5; one success.

Pasqual and Hans exchange pleasantries but nothing else.

MEETING THEM AGAIN

This is a very important rule so remember it!

When taking an Opposed Challenge with NPCs, there is a chance that they will remember you and that you will make a good or bad impression on them. To enhance your story, we recommend that you keep track of NPCs you meet, just in case you meet them in the future. Here's how we do it:

- When you run into a NPC that is similar to an NPC you have met in the past, roll 1d6.
- On a score of "1" you have run into a NPC from a previous Mission.
- If there is more than one similar NPC, roll 1d6 for each and the high result is the NPC you have met. Re-roll all ties.
- Take an Opposed Challenge.

STOP!

Review how the new Attributes are gained. Roll new Attributes for as many of your characters as you like. Go to your Infantry Roster and put in the new Attributes for each character.

How is an Unopposed Challenge different that an Opposed Challenge? Which Challenge involves a character's People Skill? Before going any further take some time to make three Challenges. Be sure to do at least one Opposed Challenge. What things do you need to determine for each Challenge?

Challenges are a way to advance the story and to do things that you may want to do that are not covered by the rules. When you're done, move on to the next section.

ITEMS

We're assuming that you are a soldier and have the necessities to live on. This includes your uniform, weapons, and other military equipment.

Items cover the "other" things.

LIKE WHAT?

Items are everyday things that can add to your Missions and drive the story. Here's a list of Items that can be used in your Missions. Here's how we do it:

- Roll 2d6, add the results and consult the Items Table.
- Go down the left-hand column to the appropriate row then across to see what you have found.

2	ITEMS
	(Adding the two results together)

#	RESULT
2	Map.
3	Pistol.
4	Pocket Knife.
5	Pen and paper.
6	Loaf of Bread.
7	Hunk of Cheese.
8	Pack of Cigarettes.
9	Chocolate Bar.
10	Bottle of Wine.
11	Pocket Watch if in a building, Medal if on a soldier.
12	Binoculars.

SPECIAL ITEMS

The following Items have special rules that apply only to them.

BINOCULARS

The binoculars allow the user to change a resolved PEF of Enemy Defensive Position to plain enemies.

BOTTLE OF WINE

The bottle of wine counts as two items for bartering but one for carrying.

CHOCOLATE BAR

The chocolate bar counts as two Items when bartering with female NPCs.

MAP

Turn the map into your superiors back at camp and check to improve your Rep (page 78).

MEDAL

The Medal counts as three Items for bartering but one for carrying.

HOW DO YOU GET ITEMS?

Remembering that these are not common, army issued Items, how do you get them? Here's how we do it:

- Start with them.
- Find them on incapacitated soldiers.
- Find them when searching a building.
- Barter for them with other soldiers.

STARTING ITEMS

Each soldier can start with up to three items. Here's how we do it:

- Roll 1d6 for each Grunt in your squad, 2d6 for your Star.
- If a success is rolled the character has that many Items; Chocolate Bars and Cigarettes.
- If a success is not rolled the character does not have any Items.

FINDING

When you run into incapacitated soldiers there is a chance (1) that they may have an Item on them. Simply search them when Active. The person that incapacitates or finds the soldier does the searching.

When you search a building there is a chance that there are Items inside. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Subtract the Enemy Investment Level from the score rolled.
- If the result is zero or lower, nothing is found.
- If the result is a positive number, that many Items are found with a maximum of three. Every soldier must gain one Item before any soldier could have a second.

Example – Ivan and Vladimir enter a building. They spend one turn of activation searching. I roll 1d6 and score a 5. The Enemy Investment Level is 1. They have found 3 Items, the maximum.

Another way to get Items is to *barter* with other soldiers. This can be done during the Mission but usually between Missions. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Subtract the result from your Investment Level.
- If the result is zero or lower, no one can be found to barter with.
- If the result is a positive number, you have found someone and they have that many Items to barter for.
- Take a People Challenge with a random or pre-generated character.
- Decide what Items you will give up.
- If you score more successes than the opponent you have bartered your Item away for the new Item.

HOW DO YOU LOSE ITEMS?

Easy come easy go; you will lose Items and quite often during your career. Here's how we do it:

- Someone takes them from you.
- You give them freely to another character.
- Or the big one…you get killed or have to use Cheating Death.

WHAT CAN I CARRY?

How many Items can a character carry? Characters can carry their Rep in Items, period. This is in addition to their normal army issued equipment.

If you end up with more than you can carry then give them away to other characters.

USING ITEMS

Besides the normal way that an Item is used you can also use them to influence People Challenges (page 83). Here's how we do it:

- When you take a People Challenge you count a +1d6 for each Item you give to the opponent. Remember that some Items may count as two or three Items for bartering.

DAY PART

Missions can occur at any time of the day. In the basic rules we have them occur in full day light. In this section, we separate the day into four periods using the following Day Parts. For ease of play and storytelling we've added some arbitrary times for reference.

- *EARLY* (0500 hours to 1100 hours)
- *DAYTIME* (1100 hours to 1700 hours)
- *EVENING* (1700 hours to 2300 hours)
- *LATE* (2300 hours to 0500 hours)

WHAT DAY PART AND WHEN?

You can choose the Day Part for your Mission.

DAY PARTS AND VISIBILITY

Visibility may be affected by the Day Part. Here's how we do it:

- *EVENING AND LATE* – The LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.

HOW MANY & WHO?

When you resolve a PEF and it is enemy forces we have to do it a little differently. Here's how we do it:
- Substitute a squad for a platoon.
- If rest of platoon, then it becomes rest of the squad.
- If a squad is called for roll 1/2d6 and read the result as rolled.
- Roll a second d6.
- If a success (1, 2 or 3) is rolled, the 1/2d6 score is subtracted from the number of figures in your group.
- If a success (1, 2 or 3) is not rolled, the 1/2d6 score is added to the number of figures in your group.
- You can never have less than one enemy figure.
- When enemy vehicles are contacted it will always be just one.
- Rest remains the same.

Example – Ivan and Vlad exit the building and resolve a PEF. I roll 1/2d6 and score a 3. I roll a second d6 and score a 5. Ivan and Vlad have run into five enemy figures.

ENCOUNTERING CIVILIANS

When using the Chocolate & Cigarettes section there is a chance of running into civilians. Here's how we do it:

- When a PEF is resolved as an Enemy Defensive Position substitute 1/2d6 civilians instead.
- Next determine how many of them you have met.
- Then roll for their stats (page 89).

REINFORCEMENTS

The How Many & Who procedure is also used for Reinforcements for both sides.

STOP!

Items are used to advance the storyline of your Missions and can help when taking a People Challenge.

Items are things above and beyond your army issued uniform and weapons. Each character has a chance for starting with up to three Items; Chocolate Bars and Cigarettes.

You can carry Items equal to your Rep. When you Cheat Death you lose all your Items.

Be sure to search for Items by spending one turn of Activation in an enemy unoccupied building.

There are four Day Parts. Use them as desired for the Missions found in this section and even for Patrol, Attack and Defend Missions. What LOS penalties occur in the Evening and Late Day Parts?

When PEFs are resolved as enemy forces each squad converts into a smaller number off figures. It is based on the number of men in your group and can never be less than one or more than your group plus three.

You can only run into one enemy vehicle at a time.

RAID

In the Raid Mission, you are technically on Patrol but will be "free lancing", exploring the area and searching for anything of value.

OBJECTIVE:

- You can raid for a variety of reasons; rescue, capture an enemy, search a bombed out village for wine, the reasons are endless. Feel free to provide the reasons why!
- You must accomplish what you set out to do if you are raiding.

FORCES

- You can use from one to five characters from your squad.
- The NPCs will be generated normally but use the How Many section (page 86) for their numbers.

TERRAIN

- The board is divided into nine sections and terrain generated normally (page 59). There will be 1/2d6 buildings in section 2.

DEPLOYMENT

- You enter the table through sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (page 65).

SPECIAL INSTRUCTIONS

- The Mission takes place during the Day Part of your choice.
- Establish your Investment Level (page 64).
- Establish the Enemy Investment Level (page 64).
- Set up your force in sections 7, 8, 9 or any combination of those sections if you choose to split your force.
- After you have set up your force, place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 65).
- Resolve PEFs as needed (page 66).
- Refresh yourself on the Non-Player Tactics for *their* Mission (page 67), which will be a Patrol.
- Use the appropriate Non-Player Movement Tables when needed (page 67).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

NEW IN SIGHT

Use this In Sight Table when playing any of the Missions in this section. This allows for capturing enemy soldiers and being captured.

REP	IN SIGHT	
	(Looking for successes)	
ATTRIBUTE		**MOD**
Lazy		-1d6
Opponent is Stealthy		-1d6
Quick Reflexes		+1d6
Slow to React		-1d6
Steely Eyes		+1d6
CIRCUMSTANCE		**MOD**
Active - Character is active and moved.		-1d6
Concealed - Enemy is concealed.		-1d6
Ducking Back – Character is Ducking Back.		(1)
Hunker Down – Character is Hunkered Down.		(1)
Leaving the Battlefield – Character is Leaving the Battlefield.		(1)
Temporary Group leader – Temporary Group Leader taking the test.		-1d6

(1) Figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

The group winning the In Sight will now act, from highest Rep to lowest. Here's how we do it:

- If win the In Sight but do not outnumber the loser by 3:1 or more, resolve the In Sight normally.
- If win the In Sight *and* outnumber the enemy by 3:1 or more, take a People Challenge. Count the +2d6 Weapon modifier for winning the In Sight. If win the Challenge, the enemy will surrender. Otherwise re-take the In Sight test to see which side goes first, counting no modifiers.

FINDING THE OBJECTIVE

In this Mission there will be an objective. This could be a downed pilot, an enemy mortar position or maybe a civilian to question (page 89). Here's how we do it:

- When a PEF is resolved as enemy figures, roll 1d6 and read the result as rolled.
- If the score is equal or less than the number of PEFs resolved, you have found the objective.
- If the score is greater than the number of PEFs resolved treat it normally and roll for enemies.
- If you resolve all PEFs the last one will be the objective. Keep in mind that buildings generate PEFs (page 65).

ESCORT

In the Escort Mission, you are trying to escort civilians or wounded soldiers through enemy lines to safety.

OBJECTIVE:

- You must enter the table and exit on the opposite edge with the civilians or wounded being unharmed.

FORCES

- You can use from one to five characters from your squad.
- The NPCs will be generated normally but use the How Many section (page 86) for numbers.

TERRAIN

- The board is divided into nine sections and terrain generated normally (page 59).

DEPLOYMENT

- You enter the table through sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (page 65).

SPECIAL INSTRUCTIONS

- The Mission takes place during the Day Part of your choice.
- Establish your Investment Level (page 64).
- Establish the Enemy Investment Level (page 64).
- Set up your force in sections 7, 8, 9 or any combination of those sections if you choose to split your force.
- After you have set up your force, place the PEFs.

- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 65).
- Resolve PEFs as needed (page 66).
- Refresh yourself on the Non-Player Tactics for *their* Mission (page 66), which will be a Patrol.
- Use the appropriate Non-Player Movement Tables when needed (page 67).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

WHO'S BEING ESCORTED?

Before the Mission you must determine who and how many characters you are escorting. Here's how we do it:

- Roll 1d6, read the result as rolled and add it to the Enemy Investment Level.
- Consult the Escort Table and go down the left-hand column to the appropriate row.
- Go across to see who and how many characters are with you.

1	ESCORT
	(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Enemy Investment Level.	+1

#	RESULT
2	Civilians equal to the d6 result rolled.
3	Civilians equal to the d6 result rolled.
4	Civilians equal to the d6 result rolled.
5	Civilians equal to the Enemy Investment Level.
6	Civilians equal to the Enemy Investment Level.
7	Wounded soldiers equal to the d6 result rolled.
8	Wounded soldiers equal to the d6 result rolled.
9	Wounded soldiers equal to the Enemy Investment Level.
10	Wounded soldiers equal to the Enemy Investment Level.
11	Wounded soldiers equal to the Enemy Investment Level.
12+	Wounded soldiers equal to the Enemy Investment Level.

WHO ARE THEY?

Once you have contacted one or more civilians you must determine who they are. Here's how we do it:

- Roll 1/2d6 to determine how many civilians are contacted.
- For each civilian roll 2d6, add the results together and consult the Civilians Table.
- Go down the left-hand column to the appropriate row then across for their stats.
- Take a separate People Challenge with as many of them as desired.

2		CIVILIANS				
		(Add the results together)				
#	**ID**	**GEN**	**REP**	**FIT**	**PEP**	**SAV**
2	A	F	3	2	3	1
3	B	M	3	1	2	3
4	C	M	3	3	1	2
5	D	M	3	3	2	1
6	E	F	4	2	4	3
7	F	M	3	3	1	2
8	G	M	3	3	2	1
9	H	M	4	2	3	4
10	I	F	3	2	3	1
11	J	M	4	4	2	3
12	K	M	4	2	3	3

REWARD

If you get a Positive or Actively Helpful response from more than one civilian, the Enemy Interest Level is reduced by one.

If you do not get at least one Positive or Actively Helpful response from a civilian, your Interest Level is reduced by one.

PIGGY BACKING MISSIONS

When playing a Questioning Mission you have the option of piggy backing it with another Mission. Here's how we do it:

- You successfully question civilians and they give you a location. For example, where an artillery battery is located.
- You can choose to play a Raid Mission on the location.

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. Let me ask you a question. Do points guarantee a fair game? The answer is *no*.

That's because the *experience of the gamer and familiarity of the rules* aren't accounted for with points. Points give new players a sense of a fair fight, then when they get beat badly they think that they aren't any good. I've seen it happen many times and in some cases, watched people quit playing and move out of the hobby.

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.

If either one of you doesn't think you can win with what you have then add or subtract a unit or two from either side until both sides think they have a good chance of winning.

Or maybe just play cooperatively against the game until everyone feels comfortable with the rules?

HOW DO YOU WIN?

Winning will take on many forms. Completing your Mission successfully can mean you win. Failing at your Mission but inflicting heavy enemy casualties 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. Or maybe you run into overwhelming numbers and can't win. It's okay; it's going to happen, just like in real life. Hopefully you're playing a campaign game but if you're not the question is did you have fun.

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

Why a third (*and final*) edition of *NUTS!?* Well for a number of reasons.

The original came out eight years ago and the second edition three years ago. Since then there have been great changes in the THW game mechanics and the way the games now play. We call them the *Final Version* mechanics. Why? Because we've found a version we're completely satisfied with, and that means no new ones.

NUTS! - Final Version is all about potential. We've giving you the tools to play the games you want, as big as you want, and as detailed as you want. Not a set of crunchy "what bolt was hit" detailed rules for WW2 but easy to follow rules that cover all aspects of squad level warfare.

In *NUTS! - Final Version*, infantry is the star. Every other aspect of the game is subordinate to the ground pounders. The infantry hold the ground. Yes, the tanks can punch holes in the enemy line but without infantry support the tanks get butchered when they reach the cities. You can bomb the enemy over and over but it's the infantry that has to go in and clean them out of their sheltered hiding places. Learn good infantry tactics and you'll do well.

NUTS! is not for everyone. You'll find that you do not have total control of your forces; this isn't chess. You will often not know what you're facing, and the reinforcement system can be cruel at times. But you will be presented with challenges every battle and the tension that comes from uncertainty. But like I said, not everyone is going to like it.

MY GAME, YOUR GAME

That's okay and brings me to a good point. Games are a reflection of what the writer believes combat is all about.

So feel free to tweak rules as you like as the game mechanics are pretty tight and won't suffer from it. Just remember that changing one rule may cause something else to change in an unexpected way. If you get to a point where all your tweaks are confusing even yourself, just go back to the original rules and start over. Remember the goal is to have fun. Well, at least I think it is.

However you decide to play the game, as a wargame, as a RPG; just play it. The game is actually pretty simple once you've played it a few times. Start small, use the Stop boxes and you'll be fine. Check out the THW Forum. It's a great place to get questions answered and very much alive. The group is full of knowledgeable and helpful gamers and you can usually get answers within 24 hours.

Take care and just play the game!

Ed 5/15/2014

CAMPAIGN INFORMATION

CAMPAIGN MORALE		ENEMY CAMPAIGN MORALE	
INVESTMENT LEVEL		ENEMY INVESTMENT LEVEL	

INFANTRY ROSTER

UNIT NAME	
CAMPAIGN STARTING DATE	

	1	2	3	4	5	6	7	8	9	10	11	12
ID #												
STAR												
GRUNT												
REPUTATION												
FITNESS												
PEOPLE												
SAVVY												
ATTRIBUTE #1												
ATTRIBUTE #2												
ATTRIBUTE #3												
ATTRIBUTE #4												
WEAPONS												
ITEM #1												
ITEM #2												
ITEM #3												
ITEM #4												
ITEM #5												

HISTORY

CAMPAIGN INFORMATION

CAMPAIGN MORALE		ENEMY CAMPAIGN MORALE	
INVESTMENT LEVEL		ENEMY INVESTMENT LEVEL	

VEHICLE ROSTER

UNIT NAME	
CAMPAIGN STARTING DATE	

TYPE & ID #	FRONT	SIDE	TOP	APR	HE	AA	HULL	COAXIAL	SPEED	CREW

	TANK COMMANDER	GUNNER	LOADER	DRIVER	BOW/RADIO
ID #					
STAR					
GRUNT					
REPUTATION					
FITNESS					
PEOPLE					
SAVVY					
ATTRIBUTE #1					
ATTRIBUTE #2					
ATTRIBUTE #3					
ATTRIBUTE #4					
WEAPONS					
ITEMS					

HISTORY

JUNE 1944

CHERBOURG

ANTWERP

EASTERN FRONT

PARIS

GERMANY — POLAND — EAST POLAND — RUSSIA

JULY 1944

APRIL 1944

CRIMEA

SOUTHERN FRANCE

NORTHERN ITALY

AUGUST 1944

ROME

WESTERN FRONT

APRIL 1944   ANZIO
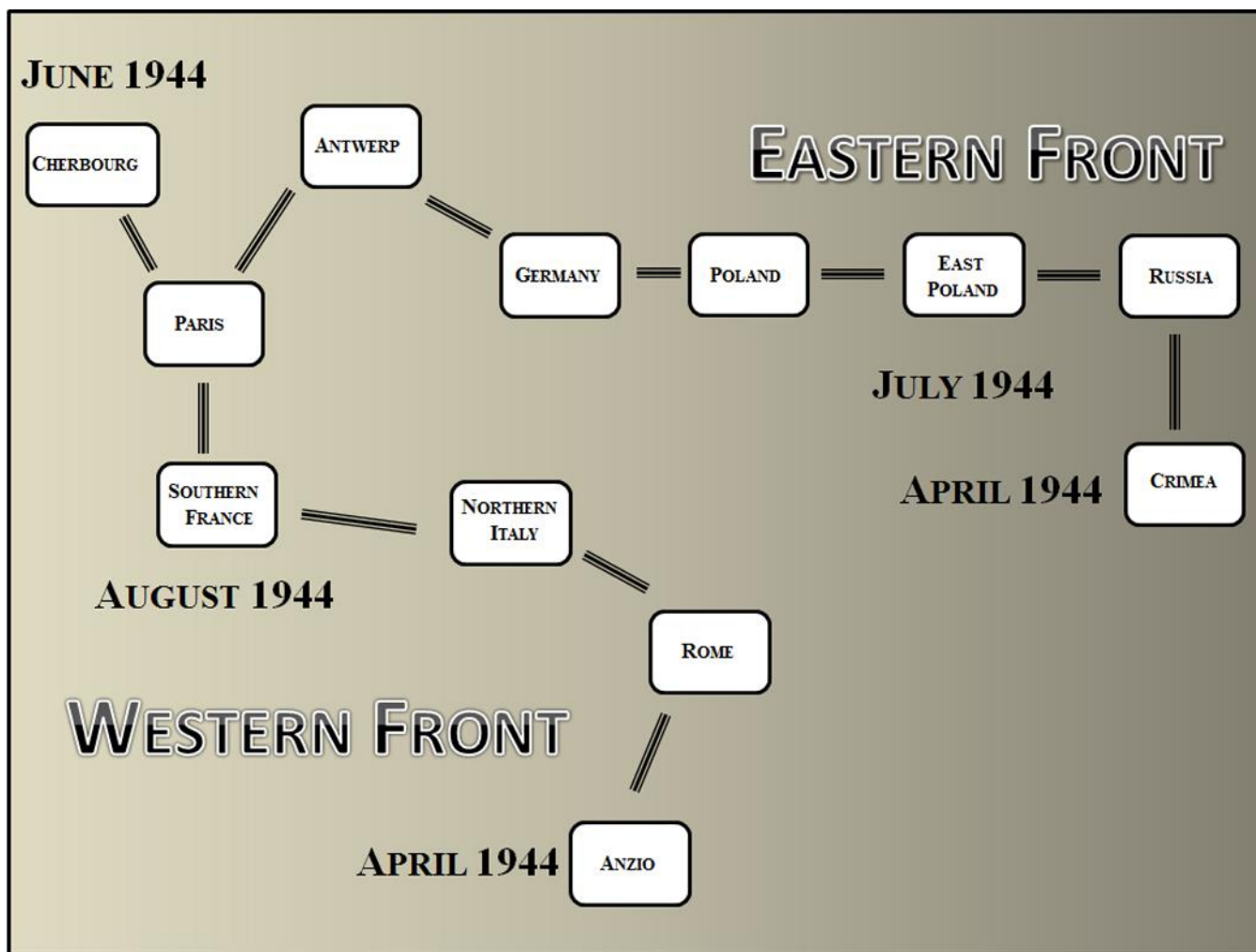
CAMPAIGN MAP

We've provided an *abstract* Campaign Map. This isn't historically hard and fast and is easy to use to play a campaign.

EASTERN FRONT

If wanting to play with or against Russians, the Eastern Front section is used. Here's how we do it:

- The opposing forces start in the Crimea, April 1944.
- Both sides have a Campaign Morale of 4 and an Investment Level of 3.
- If the German Campaign Morale is reduced to zero, the campaign shifts to the next area, Russia.
- If the Russian Campaign Morale is reduced to zero, the campaign remains in the Crimea.
- Continue to move towards Germany as the campaign progresses.

- When a new Campaign begins adjust the Campaign Morales and Investment Levels.

WESTERN FRONT

If wanting to play with or against Americans or British, the Western Front section is used. Here's how we do it:

- The opposing forces start in Anzio, April 1944.
- Both sides have a Campaign Morale of 4 and an Investment Level of 3.
- If the German Campaign Morale is reduced to zero, the campaign shifts to the next area, Rome.
- If the Allied Campaign Morale is reduced to zero, the campaign remains in Anzio.
- Continue to move towards Germany as the campaign progresses.
- When a new Campaign begins adjust the Campaign Morales and Investment Levels.
- In June 1944 the Allies can begin using the Cherbourg area.

REP	IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
Opponent is Stealthy	-1d6
Quick Reflexes	+1d6
Slow to React	-1d6
Steely Eyes	+1d6
CIRCUMSTANCE	**MOD**
Active - Character is active and moved.	-1d6
Concealed - Enemy is concealed.	-1d6
Ducking Back – Character is Ducking Back.	(1)
Hunker Down – Character is Hunkered Down.	(1)
Leaving the Battlefield – Character is Leaving the Battlefield.	(1)
Temporary Group leader – Temporary Group Leader taking the test.	-1d6

(1) Figure cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

The group winning the In Sight will now act, from highest Rep to lowest. Here's how we do it:

- Fire.
- If cannot fire will Charge into Melee if within 6".
- If cannot fire or Charge into Melee will Duck Back.

X	OUTGUNNED RANKINGS
	Stars are never outgunned.

OUTGUNNED RANKING	WEAPON TYPE
5	Flamethrowers, Grenades, Satchel Charges, Molotov Cocktail 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.

INFANTRY
IN SIGHT & SHOOTING

TARGET	RANGED COMBAT
	(Read the result as rolled)

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

#	RESULT
3 to 7	*SHOOTER MISSED*
8	*SHOOTER MISSED IF* • Fast Moving. • Snap Fire. *TARGET WAS MISSED IF* • In Cover. • Prone. • Fast Moving. • Second or higher target. *OTHERWISE – HIT.*
9	*SHOOTER MISSED IF* • Fast Moving. • Snap Fire. *TARGET WAS MISSED IF* • In Cover. • Third or higher target. *OTHERWISE – HIT.*
10+	*SHOOTER HITS TARGET*

1	RANGED COMBAT DAMAGE
	(Taken versus Impact)

SCORE	RESULT
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is knocked to the ground and Out of the Fight.
Higher than Impact	Target is knocked to the ground and immediately takes the Recover Test.

#	COVER OR CONCEALMENT

TYPE	RESULT
Buildings, inside	Stationary figures inside of buildings are in cover and concealment. Moving figures inside buildings are concealed.
Vehicles, Inside of	Figures inside vehicles are in concealment.
Vehicles, Behind	Figures behind vehicles are in cover.
Woods or Rough	Stationary figures inside woods or rocky areas are in cover and concealment. Moving figures inside woods or rocky areas are concealed.

1	READY THE GRENADE
	(Taken vs. Rep)

#D6 PASSED	RESULT
1	Grenade is readied and can immediately be tossed.
0	Grenade is readied but cannot be tossed until next active or in reaction.

2	THROWING A GRENADE
	(Taken vs. Rep)

#D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
1	• If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion causes the target to take a Crisis Test. • 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. Center the blast circle on the nominated spot and check for damage.
0	Oops! Grenade is dropped at the feet of the thrower. Center the blast circle on the nominated spot and check for damage. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage.

GRENADES & CHARGE INTO MELEE

2	CHARGE INTO MELEE
	(Taken versus Rep)

ATTRIBUTE	MODIFIER
Nerves of Steel	+1d6
Rage	+1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	*Target* may not fire. *Charger* moves into melee. No Reaction Tests taken.	*Target* fires. *Charger* moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	*Target* Snap Fires. *Charger* moves into melee. No Reaction Tests taken.	*Target* Snap Fires. *Charger* moves into melee. No Reaction Tests taken.

REP	MELEE COMBAT
	(Looking for successes)

ATTRIBUTE	MOD
Brawler	+1d6
Knifeman if using a bayonet or knife	+1d6
Rage	+1d6
Runt	-1d6
MELEE WEAPON	**MOD**
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon.	+2d6
CIRCUMSTANCE	**MOD**
Evenly Matched - Attacking an enemy that scored a result of Evenly Matched this turn during a melee. Count each result.	+1d6
Prone – Attacking a prone opponent.	+1d6
Rear – Attacking to the rear of an opponent. Only on the 1st round of melee and must have qualified for the Target charged to rear modifier on the Charge into Melee Test.	+1d6

1	MELEE DAMAGE
	(Read result as rolled)

# SUCCESSES	RESULT
Score more successes	*Roll 1d6* versus the number of successes scored more than opponent. *"1":* Opponent Obviously Dead. *Equal to successes more but not "1":* Opponent Out of the Fight. *Score higher than more successes:* Opponent knocked down and immediately takes Recover From Knock Down Test.
Score same number	*Evenly Matched.* Remain in melee and when active, may either break off the melee or continue the melee.

2	MEDIC!
	(Taken when a medic contacts an OOF figure)

#D6 PASSED	RESULT
2	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.

INFANTRY
MEDIC &
REACTION TESTS

2	INFANTRY REACTION TESTS
	(Taken versus Rep)
	* = Star may choose to pass 2d6, 1d6, or 0d6

CIRCUMSTANCE	MODIFIER
In cover	+1d6
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
CRISIS TEST (LDR) *	Outgunned: • Duck Back. Fired On: • Return Fire. Man Down: • Carry On.	Outgunned: • Duck Back. Fired On: • Snap Fire. Man Down: • Duck Back.	Outgunned: • Hunker Down. Fired On: • Hunker Down. Man Down: • Leave the Battlefield.
RECOVER TEST (LDR) * *May use Leader Die only if Hunkered Down.* *Star may only choose to pass d6 if Hunkered Down.*	If suffered damage: • Knocked down but can still Carry On. Can regain feet when next active. If Hunkered Down: • Recover and immediately act as desired.	If suffered damage: • Out of the Fight. If Hunkered Down: • Recover to Duck Back.	If suffered damage: • Obviously Dead. If Hunkered Down: • Leave the Battlefield.

2	VEHICLE FAST MOVE TEST
	(Taken vs. Rep)

# DICE PASSED	RESULT
2	Vehicle successfully moves straight ahead 1.5 x its maximum speed and counts as Fast Move.
1	Vehicle successfully moves straight ahead 1.25 x its maximum speed and counts as Fast Move.
0	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.

2	LOSE CONTROL TEST
	(Taken vs. Rep)

# DICE PASSED	RESULT
2	Vehicle continues on with no problem.
1	Vehicle slides over one body width outward from the direction of the turn when starting the turn and continues on. If it runs into something, immediately take the Run Over Test.
0	Vehicle slides over one body width outward from the direction of the turn when starting the turn. • Wheeled vehicles will rollover and become unusable. • Tracked vehicles will throw a track and become immobile. Crew members must take the Recover Test from Damage.

2	RUN OVER TEST
	(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Each point of Armor Rating of the Vehicle.	+1
Each point of Defensive Value of the Target.	-1

# DICE PASSED	RESULT
2	Vehicle obliterates Target and continues on.
1	Vehicle gets hung up on Target and stops. Can continue on when next active.
0	Vehicle moves 1" into the object and gets stuck. Must reverse out when next active.

REP	VEHICLE IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
Quick Reflexes	+1d6
Slow to React	-1d6
Steely Eyes	+1d6
CIRCUMSTANCE	MOD
Active – Vehicle is active and moved.	-1d6
Buttoned Up – vehicle is buttoned up.	-1d6
Concealed - Enemy is concealed.	-1d6
Ducking Back – Vehicle is Ducking Back.	(1)
Hunkered Down – Vehicle is Hunkered Down.	(1)
Leave the Battlefield - Vehicle is Leaving the Battlefield.	(1)

(1) Vehicle cannot fire and will complete its reaction instead.

RESOLVING IN SIGHT ACTIONS

The group winning the In Sight will now act, from highest Rep to lowest. Here's how we do it:

- Fire.
- If cannot fire, will Duck Back.

VEHICLE
DRIVING & IN SIGHT

Hull facings.

2	VEHICLE RANGED COMBAT

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Firing at a target over 48" away	-1

# D6 PASSED	RESULT
2	*TARGET HIT:* • If target *hull down* then hit turret. Otherwise go to Penetration Table counting as hitting hull.

1	*TARGET MISSED IF:*
	• Fast Moving.
	• Low Silhouette (LS) vehicle.
	
	TARGET HIT IF AT 48" OR LESS:
	• If target is a Vehicle roll 1d6.
	  o 1 - 2 = Hit turret.
	  o 3 - 6 = Hit hull. If target *hull down* counts as miss instead.
	• If target is a Building roll 1d6.
	  o 1 - 4 = Hit 2" below target.
	  o 5 = Hit 2" left of location.
	  o 6 = Hit 2" right of location.

0	*TARGET MISSED:* • Target takes Vehicle Crisis Test.

X	VEHICLE HIT LOCATION

(Based on the are occupied by the shooter)

AREA	ARMOR HIT
1	Front armor.
2	Front armor.
3	Front armor.
4	Side armor.
5	Side armor.
6	Rear armor
7	Side armor.
8	Side armor.

2	PENETRATION

(Taken vs. Target Number)

CIRCUMSTANCE	MODIFIER TO AR
If the turret was hit.	+1

# D6 PASSED	RESULT
2	Vehicle explodes and all inside or on are Obviously Dead. Building area under fire collapses and all inside are obviously dead.
1	Round disables vehicle and each crewmember must take the Recover Test. Crew will bail from the vehicle when next active. Building area under fire collapses and all inside must take the Recover Test. Occupants will exit building area when next active.
0	Round does not penetrate. Vehicle takes Vehicle Crisis Test. Occupants of building area take Crisis Test.

VEHICLE
SHOOTING

2	LOADING TEST
	(Taken vs. Rep)

#D6 PASSED	RESULT
2	All guns loaded and can fire in reaction or when next active.
1	Deployed Anti-Tank Gun can fire in reaction or when next active. Vehicles can fire when next active.
0	Deployed Anti-Tank Gun can fire when next active. Vehicles remain unloaded and can try to reload again when next active.

VEHICLE
MAIN GUN LOADING
INFANTRY ANTI-TANK
CLOSE ASSAULT

2	INFANTRY ANTI-TANK RANGED COMBAT
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Firing at up to half range.	-1
Firing at over half range.	-2

#D6 PASSED	RESULT
2	*TARGET HIT:* • Go to Penetration Table counting as hitting hull.

1	*TARGET MISSED IF:*
	• Fast Moving.
	• Low Silhouette (LS) vehicle.
	
	OTHERWISE TARGET HIT:
	• Roll 1d6.
	   ○ 1 - 2 = Hit turret.
	   ○ 3 - 6 = Hit hull.

0	*TARGET MISSED:* • Target takes Vehicle Crisis Test.

2	CLOSE ASSAULT
	(Taken versus Rep of the vehicle and character)

CIRCUMSTANCE	MODIFIER
The target vehicle gains the modifier if they have machineguns facing the attacker.	+1d6
The character gains the modifier if he is attacking to the side of the target vehicle.	+1d6
The character gains the modifier if they are attacking to the rear of the target vehicle.	+2d6
The character gains the modifier if he is a *Tank Killer*.	+1d6

#D6 PASSED	VEHICLE	INFANTRY
2+ more than opponent	Vehicle prevents the attack. Satchel Charge explodes while character has it.	Go to Close Assault Resolution.
1 more than opponent	Vehicle fires machineguns. Character take a Crisis Test.	Go to Close Assault Resolution.
Same as opponent	Go to Close Assault Resolution.	Go to Close Assault Resolution.

2	**VEHICLE REACTION TESTS**

(Taken versus Rep)

* = Star may choose to pass 2d6, 1d6, or 0d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
CRISIS TEST (LDR) *	Fired On: • Undergunned, unloaded or unable to fire will Duck Back. • Loaded will return fire even if must rotate turret. Friend Brewed Up: • Carry On.	Fired On: • Undergunned, unloaded or unable to fire will Duck Back. • Loaded will return fire even if must rotate turret. Friend Brewed Up: • Duck Back	Fired On: • All with Hunker Down. Friend Brewed Up: • Leave the battlefield.
RECOVER TEST (LDR) *	If Hunkered Down: • Recover and immediately act as desired.	If Hunkered Down: • Recover to Duck Back.	If Hunkered Down: • Leave the Battlefield.

2	**PEF MOVEMENT**

(Taken versus the Rep of 4)

#D6 PASSED	RESULT
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

2	**PEF RESOLUTION**

(Taken versus Enemy Investment Level)

#D6 PASSED	RESULT
2	*Contacted enemy force.* Roll 1d6, counting a +1 if you are on an Attack Mission • (1 - 4) Roll on the Enemy Reinforcements Table (page 70). • (5 - 6) Roll on the Enemy Defensive Position Table (page 66).
1	*There might be something there.* Resolve the next PEF with 3d6 counting the lowest two scores.
0	*False alarm.* Just a case of nerves!

1	**ENEMY DEFENSIVE POSITION TABLE**

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Enemy Investment Level.	+1

#	RESULT
2	Sniper (page 73).
3	Light Machinegun Team. [1]
4	One Enemy Squad in Defensive Position. [1]
5	One Enemy Squad in Building. [2]
6	One Enemy Squad in Defensive Position [1]
7	One Enemy Squad in Defensive Position [1]
8	One Enemy Squad in Building. [2]
9	One Enemy Squad + LMG in Defensive Position [1]
10	Two Enemy Squads in Buildings. [2]
11	Two Enemy Squads in Defensive Position [1]
12+	One Enemy Platoon + 1 LMG Team and Bazooka or similar in Buildings [2]

(1) The Defensive Position will be 6 + 1/2d6 inches per squad in length. (2) Building from the Building Type Table (page 61).

VEHICLE
REACTION TESTS
PEFs

2	NP INFANTRY MOVEMENT - ATTACK
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6

#D6 PASSED	RESULT
2	If the NP infantry has 2x or more of your number: • Half of their force, with the support weapon, will move to cover* to fire at you. • The other half will move to encircle your left (1 - 3) or right (4 - 6) flank. Otherwise: • Will advance to closer cover to fire at you. • If no cover will drop prone and fire at you.
1	If the NP infantry has 2x or more of your number: • The force will advance directly at you with the support weapons firing if within LOS and range. Otherwise: • Will move to cover* to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will move to cover* to fire at you. • If no cover will move to nearest cover whether in their weapon range or not.

* If already in cover and in range, will fire at you instead.

2	NP INFANTRY MOVEMENT - DEFEND
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6
If NP is in cover.	+1d6

#D6 PASSED	RESULT
2	If the NP infantry have 2x or more of your number: • Half of the force, with the support weapon, will move to cover* to fire at you. • The other half, 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. • If no cover will drop prone and fire at you.
1	All - • Will remain in cover to fire at you. • If no cover will drop prone and fire at you.
0	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.

2	NP PATROL REACTION
	(Taken versus Enemy Investment Level)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6

#D6 PASSED	RESULT
2	Patrol takes cover and converts to a Defend Mission. If beat away enemy will revert to a Patrol Mission.
1	Patrol takes cover and converts to a Defend Mission. If beat away enemy will withdraw from the table back the way they entered.
0	Patrol converts into a fighting withdrawal moving from cover to cover until withdraw from the table back the way they entered.

NP INFANTRY

2	NP ENEMY TANK MOVEMENT
	(Taken versus Rep)

# D6 PASSED	RESULT
2	**If on a Patrol or Attack Mission:** • Will move at maximum speed down a road or over open terrain to engage enemy vehicles first. Engage enemy infantry if enemy vehicles are not present. **If on a Defend Mission:** • Will move to occupy cover directly in the path of enemy vehicles and open fire. If already in cover and in range will open fire. Will move to occupy cover directly in the path of enemy infantry and open fire but only if enemy vehicles are not present.
1	**If on a Patrol or Attack Mission:** • Will move at half speed down road or over open terrain to engage enemy vehicles first. Engage enemy infantry if enemy vehicles are not present. **If on a Defend Mission:** • Will move to occupy cover directly in the path of enemy vehicles and open fire. If already in cover and in range will open fire. Will move to occupy cover directly in the path of enemy infantry and open fire but only if enemy vehicles are not present.
0	**If on a Patrol Attack Mission:** • Vehicle will not move. **If on Defend Mission:** • If in cover will remain in place. If in open will move directly to nearest cover and occupy within 6" and open fire.

2	NP PURSUING THE OBJECTIVE
	(Taken versus Rep)

# D6 PASSED	RESULT
2	Group moves in accordance with its objective. Roll on the NP Movement Tables (page 67).
1	**If enemy within 24" and on NP's flank or rear:** • Armor units will move towards nearest enemy target to flank or rear. Roll on the NP Movement Tables (page 67). • Infantry units move towards nearest enemy target within 24". Roll on the NP Movement Tables (page 67). **Otherwise -** • Group moves in accordance with its objective. Roll on the NP Movement Tables (page 67).
0	**All:** • Group moves towards nearest enemy target. Roll on the NP Movement Tables (page 67).

NP ARMOR

NP OBJECTIVE

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