

SECOND EDITION

NUTS!

EASTERN FRONT 1941-45



CLASH OF TITANS

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The THW Yahoo Group

And Lil ☺

PROLOGUE

“The Dnieper River crossing is what I’m not likely to forget for as long as I live. We were all to contrive our own landing craft as best we could, so we made huge cushions by sewing armfuls of straw into our cloak tents. Though I was born on the bank of the Amu Darya in Central Asia and was a good swimmer, I had a PPsH, two drums of ammunition, two grenades, a spade for digging in, a flask of water and a food ration I had to get across...

The night of 5th October, 1943 was as dark as dark could be...we had got to the middle of the river when the German guns opened upon the right, high shore of the Dnieper. The water began to churn. I realized what a fish feels like when it’s dynamited.

All I could think was of getting to the right bank quickly...that was where the shells couldn’t reach me. The machine-gun fire seemed tame by comparison. I was more afraid of the drowning hands that kept catching at me from all sides.

After what seemed like an eternity I felt solid ground underfoot. The beach was strewn with severed limbs and torn bodies. I’d thought the worst was behind us at Stalingrad and Kursk, but the Dnieper River crossing beat them in terms of savagery.”
-Hamid Saratov, interview in Taskent, 1974-

INTRODUCTION

The Eastern Front: Clash of Titans (1941-1945) is the Eastern Front book for NUTS. It covers the war between Germany and the Soviet Union and related clashes between 1941-1945. The Eastern Front was the largest theater of war in human history and witnessed the largest, most savage battles of World War II. Called the Great Patriotic War by the Soviets, or the War Against Bolshevism by the Germans of the day, titanic armies fought a total war across a front that spanned over a thousand miles, from close quarters combat amongst the ruins of great cities to tank duels on the Russian steppes. The carnage of the Eastern Front accounted for nearly half of the total civilian and military casualties of the War, and seven out of eight German casualties occurred on the Eastern Front. It was a rare and lucky soldier who survived the entire conflict. Can you guide your squad to victory and survival on the Eastern Front?

WORD OF ADVICE

Clash of Titans contains lots of new rules to allow you to immerse yourself into the Eastern Front. For those that want it the detail is there. But remember that as with all Two Hour Wargames, it’s your game. Feel free to use as many or as little of the new rules as you like. After all, it’s all about having fun.

WHAT IS THIS AND WHAT DO I NEED?

NUTS Eastern Front: Clash of Titans (CoT) is a supplement for the game NUTS Europe 1944 by Two Hour Wargames. A copy of that rule set, as well as gaming implements and miniatures, are required to play. What follows is some history, unit and vehicle lists, some special or expanded rules, general rules on creating your own Eastern Front campaigns, and some sample scenarios that may be fought head-to-head with players taking opposing sides, cooperatively against the game or solo as either side.

PLAYING SOLO

Playing a wargame solo can be quite a daunting task if you make it so. Within NUTS there is a section on how you can play versus a Non-Player enemy using the Moving Enemy rules. Use these rules anytime you have Non-Player or NP forces on the table regardless of the Mission you choose to play. For some scenarios you may wish to play single-side using these rules, for example, a Soviet mass attack or an anti-partisan scenario.

BACKGROUND

1939 - BEFORE BARBAROSSA

It’s generally understood that both Stalin and Hitler had designs upon the other. Hitler, for example, declared his desire to attack Russia in August of 1939. But since neither of the great dictators felt ready, they signed a secret non-aggression pact of convenience, the Molotov-Ribbentrop Pact in which they agreed to recognize each other’s spheres of influence and partition Poland. Under the cover of this Pact the Soviet Union invaded Poland from the East as Hitler’s forces blitzed the Poles from the West. Despite some setbacks, the Soviets seized half of Poland claiming ethnic ties with Byelorussia and Ukraine as justification. With Poland under their belt, the Soviets turned their eyes on Finland, which

they felt belonged under Soviet rule. Stalin launched a disastrous campaign to take Finland in November of 1939. Expecting a quick and easy victory because of their numerical superiority, the Soviets were surprised by the tenacity and cunning of their Finnish foes. The Soviet forces were unprepared for the rugged terrain of the Karelian Isthmus and not equipped for a campaign that dragged on into the Winter. Foiled by the Mannerheim Line, Fierce Finns and General Winter, the Soviets signed a peace treaty in 1940. While it had gained the Karelian Isthmus, it had paid the price with some 400,000 casualties. And, while not part of the Eastern Front, the Soviets also fought and decisively defeated the Empire of Japan during the Kalkin Gol War in Mongolia, resulting in a treaty which kept Japan and the Soviets at peace for most of the war. This defeat by the Soviets also tipped the balance of power in the Japanese government away from the Army. The Japanese had proposed attacking the USSR to seize resources in the Soviet Far East using the Navy which favored a plan that called for seizing South East Asia and ejecting U.S. influence from the Pacific.

1940

During 1940 the Soviet Union's STAVKA, or high command, tried to learn from the Winter War failures. It restructured its military forces and embarked on a modernization spree. The Soviets also used the distraction of the Western Allies to annex the Baltic States (Estonia, Latvia and Lithuania) and parts of Romania.

1941

Having swallowed Western Europe and been foiled from launching Operation Sea Lion by the loss of the Battle of Britain, Hitler, in 1940, turned his attention to the Soviet Union. Hitler staged a massive build-up of forces along the Soviet border, from Poland to Romania. Stalin, sure that war would not start until possibly 1942 and wary that British war warnings may be a trick to pull the USSR into the war, ignored the warning signs of this build up. Stalin was taken by surprise when Hitler launched Operation Barbarossa in June of 1941 – the invasion of the Soviet Union, and the start of the titanic struggle of the Eastern Front.

In a pattern dictated by the Russian Winter, the Campaign Seasons typically ran Summer-Winter of each year. Operations were brought to a near halt or made more difficult by the "Raputitsa," or "Quagmire Seasons" of Spring and Fall. Heaviest in Spring due to the thawing snow and heavy rains, during the

Raputitsa the steppes and unpaved roads turn into a sea of mud.

SUMMER 1941 - OPERATION BARBAROSSA

In the early morning hours of June 22, 1941 some 190 German divisions, including 14 panzer divisions and ten motorized divisions began their assault into the Soviet Union along the entire length of the Soviet border, from the Baltic to the Black Sea. Ten Romanian divisions and several Hungarian brigades supported the attack. Organized into three Groups: Army Group North, Army Group Center and Army Group South, the seemingly unstoppable German war machine ground the Red Army to shreds. Rapidly advancing Panzer and Motorized units encircled, captured and destroyed entire Soviet armies. Army Group North pushed across the Baltic States to the outskirts of Leningrad, while Army Group South stormed across Ukraine, took the Crimea. Despite a massive counterattack by Soviet armored unit advanced as far as Karkhov. Army Group Center blitzed 400 miles in just six days and crossed the Dnieper River before being stalled by a Soviet counterattack and stiff defenses at Smolensk. German soldiers, accustomed to fighting in Western Europe across small nations wondered if there was any end to Russia.

WINTER 1941/1942 - LENINGRAD & THE BATTLE OF MOSCOW

The further into Russia the German columns penetrated, the stiffer the Soviet defenses became. Retreating units fought tenaciously to slow the German advance and buy time for the Motherland. The blitz began to run its course as Summer turned into Fall and the rains came. The Soviets conducted a massive industrial retreat, dismantling entire factories and shipping them across the Ural Mountains, while mustering units from other areas of the Soviet Union in anticipation of a counterstroke. STAVKA had also reorganized its war effort into the "Front" structure, abandoning the "Military District" structure it had used before the invasion. Matching the German Army Groups were now the Northwestern, Western and Southwestern Fronts. Hitler overruled his generals who urged an immediate assault to take Moscow, telling them, "Leningrad first, Donetsk Basin second, Moscow third." Army Group North under Field Marshall von Leeb stalled at the defenses at Leningrad. Encircled and battered, Leningrad held in what became the 900-day Siege of Leningrad. Army Group South, assisted by units from Army Group Center, encircled and captured some 600,000 Soviet troops at Kiev. By the time Hitler ordered the advance on Moscow it was too late. Operation Typhoon launched on

September 30, 1941. Hampered by logistics issues and intense cold, 4th Panzer Army lunged to within 20 miles of the Kremlin before the effort ground to a halt against the rings of Soviet defenses protecting the city. On December 5th Stalin launched his counteroffensive. The Red Army had carefully and secretly assembled some 58 division, including veteran Siberian troops from the Far East that were equipped and prepared for winter combat, including the Red Army's latest tank, the T34/76. It launched a targeted counteroffensive aimed at relieving Moscow and encircling the German 9th Army and 4th Panzer Army at Vyazma. The attack came as a surprise to German planners who had assumed the Soviet military had been hollowed out. While the Soviets conducted a massive airborne drop at Vyazma to close the pocket, it was poorly executed and failed to close the door. Reeling from the counterstroke, the German retreated away from Moscow, ceding hard won ground until they could create a more stable defensive line. This stinging blow dashed German hopes for a quick end to the war, ended the myth of the unbeatable German juggernaut and emboldened Stalin to attempt additional counter offensives in the following year for which the Red Army was not prepared.

SPRING AND SUMMER 1942 – KARKOV & FALL BLAU

Convinced that only continued attacks could keep the Germans off-balance and away from Moscow, Stalin ordered a follow-up offensive in the Spring of 1942. The Red Army conducted a series of attacks along the Eastern Front, the strongest of which was an advance by the Southern Front under General Timoshenko. Multiple Soviet armies attacked from the area of Iziium with the goal of encircling the German 6th Army (under General Von Paulus) and liberating Karkov. The Soviets pushed forward through stiff German defenses. The Red Army's assault stalled. Hampered by the Raputiitsa, the Red Army's advance bogged down on the muddy steppes in a deep dangerous salient that jutted into the German lines. Von Paulus organized a counterattack. Code-named Operation Fredericus, the 6th Army attacked the shoulders of the Karkov-Iziium salient, smashing through weary Soviet defenders and encircling the 6th and 57th Soviet Armies in the Iziium Pocket. This successful "Kesselschlacht" (cauldron battle, referring to encircling the enemy) operation killed and captured a quarter million Soviet soldiers and set the stage for Von Paulus' follow-up stroke, Fall Blau (Case Blue).

Fall Blau was the German plan to drive through Ukraine and across southern Russia into the Caucasus to seize Russia's oil fields and blockade the Volga River – a major transportation artery for the Soviet Union. After refitting and resupplying from the Battle of Karkov, Germany's Army Group South (with 6th Army at its core) launched itself through Soviet defenses at the Volchansk line and into the Don Basin.

On a clear, crisp dawn on 28 June, 1942 (a month behind schedule), Army Group South slammed into the Soviet lines, breaking through with 270,000 men and 500 tanks to begin their rapid push across the steppes. Soviet General Timoshenko fell back as fast as he could to avoid being encircled and destroyed. Since the immediate objective of the northern arm of the German assault was Voronezh, the Red Army decided to fight a delaying action there. The Red Army decided to buy time for forces to concentrate at Stalingrad, which would be turned into a fortress on which the Germans might hopefully smash themselves to pieces. Ironically, during the planning session for Fall Blau, Stalingrad was barely mentioned. While it was an important city due to its position on the Volga and its arms factories, it was considered more of a check-list item rather than the focus of the campaign – the Soviet oil fields in the Caucasus.

If Germany could seize Russia's oil fields and choke off their Volga supply route, while setting up a sustainable southern defense "shoulder," it would be significantly closer to defeating the Soviets.

The Germans advanced rapidly across the Don region of Russia, taking Voronezh – but failing to close the pocket shut and snare any Soviet armies. While the Germans advanced across the steppes during a blazing hot Summer, the Soviets retreated – an unusual practice for them but one born of necessity. The Soviets were outnumbered since they felt the German offensive would strike towards Moscow. Hammered by 6th Army, Timoshenko's forces fell back to be encircled, and many forces routed in panic. Confident that these gains meant the Red Army was broken, Hitler ordered Hoth's 4th Panzer Army away from the northern advance route to assist Southern Group's advance on Rostov – crossing 6th Army's line of advance and stalling it for nearly two critical weeks. The Soviets used this time to rush reinforcements, the Moscow Front towards the South and begin fortifying Stalingrad. Feeling the need to stall the German advance while reinforcements were mustered and concerned about morale, Stalin then issued his famous "Not One Step

Back” order. All Red Army units were to die in place rather than retreat or surrender. Anyone retreating without orders would be shot, and special “blocking units” were used to reinforce this command. Red Army units began to stiffen their resistance to the Wehrmacht. While this caused some delay, it set up the battle at Kalach where 6th Army was able to snare 70,000 Red Army troops. However, 6th Army failed to execute any major encirclements.

Taking the Kalach encirclement as another sign of fading Soviet resistance Hitler became enamored of the idea of taking Stalin’s namesake city, Stalingrad. He felt that if Stalingrad fell it would be a mighty blow to Soviet resolve. He ordered 6th Army to make Stalingrad its objective rather than continue as planned to support the Southern effort to take the Caucasus oil fields.

Stalin initially expected the Germans to bypass Stalingrad. But as the German armies began their drive eastward, he saw in Hitler’s drive to take the city the opportunity to stall and fix the Germans in place for a counterattack. He became obsessed with defending “his” city. Both leaders became embroiled in a personal battle for the symbolic heart of Stalin’s Russia – Stalingrad.

FALL AND WINTER 1942/1943 – STALINGRAD & OPERATION URANUS

With the Red Army in disarray, Hitler saw the chance to take Stalin’s namesake city. He would not just destroy the arms works, but take the city itself and score an important propaganda victory by the symbolic destruction of Stalin himself. The 6th Army stormed into Stalingrad, confident of swift victory. But General Vasily Chuikov took Stalin’s “Not One Step Backwards” order to heart. He organized a desperate, ferocious defense of the city, hanging on to a single key crossing point on the Volga that allowed the Red Army to pump wave after wave of defenders into the city. The 6th Army and the Red Army under Chuikov fought each other to a stalemate among the ruins of Stalingrad. As Fall threatened to become Winter, the German supply lines came under attack, and 6th Army found itself in danger of being cut off. Hitler, however, was desperate to take the city and believed Goering’s promises of supplying 6th Army by air. Hitler overruled general Von Paulus’ request to withdraw. With more and more Red Army units pouring into Stalingrad, the Germans fought an increasingly desperate “War of the Rats.”

The Red Army’s “Operation Uranus” was unleashed in November, driving through the German allied Rumanian, Hungarian and Italian armies holding 6th Army’s flanks. The allied armies collapsed under the Red Army onslaught, and 6th Army was encircled, trapped inside the rubble that is Stalingrad. Now completely out of supplies, Hitler still refused to allow 6th Army to try and breakout, ordering it to hold at all costs. The 6th Army was besieged on all sides and as the Red Air Force seized control of the skies over Stalingrad, even with its fragile, inadequate air transport life line cut. Starving, freezing under General Winter’s grip and without hope of relief after 4th Panzer army’s belated relief attempt (called Winter Storm), 6th Army finally fought its last in the campaign. The survivors surrendered on February 2, 1943. Hitler’s obsession with Stalingrad cost the Third Reich 300,000 men. By mid-February the Soviet Operation Uranus offensive of the Red Army had battered its way back to Karkov and Izyum in the south, and to Kursk in the center, but had literally run out of gas. Field Marshal von Manstein launched a counterattack on February 23rd spearheaded by three SS Panzer divisions (some equipped with the new Tiger tank) that shattered the flank of the Soviet 6th Army and recaptured Karkov.

SUMMER 1943 – KURSK & SMOLENSK

Hitler, stunned by the defeat at Stalingrad, deferred the planning of the next German military move to the High Command. Knowing that he still wanted Germany to stay on the attack, the High Command looked for a ripe target on the Eastern Front. The attacks and counterattacks of the last Winter had left a dangerous bulge in the German lines, the Kursk Salient. General Guderian, father of tank warfare, argued strongly that Germany should go on the defensive, stock its arsenal with the new tanks and aircraft entering production (the Tiger and Panther tanks, for example). Germany should counterattack after the Soviets batter themselves. But Hitler would have none of that, there must be a new offensive. A consensus emerged -- the German Army would attack the Kursk Salient.

Dubbed Operation Citadel, the German plan call for a demonstration attack at the center of the salient to pin Soviet defenders, while strong assaults against the shoulders of the salient would pinch it off and encircle entire Soviet armies. This attack, they felt, would restore their strategic momentum on the Eastern Front and give them breathing room to deal with the emerging Allied threat to Italy.

The Soviets had failed to anticipate the German blows of 1941 and 1942, but Marshal Zhukov

correctly picked Kursk as the likely target of the next German offensive. Combined with intelligence gathered by spies placed within the German military, the Soviets decided to defend Kursk-let the German attack bleed out and then hammer them with a counteroffensive.

The Germans began assembling their forces for the offensive. But by this time in the war the forces were really feeling the losses of the last two years of war. It was incapable of launching a general assault with hundreds of divisions like it had in 1941. Instead the units to be involved in the attack were brought to full strength and key units were equipped with the new Tiger and Panther tanks. Some 50 German divisions were dedicated to the attack, including the elite Wehrmacht Grossdeutschland Division and the 1st SS PzGrenDiv Leibstandarte Adolf Hitler, 2nd SS PzGrenDiv Das Reich, and 3rd SS PzGrenDiv Totenkopf divisions grouped into the II SS Panzer Corps.

The Germans once again estimated that the Red Army must be spent after the Winter fighting. Stalin ordered every male aged 16-50 into uniform and refilled the ranks of the Red Army with millions of conscripts. Despite its staggering losses since Barbarossa – millions of soldiers and tens of thousands of tanks and aircraft – Soviet war production and the Allied Lend Lease program meant a logistics tipping point had been reached. The Red Army was more numerous and often more mobile and stronger than its German foes.

The German build up went more slowly than anticipated. Some units slated for the attack, like the reconstituted 16th Panzer division, were rushed to Italy as a counter to Allied landings in Sicily, while Allied bombing raids began to hamper the German transportation system. By the time the attack commenced, it had slipped from May to July, giving the Soviets extra time to prepare.

The Red Army designed its defenses in depth to absorb and weaken the German blitzkrieg, and protected Kursk with layer after layer of trenches, minefields and anti-tank gun emplacements. The Russians dig some 3000 miles of trenches in concentric rings some 95 miles deep, and laid over a million landmines. They amassed a huge army, two full Fronts with some 1.3 million men, to defend the largest defensive emplacement ever created. With over 3600 tanks, over 3000 aircraft and 20,000 guns and anti-tank guns, the Red Army outnumbered their German attackers.

The Germans were fully aware of the Soviet defenses, and overly confident in their ability to break through the Red Army lines. On July 4, 1943 the Germans attacked. The Germans battered their way through layer after layer of minefields and defenses, but the northern element of the attack led by 9th Army bogged down after penetrating only five miles into Soviet defenses. The southern element, which included the SS Panzer Corps, had more success and penetrated some 25 miles into the salient before running into a counterattack by the Soviet 5th Guards Tank Army at Prokorovka on July 12, 1943 – clashing in the world's largest tank battle. Some 1000 tanks hammered into each other in a swirling tank battle, tank units from both sides sometimes charging each other like cavalry and fighting at close quarters. By the end of the day the Germans withdrew, the flaming carcasses of hundreds of tanks strewn across the steppes.

The German attack had been stopped in its tracks, and the Soviet counter attack by the 3rd Tank Army and the Soviet 11th Guards Army punched through the flank of 9th Army, threatening an encirclement. By July 15 the Germans withdrew back to their start lines and Hitler ordered the construction of the "Eastern Wall" defense network. The Germans lost further ground when another Soviet counterattack seized Karkhov and Orel. Kursk was a decisive Soviet victory. While Soviet casualties were steep, the Germans took nearly a quarter million casualties. Germany never regained the strategic initiative. From the end of Kursk to the Fall of Berlin the tempo of the war would be determined by the Soviets.

FALL AND WINTER 1943/1944 – DNIEPER CROSSING TO THE KORSUN/CHERKASY POCKET

The Soviet counteroffensive followed sharply on the heels of the Battle of Kursk. The Soviets launched simultaneous assaults in the center and south of the Front. Three armies were tasked to recapture Smolensk in the center, pushing forward through the captured Orel salient, while 11 armies hammered at the Germans in the south with orders to push the Germans back across the Dnieper River.

The Smolensk offensive lasted two months, with the goal of clearing the Germans out of Smolensk and Bryansk, which had been occupied since 1941. The Germans laid down an impressive series of defensive lines, trenches and bunkers with interlocking fields of fire, backed by 55 divisions. This soaked up the initial Soviet assaults, but follow-

up assaults pushed through the stubborn defenses and the Soviets staged several breakthroughs, liberating several major cities including Smolensk and Roslavl. Although it was a major battle resulting in Soviet gains, Smolensk served more as a foil to the main Soviet operation at the Battle of the Dnieper, tying down German units that would otherwise have faced the main Soviet attack.

The Dnieper Offensive was one of the largest engagements of the War. Some 4,000,000 men clashed across a front stretching some 800 miles from Smolensk to the Black Sea. Combined casualties for both sides exceeded 2,000,000 men.

The Dnieper Offensive kicked off in August and lasted four months. The German were not prepared to face so many units so quickly after their defeat at Kursk. Eleven Soviet armies engaged four German armies, with nine Soviet armies pushing the German 6th and 1st armies back across the steppes of the Don region in the southern Ukraine. Two Soviet armies assaulted the German 8th Army on the approaches to Kiev.

The Wehrmacht fought a series of rear guard actions back across the steppes, using every piece of defensible terrain it could to avoid being encircled by the numerically superior forces of the Red Army. Every hill, every village and minor river crossing became the momentary center of desperate battles. The city of Poltava was turned into a fortress by the Germans and held up the Soviet advance for several days, sucking the Red Army into a bitter house-to-house city fight before being overcome. Concerned that the Germans would be able to stabilize their lines along the Dnieper, the Soviet High Command (STAVKA) sent the 3rd Tank Army racing ahead to force a crossing of the Dnieper. It reached the Dnieper on September 22 at a lightly held point, and by the following day had flung a tenuous bridgehead across the river. Soviet troops formed makeshift rafts out of anything that would float and crossed the river against heavy fire from German flak units and air attacks. The lack of bridging equipment prevented the Soviets from deepening this bridgehead. The Soviets were held at bay. The Soviets attempted an air assault to pinch off the "Dnieper Loop" of the river before the Germans could reinforce the beleaguered units there.

The Soviet 1st, 3rd and 5th Guards Airborne Brigades were hastily assembled and rushed into action despite the fact that the Soviets didn't have enough troop transports to drop all the units at one time, and would have to make multiple drops. The Kanev

Operation was marred by poor planning, horrible logistics and haste. Units became intermingled in the air on the way to their drop zones, creating command and control chaos. They were not equipped with sufficient food or ammunition for sustained fighting and lacked anti-tank weapons. Soviet planners, lacking intelligence due to poor weather that hampered reconnaissance efforts, didn't know that their chosen drop zones had been reinforced. Instead of lightly held landing areas the Soviet paratroopers landed on top of units the 19th Panzer Division and 73rd Panzer Grenadier Regiment. Scattered piecemeal over a wide area, and lacking the ability to combat armor, the Soviet airborne units involved had been almost annihilated. The survivors joined local Partisan units.

Over the course of the following week the Soviets launched a series of amphibious assaults across the Dnieper River along a 200 mile front, in many places into the teeth of formidable German defenses. The Dnieper River is the third largest river in Europe, being some two miles wide in places. The structure of the river aided the German defender. The western, or "right bank" of the river was typically higher than the left bank, formed of steep rises and ravines. Cliffs and gullies magnified the effectiveness of German defenses – trench works, barbed wire, pill boxes and mine fields. To make matters more difficult the Soviets lacked the boats and landing craft the Allies would have at their disposal in 1944 at the D-Day invasion. For the average Soviet soldier the Dnieper Crossing at many points was like Omaha Beach on D-Day...but instead of having a Higgins Boat get to the beach the soldier used an inner tube or a pair of pants stuffed with straw, or an improvised raft -- and had to paddle nearly two miles against a swift river current to reach the beach while under fire from German artillery, machine guns and aircraft.

Once they survived the crossing, Red Army soldiers had to storm defensive works tenaciously held by the Germans and dig in as best they could. The Germans launched several counterattacks, but failed to push the Soviets back into the Dnieper. With the bridgeheads holding, the Red Army was able to build pontoon bridges and push tank and motorized infantry units across to secure and expand the bridgeheads. The Dnieper had been crossed, the "Ost Wall" had fallen, and despite a series of counterattacks by the Germans the Soviets drove onwards to liberate Kiev and isolate German troops on the Crimean Peninsula.

The human toll on the Red Army was horrific. Casualties may have been as high as 100,000 killed or injured just in forcing the Dnieper Crossing, and the fighting was so intense that 25% of all "Hero of the Soviet Union" medals were awarded during this action. Total casualties for the Red Army exceeded 1.5 million men. German casualties approached one million. The Dnieper Campaign was among histories most lethal battles, but resulted in another major defeat for the Germans.

After an operational pause, the Soviets resumed the offensive. In January the 1st and 2nd Ukrainian Fronts, some 250,000 troops assaulted the German 8th Army at the Korsun salient, which jutted into the Soviet lines. The Soviets executed a double envelopment of the German units. Prior to the Soviet attack, German Field Marshall Manstein, concerned about the vulnerability of the troops in the salient requested permission to withdraw them to more defensible lines. Hitler refused, and in a mini-replay of Stalingrad ordered them to hold. The Soviets launched massive armored assaults at the shoulders of the Korsun Salient, and on January 28, 1944 pinched it shut and trapped some 60,000 German troops in what was now the Korsun Pocket.

The situation for the German defenders in the Pocket was grim, though with the memory of Stalingrad playing heavily on them all, Manstein ordered a series of assaults designed to punch an escape corridor through the Soviet units encircling 8th Army. But Hitler, convinced that this attack could turn the tables on the Soviets if the units in the Pocket attacked simultaneously, ordered Manstein to attempt to counter-encircle the Soviets. The effort failed. The German units were too weak, too few and terrain and weather too horrible for this to be possible. After an initial effort, Manstein renewed his efforts to relieve the 8th Army. A series of attacks, both real and merely demonstration attacks, convinced the Soviets to reinforce the northern sector of the Pocket. When Manstein, in combination with an attack by units from the entrapped 8th Army attacked the southern sector of the Pocket they were able to punch an escape corridor through the Soviet lines at the town of Shanderkova.

The remnants of 8th Army withdrew under heavy fire through what became known as "Hell's Gate" to safety. Some 30,000 German soldiers were killed or captured at the Korsun Pocket. The 8th Army forced to abandon most of its heavy equipment and vehicles during the breakout, had been shattered – most units lost over half their soldiers.

In the North, in the Leningrad Front the Soviets launched another Winter offensive aimed at relieving Leningrad and seizing the strategically important Narva Isthmus. The Volkhov and Second Baltic Fronts unleashed a blitzkrieg against the Germans but could not dislodge the Germans besieging the city. By February the Red Army had reached the borders of Estonia after a 75 mile advance and fought a series of battles aimed at taking the city of Narva. Despite their efforts they could not dislodge the German and Estonian defenders.

By the end of offensives started in 1943 the Soviets had delivered a series of crippling blows to the Germans and had driven some 500 miles westward.

SPRING AND SUMMER 1944 - OPERATION BAGRATION & THE NARVA OFFENSIVE

Defying the tradition of the prior two years, the Red Army continued to press its attacks into the Raputitsa, the "Roadless Season" of the Spring thaw. The Ukrainian Front in South went back on the offensive and pushed forward into Romania, encircling and nearly destroying the 1st Panzer Army at the Kamenets-Podolskiy Pocket. The 4th Ukrainian Front pushed into the Crimea, fighting its way down the neck of the Perekop Isthmus to liberate Sevastopol on May 10. The Front was supported by naval infantry units of the 18th Landing Army which had previously crossed the Straights of Kerch from the Taman Peninsula to assault the Kerch Peninsula.

As the Roadless Season finally shut down most operations, the German High Command moved to prepare for the coming Soviet Summer offensive. They became convinced that the Soviets would continue their push from the South through the Ukrainian Front near Lvov where the Soviets had forced bulge into the German lines. A renewed assault there, they reasoned, offered a direct path to Berlin. The High Command moved units out of Army Group Center to Army Group South to counter the anticipated attack...though Army Group Center held a dangerous bulge deep into the Soviet front. Hitler was also forced to send units to France to counter the pending invasion by the Allies, while other sorely needed units were tasked to support the defense of Italy, where the Allies were battering their way into Rome.

Hitler and the Werhmacht's High Command were wrong. The Soviets had planned for a massive Summer offensive straight into Army Group Center, and their highly successful "maskirovka" campaign

of strategic deception – false radio signals, diversionary attacks in the South and bogus troop movements had help fool the Germans into believing that the center would not be attacked.

The Soviets launched Operation Bagration into the weakened defenses held by Army Group Center on June 22. This happened some two weeks after the Normandy Landings, slamming into the Germans in a series of attacks with four Army Groups consisting of over 120 divisions. The Soviets hurled more than 1.7 million men at the Wehrmacht's 800,000 defenders and achieved staggering local superiority at the main points of attack – outnumbering German armor and aircraft by 10:1 in some cases.

A massive artillery barrage by tens of thousands of guns preceded the attack, hammering German defenses, and in some cases entire defensive positions were literally erased by the ferocity of the bombardment.

The Soviet attack unfolded in three phases that were intended to break through the German defenses, exploit the holes in the German lines to push deep into the German rear, and then encircle and capture entire German units. The Soviet "Deep Battle" doctrine was their own version of the Blitzkrieg. Supplied by hundreds of thousands of American made trucks and radios, the Red Army was more mobile and more capable of coordinated action than their German counterparts who were still largely reliant upon horse drawn transportation.

In the first phase of Bagration the Soviets punched into the German defenses in a "broad front" strategy – hitting the northern shoulders of Army Group Center's "bulge" as well as the middle in order to pin the bulk of the defenders.

While a determined Soviet attack in the center kept the bulk of the German 4th Army pinned, in the north the Soviets unleashed two Fronts – the 1st Baltic and 3rd Byelorussian Fronts -- against the 3rd Panzer Army and flank units of 4th Army. The 5th Guards Army and 39th Army overwhelmed the five divisions of the German VI Corps of 4th Army and pushed into the German rear. Entire divisions were trapped in defensive pockets as the Soviets pushed ahead. In the south the 1st Byelorussian Front attacked across the Dniepr River into the flanks of the German 9th Army. It met stubborn German resistance, but was able to fight its way forward and encircle two German corps at Brobyusk. While some units escaped, the Germans lost nearly 70,000 men in the Brobyusk Pocket.

Over the course of several weeks the Red Army launched a series of hammer blows at Army Group Center. The second phase of Operation Bagration exploited the gaps battered in the German lines and elements of the 3rd Byelorussian Front pushed south to link up with the 1st Byelorussian in a massive encirclement that trapped the entire German 4th Army and much of the 9th Army in the Minsk Pocket. Some elements of 9th Army managed to break out, but Army Group Center was completely destroyed and Minsk liberated. The Red Army continued its drive west, crossing into Poland. It reached the gates of Warsaw in late July.

Here the Soviets encouraged the Poles to rise up against the Germans, and they did. Believing Soviet promises of aid, The "Polish Home Army" rose up in Warsaw and attempted to throw the Germans out of the city. The Red Army did not move to support the Poles. The Warsaw Uprising was an heroic but bloody failure as the Germans savagely crushed the Poles in eight weeks of fighting – wiping out any future threat to Soviet rule. The German actions were so horrific that several officers were executed for coming atrocities. Given that the conflict on the Eastern Front saw unimaginable atrocities and brutality by both sides, the German officers' actions must have been particularly brutal.

In the south the Soviets liberated the rest of the Ukraine and attacked into Romania, seizing Bucharest and toppling the pro-Nazi government.

The Soviets killed or captured some 25 divisions, over 400,000 men, and won an even more stunning victory than that at Stalingrad. The German Army lost over a quarter of its power on the Eastern Front during Operation Bagration and never recovered the defeat. In addition to the loss of soldiers, the Germans lost thousands of tanks and aircraft, and tens of thousands of other vehicles and artillery pieces. On the Western Front, the disaster at Falaise further attrited the German Army.

To the north of the Bagration Offensive the Soviets launched another assault on German units defending Narva and against the Finns on the Karelian Isthmus. The Germans were forced back into East Prussia, but stymied Soviet efforts to take Tallinn and the rest of Estonia, while the Finns were forced out of the Karelian.

FALL AND WINTER 1944/1945 – PAVING THE ROAD TO BERLIN

The Fall saw a renewed attempt by the Red Army to capture the Baltic States and raise the siege of Leningrad. The 1.5 million soldiers of the 1st, 2nd and 3rd Baltic Fronts, plus units from the Leningrad Front broke the German units at Leningrad and Novgorod. The 900 day Siege of Leningrad had been lifted. The people of Leningrad had suffered some one million casualties, but their nightmare was over

The Soviet attack forced German Army Group North out of Estonia and battered it back into Lithuania. Pursuing units over ran 3rd Panzer and reached the shores of the Baltic at Memel on October 9, 1944, trapping 33 divisions in what became known as the Courland Pocket. Hitler refused requests to break out, believing that Army Group North could be resupplied by air and by sea and used to launch a Spring offensive in 1945.

Renamed Army Group Courland the trapped German units were ordered to hold at all costs. The Soviets launched wave after wave of assaults on German positions, forcing them back into a narrow corridor along the Lithuanian coast. Soviet forces conducted six major offensives against the Axis forces (which included Latvian units) entrenched in the Courland Pocket from October 1944 to early April 1945. While Army Group Courland suffered heavy losses during the long siege it was able to hold until the end of the war, but it's some 250,000 troops were effectively out of the fight.

In the south the 2nd, 3rd, and 4th Ukrainian Fronts advanced into Hungary, and by December had reached Budapest and threatened the Axis oil fields in the Lake Balaton area. Hitler ordered units from the Western Front (primarily from the failed Ardennes Offensive) to Hungary, and launched the 6th SS Panzer Army in a counteroffensive aimed at retaking Budapest. The German attempt failed. Budapest fell after a brutal two month siege. Soviet forces continued their advance into Yugoslavia and liberated Belgrade, while other units swept westwards to the border of Czechoslovakia.

In January and February 1945 the Soviets launched a series of attacks aimed at paving the way for the final assault on Berlin. The Red Army launched a new series of offensives, primarily what is called the Vistula-Oder offensive, and two Army Fronts (comprised of 20 Armies) crashed into the German lines held by 9th Army, 4th Panzer Army and 17th Army. The Soviets, with 2.2 million soldiers, outnumbered the German defenders and broke

through after four days of fighting and seized Warsaw. The German 4th Panzer Army was shattered by the attack of the 1st Ukrainian Front and surviving units were forced to withdraw. North of Warsaw, the 1st Byelorussian Front hit 9th Army hard and Soviet units quickly broke through defending German units and pushed West, pushing aside German attempts to stem the advance. By January 17, four Soviet armies are threatening to encircle the German 17th Army at Lodz, which manages to withdraw. The Soviets seem unstoppable, pushing across Poland, sweeping up to encircle Konigsberg, liberating Krakow and Lodz and driving all the way into Germany itself. By the end of the offensive on February 2, the Soviets had reached the Oder River, taken Breslau, occupied parts of Silesia and Pomerania and were only 40 miles from Berlin. Soviet units also liberated the Auschwitz death camp, providing the world full knowledge of the horrors of the Holocaust.

An additional series of attacks by the Soviet Fronts seized the Baltic coastal region of Poland (East Prussia) and encircled Konigsberg (aka Danzig), isolating the German Army Group North. Some half-million German soldiers are trapped in the Konigsberg Pocket. Widespread atrocities against ethnic German civilians by vengeful Soviet troops send millions of refugees fleeing into Germany proper, a thin wave of humanity riding the crest of the Soviet assault. For the first time during the war, what German troops had done to others is now visited upon their own people. Konigsberg will remain under siege until April when Soviet units stormed the city and captured it after three days of intense urban fighting. Some German units held out in pockets of resistance along the Baltic coast until the end of the war.

In March the Soviets attacked towards Vienna with two Fronts after breaking a German counterattack. Soviet forces advanced rapidly across Austria and reached the city of Vienna by April 5th. Vienna was defended by the II SS Panzer Corps and garrison troops. The Soviets pushed into the city in a series of attacks, which included troop landings into the city by the Danube Flotilla. The city fell on April 13, though much of the SS Panzer Corps managed to escape.

SPRING 1945 – THE BATTLE OF BERLIN

By early April the Soviets had secured the northern and southern approaches to Berlin and solidified their bridgehead across the Oder River. Stalin began the troop build-up for the final push on the 3rd Reich's capitol city, while the Germans began to

prepare defensive works along the approaches to Berlin and in the city proper. Though urged by some advisors to leave Berlin, Hitler refused. In poor health and heavily medicated he had become convinced that he could draw Stalin's forces into Berlin and destroy them, as had been done to German forces at Stalingrad years before. But by now, even the most committed General knew the end was approaching.

Determined to bloody the Soviets and hold them from the city as long as possible, German General Hienrici positioned the remains of 9th Army and 4th Panzer Army in a defensive line along the Oder River line, including the defensive works of the Seelow Heights. With the end in sight, Stalin's final offensive was designed not only to smash the Reich's capitol city, but grab as much territory as possible before the formal end of the war and gain an advantage over the Western Allies.

On April 16th one of the most massive artillery barrages ever unleashed in history pounded German defensive lines. The Soviets attacked Berlin in a giant "Deep Battle" encirclement maneuver. While the 1st Byelorussian Front attacked straight towards Berlin across the Oder into the stiff defenses of the Seelow Heights, the 2nd Byelorussian Front attacked in the north, and quickly battered through German defensive positions held by 3rd Panzer Army. It dashed for the Elbe River (the agreed upon "meeting line" for the Western Allies and Soviet forces) across northern Central Germany, taking Rostock and the missile center at Peenemunde. The 1st Ukrainian Front attacked in the south, breaking through the 4th Panzer Army into southern central Germany. It pushed west through Dresden and linked up with a US unit at the Elbe River near Torgau on April 25th.

While the northern and southern attacks isolated and encircled Berlin and swept across Germany, the 1st Byelorussian Front captured the Seelow Heights and pushed close enough to Berlin that it started shelling the city's center on April 20th – Stalin's "Happy Birthday" greeting to the Fuehrer. During the Battle of Berlin the Soviets would bombard Berlin with more bombs and shells than the Western Allies had expended on the city during the entire war.

By April 24 the city had been completely encircled. While Hitler continued to order impossible counterattacks the city's defenses fell to some 100,000 men including Heer SS, and large numbers of local Volksturm militia, and Hitler Youth groups...old men and boys.

The Soviet assault penetrated the S-Bahn outer defense ring a day later. By April 26th Chuikov's (of Stalingrad fame) 8th Guards Army and 1st Guards Tank Army fought through the southern suburbs of Berlin to seize the Templehof airport and any hopes of escape for those trapped inside the Soviet ring of steel around the city. The Red Army pushed towards the city's center along multiple lines of attack, fighting house by house towards the Reichstag and Hitler's Bunker under the Reich's Chancellery. On April 30th, with Red Army troops only a few hundred yards away Hitler committed suicide in The Bunker. The long nightmare of war was almost over. That same day Soviet soldiers began a bitter fight for the Reichstag against fanatical German defenders. The defenders held out for two days before the Soviet's broke them and raised the Red Flag over the iconic Berlin landmark. On May 1st surrender talks began, and on May 7th Admiral Donitz, acting on behalf of Germany, signed the articles of surrender that ended the war in Europe.

The War on the Eastern Front had been history's largest and most destructive conflict. Can you lead your unit to victory, and survival?

HOW TO PLAY

There are three ways to play *NUTS CoT*:

- You can play one of the six scenarios located in the Scenarios section, which can be played solo or head to head.
- You can generate a game from scratch and play either solo/same-side or head-to-head.
- You can generate and play a series of connected games that span an entire campaign.

Generating missions and campaigns follows the same steps as in *NUTS* (page, 58) but are modified for the Eastern Front as per the Mission and Campaign rules in *CoT* (page, 72).

But no matter which way you choose to play it all begins with the Player Squad.

THE PLAYER SQUAD

To create a player squad (or vehicle crew, should one wished to be played), generate the squad using the normal rules in *NUTS* (page 8). Should the player wish, the squad can be further detailed by

randomly determining a single attribute for each soldier, with the Star given two attributes.

Any squad member that is not killed or put Out Of the Fight (OOF) may participate in the next battle. At the end of each battle, roll Replacements for each soldier lost, per basic *NUTS* rules (page, 72), modified by the "Privation" level in *CoT* (page, 73) of the rolling figure. The player's squad is the only unit that is able to pick up and use weapons from fallen soldiers, including enemy weapons and equipment.

Should the soldier run Out Of Ammo while using an enemy weapon, the soldier must either gather more ammunition from a fallen enemy, or discard it for a different weapon (or none at all). Special weapons, such as PTRDs, may be carried over to the next battle, provided they are collected before battle's end. There is no post-battle scavenging for the squad, as all available equipment left on the battlefield will be distributed to other units in need.

PART ONE: INFANTRY

This section covers: the lists of the armies involved in the Eastern Front areas of conflict; additions and changes to the core rules that are specific to the scope of *CoT*.

THE LISTS

This section will provide you with the Army Lists that are used in *Clash of Titans*. This covers the time frame starting roughly in June 1941 with the German attack on the Soviet Union through the Fall of Berlin in April 1945. The following Army Lists are provided:

- Soviet Red Army (page, 18)
- German Army (page, 20)
- Italian Army (page, 22)
- Hungarian Army (page, 23)
- Romanian Army (page, 25)
- Finnish Army (page, 26)

The German and Soviet Red Army Lists replace the ones found in *NUTS* when using *CoT*.

Armor is covered by the Vehicle Lists found in Part Two (page, 28).

USING THE LISTS

Here's how to use the lists.

- Decide which army you want to use and go to that list.
- Choose which unit type you want to play.
- Then go to the appropriate column and go down the list. This will tell you all you need to know about your unit.

UNIT ORGANIZATION - PLATOON

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

Of Squads or Sections (not HQ)

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

Men per Squad

This is the number of soldiers 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 soldiers that are in the squad as opposed to its *paper strength*. The number found is the minimum number of soldiers in the squad. To this add the result of rolling 1d6 and this tells you the number of soldiers in the squad. Note that all nations would always keep their LMG and other special weapons intact in the squad as long as there are soldiers to handle them. This is reflected as follows:

- The first soldiers in the squad are always the NCO, the Jr. NCO, and the LMG gunner.
- The next soldier would be the LMG assistant.
- The next soldier in the squad will carry a Rifle Grenade Launcher if available.
- When all of the *specialists* listed above are accounted for the remaining soldiers will be ordinary rifle soldiers.

Example - A squad of eight soldiers would consist of the five specialists outlined above and three rifle soldiers.

Individual Rep

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

NCO

This tells you what weapons the NCO or non-commissioned officer carries.

Jr. NCO

This tells you what weapons the Jr. NCO carries.

LMG

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

Men w/G-Launcher

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 type of weapon the riflemen will carry.

1 ASSAULT TROOP SQUAD SPECIAL EQUIPMENT
(Reading the result as it appears)

#	SPECIAL EQUIPMENT
1	1/d6 Satchel charges or Geballte Ladung cluster hand grenades
2	1/d6 Satchel charges or Geballte Ladung cluster hand grenades
3	1d6 Anti-tank grenades
4	1d6 Anti-tank grenades or squad equipped with SN-42 Assault Vests if Soviets
5	Flamethrower
6	Flamethrower

ADDITIONAL UNITS

The following units are added to *CoT*.

AIRBORNE

The Germans and the Red Army trained and fielded airborne troops during the war. While the German Fallschirmjager saw extensive action during the war, both in airborne drops (primarily in other theatres) the Soviets only conducted a few major airborne operations due to a lack of air transports. In most cases Airborne units went into battle like other infantry – on foot or in vehicles. Nevertheless, they are highly trained and motivated troops and earned a reputation as fierce fighters.

ASSAULT TROOPS & STOSSTRUPPEN

The Germans and the Soviets often formed special ad hoc assault teams for a specific mission such as an attack on a difficult strong point, rather than being maintained as standing units. Called “Stosstruppen” by the Germans, these units were comprised of specialists, such as Engineers and hardened troops, and heavily equipped for close quarters combat. All Assault Troops carry fragmentation grenades, smoke grenades and satchel charges. Each squad will typically be equipped with SMGs have an LMG and a special weapon determined by the Assault Troop Squad Special Equipment Table.

CAVALRY

Cavalry played an important role on the Eastern Front as reconnaissance units, breakthrough units and as mobile reserve forces. They were used a fire brigades to slow attacking forces until more forces could be brought to bear, and to exploit gaps in the opponent’s lines. While Soviet Cossack units and cavalry from several other countries were trained to deliver a saber charge, most Cavalry primarily fought as mounted infantry, using their mobility to move into position and then dismounting for combat. Those trained in mounted combat will have the note “Also armed with sabres” in their respective army listing.

ENGINEERS

Engineers (sometimes called Pioneers) are soldiers with special knowledge and training in construction, fortifications, field expedient defensive positions, and demolition. Pioneer units would typically be equipped with demolition charges, and could also be equipped with a flamethrower. They were often combined with other troops into assault units to help take defensive positions. Equipped with a variety of special weapons and tools, Engineers were a welcome addition to combat units, whether in defensive or offensive operations.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

1 ENGINEER SQUAD SPECIAL EQUIPMENT
(Reading the result as it appears)

#	SPECIAL EQUIPMENT
1	1/2d6 4" x 4" Anti-personnel mine markers
2	1 x 4" x 4" Anti-tank mine marker
3	1/2d6 Demolition charges
4	1/2d6 Demolition charges
5	Flamethrower
6	Flamethrower

When Engineers/Pioneers come under fire they will use the Engineer received Fire Test instead of the normal one found in *NUTS*

2 ENGINEER RECEIVED FIRE
(Taken versus Rep)
Star may choose his reaction

# Dice Passed	Result
2	<ul style="list-style-type: none"> Chargers will continue. "Working" will continue. Retrieving wounded will continue. Outgunned or unable to fire will Duck Back. Others finish move and fire.
1	<ul style="list-style-type: none"> Chargers armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge. "Working" in cover will continue. Retrieving wounded will continue. Those in cover will return fire counting -1 to Rep. Others will Duck Back.
0	<ul style="list-style-type: none"> Chargers will Duck Back. "Working" will Duck Back. Those in cover will Hunker Down. Retrieving wounded will go prone. Others will Runaway.

MILITIA

Called "Militsya" by the Soviets, and "Volksturm" by the Germans, many countries hastily conscripted locals into service, scraping up every breathing body that could hold a rifle -- throwing boys, old men,

skilled factory workers and professionals into the cauldron of battle with little training or preparation. Variant units:

- Hitler Jugend (Youth) may be Plucky or Fanatic (page, 15) but also have a -1d6 penalty in Melee Combat.
- Partizans may be Plucky or Fanatic.

NAVAL INFANTRY

Fielded primarily by the Soviets, given the massive losses sustained by many countries they dragooned forces from all available branches of service into the front lines. In the Red Army the "Black Devils" are naval infantry and sailors from the Black Sea and Baltic Fleets, so-called because of their black uniforms and reputation for toughness. The Germans also fielded Kriegsmarine infantry units. While not trained as "Marines" in the U.S. sense, these naval soldiers fought with great skill and bravery.

NKVD

Stalin saw internal security as being as important as facing down the Wehrmacht. He ordered the NKVD to be expanded to take on a larger role, from guarding important military, economic and political sites to stiffening the spine of faltering troops on the battlefield. During intense campaigns like Stalingrad, these self-important "elites" would be thrown into battle with everyone else. An NKVD squad will always be accompanied by a Kommissar (aka Zampolit).

Red Army units would sometimes be stiffened by a veteran sergeant, or perhaps a "Zampolit," or Political Officer. The Zampolit in war often worked counter to the movie stereotypes. These well educated true believers saw themselves as the champions of the Worker and the Defender of the Motherland. They often came to care about the troops to which they'd been assigned. They would serve as a go-between and trouble-shooter for the unit's regular officers. They would pull strings to get needed supplies and medical care, and act as the unit's morale officer and conduit to information about the (carefully scripted, of course) happenings of the outside world. This didn't mean that many Zampolits, stereotyped as the ruthless "Kommissar" in the West, weren't ruthless when defending the Motherland against cowards and traitors. And what fun would a game be without the Ruthless Kommissar?

To determine the special Attribute of the Kommissar roll 1d6 and consult the Kommissar Advantage Table.

1	KOMMISSAR ATTRIBUTE
<i>(Reading the result as it appears)</i>	

#	SPECIAL ADVANTAGE
1	Born Leader (<i>NUTS</i> page, 7)
2	Born Leader (<i>NUTS</i> page, 7)
3	Born Leader (<i>NUTS</i> page, 7)
4	Roll Attribute normally (<i>NUTS</i> page, 7)
5	Roll Attribute normally (<i>NUTS</i> page, 7)
6	Ruthless (page, 15)

PENAL UNITS

Both Germany and the USSR formed penal units that would be comprised of petty criminals and those who failed their country -- shirkers, failed commanders, deserters, or troops who questioned the State.

While most German Penal Units did heavy construction, field work and other details, two types of Penal Units were formed for combat operations. The "Strafbataillon Infanterie" were made up of soldiers which were condemned to probation rather than hard labor. These units were supplied and treated nearly as normal units but used for special dangerous "missions." Usually these soldiers had to make their probation in their field unit and were transferred to these units when their home unit was not at the front or did no actions where the soldiers could stand the test. The "Feld-Sonder-Bataillone" was made up of hard cases and malcontents who had done their prison time or time in another Penal Unit but could not be placed back into their normal units. These real-life "Dirty Dozen" units would be used for either the most dangerous or the most boring duties.

In the Soviet Red Army, those sentenced to a Penal unit could only leave by dying or proving their dedication to the Rodina. They could have their exit status marked as having "paid in blood their debt to the Motherland." These penal units would be spent like water to slow or attrite German forces, and often fought with impressive bravery. A Penal Squad will always be accompanied by a Kommissar.

If rolling a Penal unit as the Player's squad, make an initial d6 role before rolling Attributes:

1	PENAL UNITS ATTRIBUTES
<i>(Reading the result as it appears)</i>	

#	Attribute
1	Coward
2	Shirker
3	Looter
4	Poser
5	Normal roll on the <i>NUTS</i> Attributes table
6	Normal roll on the <i>NUTS</i> Attributes table

WOMEN IN COMBAT

While women served their country in support roles as nurses and administrative aids, many women also fought for their country as Partisans and Militia. The Soviets also incorporated women into the Red Army in combat roles as pilots, vehicle and tank drivers, gun crew, traffic police, guards and snipers.

In general, women in combat will suffer some combat penalties:

- -1 REP in Melee Combat
- -1 REP when firing any Heavy Weapon or Crewed Weapon that requires strong handling (e.g., MMG, HMG, Mortar, a towed AT Gun, but not stationary AA Gun, for example)

However, for many reasons male soldiers would tend to be protective of their female counterparts and female soldiers. When in the presence of male soldiers, a female soldier will temporarily have the "Lucky" Attribute (*NUTS* page, 7) in addition to any other rolled Attribute.

NEW CHARACTER ATTRIBUTES

The following rules are used in *CoT* and can be brought over to other *NUTS* games if desired.

RUTHLESS

This figure will not balk at taking extreme measures or set an example to make the unit meet its combat goals. To reflect this whenever one or more figures in the squad scores a negative Reaction Result of Retire or Hunker Down the Kommissar can declare he wants to "inspire the troops". Rolling 2d6 versus his Rep and consulting the Inspiration Table does this. The test is taken *before* the figures carry out their negative Reaction Result.

The Kommissar may make only one Inspiration Test per turn but as many as desired during the game. All effects wear off after the battle.

2	INSPIRATION <i>(Taken versus Rep)</i> <i>Star may choose his reaction</i>
----------	--

# Dice Passed	Result
2	Tough talk. The unit is cowed into action by the threats of the Ruthless leader. Figures will immediately re-take the Reaction Test counting the new result.
1	Beyond words. The Ruthless Leader shoots at the closest Routing or Hunkered Down figure. If none nearby, the Ruthless Leader shoots at the closest friendly, terrifying the rest into action. Figures will immediately re-take the Reaction Test with 3d6 instead of 2d6 counting the new result. All future tests taken at +1d6. Oh yeah, don't forget to shoot at one of your figures!
0	Ranting. The Ruthless Leader's threats demoralize his unit and they make an immediate "Rally, Leader Lost & Man Down" test.

NEW MORALE ADVANTAGES

Something that commonly comes up in accounts and reports of the war was the amazing determination and spirit shown by average Russians during the War – a militia hurled from the assembly line into the front line with little training, but a fighting spirit that would not break. Of course, similar examples can be found across many theatres of the

war. To represent this, the two following Advantages boost a figures non-combat reaction roles, making them more durable in terms of sticking in the fight – even if they are lousy shots!

PLUCKY

These figures are motivated and earnest in their duties, rising to the occasion in spite of (or because of) their training.

- +1 Rep to non-combat reaction rolls

FANATIC

These figures are fanatically devoted to their cause and country and are eager to risk death to defeat their foe.

- +2 Rep to non-combat reaction rolls.

FANATIC FOES

Certain forces on the Eastern Front hated the other side with a consuming passion. This hatred motivated them to great acts of ferocity and cruelty toward the other side. When Fanatic Foes encounter each other they may gain the "Fanatic" advantage for the duration of the encounter. To determine this roll 2d6 REP (leader).

- Pass 2d6 = Unit is Fanatic.
- Pass 1d6 = Unit is not Fanatic.
- Pass 0d6 = Unit is Terrified of the other side and is at -1 REP to all non-combat reaction roles.

When a Fanatic Foe encounters a Hunkered Down or OOF enemy both figures will roll on the Fanatic Foe Reaction Table.

2 **FANATIC FOE REACTION**
(Taken versus Rep)

# Dice Passed	Result
2	<ul style="list-style-type: none"> Hunkered Foe will Charge nearest enemy. Other will melee with Hunkered Foe or deliver coup de grace to OOF foe.
1	<ul style="list-style-type: none"> Hunkered Foe will shoot at nearest enemy. Other will shoot at Hunkered or OOF foe.
0	<ul style="list-style-type: none"> Hunkered Foe will surrender. Other will accept Hunkered Foe/OOF Foe's surrender

NEW SOVIET EQUIPMENT

Here are two new pieces of equipment available to the Soviet Red Army.

SN-42 ASSAULT VEST

The Soviets invented the Assault Vest to better protect special Assault Troops attacking German fortified positions during heavy urban combat. These heavy vests, a modified Flak Jacket, use steel plates to protect the torso and groin and provide partial protection against weapons fire.

- The impact of any ranged, blast or melee weapons is reduced by 1.
- When wearing the vest normal movement is reduced by 1 inch.



ANTI-TANK MINE DOG TEAMS

The Soviets desperately resorted to many measures to try and combat the Wehrmacht. Anti-tank Mine Dogs were mutts that were specially trained to run underneath a tank, with a mine strapped to their back in an attempt to blow up a German tank.

There were many problems with this – the dogs were usually trained on immobile Soviet tanks and would often refuse to run at a moving tank. Many were also trained on Soviet tanks that used diesel engines, where German tanks used gasoline engines. As it turns out, a confused mine dog could just as well run under a Soviet tank as a German tank!

TEAM COMPOSITION

A team consists of a Handler and one or more dogs.

Handler: One dog handler with SMG and Reputation equal to that of the infantry unit it is attached to.

Dogs: 1 (1-4) or 2 (5-6) dogs with attached anti-tank mine (treat as satchel charge). The dogs Rep is the same as its handler's and can move up to 14" per activation (fast move at 28"). They are affected by terrain just like normal infantry.

HOW THEY ARE USED

While you could envision these dogs being use as a "K-9" unit, they typically were not. The dogs were basically guided anti-tank weapons. When a handler wants to order a dog to attack a tank, the handler rolls 2d6 versus his Rep on the Order Dog Attack Table to see if the dog obeys.

2	ORDER DOG ATTACK <i>(Taken versus Rep of the Handler)</i>
----------	---

# Dice Passed	Result
2	The dog obeys the command fully and the player <i>releases</i> the dog.
1	The dog is hesitant and responds without enthusiasm. It will attack the nearest tank but may not Fast Move.
0	The dog is confused and cocks its ears at the handler. It remains in place.

RELEASING THE DOG

After passing 2d6 the dog is released.

- The mine dog must move in a straight line as fast as it can towards the nearest AFV/vehicle in its Line of Sight (dogs don't choose their targets and cannot tell friend from foe!).
- The Tank Commander and all other crew members of the target tank are allowed to take the In Sight Test as outlined on page, 51 in the section called Attacking Vehicles found in the original *NUTS* book. If fired at the dog will take a Received Fire Test counting as a Charger.
- If the dog manages to get under the AFV signified by contacting the tank), roll a d6 to see if the trigger is actually pushed. A result of 1-5 means the attack has been successful , the explosion has gone off (treat it like a satchel charge vs. bottom armor). The dog is Obviously Dead.

If the charge is not set off, the dog will remain under the tank for 1/2d6 turns waiting to be fed. When it realizes that no food is coming, or if the tank moves, it will run out to the next closest tank. If there are no other tanks in LOS roll 1d6 to determine where the dog runs towards:

- 1 - 3 = its handler, if visible and in LOS.
- 4 - 5 = the nearest infantry (any side) in LOS, if any.
- 6 = a random direction determined how desired.

As long as a mine dog is free, it will behave in the above manner. Note that running toward infantry will not activate the dog's charge because of the way the trigger is rigged on its back.

If a mine dog is shot at it makes a Receive Fire check as if it were a Charger. If it is hit it may explode like a flamethrower (*NUTS* page 22). If it detonates the explosion is the same as a satchel charge.

A dog is always considered Moving Fast as a target even when not moving.

ARMY LISTS

In this section we present the Army Lists that are used in Clash of Titans.

SOVIET RED ARMY

The following Soviet List replaces the Russian List found in *NUTS*.

SOVIET RED ARMY

UNIT ORGANIZATION – Platoon	Infantry*	SMG/Assault Troops ⁽¹⁾	Tank Riders ⁽²⁾	Parachutists (Airborne)	“Black Devils” Naval Infantry
# of Squads or Sections (not HQ)	3	3	5 Teams	3	3
# Men per Squad	10	10	5	8	10
Dice Generation	5 +1d6	5 +1d6	1 +1d6	5 +1d6	5 +1d6
Individual Rep	1 - 2 = Rep 3	1 - 3 Rep 3	1 - 2 = Rep 3	1 - 2 = Rep 3	1 - 2 = Rep 3
	3 - 5 = Rep 4	4 - 5 = Rep 4	3 - 4 = Rep 4	3 - 4 = Rep 4	3 - 4 = Rep 4
	6 = Rep 5	6 = Rep 5	5 - 6 = Rep 5	5 - 6 = Rep 5	5 - 6 = Rep 5
NCO	SMG	SMG	SMG	SMG	SMG
Jr. NCO	BA or SMG	SMG	SMG	BA	SMG
LMG	1	0	0	1	1
# Men w/G-Launcher	0	0	0	0	0
Riflemen	BA	SMG	SMG	BA, SA or SMG	BA, SA or SMG

* Soviet Infantry units suffer a -1 on REP die rolls due to poor quality of troops early in the war (1939-1941).

(1) Assault Troop will have a +1 REP die roll and be equipped with an LMG, in addition to special equipment.

(2) SMG Team rides 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.

UNIT ORGANIZATION – Platoon	Militsya (Militia)	Pioneers (Engineers)	Penal Unit	NKVD	Cavalry ⁽¹⁾
# of Squads or Sections (not HQ)	3	3	3	3	3
# Men per Squad	10	7	10	10	10
Dice Generation	5+1d6	2+1d6	5+1d6	5+1d6	5+1d6
Individual Rep	1 - 2 = Rep 2	1-2 = Rep 3	1-3 = Rep 3	1-2 = Rep 3	1-2 = Rep 3
	3 - 5 = Rep 3	3-5 = Rep 4	4-5 = Rep 4	3-5 = Rep 4	3-5 = Rep 4
	6 =Rep 4	6 = Rep 6	6 = Rep 5	6 = Rep 5	6 = Rep 5
NCO	SMG	SMG	SMG	SMG	SMG
Jr. NCO	BA	SMG	BA	SMG	SMG
LMG	Roll 1d6: 1 - 3 = 0 4 - 6 = 1	0	Roll 1d6: 1 -3 = 0 4 - 6 = 1	1	1
# Men w/G-Launcher	0	0	0	0	0
Riflemen	BA	SMG	BA	BA, SA or SMG	BA or SMG

(1) Also armed with sabres

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

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

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

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

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Blast Circle	2
50mm mortar	10- 120	5" Blast Circle	2
82mm mortar	10- 120	5" Blast Circle	3

Anti-Tank Weapons	Range	Targets	Impact
Large Bore ATR (PTRD/PTRS)	48	1	APR 3
Anti-tank grenade	6	1	APR 3
Ampulomet AT Flame Mortar (1)	10	2" Blast Circle	5/APR 3

(1) When shooting if for each "1" scored roll another 1d6. If another "1" is scored then the weapon suffers a malfunction and explodes like a flamethrower (NUTS page, 22).

GERMAN ARMY

The following German List replaces the German List found in *NUTS*.

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

UNIT ORGANIZATION – Platoon	Penal Unit	Engineers	Cavalry	Volksturm (P)	Stosstruppen
# of Squads or Sections (not HQ)	3	3	3	3	3
# Soldiers per Squad	10	8	8	10	8
Dice Generation	5+1d6	2+1d6	4+1d6	5+1d6	4+1d6
Individual Rep	1 - 2 = Rep 2 3 - 5 = Rep 3 6 = Rep 4	1 = Rep 3 2 - 4 = Rep 4 5 - 6 = Rep 5	1 = Rep 4 2 - 5 = Rep 5 6 = Rep 6	1 - 2 = Rep 2 3 - 5 = Rep 3 6 = Rep 4	1 = Rep 3 2 - 4 = Rep 4 5 - 6 = Rep 5
NCO	SMG	SMG	SMG	SMG	SMG
Jr. NCO	SMG	SMG	SMG	BA	SMG
LMG	Roll 1d6: 1 - 3 = 0 4 - 6 = 1	-	1	Roll 1d6: 1 - 3 = 0 4 - 6 = 1	1
# Soldiers w/G-Launcher	1	1	1	0	1
Riflemen	BA	BA/SMG	BA/SMG	BA	SMG

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 1d6 to see how many figures have an MP44.

(P) Jugend variant will have a -1d6 Melee Combat penalty and can be Plucky (1-2) or a Fanatic (3-4).

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

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

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

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

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

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

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

Machine Guns	Range	Targets	Impact
LMG (MG-34/42)*	48	5/6	3
MMG (water cooled)	48	5	3
MMG (MG-34/42 Hvy Barrel)	60	6	3

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

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Blast Circle	2
Rifle Launched Grenade	20	5" Blast Circle	2/APR 2
Panzerbusche GL	30	5" Blast Circle	2/APR 2
Geballte Ladung (cluster hand grenade)	2	1	APW 5
50mm mortar	10-120	5" Blast Circle	2
80mm mortar	10-120	5" Blast Circle	3

Anti-Tank Weapons	Range	Targets	Impact
Sturmpistole (anti-armor pistol) ⁽³⁾	12	1	4/APW4
Large Bore ATR (Pak 28/20)	60	2/3	APR 4 ⁽²⁾
Anti-tank grenade	2	1" Dia Circle	APR 5
Panzerschreck	15/30 ⁽¹⁾	1	APR 9
Panzerfaust 30	3	1	APR 7
Panzerfaust 60	6	1	APR 9
Panzerfaust 100	10	1	APR 9

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

(2) Up to 30" otherwise APR 1.

(3) -1Rep to fire due to cumbersome design.

ITALIAN FORCES

Mussolini sent some 62,000 troops to aid the Germans against the Soviets in 1941. This grew to some 200,000 troops comprising the Italian 8th Army, or *Armata Italiana in Russia*. The 8th Army was primarily comprised of infantry and mountain troops, or Alpini, but also included some tank and cavalry units. Italian troops often fought bravely, but their tanks were no match for the T34 and like many German allies suffered from a lack of effective antitank guns. Italy took heavy losses during the Stalingrad campaign. Nearly half of the Italians who served on the Eastern Front would be killed or captured during the war. Italy was knocked out of the war as regards the Eastern Front in 1943.

UNIT ORGANIZATION – Platoon	Infantry	Engineers	Cavalry (1)	Bersaglieri	Alpini (Mountain Troops)	Paracadutisti (Airborne)
# of Squads or Sections (not HQ)	3	3	3	3	3	3
# Soldiers per Squad	14	8	8	10	10	10
Dice Generation	9+1d6	2+1d3	4+1d6	5+1d6	5+1d6	5+1d6
Individual Rep	1 - 2 = Rep 3	1 = Rep 3	1 = Rep 4	1 - 3 = Rep 3	1 = Rep 3	1 - 2 = Rep 3
	3 - 5 = Rep 4	2 - 4 = Rep 4	2 - 5 = Rep 5	4 - 5 = Rep 4	2 - 4 = Rep 4	3 - 4 = Rep 4
	6 = Rep 5	5 - 6 = Rep 5	6 = Rep 6	6 = Rep 5	5 - 6 = Rep 5	5 = Rep 5
						6 = Rep 6
NCO	SMG	SMG	SMG	SMG	SMG	SMG
Jr. NCO	BA or SMG	SMG	SMG	SMG	SMG or BA	SMG
LMG	1	-	1	1	1	
# Soldiers w/G-launcher	0	0	0	0	0	
Riflemen	BA	BA/SMG	BA/SMG	SMG	BA	SMG

(1) Also armed with sabres.

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

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

Machine Guns	Range	Targets	Impact
LMG (Breda Mod 30)	48	4	3
MMG (Fiat Revelli 8mm)	48	6	3
HMG (Breda Mod31)	60	4	5/APR 2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Blast Circle	2
45mm mortar	10-120	5" Blast Circle	2
81mm mortar	10-120	5" Blast Circle	3

Anti-Tank Weapons	Range	Targets	Impact
Passaglia Bomba	3	1" Blast Circle	2/APR 4
Solothurn ATR (wheeled)	48	1	APR 4 (1)

(1) APR 3 over 12" range.

NOTE ON EQUIPPING OTHER AXIS ALLIES

Note that non-Italian Axis allied units were often equipped with German equipment when national equipment was insufficient. For example, Axis allies were chronically poorly equipped with anti-tank weapons and eagerly adopted what German weapons were available, in addition to tanks and other equipment made available by the Germans. Players may opt to see if German equipment is available when creating a non-German Axis unit by rolling on the German Equipment Availability Table. Finnish units may roll on a related table to see what German or Soviet equipment may be available.

The player rolls 1d6 under each category, Small Arms, Machine Guns, etc. and reads the result.

- If the result is National then he must use the weapons found in that nations List.
- If the result is substitute then the player may use the weapons found in the German List or in the case of Finland, the German or Soviet Lists.

1

EQUIPMENT AVAILABILITY

(Reading the result as it appears)

TYPE	AXIS ALLIES	FINLAND
Small Arms	1 - 4 = National 5 - 6 = German	1 - 3 = National 4 - 5 = Soviet 6 = German
Machine Guns	1 - 4 = National 5 - 6 = German	1 - 4 = National 5 = Soviet 6 = German
Grenades	1 - 4 = National 5 - 6 = German	1 - 3 = National 4 - 5 = Soviet 6 = German
Antitank	1 - 4 = National 5 - 6 = German	1 - 4 = National 5 - 6 = German

HUNGARIAN ROYAL ARMY

Hungary's alliance with Germany during World War II was a matter of expediency and opportunism, rather than ideology. During the 1930s Germany emerged as a key trading partner which helped pull Hungary out of the Great Depression. Internal politics trended towards most people supporting pro-Fascism and pro-German factions. Hungary gained territory and safety as a German ally early in the War, expanding its borders and consuming parts of Czechoslovakia and Romania. Hungary supported the German invasion of the Soviet Union as well as operations in the Balkans against Romania, Bulgaria and Yugoslavia. Some 40,000 Hungarian troops of the Carpathian Group participated in the Barbarossa campaign and scored numerous successes against the Red Army. However, as the war ground on and the Soviets modernized their military Hungarian troops found themselves increasingly out matched and outnumbered. They suffered heavy losses during the Stalingrad campaign. Later in the war the Hungarian government attempted to negotiate a separate peace with the Allies, angering Hitler who toppled the Hungarian government in 1944 to force it to remain in the war. Hungary lost some 300,000 troops during the war. Hungarian units were equipped with a combination of Hungarian and German weapons and gear.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

UNIT ORGANIZATION – Platoon	Infantry	Engineers	Huszars (1) (Cavalry)	Kerékpáros (Mobile Bicycle)	Mountain Troops
# of Squads or Sections (not HQ)	3	3	3	3	3
# Soldiers per Squad	11	8	8	10	9
Dice Generation	5+1d6	2+1d3	4+1d6	5+1d6	4+1d6
Individual Rep	1 - 2 = Rep 3	1 = Rep 3	1 = Rep 4	1 - 2 = Rep 3	1 - 2 = Rep 3
	3 - 5 = Rep 4	2 - 4 = Rep 4	2 - 5 = Rep 5	3 - 4 = Rep 4	3 - 5 = Rep 4
	6 = Rep 5	5 - 6 = Rep 5	6 = Rep 6	5 - 6 = Rep 5	6 = Rep 5
NCO	SMG	SMG	SMG	SMG	SMG
Jr. NCO	BA or SMG	SMG	SMG	SMG	SMG or BA
LMG	1	-	1	1	1
# Soldiers w/G-Launcher	0	0	0	0	0
Riflemen	BA	BA/SMG	BA/SMG	BA	BA

(1) Also armed with sabres.

Small Arms	Range	Targets	Impact
Medium Caliber Pistol (P.37)	12	2	1
Medium Caliber SMG (Danuvia 39.M)	24	3	1
BA Rifle (M95/31 or 35.M)	48/60(1)	1	3
SA Rifle	48/60(1)	2	3

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

Machine Guns	Range	Targets	Impact
LMG (Solothurn 31.M)	48	4	3
LMG (Chauchat CSRG) ¹	48	4	3
MMG (Schwarzlose MG M.07/12)	60	4	3

(1) Prone to jamming. Any time two or more 6's are rolled it has jammed and requires a full turn to unjam.

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Blast Circle	2
Rifle Launched Grenade	20	5" Blast Circle	2/APR 2
50mm mortar	10-120	5" Blast Circle	2
81mm mortar	10-120	5" Blast Circle	3

Anti-Tank Weapons	Range	Targets	Impact
Solothurn ATR (wheeled)	48	1	APR 4 (1)
Anti-tank grenade	2	1" Blast Circle	APR 5

(1) APR 3 over 12" range.

ROMANIAN MILITARY

The Kingdom of Romania attempted to chart a neutral course after the outbreak of war in 1939. However, when its traditional patrons, Britain and France, suffered major defeats in 1940 it attempted to appease Germany and Hungary, ceding territory and trade rights that undermined public confidence in its government. Pro-fascist forces used this public dissatisfaction, and fear of war with Germany, to successfully convince the public that it was in Romania's interest to ally with Germany. It joined the Axis powers in late 1940 and entered the war and was a key source of oil for the Axis powers. Romanian forces participated in the invasion of the USSR in 1941 and remained in combat on the Eastern Front until 1944 when King Michael led a coup that toppled the fascist government as the country was being invaded by Soviet forces. Romania finished the war on the side of the Allies. Nearly 400,000 Romanian soldiers were killed during the war.

UNIT ORGANIZATION – Platoon	Infantry	Pioneers (Engineers)	Cavalerie (1) (Cavalry)	Parachutists (Airborne)	Mountain Troops
# of Squads or Sections (not HQ)	3	3	3	3	3
# Soldiers per Squad	10	8	8	10	10
Dice Generation	5+1d6	2+1d6	4+1d6	5+1d6	5+1d6
Individual Rep	1 - 2 = Rep 3	1 = Rep 3	1 = Rep 3	1 - 2 = Rep 3	1 - 2 = Rep 3
	3 - 5 = Rep 4	2 - 4 = Rep 4	2 - 4 = Rep 4	3 - 4 = Rep 4	3 - 5 = Rep 4
	6 = Rep 5	5 - 6 = Rep 5	5 - 6 = Rep 5	5 = Rep 5	6 = Rep 5
				6 = Rep 6	
NCO	SMG	SMG	SMG	SMG	SMG
Jr. NCO	BA or SMG	SMG	SMG	SMG	SMG or BA
LMG	1	-	1	1	1
# Soldiers w/G-Launcher	0	0	0	0	0
Riflemen	BA	BA/SMG	BA/SMG	SMG	BA

(1) Also armed with sabres.

Small Arms	Range	Targets	Impact
Medium Caliber Pistol (Beretta or Steyr M.1912)	12	2	1
Medium Caliber SMG (Orita M.1941)	24	3	1
BA Rifle (Vz.24)	48/60 ⁽¹⁾	1	3
SA Rifle	48/60 ⁽¹⁾	2	3

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

Machine Guns	Range	Targets	Impact
LMG (ZB M.1930)	48	4	3
HMG (ZB.53)	60	4	4/APR 1

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Blast Circle	2
Rifle Launched Grenade	20	5" Blast Circle	2/APR 2
50mm mortar	10-120	5" Blast Circle	2
81mm mortar	10-120	5" Blast Circle	3

Anti-Tank Weapons	Range	Targets	Impact
Solothurn ATR (wheeled)	48	1	APR 4 (1)
Anti-tank grenade	2	1" Blast Circle	APR 5

(1) APR 3 over 12" range.

FINNISH MILITARY

Finland fought the Soviets alone, during the 1939 Winter War, and during the World War II as a nominal ally of Germany against the Soviets. In late November 1939 the Soviets invaded Finland with the goal of conquering and occupying it as it had done with Eastern Poland. Finland received no aid from the Western Allies. During the Winter War the Finns put up a brilliant, stubborn resistance that ground the Red Army to a halt on the Karelian Isthmus and prevented the Soviets from occupying Finland. While they seized some Finnish territory, the Soviets suffered a humiliating defeat and signed a peace treaty with Finland in 1940. Germany then moved to strengthen ties with Finland. Finland allied with Germany after German promises of financial and military aid, and support in retaking its lost territory. While it was a co-belligerent against the USSR, Finland did not officially join the Axis powers. Finland attacked the Soviets in 1941 after the German invasion and fought a war of territorial gain until forced to sign a separate peace agreement with Russia in 1944. Quite remarkably, though it was a German ally during the war the Finns did not succumb to Fascism. The Finns kept their democratic government intact, did not support the Nazi ethnic programs, allowed refugees safe haven, and refused to place their military under the German command structure.

UNIT ORGANIZATION – Platoon	Infantry	Taistelupioneerikouluus (Combat Engineers)	Cavalry (1)	Jaegers (Mountain Troops)	Coastal Strike Infantry
# of Squads or Sections (not HQ)	3	3	3	3	3
# Soldiers per Squad	9	12	12	9	9
Dice Generation	5+1d6	6+1d6	6+1d6	5+1d6	5+1d6
Individual Rep	1 = Rep 3	1 = Rep 3	1 = Rep 3	1 - 2 = Rep 3	1 - 2 = Rep 3
	2 - 4 = Rep 4	2 - 4 = Rep 4	2 - 4 = Rep 4	3 - 4 = Rep 4	3 - 5 = Rep 4
	5 - 6 = Rep 5	5 - 6 = Rep 5	5 - 6 = Rep 5	5 = Rep 5	6 = Rep 5
				6 = Rep 6	
NCO	SMG	SMG	SMG	SMG	SMG
Jr. NCO	BA or SMG	BA or SMG	BA Rifle or SMG	BA Rifle or SMG	SMG or BA Rifle
LMG	1	-	1	1-3 LMG 4-6ATR	2
# Soldiers w/G-Launcher	0	0	0		0
Riflemen	BA	BA/SMG	BA/SMG	BA/SMG	BA/SMG

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

FINNISH WEAPONS: Note that the Finns used a combination of Finnish, Soviet and German small arms and equipment during the war. A Finnish soldier, depending on the phase of the war, was as likely to be fielding a Soviet Moisin-Nagant rifle as they would an Ukko-Pekka M.39 rifle. These lists only present the weapons produced or modified by Finland. See page, 22 for info on the equipment that is available to Finnish forces.

Small Arms	Range	Targets	Impact
Medium Caliber Pistol (Lahti L.35)	12	2	1
Medium Caliber SMG (Bergmann M.20)	24	3	1
BA Rifle (Ukko-Pekka M.39)	48/60 ⁽¹⁾	1	3
Combat Shotgun (Kiv M.95)	12	2	2

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

Machine Guns	Range	Targets	Impact
LMG (Lahti-Saloranta M.26)	48	4	3
MMG (M.09 Maxim)	48	5	3
HMG (Lahti PstKK/35-36 13.2mm)	60	4	5/APR2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" Blast Circle	2
Rifle Launched Grenade	20	5" Blast Circle	2/APR 2
47mm mortar	10-120	5" Blast Circle	2
81mm mortar	10-120	5" Blast Circle	3

Anti-Tank Weapons *	Range	Targets	Impact
Large Bore ATR (Lahti L.39)	60	2/3	APR 4 (2)
Anti-tank grenade	2	1" Blast Circle	APR 5
Panzerschreck	15/30(1)	1	APR 9
Panzerfaust 30	3	1	APR 7
Panzerfaust 60	6	1	APR 9
Panzerfaust 100	10	1	APR 9

*Finland produced German AT weapons under contract and accepted large numbers of them starting in April 1944

(1) APR 3 over 12" range.

(2) Up to 30" otherwise APR 1.

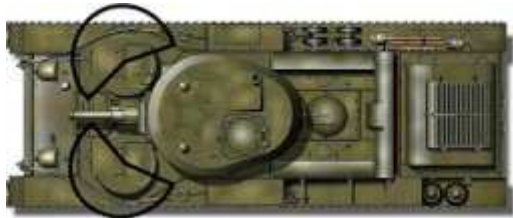
PART TWO: VEHICLES

This section covers the core vehicles used during the war on the Eastern Front and other areas including rules for multi-turreted tanks, wagons, and aerosans (page, 28). This section also covers any rules that can expand or modify the core rules.

MULTI-TURRET TANKS

These tanks attempt to provide multiple arcs of fire simultaneously by packing on extra turrets. There are numerous pre-WW II examples of these, ranging from the Soviet T-35 to the Japanese Type 95 Heavy Tank. A Multi-turret tank typically carries a Main Gun Turret and Secondary Turrets with smaller guns. Depending on the size of the tank a secondary turret will house either a gun one class lower than the main gun (e.g., a 76mm Medium gun as Main Gun could be complemented by a 45mm Light Gun in Secondary Turret) or machine guns. The Main Gun Turret has a standard 360 degree firing arc, while Secondary Turrets have a more limited arc dependent upon their placement. Easy rule of thumb, a Secondary Turret's arc of fire cannot trace through the Tank's hull or another turret.

Here's an example of the firing arcs for the Soviet T-28 tank.



T-28 (C) o5m6

AEROSANS

An Aerosan is a vehicle designed exclusively for mobility over snow and ice. Fitted with large skis and a powerful airplane propeller on the rear, Aerosans can skim over ice and snow but cannot traverse broken ground, bare earth, mud or rubble. An Aerosan is a light vehicle that can move up to 28" over snow and ice. During WW II the Soviets used lightly armed Aerosan units as reconnaissance and quick strike units during Winter combat.

TCHANKA

This horse-drawn Maxim MG wagon was often found playing a support role for Soviet Cavalry units, providing much needed mobile firepower. The Tchanka had a crew of five— two drivers/handlers for the team of two horses that pulled the wagon, and three crew manning the machinegun (Gunner, Loader, Director). The base move is 10" per action, and the wagon is treated like a vehicle for movement purposes. The horses are subject to rolling on the Skittish Table if they come under fire directly. They are trained not to flinch when their own machinegun fires. Use the Drivers Rep for all Driver related rolls.

Machine Guns	Range	Targets	Impact
Maxim Gun: HMG 12.7mm	60	4	5/APR2

VEHICLE LISTS

This section will provide you with the Vehicle Lists that are used in *CoT* and replace those found in *NUTS*. This covers the time frame from June 1941 to Spring 1945.

The following Vehicle Lists are provided:

- Soviet (and Lend Lease) (page, 39)
- German (page, 31)
- Italian (page, 36)
- Hungarian (page, 35)
- Romanian (page, 37)
- Finnish (page, 29)

These vehicle lists only covers the primary vehicles and the weapons they manufactured or used. If non-native vehicles are used this will be noted under the main list. Infantry is covered by their own *Army Lists* (page, 17).

USING THE LIST

Here's how to use the lists.

- Decide which army you want to use and go to that list.
- Choose which type of vehicle you want to play.
- Then go to that vehicles row and go across one column at a time. This will tell you all you need to know about your vehicle.

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VEHICLE INFO

Here's information about your vehicles.

Vehicle - The name of the vehicle.

Front Armor - The AR of the front armor

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

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

Main Gun APR - The Armor Piercing Rating of the main gun. Multiple entries connote a multi-turret tank and the APR for each turret.

Main Gun HE - The first number is the blast circle of the weapon while the second is it's APR/Impact.

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

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

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

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

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

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

FINNISH VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co-Ax MG	Speed	Crew
Tanks										
Vickers 6ton	2	1	0	4	5/2	N	N	Y	24/16	1/2
Tank Destroyers & Assault Guns										
BT-42	3	2	1	9*	10/4	N	N	Y	24/16	1/2
40 ItK/38 AA vehicle	3	1	-	4(ROF2)	-	FLAK	N	N	22/14	2/4 ^A
Armored Cars and Other Vehicles										
GAZ-type truck	-	-	-	-	-	-	-	-	28/14	2
Harley-Davidson Motorcycle	-	-	-	-	-	N	?	N	36/24	1 or 2

* Denotes howitzer with short barrel. Direct Fire only at short range up to 48".

? Some vehicles may or may not have this depending on configuration. Example - In case of a motorcycle only there's a side car.

(A) Vehicle is open topped

The Finns captured a large number of Soviet T-26 tanks during the Winter War, as well as T-28 tanks, BT-7s, BA-10 armored cars, and T-20 tractors. They also captured a number of T-34 and KV-1 tanks as the war went on, as well as 45mm and 76mm ATG. Finns may also use certain German vehicles sold or transferred to Finland, including the StuG III G and the Pz. IV J tank.

FINNISH TANKER REPS

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

FINNISH GUNS

Anti-tank Guns & Autocannons	APR	HE	Crew	Notes
AT-MG L-35/36 13mm	2(ROF4)	-	4	Light gun
20 PstK/40 20mm	2(ROF2)	-	4	Light gun
25 PstK/37 25mm	3	5/1	4	Light gun
37 PstK/36 37mm	3	5/2	4	Light gun
75K/01, 02 & 40 75mm	6	6/3	4	Medium Gun
76LK infantry howitzer	4*	6/3	4	Medium gun
114H/13 114mm	8*	8/3	8	Heavy gun
20 ItK 40/VKT	2(ROF2)	-	4	Light gun, AA

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 and then only 4".

** = 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.*

GERMAN VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co-Ax MG	Speed	Crew
Tanks										
Panzer I	2	1	0	MG	-	N	N	Y	24/16	1/1
Panzer II	3	2	0	2 (ROF2)	-	N	N	Y	24/16	1/2 ^E
Panzer II Luchs	3	2	1	2 (ROF2)	-	N	N	Y	28/18	1/2 ^E
Panzer II Flamm	3	2	1	MG(Main) Flame(Trt2) Flame(Trt3)	-	-	-	-	24/16	1/2 ^E
Pz. 35R Renault	4	2	1	4*	5/2	N	N	Y	18/12	1/1 ^E
Pz. 35H(f) Hotchkiss	4	2	1	4*	5/2	N	N	Y	20/14	1/1 ^E
PZ. 35S Somua	4	2	1	5	5/2	N	Y	Y	24/16	1/2 ^E
Pz.35t	3	2	1	4	5/2	N	Y	Y	18/12	2/2
Pz.38t	4	2	1	4	5/2	N	Y	Y	24/12	2/2
Pz.38t Flakpanzer	2	1	-	2 (ROF2)	-	-	-	-	24/12	2/2
Pz III A-C	4	2	1	4	5/2	N	Y	Y	18/12	2/3
Pz III D-G	4	2	1	5	5/2	N	Y	Y	18/12	2/3
Pz III H-K	5	2	1	5	5/2	N	Y	Y	18/12	2/3
Pz III L-M	5	2	1	6	5/2	N	Y	Y	18/12	2/3
Pz III N	5	2	1	8* (HEAT)	5/2	N	Y	Y	18/12	2/3
Pz IIIM Flamm	5	2	1	FLAME	-	N	Y	Y	18/12	2/3
Pz IV A-D	4	3	1	4	6/3	N	Y	Y	18/12	2/3
Pz IV E-F	5	3	1	4	6/3	N	Y	Y	18/12	2/3
Pz IV G-J	6	3	1	8	6/3	Y	Y	Y	18/12	2/3
Panzer IVH	6	3	1	8	6/3	Y	Y	Y	18/12	2/3
Mobelwagen	4	3	-	2(ROF6)	-	FLAK	Y	N	20/14	3/2 ^A
Wirbelwind	4	3	-	2(ROF6)	-	FLAK	Y	N	20/14	3/2 ^A
Ostwind	4	3	-	4(ROF3)	5/2	FLAK	Y	N	20/14	3/2 ^A
Pz V Panther A,D,G	9	4	2	10	6/2	N-Y-Y	Y	Y	24/16	2/3
Pz VIE Tiger I	8	6	3	9	8/3	N	Y	Y	18/8	2/3
Pz VIB King Tiger	12	6	3	12	8/3	N	Y	Y	18/8	2/3
Tank Destroyers										
Panzerjager I	2	1	-	5	5/2	N	N	N	24/16	1/2 ^A
Panzerjager 35R	4	2	-	5	5/2	N	N	N	18/12	4
Jagdpanzer 38t "Hetzer" (LS)	8	2	1	8	6/3	N	N	Y	18/12	4
Marder I ^(X)	1	0	-	8	6/3	N	N	N	18/12	1/2 ^A
Marder II	3	2	-	8	6/3	N	N	N	24/16	1/2 ^A
Marder III	2	1	-	8	6/3	Y	N	N	18/12	1/3
Jagdpanzer IV ^(LS)	7	3	1	8	6/3	Y	Y	N	18/12	2/3
Jagdpanther	9	4	2	12	8/3	N	Y	N	26/16	5
Nashorn	2	2	-	12	8/3	Y	N	N	18/12	1/4 ⁽¹⁾
Jagdtiger	13	6	3	14	10/4	N	Y	N	12/8	2/4
Ferdinand/Elefant	14	6	3	10	8/3	N	N	N	12/8	6

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Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co- Ax MG	Speed	Crew
Assault Guns & SP Artillery										
StuG III A-E(LS)	4	2	1	4	6/3	N	Y	N	18/12	4
StuG III F-G(LS)	6	3	1	8	6/3	N	Y	N	18/12	4
StuG IV(LS)	6	3	2	8	6/3	N	Y	N	18/12	4
StuH 42(LS)	6	3	1	8*	8/4	N	Y	N	18/12	4
Sturmpanzer IV "Brumbar"	8	3	1	9*	12/4	N	Y	N	18/12	1/4(1)
Sturmtiger	12	8	3	12R	20/4	N	Y	N	18/8	5
15cm sIG33 Pz Ia	1	0	-	9*	12/4	N	N	N	22/14	4 ^A
15cm sIG33 Pz II	2	1	-	9*	12/4	N	N	N	22/14	4 ^A
SdKfz 124 Wespe	2	1	-	8*	8/4	N	Y	N	18/12	3/2 ^A
Sd.Kfz. 165 Hummel	3	1	-	10*	12/4	N	Y	N	18/12	5/1 ^A
Grille (aka Bison)	2	1	-	9*	12/4	Y	N	N	12/8	1/4(1)
Armored Cars										
SdKfz 221/223	1	1	-	LMG	-	N	N	Y	32/18	1/2 ^A
SdKfz 222	1	1	-	2(ROF2)	-	N	N	Y	32/18	1/2 ^A
SdKfz 231 "8 Rad"	2	1	1	2(ROF2)	-	N	N	Y	32/12	2/2(2)
SdKfz 232 "8 Rad"	2	1	1	2(ROF2)	-	N	N	Y	32/12	2/2(2)
SdKfz 233	2	1	-	5*	6/3	N	N	Y	32/12	1/3 ^A
SdKfz 234/1	2	1	-	2(ROF2)	-	N	N	Y	32/16	2/2(2) ^A
SdKfz 234/2 "Puma"	2	1	1	5	5/2	N	N	Y	32/16	2/2(2)
SdKfz 234/3 & 234/4	2	1	-	5 or 8	6/3	N	N	Y	32/12	1/3(2) ^A
SdKfz 263										

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co- Ax MG	Speed	Crew
Halftracks & Other Vehicles										
SdKfz 2 "Kettenrad"	-	-	-	-	-	N	N	N	32/12	1+2A
SdKfz 4 "Maultier"	1	0	-	-	-	Y	N	N	18/12	2
SdKfz 6	-	-	-	-	-	N	N	N	18/12	2
SdKfz 7	1	0	-	-	-	N	N	N	18/12	2
SdKfz 7/1	1	0	-	2(ROF6)	-	FLAK	N	N	18/12	2
SdKfz 7/2	1	0	-	3(ROF3)	5/2	FLAK	N	N	18/12	2
SdKfz 10	-	-	-	-	-	N	N	N	18/12	2
SdKfz 10/4 & 10/5	-	-	-	2	-	FLAK	N	N	18/12	2
SdKfz 11	-	-	-	-	-	N	N	N	18/12	2
SdKfz 250/1	1	0	-	LMG	-	Y	N	N	32/12	2+4A
SdKfz 250/7	1	0	-	81mm mortar	-	Y	N	N	32/12	2/3A
SdKfz 250/8	1	0	-	5*	6/3	Y	N	N	32/12	2/3A
SdKfz 250/9	1	0	-	2(ROF2)	-	Y	N	N	32/12	2/2(2)A
SdKfz 250/10	1	0	-	4	5/2	Y	N	N	32/12	2/3(2)A
SdKfz 250/11	1	0	-	4	-	Y	N	N	32/12	2/2(2)A
SdKfz 251/1	1	0	-	LMG	-	Y	N	N	28/12	2+10A
SdKfz 251/1-II "Stuka zu Fuß"	1	0	-	280mm rockets	-	Y	N	N	28/12	2+4A
SdKfz 251/2	1	0	-	81mm mortar	-	Y	N	N	28/12	2/3A
SdKfz 251/5	1	0	-	Bridging	-	Y	Y	N	28/12	2+10A
SdKfz 251/9 "Stummel"	1	0	-	5*	6/3	Y	N	N	28/12	2/3A
SdKfz 251/10	1	0	-	4	5/2	Y	N	N	28/12	2+4A
SdKfz 251/16	1	0	-	FLAME	-	Y	N	N	28/12	2+4A
SdKfz 251/17	1	0	-	2	-	FLAK	N	N	28/12	2+4A
SdKfz 251/22	1	0	-	8	6/3	Y	N	N	28/12	2+4A
Opel Blitz Truck	-	-	-	-	-	N	N	N	32/12	2+Varies
Kubelwagen	-	-	-	LMG	-	Y	N	N	32/16	2/2
Schimmwagen	-	-	-	LMG	-	Y	N	N	32/16/6(4)	2/2
BMW Motorcycle	-	-	-	-	-	N	?	N	36/24	1 or 2

*Denotes howitzer with short barrel. Direct Fire only at short range (up to 48").

(1) The vehicle has two loaders

(2) Denotes two drivers

(4) Amphibious

(A) Vehicle is open topped

(E) TC is Loader

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.

? Some vehicles may or may not have this

(R) Rocket launcher, slow loading. Crew must stop vehicle, dismount and spend two full action turns stationary to reload.

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(X) Represents wide range of converted and captured equipment, from Panzer Is to French FCM36 or Lorraine tractors.

Germans may also be able to use nearly any Russian vehicle or Lend Lease Allied vehicle since it captured and used many foreign-made tanks during the war. After late 1943 a German player may also use Italian vehicles held over into service after the surrender of Italy.

GERMAN TANKER REPS

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

Modifiers to die roll:

+1 to die roll if SS formation

+1 to die roll if a Tiger I, King Tiger or Sturmtyger tank

GERMAN GUNS

Anti-tank Guns & Autocannons	APR	HE	Crew	Notes
Pak 28/20	4	-	2	Light
Pak 35/26 3.7cm	4	5/2	4	Light
PaK 37(t) 3.7cm	4	5/2	4	Light
PaK 36(t) 4.7cm	5	5/2	4	Medium
PaK 38 5.0cm	5	5/2	4	Medium
PaK 40 7.5cm	8	6/3	4	Heavy
Flak 18/36 8.8cm	9	8/3	8	Immobile
Pak43/41 & 43 8.8cm/L71	12	8/3	8	Immobile
7.5 cm IG 37/42	4*	6/3	4	Medium gun
10.5 cm leFH 18	8*	8/4	8	Heavy
Flak 28 & 30 2cm	2	-	4	Immobile
Flakvierling 38 (Quad) 2.0cm	2(ROF6)	-	6	Immobile
Flak 37 3.7cm	4(ROF3)	5/2	4	Immobile

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

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

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

Immobile guns cannot be moved without using a vehicle or horse tow and then only 4".

* = 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.

HUNGARIAN VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co-Ax MG	Speed	Crew
Tanks										
Toldi I/II	2	1	1	2 (ROF2)	-	N	N	Y	24/16	1/2 ^E
Toldi IIA/III	3	2	1	4	5/2	N	N	Y	24/16	1/2 ^E
40M Turán I	3	2	1	4	5/2	N	N	Y	22/14	2/3
40M Turán II	4	2	1	6*	6/3	N	N	Y	22/14	2/3
40M Nimrod	3	1	-	4(ROF2)	-	FLAK	N	N	22/14	2/4 ^A
Tank Destroyers & Assault Guns										
43M Zrínyi II ^(LS)	5	2	1	8*	8/4	N	Y	N	18/12	4
Armored Cars & Other Vehicles										
43.M Lehel A troop carrier	1	1	0	-	-	Y	N	N	22/14	2+8 ^A
39M Csaba	1	0	0	2(ROF2)	-	N	N	Y	32/18	1/2
Raba Botund Truck	-	-	-	-	-	N	N	N	32/12	2+Varies
Motorcycle	-	-	-	-	-	N	?	N	36/24	1 or 2
Staff car	-	-	-	-	-	N	N	N	32/16	2/2

*Denotes howitzer with short barrel. Direct Fire only at short range (up to 48").

(A) Vehicle is open topped

(E) TC is Loader

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.

? Some vehicles may or may not have this depending on configuration. E.g., in case of a motorcycle only there's a sidecar.

Note: Hungarians may also use some German and Italian vehicles and equipment. The rule of thumb on German vehicles is that they will always be one or more "models" earlier than the Hungarians would use at that time. So, for example, if the German army would be using the Panzer IVH, the Hungarians at best would have a Panzer IVF. Axis vehicles used by Hungary includes the Panzer I, Panzer III A-G, Panzer IVA-F, Pz. 38(t), StuG IIIG, Pz. Jagdpanzer 38(t) Hezter, and the Italian L3/33. Late in the war Hungary received a bare handful of early model Panther and Tiger I tanks. Hungarians may also use the German PaK 36(t), PaK38 and PaK40 antitank guns.

HUNGARIAN TANKER REPS

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

HUNGARIAN GUNS

Anti-tank Guns & Autocannons	APR	HE	Crew	Notes
37mm PUV vz. 34	4	5/2	4	Light gun
40mm Škoda A17	4	5/2	3	Light gun
75mm Škoda vz. 15	6*	6/3	4	Medium gun
100mm Skoda M.16/19	8*	8/4	8*	Heavy gun
Oerlikon 20mm AA	2(ROF2)	-	2	Light gun
Bofors 40mm AA	4(ROF2)	-	3	Immobile
Bofors M29 80mm AA	9	8/3	6	Immobile

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

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

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

Immobile guns cannot be moved without using a vehicle or horse tow and then only 4".

* = 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.

ITALIAN VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co-Ax MG	Speed	Crew
Tanks										
L3/33	1	0	0	2x MG	-	-	Y	-	18/12	2
L3/33 FLAME	1	0	0	FLAME	-	-	Y	-	18/12	2
L6/40	2	1	1	2(ROF2)	-	-	-	Y	18/12	1/1 ^(E)
M11/39	2	1	1	4 ⁽⁵⁾	5/2	-	-	Yx2(trt)	18/12	2/1
M13/40 & M14/41	3	2	1	5	5/2	Y	Yx2	Y	18/12	2/2
M15/42	4	2	1	5	5/2	Y	Yx2	Y	18/12	2/2
Tank Destroyers & Assault Guns										
Lancia 90/53	-	-	-	10	8/3	-	-	-	28/12	2+4
Semovente 47/32 ^(LS)	2	1	0	5	5/2	Y	N	N	18/12	3
Semovente 75/18 ^(LS)	5	2	1	6*	6/3	Y	N	N	14/10	3
Semovente 90/53 ^(LS)	2	1	-	10	8/3	N	N	N	18/12	5 ⁽¹⁾
Armored Cars & Other Vehicles										
Lince	1	1	1	-	-	Y	N	N	28/14	1/1
Autoblinda AB40	0	0	0	2xMG ⁽⁶⁾	-	N	N	N	32/18	4
Autoblinda AB41	1	0	0	2(ROF2)	-	N	N	Y	32/18	4
Fiat 38R truck	-	-	-	-	-	-	-	-	28/12	2
Lancia 3RON truck	-	-	-	-	-	-	-	-	24/10	2
Moto Guzzi Alce	-	-	-	-	N	N	?	N	36/22	1 or 2

*Denotes howitzer with short barrel. Direct Fire only at short range (up to 48").

(1) The vehicle has two loaders

(5) Vehicle has main gun mounted on Right Front Sponson with limited arc of fire of 30° front to 30° right. 37mm turret has co-ax & rotatable enclosed cupola mount LMG.

(6) Rear facing MG in turret

(A) Vehicle is open topped

(E) TC is Loader

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

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.

? Some vehicles may or may not have this depending on configuration. E.g., in case of a motorcycle only there's a sidecar.

Trt = Rear turret

ITALIAN TANKER REPS

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

ITALIAN GUNS

Anti-tank Guns & Autocannons	APR	HE	Crew	Notes
Breda 20/65 M35	2(ROF2)	-	3	Light gun
Vickers-Terni L/40	4	5/2	4	Light gun
Cannone da 47/32 M35	5	5/2	4	Medium gun
65/17 M13 mountain gun	6*	5/3	4	Medium gun
75mm 75/18 M34	6*	6/3	4	Medium gun
90mm Cannone da 90/53	10	8/3	4	Immobile
Cannone Da 105/28	8*	8/4	6	Heavy gun
Obice da 210/25 Howitzer	10	12/4	6	Heavy gun

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

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

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

Immobile guns cannot be moved without using a vehicle or horse tow and then only 4".

* 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.

ROMANIAN VEHICLES

Vehicle	Front Armor	Side Arm or	Top Armor	Main Gun APR	Main Gun HE	AA MG	Hull MG	Co-Ax MG	Speed	Crew
Tanks										
Renault FT-17	1	0	0	4*	5/2	N	N	Y	10/6	1/1 ^E
35R Renault	4	2	1	4*	5/2	N	N	Y	18/12	1/1 ^E
R-2 (Skoda LT VZ 35)	3	2	1	4	5/2	N	Y	Y	18/12	2/2
Assault Guns and SP Artillery										
TACAM T-60	2	1	-	6	6/3	N	N	N	24/16	4 ^A
TACAM R2	3	2	-	6	6/3	N	N	N	18/12	4 ^A
Armored Cars & Other Vehicles										
Skoda OA vz. 30 armored car	0	0	0	2xMG	-	N	N	N	32/18	3
Praga Truck	-	-	-	-	-	-	-	-	28/14	2
Motorcycle	-	-	-	-	-	N	?	N	36/24	1 or 2

*Denotes howitzer with short barrel. Direct Fire only at short range (up to 48").

(A) Vehicle is open topped

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

(E) TC is Loader

? Some vehicles may or may not have this depending on configuration. E.g., in case of a motorcycle only there's a sidecar.

Romania had very little in the way of native tank or armored vehicle industry and started the war with obsolete equipment. It relied heavily on German vehicles and captured Soviet equipment during the war. Most German equipment would be one or two "models" behind that deployed by the German Army. German equipment (starting primarily in 1942) included the Pz.38(t), Panzer III and Panzer IV tanks; the StuG III, the SdKfz 221 & SdKfz 222 armored cars, the SdKfz 251 halftrack and the PaK38 & PaK40 ATGs. Captured Soviet equipment includes the T-60 tank, GAZ trucks and the ZIS-3 M.1942 76mm ATG.

ROMANIAN TANKER REPS

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

ROMANIAN GUNS

Anti-tank Guns & Autocannons	APR	HE	Crew	Notes
12.7 mm AA	2(ROF4)	-	2	AA HMG
Skoda 37mm PUV	4	5/2	4	Light gun
47mm M1936	4	5/2	4	Light Gun
75mm Škoda vz. 15	6*	6/3	4	Medium gun
100mm Skoda M.16/19	8*	8/4	8*	Heavy gun
Gustloff 20mm AA	2(ROF2)	-	2	Light gun
Rheinmetall M1939 37mm AA	4(ROF2)	-	3	Immobile

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

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

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

Immobile guns cannot be moved without using a vehicle or horse tow and then only 4".

* = 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.

SOVIET VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co-Ax MG	Speed	Crew
Tanks										
T-26	2	1	0	4	5/2	N	N	Y	24/16	2/1
OT-26	2	1	0	Flame	-	N	N	Y	24/16	2/1
T-37a	1	1	0	(MMG)	-	N	N	N	24/16/6 ⁽⁴⁾	1/1
T-60	2	1	1	2 (ROF2)	-	N	N	Y	24/16	1/1
T-70	3	2	1	4	5/2	N	N	Y	24/16	1/1
BT-7	3	2	1	4	5/2	N	N	Y	24/16	2/1
BT-7A	3	2	1	6*	6/3	N	Y	Y	24/16	2/1
T-28	4	2	1	6(Main) MG(Trt2) MG(Trt3)	6/3	N		Y	18/12	3/1
T-34/76	6	3	1	6	6/3	N	Y	Y	24/16	2/2 ^D
T-34/85	6	3	1	7	8/3	N	Y	Y	24/16	2/3
OT-34	6	3	1	Flame/6	6/3	N	N	Y	24/16	2/3
KV-1	7	5	2	6	6/3	N	Y	Y	18/12	2/3
KV-8	7	5	2	Flame/4	5/2	N	N	Y	18/12	2/3
KV-85	7	5	2	7	8/3	N	Y	Y	18/12	2/3
IS/JS-2 (trt)	7	5	2	9	10/4	Y	N	Y	18/12	1 ^B /3
IS/JS-2m(trt)	8	5	2	9	10/4	Y	N	Y	18/12	1 ^B /3
T-35 Super Heavy Tank ⁽³⁾	4	3	1	6 (Main) 4 (Trt2) 4 (Trt3) MG(Trt4) MG(Trt5)	6/3 5/2 5/2	N	N	Y(Main) Y(Trt2) Y(Trt3)	12/8	3/4 1 1 1 1
KV-2(Trt)	8	5	2	10 ⁽²⁾	12/4	N	Y	Y**	12/12	4/2 ⁽¹⁾
Tank Destroyers & Assault Guns										
SU-12 (GAZ)	-	-	-	5	5/2	N	N	N	26/14	4
SU-57 Tank Destroyer	0	0	-	5	5/2	N	N	N	18/12	2/3
ZiS 30 Tank Destroyer	0	0	-	5	5/2	N	Y	N	26/14	2/2
SU-76M (LS)	2	1	1	6	6/3	N	N	N	18/12	1 ^{AB} /3
SU-85 (LS)	5	3	1	7	8/3	N	N	N	24/16	4
SU-100 (LS)	6	3	1	10	8/3	N	N	N	18/12	4
SU-122 (LS)	5	3	1	9*	10/4	N	N	N	18/12	4
SU-152	5	4	2	10*	12/4	N	N	N	12/12	4
ISU/JSU-122	6	5	2	9	10/4	?	N	N	12/12	4
ISU/JSU-152	6	5	2	10	12/4	?	N	N	12/12	5 ⁽¹⁾

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co-Ax MG	Speed	Crew
Armored Cars & Other Vehicles										
YaG-10 AA Gun Truck	-	-	-	6	6/3	-	-	-	24/12	2+4
ZiS-5 Gun Truck	0	0	-	4	5/2	N	Y	N	26/12	2+3
BA-64	1	1	1	LMG	-	N	N	N	32/12	1/1
BA-6	1	1	1	4	5/2	N	Y	Y	24/12	2/2
BA-10	2	1	1	4	5.2	N	Y	Y	24/12	2/2
NKL-26 Aerosan	1	0	0	-	-	-	Y	-	28**	2
T-20 tractor	0	0	-	-	-	-	Y	-	28/16	2+6
GAZ AA truck	-	-	-	-	-	-	-	-	28/14	2
GAZ jeep	-	-	-	-	-	Y	N	N	30/14	4
Additional Lend Lease										
M3 Lee	5	2	1	6(Sp) ⁽⁵⁾ 4(Trt)	6/3 5/2	N	N	N Y/Y	18/12	2/5
Matilda II	5	3	1	4	5/2	N	N	Y	12/8	3/1
Ford GPA Amphib Jeep	-	-	-	-	-	-	-	-	26/16/6 ⁽⁴⁾	4
Universal Carrier	1	1	-	-	-	N	Y	N	24/16	2/4 ^(A)
Harley-Davidson Motorcycle	-	-	-	-	-	N	?	N	36/24	1 or 2

Trt – KV-2 tanks have a rear turret MG

* Denotes howitzer with short barrel. Direct Fire only at SHORT RANGE (up to 48").

** Only travel on snow and ice

(1) The vehicle has two loaders

(2) The turret is so heavy that KV-2 cannot rotate the turret on any slope more than 15 degrees. Due to the difficulty of traversing the turret and aiming, the gunner uses normal rep if the vehicle neither moved nor rotated turret in previous activation, but fires at -1 Rep if the vehicle moved or traversed its turret in the prior action.

(3) Super heavy tank with 5 turrets; 1x main turret with 75mm gun, 2x secondary turrets with 45mm guns and 2x secondary turrets with MMG. Prone to breakdowns and bog checks. It must make a Getting Stuck test (page, 58) every turn it moves off road on soft surfaces like plowed fields, mud, sand, etc.

(4) Amphibious

(5) Vehicle has main gun mounted on Right Front Sponson with limited arc of fire of 30° front to 90° right. 37mm turret has co-ax & rotatable enclosed cupola mount LMG.

(A) Vehicle is open topped

(B) No BOG

(E) TC is Loader

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.

? Some vehicles may or may not have this depending on configuration. E.g., in case of a motorcycle only there's a sidecar.

Soviets may also 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:

1941-Early 1942 -1

+1 IS/JSU-122 or 152

RUSSIAN GUNS

Anti-tank Guns & Autocannons	APR	HE	Crew	Notes
12.7 mm AA	2	-	2	AA HMG ROF4
37mm Autocannon	3	5/2	5	Immobile, AA Gun ROF3
76mm Regt Howitzer	3*	6/3	4	Medium Gun
45mm 1942	4	5/2	4	Light Gun
ZIS-2 M.1943 57mm	5	5/2	4	Medium Gun
ZIS-3 M.1942 76mm	6	6/3	4	Medium Gun
85mm AA Gun	7	8/3	6	Immobile
122mm Field Howitzer	9*	10/4	6	Heavy Gun
122mm Field Gun	10	10/4	6	Heavy Gun
152mm Field Howitzer	10*	12/4	6	Heavy Gun

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

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

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

Immobile guns cannot be moved without using a vehicle or horse tow and then only 4".

* = 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.

BOATS

Landing craft and gunboats were used by many nations fighting on the Eastern Front to conduct amphibious assaults and provide fire support for troops operating near rivers. For example, the Soviets maintained several gunboat flotillas, such as the Danube and Volga flotillas, while the Finns used their Special Coastal Defense flotilla to conduct raiding operations and support missions on the Baltic Front.

The rules for boats are kept simple on purpose since most watercraft will be used in a support role, unless a player really has the urge to game the crew of a Soviet Bronekator gunboat. Boats come in two

types, Manual and Powered Boats. Any boat that uses an engine for propulsion is referred to as a *powered boat* while those powered by oars are *manual boats*.

GROUPS

All the passengers and crew in a boat count as being in the same group. Any boats within 4" of each other are counted as being in the same group.

TYPES OF BOATS

Here's a list of boats and a brief description of each type.

- **Two-person raft** – Small two-person inflatable or quick-built raft, manually powered by paddles.
- **Small manually powered boat** – Small four-person rowboat manually powered by oars.
- **Small powered boat** – Small four-person boat with an outboard motor.
- **Medium power boat** – Medium sized ten-person boat, such as a landing craft or fishing boat.
- **Gunboat** – Large purpose-built or converted merchant boat outfitted with armor and heavy weapons, including tank turrets, naval guns, AA guns and machine guns.
- **Transport** – A large boat capable of carrying dozens or scores of soldiers and equipment. Small transports can carry a platoon, while large transports could carry an entire company or vehicle.

DEFINING THE BOAT

All boats are defined by the following characteristics. They are:

Type – The type of boat it is.

Bash Value – The relative size and Impact a boat will make when bashed against objects such as other boats or swimmers.

Front Armor - The AR of the front armor.

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

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

Main Gun APR - The Armor Piercing Rating of the main gun. Multiple entries connote a multi-turret tank and the APR for each turret.

Main Gun HE - The first number is the blast circle of the weapon while the second is its APR/Impact.

Secondary Mounts - Secondary weapons. A "Y" signifies that it has one while a "?" means it may not.

MG - Denotes machine gun. A "Y" signifies that it has one while a "?" means it may not.

Speed – The normal speed, in inches, that the boat may move each turn of Activation. When two numbers occur the second is the speed going against the current.

Turns – This column tells you how many times a boat can make up to a 90-degree change of direction when they are active. Powered boats must move at least half their current speed before making

a second turn in the same activation. When a (1) appears in the Turns column, the boat may only make one turn if moving over 16 inches.

Crew/Seats – The boat's crew and how many people or equivalent the boat can safely carry. If desired you may overload the boat by up to half. This reduces speed by 25% and Bash Value by half, rounding down.

MOVEMENT

A boat may move up to its normal speed as specified on the Boat List when active. Boats are always assumed to be moving unless specified otherwise. Boats may enter the table at any speed.

CASTING OFF AND MOORING

Boats can be either tied to a dock or similar structure, drug ashore, or anchored in place offshore. It will take the following amount of time to cast off or to moor a boat.

- **Tied** - One turn of uninterrupted Activation.
- **Drug ashore** - Only available to small boats, it takes one person two turns of Activation to beach or launch a boat or one turn of Activation if two or more characters are doing the task.
- **Anchored** - It takes 1/2d6 turns of Activation to pull an anchor up and make ready to move and one turn of Activation to drop anchor.

DRIFTING

Boats will drift in two ways.

- **If anchored** - It will drift 3" downriver the first turn after dropping anchor.
- **If not anchored and not under power** – It will drift 3" down river each turn of Activation whether active or not.

STARTING AND STOPPING

When the boat is stopped it may accelerate to half of its normal speed. When active a powered boat may reduce its speed by half its current speed. When active a manually powered boat may reduce its speed by 4".

REVERSING DIRECTION

Medium and larger Powered Boats may move backwards at ¼ normal speed.

TURNING

Boats may make one turn (change direction up to 90 degrees) whenever desired during their movement. A second turn may be made by power boats but must move at least its current speed before doing so. Manually powered boats may do up to a 180 degree change of face. To do so the boat must be stopped and the passengers cannot do anything else during that turn of activation. They may react normally.

ENTERING AND EXITING BOATS

Figures may enter in or exit a boat from land at a reduction of 2" to their movement. Characters may enter into or exit from a boat from the water at a reduction of half their move.

BOATS IN COMBAT

Boats can be involved in combat in the following ways.

- Shooting
- Running Over Swimmers
- Ramming Other Boats

Let's look at each one of these individually starting with Shooting and Boats.

SHOOTING AND BOATS

Figures may fire at the driver or passengers in a boat if they have a LOS. Drivers and passengers will count cover if inside a boat and as fast moving if moving over 8". Driver and passengers will take the appropriate Reaction Tests and respond accordingly.

- Drivers of any boat that scores a Duck Back or Retire will veer 45 degrees away from the threat and move at full current speed directly away.
- Drivers of any boat that are stunned, Out of the Fight or Obviously Dead will cause the boat to reduce its speed by half each turn, continuing on its current course, until someone else takes control or it crashes ashore. When it does check as if Bashing (page, 44) counting the land as BV 3.

SHOOTING AT BOATS

There is a chance that a shooter armed with an APW weapon can disable a boat with ranged weapons fire. This is done very much like standard vehicle combat.

- The shooter must specify whether aiming at the hull or structure/turret of a boat. Note that small boats will only have a Hull area to fire upon.
- Next roll 2d6 versus the Rep of the shooter and check the Boat Hit Table. This determines if the Gunner hit the spot that was aimed for, hit another portion of the target, or missed the target completely.

2

BOAT HIT

(Taken vs. Rep of the shooter)

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

#d6	Result
2	Round placed on chosen target location!
1	If target or shooter Fast Moved - miss! Target at 48" or less – hit target but not chosen target location! <ul style="list-style-type: none"> • If target is a Gunboat roll 1d6. <ul style="list-style-type: none"> ○ 1 = Hit turret or weapon mount* ○ 2 - 4 = Hit hull ○ 5-6 – Hit structure • If target is not a Gunboat roll 1d6. <ul style="list-style-type: none"> ○ 1 - 3 = Hit hull ○ 4-6 – Hit structure
0	Miss, target ignores fire.

* Targets hit in the turret will count a +1 to their AR. If Gun Shield protected weapon, only has Armor Value (AV) 2 for protection.

ONCE A HIT IS SCORED

Once a hit has been made on the boat we must determine if there is any damage.

- Determine the Armor Piercing Rating of the weapon fired.
- Subtract the Armor Rating or Defense Value of the target.
- If the result is negative (i.e. the Defense Value/Armor Rating is larger) or zero the round bounces off the boat and the pilot of the boat takes a Clank Test (NUTS page, 46).

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- If the difference is a positive result roll 2d6 versus that difference. Apply the results to the Disabled Boat Table.

2	DISABLED BOAT
<i>(Taken vs. difference between APR and DV/AR)</i>	

#d6 Passed	Result
2	<p>Hull/Superstructure hit - The Boat is disabled and reduces speed by half next Activation then to zero on next. Crew in area of impact must make Recover from Knock Down check.</p> <p>Turret/Weapons mount hit - Penetrates and knocks out the weapon, and all crew are Obviously Dead.</p>
1	<p>Hull/Superstructure hit - The Boat is damaged and may only move at half speed until repaired. Crew in area of impact must make Recover from Knock Down check.</p> <p>Turret/Weapons mount hit - Penetrates and knocks out the weapon, and all crew must abandon the mount and make a Recover from Knock Down check.</p>
0	All no effect.

RUNNING OVER SWIMMERS

In this form of combat the driver of the boat is trying to run over one or more swimmers. Only power boats can use this form of combat. The driver of the boat rolls 2d6 versus his Rep and each target rolls 2d6 versus their Rep. Determine how many d6 are passed between the driver and each target and consult the Running Over Swimmers Table.

2	RUNNING OVER SWIMMERS
<i>(Taken vs. Rep of the driver and each target)</i>	

#d6 Passed	Result
Passed 2+ more than opponent	<p>If driver passed more - Target is hit and rolls for damage against an Impact value equal to the Bash value of the boat.</p> <p>If target passed more - Target evades boat and is unharmed. Move boat half current speed past the target.</p>
Passed 1 more than opponent	<p>If driver passed more - Target is hit and rolls for damage against an Impact value equal to half the Bash value of the boat rounded down.</p> <p>If target passed more - Target evades boat and is unharmed. Move boat half current speed past the target.</p>
Passed same number of d6	Driver misses target. Move boat half current speed past the target.

RAMMING OTHER BOATS

There may come a time when one boat captain wishes to attack or ram his boat into another boat. The driver of the attacking boat rolls 2d6 versus the Rep and consults the Wanting To Bash Table.

2	WANTING TO BASH
<i>(Taken vs. Rep of the Bashing boat driver)</i>	

#d6 Passed	Result
2	Driver is on target and rams into the target boat. Go to the Boat Bash Table.
1	Driver is slightly off target and <i>glances off</i> of the target boat. Go to Boat Bash Table.
0	Driver has missed completely. Move the boat half its current speed past the target boat.

BOAT BASHING

Show time! The boats have bashed and now it's time to see the damage.

- Each side rolls 1d6 for each point of Bash Value of their boat, modifies the total, and consults the Boat Bash Damage Table.

BV	WANTING TO BASH
<i>(1d6 rolled for each point of Bash Value)</i>	
<i>+3d6 if "T-Bone" target (struck side at a 90 degree angle)</i>	
<i>- 1/2 of the boat BV rounded down if glanced into contact.</i>	
<i>A score of 1, 2, or 3 is a success.</i>	
<i>A score of 4, 5, or 6 is a failure.</i>	
<i>Only roll all d6 once and count successes</i>	

# of successes	Result
Score 2+ more than opponent	Loser is struck with devastating result. Winning boat continues past half its current speed. <ul style="list-style-type: none"> If the larger BV boat won - The smaller BV boat breaks apart. All occupants will roll on the Ranged Combat Table counting the winning boats Bash Value as the Impact. If the smaller or same size BV boat won - All the occupants of the larger BV boat are tossed overboard. All occupants will roll on the Ranged Combat Table counting half of the winning boats Bash Value, rounded down, as the Impact.
Score 1 more than opponent	Loser is struck and all occupants are tossed overboard and must swim for it!. Winning boat continues past half its current speed.
Score same number	No appreciable damage. Move attacking boat to the right (1-3) or left (4-6) and past half its current speed.

2	SWIMMING
<i>(Taken vs. Rep of the swimmer)</i>	
<i>+1d6 if being helped by another figure of = or higher Rep.</i>	

#d6 Passed	Result
2	May move up to 4".
1	May move up to 2".
0	Holy crap! You get swept 2d6" down river and are in danger of drowning. Roll 1d6 versus Rep. <ul style="list-style-type: none"> Pass 1d6 stay afloat. Continue to swim when next active. Pass 0d6 the figure drowns and washes ashore on the left (1-3) or right (4-6) side of the river 2d6" downstream.

SWIMMING

A player may choose to swim on his own or be forced to swim by a collision. In either case each turn they are active they will roll on the Swimming Table against their Rep.

SAMPLE BOATS TABLE

Boat Type	Bash Value	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	Secondary Mounts	MG	Speed	Turns	Crew/Seats
Two-person raft (Soldier)	0	0	0	0	-	-	-	-	8/4	1	2
Small boat (Soldier)	1	0	0	0	-	-	-	?	12/6	1	4
Small Boat	3	0	0	0	-	-	-	?	16	2	4
Medium Boat	4	0	0	0	-	-	?	?	16	2	10
Generic Gunboat	6	2	2	0	5	5/3	1x AAMG 1x 20mm AA	Y	14	1	12
Bronekator Gunboat (USSR)	8	3/6 ⁽¹⁾	3	1	6 ⁽¹⁾	6/3	2x AAMGs	Y	16	2	17
Transport	8	0	0	0	-	-	?	Y	12	1	6-10/3x platoons or vehicle

? = Boat may mount MG and/or AA guns including 20mm and 37mm AA guns.

(1) Mounted 2x T-34 tank turrets.

REINFORCEMENTS

The following Reinforcement Tables replace the ones found in *NUTS*.

FINNISH

1	FINNISH REINFORCEMENTS <i>(Reading the result as it appears)</i>
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#	Reinforcement
6	Tank or Vehicle
5	Rest of Platoon
4	Infantry squad with AT weapon
3	MMG team
2	AT weapons team
1	Infantry squad

Tank or Vehicle - When this result comes up the player will consult the appropriate Tank/Vehicle Availability Table.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. If the whole platoon is already on the field

then the player receives another squad from another platoon. If another result of Rest of the Platoon occurs then the rest of this new platoon will arrive. Roll each squad's REP (as a unit) on the Finnish Unit table.

Infantry squad w/AT Weapon - The player receives an infantry squad and a soldier or team with an AT weapon. Early in the war this will be an ATR, from 1943 onwards this can be a Panzerfaust or a Panzerschreck. Roll the squad's REP (as a unit) on the Finnish Unit table.

MMG Team - The player receives a three person MMG team. Roll the team's REP (as a unit) on the Finnish Unit table.

AT Team - The player receives a two person AT weapons team. Prior to 1943 this will be an ATR, after 1943 it will be a Panzerschreck. Roll the team's REP (as a unit) on the Finnish Unit table.

Infantry squad - The player receives an infantry squad. Roll the squad's REP (as a unit) on the Finnish Unit table.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

FINNISH TANKS & VEHICLE AVAILABILITY 41-42

#	1941	1942
1	Vickers 6-ton	T-26
2	T-26	T-26
3	T-26	T-26
4	GAZ ATMG	GAZ 20 PstK/40 20mm
5	GAZ ATMG	GAZ 20 PstK/40 20mm
6	Roll on the ONNEA Table 41-42	

FINNISH ONNEA 41-42

#	1941	1942
1	T-28	T-26
2	BT-5	T-60
3	BT-7	BT-7
4	BT-7	BT-7
5	T-26	BT-42
6	Vickers 6-ton	40 ItK/38 AA vehicle

FINNISH TANKS & VEHICLE AVAILABILITY 43-44

#	1943	1944
1	BT42	BT-7
2	T-26	BT-42
3	T-26	BT-42
4	GAZ 20 PstK/40 20mm	GAZ 20 PstK/40 20mm
5	GAZ 20 PstK/40 20mm	GAZ 20 PstK/40 20mm
6	Roll on the OnneaTable 43-44	

FINNISH ONNEA 43-44

#	1943	1944
1	StuG IIIG	40 ItK/38 AA vehicle
2	Pz.IVJ	Pz.IVH
3	BT-7	BT-7
4	40 ItK/38 AA vehicle	BT-42
5	BT-42	StuG IIIG
6	T34/76	T34/76

GERMAN

1	GERMAN REINFORCEMENTS <i>(Reading the result as it appears)</i>
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#	Reinforcement
6	Tank
5	Vehicle
4	Tank
3	Rest of Platoon
2 (1)	Infantry squad with AT weapon
2 (2-3)	LMG team
2 (4-6)	AT weapons team
1	Infantry squad

Tank - When this result comes up the player will consult the appropriate Tank Availability Table.

Vehicle - When this result comes up the player will consult the appropriate Vehicle Availability Table.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. If the whole platoon is already on the field then the player receives another squad from another platoon. If another result of Rest of the Platoon occurs then the rest of this new platoon will arrive. Roll each squad's REP (as a unit) on the German Unit table.

Infantry squad w/AT Weapon - The player receives an infantry squad and a soldier or team with an AT weapon. Early in the war this will be an ATR, from 1943 onwards this can be a Panzerfaust or a Panzerschreck. Roll the squad's REP (as a unit) on the German Unit table.

LMG Team - The player receives a two person LMG team. Roll the team's REP (as a unit) on the German Unit table.

AT Team - The player receives a two person AT weapons team. Prior to 1943 this will be an ATR, after 1943 it will be a Panzerschreck. Roll the team's REP (as a unit) on the German Unit table.

Infantry squad - The player receives an infantry squad. Roll the squad's REP (as a unit) on the German Unit table.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

GERMAN TANK AVAILABILITY 41-43

#	1941	1942	1943
1	Panzer II	Marder II, Panzer II	Panzer III, Marder II, Panzer IIIM
2	Pz38(t)	StuG IIIB	StuG IIIE
3	Panzer IIIG	Panzer IIIJ	Panzer IVJ
4	Panzer IVD	Panzer IVF	Panther
5	Panzer IVD	Panzer IVF	Panther
6	Roll on the Viel Gluck 41-43 Table		

GERMAN VIEL GLUCK 41-43

#	1941	1942	1943
1	StuG III B	Tiger IE	Tiger IE
2	Pz38(t)	StuG IIIF	Panzer IVH
3	Panzer II FLAMM	Panzer II FLAMM	Jagdpanzer IV
4	Panzer IIIJ	Marder II	Nashorn
5	PZ. 35S Somua	Panzer IVG	Panther
6	Panzer IVF	Elefant	Elefant

GERMAN VEHICLE AVAILABILITY 41-43

#	1941	1942	1943
1	SdKfz 222	SdKfz 221	234/2 "Puma"
2	SdKfz 251/1	SdKfz 251/10	SdKfz 251/10
3	SdKfz 221	SdKfz 222	SdKfz 222
4	Kubelwagen, Motorcycle	Kubelwagen, Motorcycle	Kubelwagen, Motorcycle
5	SdKfz 250/10	SdKfz 250/10	SdKfz 234/1
6	SdKfz 222	SdKfz 221	234/2 "Puma"

GERMAN TANK AVAILABILITY 44-45

#	1944	1945
1	Marder III, Panzer IIIN	Marder III
2	StuG IIIG, Hetzer	StuG IV
3	Panzer IVH	Panzer IVH
4	Panther	Panther
5	Panther	Panther
6	Roll on the Viel Gluck 44-45 Table	

GERMAN TANK VIEL GLUCK 44 -45

#	1944	1945
1	Tiger IE	Tiger IE
2	Brumbar	Brumbar
3	Jagdpanther	Jagdpanther
4	Hetzer	Wirbelwind
5	Nashorn	Tiger IE
6	Tiger II	Tiger II

GERMAN VEHICLE AVAILABILITY 44 -45

#	1944	1945
1	SdKfz 234/4	SdKfz 234/4
2	SdKfz 251/9 Stummel	SdKfz 251/22 Pakwagen
3	SdKfz 234/3	SdKfz 234/3
4	Kubelwagen, Motorcycle	Kubelwagen, Motorcycle
5	SdKfz 234/2 Puma	SdKfz 234/2 Puma
6	SdKfz 234/4	SdKfz 234/4

HUNGARIAN

1	<p>HUNGARIAN REINFORCEMENTS <i>(Reading the result as it appears)</i></p>
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#	Reinforcement
6	Tank
5	Vehicle
4	Tank
3	Rest of Platoon
2 (1)	Infantry squad with AT weapon
2 (2-3)	MMG team
2 (4-6)	AT weapons team
1	Infantry squad

Tank - When this result comes up the player will consult the appropriate Tank Availability Table.

Vehicle - When this result comes up the player will consult the appropriate Vehicle Availability Table.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. If the whole platoon is already on the field then the player receives another squad from another platoon. If another result of Rest of the Platoon occurs then the rest of this new platoon will arrive. Roll each squad's REP (as a unit) on the Hungarian Unit table.

Infantry squad w/AT Weapon- The player receives an infantry squad and a soldier or team with an AT weapon. Early in the war this will be an ATR, from 1943 onwards this can be a Panzerfaust or a Panzerschreck. Roll the squad's REP (as a unit) on the Hungarian Unit table.

MMG Team - The player receives a three person MMG team. Roll the team's REP (as a unit) on the Hungarian Unit table.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

AT Team - The player receives a two person AT weapons team. Prior to 1943 this will be an ATR, after 1943 it will be a Panzerschreck. Roll the team's REP (as a unit) on the Hungarian Unit table.

Infantry squad - The player receives an infantry squad. Roll the squad's REP (as a unit) on the Hungarian Unit table.

HUNGARIAN TANK AVAILABILITY 41-43

#	1941	1942	1943
1	L3/33	L3/33	Toldi IIA/III
2	L3/33	Turan I	Turan II
3	Toldi I	Toldi II	40M Nimrod
4	Toldi I	Toldi II	40M Nimrod
5	40M Nimrod	40M Nimrod	43M Zrínyi II
6	Roll on the Sok Szerencset Table 41-43		

HUNGARIAN SOK SZERENCSET 41-43

#	1941	1942	1943
1	Pz.I	L3/33	StuG III G
2	L3/33	Pz38(t)	PZ38(t)
3	Pz38(t)	Pz38(t)	PZ38(t)
4	Pz38(t)	Pz.IVD	Pz.IV D
5	Pz.IIIG	Pz.IIIG	Pz.IIIG
6	Pz.IVD	Pz.IVF	Pz. IVF

HUNGARIAN VEHICLE AVAILABILITY 41-43

#	1941	1942	1943
1	39M Csaba	39M Csaba	43.M Lehel A
2	39M Csaba	39M Csaba	39M Csaba
3	Motorcycle	Motorcycle	Motorcycle
4	Raba Botund w/ Oerlikon 20mm AA	Raba Botund w/ Oerlikon 20mm AA	Raba Botund w/ Oerlikon 20mm AA
5	39M Csaba	39M Csaba	43.M Lehel A
6	39M Csaba	39M Csaba	39M Csaba

HUNGARIAN TANK AVAILABILITY 44-45

#	1944	1945
1	Toldi IIA/III	Toldi IIA/III
2	Turan II	Turan II
3	40M Nimrod	40M Nimrod
4	40M Nimrod	40M Nimrod
5	43M Zrínyi II	43M Zrínyi II
6	Roll on the Sok Szerencset Table 44-45	

HUNGARIAN SOK SZERENCSET 44-45

#	1944	1945
1	StuG III G	(1-2) Tiger IE (3-6) Panther
2	PZ38(t)	StuG III G
3	PZ38(t)	PZ38(t)
4	Pz. IV J	Pz. IV H
5	Pz. IIIG	Pz. IIIG
6	Hetzer	Hetzer

HUNGARIAN VEHICLE AVAILABILITY 44-45

#	1944	1945
1	43.M Lehel A	43.M Lehel A
2	39M Csaba	39M Csaba
3	Motorcycle	Motorcycle
4	Raba Botund w/ Oerlikon 20mm AA	Raba Botund w/ Oerlikon 20mm AA
5	43.M Lehel A	43.M Lehel A
6	39M Csaba	39M Csaba

ITALIAN

1	ITALIAN REINFORCEMENTS <i>(Reading the result as it appears)</i>
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#	Reinforcement
6	Tank
5	Vehicle
4	Tank
3	Rest of Platoon
2 (1)	Infantry squad with AT weapon
2 (2-3)	MMG team
2 (4-6)	AT weapons team
1	Infantry squad

Tank - When this result comes up the player will consult the appropriate Tank Availability Table.

Vehicle - When this result comes up the player will consult the appropriate Vehicle Availability Table.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. If the whole platoon is already on the field then the player receives another squad from another platoon. If another result of Rest of the Platoon occurs then the rest of this new platoon will arrive. Roll each squad's REP (as a unit) on the Italian Unit table.

Infantry squad w/AT Weapon - The player receives an infantry squad and a soldier or team with an ATR. Roll the squad's REP (as a unit) on the Italian Unit table.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

MMG Team - The player receives a three person MMG team. Roll the team's REP (as a unit) on the Italian Unit table.

ATR Team - The player receives a two person ATR weapons team. Roll the team's REP (as a unit) on the Italian Unit table.

Infantry squad - The player receives an infantry squad. Roll the squad's REP (as a unit) on the Italian Unit table.

ITALIAN TANK AVAILABILITY 41-43

#	1941	1942	1943
1	L3/33	L3/33	L6/40
2	Semovente 47/32	Semovente 47/32	Semovente 47/32
3	L6/40	L6/40	M13/40
4	L6/40	L6/40	M13/40
5	M11/39	M13/40	Semovente 75/18
6	Roll on the Buona Fortuna Table		

ITALIAN BUONA FORTUNA 41-43

#	1941	1942	1943
1	M13/40	M14/41	M15/42
2	Semovente 47/32	L3/33 FLAME	Semovente 90/53
3	Semovente 75/18	Semovente 47/32	M15/42
4	L3/33 FLAME	Semovente 75/18	M15/42
5	Semovente 90/53	Semovente 90/53	Semovente 90/53
6	Lancia 90/53	Lancia 90/53	Lancia 90/53

ITALIAN VEHICLE AVAILABILITY 41-43

#	1941	1942	1943
1	Autoblinda AB40	Autoblinda AB40	Autoblinda AB40
2	Autoblinda AB41	Autoblinda AB41	Autoblinda AB41
3	Autoblinda AB41	Autoblinda AB41	Autoblinda AB41
4	Autoblinda AB41	Autoblinda AB41	Autoblinda AB41
5	Motorcycle	Motorcycle	Motorcycle
6	Fiat 38R 20/65 M35,	Fiat 38R 20/65 M35	Fiat 38R 20/65 M35

ROMANIAN

1	ROMANIAN REINFORCEMENTS <i>(Reading the result as it appears)</i>
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#	Reinforcement
6	Tank
5	Vehicle
4	Tank
3	Rest of Platoon
2 (1)	Infantry squad with AT weapon
2 (2-3)	LMG team
2 (4-6)	AT weapons team
1	Infantry squad

Tank - When this result comes up the player will consult the appropriate Tank Availability Table.

Vehicle - When this result comes up the player will consult the appropriate Vehicle Availability Table.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. If the whole platoon is already on the field then the player receives another squad from another platoon. If another result of Rest of the Platoon occurs then the rest of this new platoon will arrive. Roll each squad's REP (as a unit) on the German Unit table.

Infantry squad w/AT Weapon - The player receives an infantry squad and a soldier or team with an AT weapon. Early in the war this will be an ATR, from 1943 onwards this can be a Panzerfaust or a Panzerschreck. Roll the squad's REP (as a unit) on the German Unit table.

LMG Team - The player receives a two person LMG team. Roll the team's REP (as a unit) on the German Unit table.

AT Team - The player receives a two person AT weapons team. Prior to 1943 this will be an ATR, after 1943 it will be a Panzerschreck. Roll the team's REP (as a unit) on the German Unit table.

Infantry squad - The player receives an infantry squad. Roll the squad's REP (as a unit) on the German Unit table.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

ROMANIAN TANK AVAILABILITY 41-42

#	1941	1942
1	FT-17	35R Renault
2	35R Renault	35R Renault
3	R-2	R-2
4	R-2	R-2
5	R-2	R-2
6	Roll on the Success 41-42 Table	

ROMANIAN SUCCESS 41-42

#	1941	1942
1	R2	R2
2	35R Renault	StuG IIIG
3	R2	Panzer IIIN
4	35R Renault	Panzer IVG
5	T-60	T-60
6	35R Renault	AB-41

ROMANIAN VEHICLE AVAILABILITY 41-42

#	1941	1942
1	SdKfz 221	SdKfz 221
2	Skoda OA vz. 30	Skoda OA vz. 30
3	Skoda OA vz. 30	Skoda OA vz. 30
4	Skoda OA vz. 30	Skoda OA vz. 30
5	Motorcycle	Motorcycle
6	SdKfz 222	SdKfz 222

ROMANIAN TANK AVAILABILITY 43-44

#	1943	1944
1	35R Renault	35R Renault
2	TACAM T-60	TACAM R2
3	R-2	R-2
4	R-2	R-2
5	R-2	R-2
6	Roll on the Success 43-44 Table	

ROMANIAN TANK SUCCESS 43 -44

#	1943	1944
1	TACAM T-60	TACAM R2
2	StuG IIIG	StuG IIIG
3	Panzer IIIN	Panzer IIIN
4	Panzer IVG	Panzer IVG
5	T-60	T34/76
6	TACAM T-60	TACAM R2

ROMANIAN VEHICLE AVAILABILITY 43 -44

#	1943	1944
1	SdKfz 221	SdKfz 222
2	Skoda OA vz. 30	Skoda OA vz. 30
3	Skoda OA vz. 30	Skoda OA vz. 30
4	Skoda OA vz. 30	Skoda OA vz. 30
5	Motorcycle	Motorcycle
6	SdKfz 222	SdkFZ 251

RUSSIAN

1	RUSSIAN REINFORCEMENTS <i>(Reading the result as it appears)</i>
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#	Reinforcement
6	Tank
5	Vehicle
4	Tank *
3	Rest of Platoon
2 (1)	Engineer squad
2 (2-3)	LMG team
2 (4-6)	Infantry squad with AT Rifle Team
1	Infantry squad

* If the Mission is in an urban area and there are no German tanks on the field, the Russian player receives an Engineer squad. Otherwise the Russian player will get a Tank.

Tank - When this result comes up the player will consult the appropriate Tank Availability Table.

Vehicle - When this result comes up the player will consult the appropriate Vehicle Availability Table.

Rest of Platoon - If the player has less than a full platoon on the board then the balance of the platoon will arrive. If the whole platoon is already on the field then the player receives another squad from another platoon. If another result of Rest of the Platoon occurs then the rest of this new platoon will arrive. Roll each squad's REP (as a unit) on the Russian Unit table.

Engineer Squad - The Engineer squad is a regular squad with one Satchel Charge for every three full figures and also a flamethrower. They were used primarily against urban pockets of resistance after the Rifle Platoons pinned the enemy in place. Roll the squad's REP (as a unit) on the Russian Unit table.

LMG Team - The player receives a two person LMG team. Roll the team's REP (as a unit) on the Russian Unit table.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

MMG Team - The player receives a three person MMG team. Roll the team's REP (as a unit) on the Russian Unit table.

Infantry squad AT Rifle Team- The player receives an infantry squad and a two person AT Rifle team. Roll the team's REP on the Russian Unit table.

Infantry squad - The player receives an infantry squad. Roll the squad's REP as a unit) on the Russian Unit table.

RUSSIAN TANK AVAILABILITY 41-43

#	1941	1942	1943
1	T-26, T-60	T-60, T-70	T-70, Valentine
2	T-26, T-60	T-60, T-70	T-70, Valentine
3	BT-7	T-34/76	T-34/76
4	BT-7	T-34/76	T-34/76
5	BT-7	SU-76	SU-76
6	Roll on the Хорошее Везение 41-43 Table.		

RUSSIAN ХОРОШЕЕ ВЕЗЕНИЕ 41-43

#	1941	1942	1943
1	T34/76	M3 Lee	Sherman M4
2	KV-1	Matilda II	Churchill
3	T-28	Churchill	KV1
4	T-28	KV-1	KV1
5	KV-1	KV-1	SU-122
6	KV-2	KV-2	SU-85

RUSSIAN VEHICLE AVAILABILITY 41-43

#	1941	1942	1943
1	BA-10	BA-10, BA-64	BA-64, White Scout Car
2	BA-10	BA-10, BA-64	BA-64, White Scout Car
3	T-20 tractor	T-20 tractor, Universal Carrier	T-20 tractor, Universal Carrier, M2 Halftrack
4	T-20 tractor	T-20 tractor, Universal Carrier	T-20 tractor, Universal Carrier, M2 Halftrack
5	Jeep	Jeep, Motorcycle	Jeep, Motorcycle
6	ZiS-5 gun truck, GAZ truck w/ AAMG, ZiS-57 ATG truck	GAZ truck w/ AAMG	GAZ truck w/ AAMG, SU-57, M12, M16

RUSSIAN TANK AVAILABILITY 44-45

#	1944	1945
1	Valentine, Stuart, SU-76	Valentine, Stuart, SU-76
2	Valentine, Stuart, SU-76	Valentine, Stuart, SU-76
3	T34/76, T-34/85	T-34/85
4	T34/76, T-34/85	T-34/85
5	SU-76	SU-85
6	Roll on the Хорошее Везение 44-45 Table	

RUSSIAN TANK ХОРОШЕЕ ВЕЗЕНИЕ 44 -45

#	1944	1945
1	Sherman M4A2 (76)	Sherman M4A2 (76)
2	ISU-122	ISU-122
3	IS/JS-2	IS/JS-2
4	IS/JS-2	IS/JS-2
5	SU-100	SU-100
6	ISU-152	ISU-152

RUSSIAN VEHICLE AVAILABILITY 44 -45

#	1944	1945
1	BA-64, White Scout Car	BA-64, White Scout Car
2	BA-64, White Scout Car	BA-64, White Scout Car
3	Universal Carrier, M2/M3 Halftrack	Universal Carrier, M2/M3 Halftrack
4	Universal Carrier, M2/M3 Halftrack	Universal Carrier, M2/M3 Halftrack
5	Jeep, Motorcycle	Jeep, Motorcycle
6	GAZ truck w/ AAMG, SU-57, M12, M16	GAZ truck w/ AAMG, SU-57, M12, M16

SPECIAL RULES

The following are special rules to be used during all battles presented in *Clash of Titans*.

CAVALRY

The Soviet Union maintained entire cavalry divisions throughout the war, using their mobility to serve as “fire brigades” to plug gaps in the line, probe enemy positions and to exploit breakthroughs. At a tactical level their mobility over uneven ground made them valuable reconnaissance units. While Germany disbanded its pure cavalry divisions after the start of the war, German units continued to use cavalry as messengers and scouts.

While often supplemented with vehicles, Cavalry units primarily relied upon horses, and to a lesser extent, mules, for mobility and transportation. Only units trained as Cavalry will know how to ride and handle a horse. Here is how horses and mules are handled in *NUTS*.

HORSES AND MULES

Mounts and pack animals are defined by a single characteristic also called Rep. This characteristic is randomly generated for each animal in a Player’s Squad before play, or as a general characteristic for an entire cavalry troop or squad. Rep is a measure of the animal’s health, endurance, speed, and training, and is used for a variety of things and in various ways.

GENERATING MOUNT REP

Generate a mount or mule’s Rep by rolling 2d6 and comparing the results on the Mount Rep Table modified by the Year and Army of the mount. Horses may never have a Rep higher than 5 or lower than 3.

2

MOUNT REP

(Reading the results as they appear)

Army & Year	Result	Min	Max
German Army 1939-1943	Count highest result	4	5
German Army 1944-1945	Count lowest result	3	4
Soviet Army 1939-1941	Count highest result	4	5
Soviet Army 1942-1945	Count lowest result	3	4
Other Nations in all years	Count lowest result	3	4

PACK ANIMALS

Pack animals are an important part of any cavalry. A figure may replenish ammo supply from a pack animal. Each Cavalry squad may have one pack animal per four members or fraction thereof. Wagons may be drawn either by horses or mules at the Player’s discretion. Mules were favored as pack animals where available. A mules Rep is rolled as if it were a horse.

MOVEMENT

Individual horses will normally move up to 12”, while individual mules will move up to 8”.

Horse drawn wagons move at 10” while mule drawn wagons will move at 6”.

When moving fast the horse or mule may be able to move twice its normal speed.

The distances quoted for movement are over open terrain. If crossing rough or broken terrain refer to the *Rough Going* section (page, 54) of these rules. With the exception of large doorways such as you might find in barns and stables, mounts may not move into buildings but may be led inside.

HOLDING MOUNTS

It was common for Cavalry to designate that one soldier per four or five mounts be tasked as a handler and physically control the mounts while the rest of the unit performed its mission.

A rider may hold up to four mounts but may not fire when doing so unless using a pistol or other one-hand weapon. When doing so the rider takes a minus one to the rider’s Rep.

LOOSE OR TIED

A mount that is not being ridden, or led, will be in one of the following two conditions collectively termed abandoned:

- **Loose:** The mount is free to roam. It may be in an enclosure of some kind. However the animal has full freedom of movement within that enclosure.
- **Tied:** The mount is secured to a tree limb, hitching post, or similar item.

CAVALRY TESTS

There are a series of tests that the rider or mount must take if they desire to perform certain actions. Let's go over these tests one at a time. For ease of play all the Cavalry Reaction Tests taken by both the rider and mount will be found on the Cavalry QRS on page, 86.

RIDER TEST

Sometimes the rider may be called upon to take the *Horsemanship Test*. When this happens, immediately roll 2d6 against the figure's Rep if it is a trained Cavalry figure or against ½ its Rep (rounded up) if the figure is no. The Horsemanship Test is found on the Cavalry QRS on page, 86.

MOUNT TESTS

All the other tests on the Cavalry QRS (page, 86) are taken by rolling 2d6 versus the Rep of the mount or team in the case of wagons and similar vehicles.

. They are:

- Mounting Up Under Fire
- Dismounting Under Fire
- Fast Move
- Rough Going & Jumping
- Skittish
- Fast Move
- Rough Going and Jumping

Let's go over these individually.

MOUNTING AND DISMOUNTING

Mounting and dismounting will take one turn of Activation. Here's how to mount up.

- Move the figure adjacent to the left side of the mount.
- The next Activation the character "mounts up" and is placed on the mount.
- The following Activation the character may ride away.

Dismounting is done as follows.

- A dismounting character is placed to the left of the mount.
- Unless a handler is present, if the rider is left facing the mount the entire turn he may tie the mount to a hitching post, branch or what have you that same Activation. See the section on Holding Mounts (page, 53) for more info.
- If placed facing away from the mount the animal is free to wander (see Loose or Tied page, 54).

MOUNTING/DISMOUNTING UNDER FIRE

Under normal circumstances we might not bother with testing to see if we can mount or dismount a horse. However, combat is anything but "normal circumstances." When the unit comes under fire each rider must take the Mounting Up Under Fire and Dismounting Under Fire Tests found on the Cavalry QRS on page, 86.

SKITTISH

There will be times when a horse may spook or become skittish due to circumstances. They are covered in the following Training & Combat and Mounts As Cover sections.

FAST MOVE

Whenever a rider wants the mount to move farther than its normal move rate the Fast Move Test is taken. The Fast Move Test is found on the Cavalry QRS on page, 86.

ROUGH GOING & JUMPING

There will be times when a mount may be called upon to move over or through *rough terrain* at fast speeds or perhaps clear obstacles. An example of rough going would be moving up or down a mountainside. Horses and mules may also jump low walls and other obstacles up to 1" in height and trenches 3" in width by using the Rough Going Test.

TRAINING & COMBAT

When combat starts, horses may tend to react in ways you may not expect or want. Just like when someone is trying to “spook” the animal into running away. To reflect this, whenever a weapon is discharged within 6” of a horse or mule, artillery lands within 12” or someone is deliberately trying to “spook” the animal by shouts, waving blankets, etc. take the Skittish Test by rolling 2d6 versus the Rep of the animal. The Skittish Test can be found on the Cavalry QRS on page, 86.

MOUNTS AS COVER

A cavalry trooper may use the mount as cover. The trooper must be dismounted, and the horse must be down. If the mount is already down or dead because of wounds or riding results the trooper simply kneels or goes prone behind the fallen mount and gets the cover bonus when under fire from small arms. The trooper may also sacrifice the mount as temporary cover.

To do so the trooper must roll 1d6 vs. his Rep.

- If he passes 1d6 the mount is prone and may be used as cover.
- If he passed 0d6 the mount is not prone and does not count as cover. The rider may attempt this test when next active.

A prone mount will take the Skittish Test every turn it is prone.

TWO RIDERS

Horses can carry a second rider but at a minus one to their Rep.

CAVALRY IN COMBAT

Cavalry troops armed with a sabre or lance in melee with figures on foot will add 1d6. They will also get an additional 1d6 on the first round of melee if they charged into contact. Most Soviet Cavalry were armed with a sabre and trained for mounted combat, while most German Cavalry units were not.

CHARGING

Cavalry units, and their charge targets, must test per the Wanting to Charge and Being Charged rules in NUTS Cavalry wishing to charge an AFV must test as infantry, doing a Wanting to Charge and a Who Wants to be a Hero test.

SHOOTING WHEN MOUNTED

Firing from a horse or mule can be a little tricky. Firing from a normal moving animal will count as moving fast. If firing from a “Nag”, reduce the shooter’s Rep by one. In addition, when firing from a fast moving mount, the shooter’s range is halved.

MOUNTED FIGURES AS TARGETS

When targeting a mounted figure, roll To Hit as normal. Should the shot result in a score of “8” the mount has been hit instead.

DAMAGE TO MOUNTS

If a mount has been hit by a ranged weapon it must test for Damage. Rolling 3d6 versus the Rep of mount and taken the Horse Damage Test determines this.

SKI TROOPS

Specially trained ski troops were used by many countries in World War II in snowy conditions for mobility, scouting and raiding missions.

Troops on skis move normally in Snow and Deep Snow conditions, and get increased movement by taking the Fast Move On Skis Test.

Ski equipped troops moving down hill may automatically Fast Move per the Ski Chart.

Units using Skis cannot enter rubble terrain or other impassable terrain, but may enter other terrain as Infantry.

Ski-equipped troops may remove their skis by spending one Action. It takes one turn to ready skis for use.

2 (LD)	FAST MOVE ON SKIS <i>(Taken vs. Rep)</i>
---------------	--

#D6 Passed	Result
2	All move up to 3X normal distance.
1	<ul style="list-style-type: none"> • Those in cover move normal speed. • Others move up to 2X normal distance.
0	<ul style="list-style-type: none"> • Those in cover remain in place instead. • Others move up to normal distance.

SKIING IN ROUGH TERRAIN AND WOODS

Figures on skis moving 3x their normal move into rough terrain or woods must make a 1d6 test against their Rep for Ski Control.

1 (LD)	SKI CONTROL <i>(Taken vs. Rep)</i>
---------------	--

#D6 Passed	Result
1	Continue moving normally.
0	Figure moves into terrain and gets stuck after 1". Figure may continue moving normally on its next activation.

AIRBORNE LANDINGS

While most airborne landings took place in other theatres, there were several large airborne operations such as Kanev that took place on the Eastern Front. Both sides often parachuted troops and specialists behind enemy lines to aid Partisan groups and harass their foes. In NUTS it's assumed that a Player's unit's air transport will make it to the Table for the parachute drop, so the only question is -- how accurate is the drop itself??

THE DROP ZONE

In the airborne it's all about landing on your target which is known as the Drop Zone. To determine this, the player must first write down what the Drop Zone will be on the Table. Then the player rolls 2d6 versus his Rep and takes the Drop Zone Test. This is used to determine if the player's unit got out of the plane at the right time to hit the DZ – maybe the plane is juking to avoid AA fire, there is bad weather, or perhaps its smooth sailing.

2	DROP ZONE <i>(Taken vs. Rep of the Leader)</i>
----------	--

#D6 Passed	Result
2	Green Light! Your soldiers deploy right on time and land with minimal scatter. Figures land within 1d6" from the Leader Figure on the Scatter Table. Figures roll on the Landing Table with no modifier.
1	Your soldiers deploy raggedly. Figures land within 2d6" from the Leader Figure on the Scatter Table. Figures roll on the Landing Table at -1REP.
0	What a mess, your soldiers deploy all to heck and gone. Figures land within 3d6" from the Leader Figure on the Scatter Table. Figures roll on the Landing Table at -2REP.

SCATTER

Place the Leader in the center of the Drop Zone. Next roll 2d6 for each figure and add them together. It may be necessary to roll an addiotnal 1d6. Check the Scatter Table to determine where the figure will land in relation to the Leader as directed from the Drop Zone Test.

2 or 3	4	11 or 12
5 or 6	(Leader)	8 or 9
7 (1-3)	7 (4-6)	10

LANDING

By now your leader has taken the Drop Zone Test to see if your squad exited the plane on time.

And each figure has taken the Scatter Test to see where they have landed in relationship to the Leader.

Now you must see in what shape they have landed. To do this roll 2d6 versus their Rep, possibly modified by the Drop Zone, and consult the Landing Table.

2	LANDING <i>(Taken vs. Rep)</i>
----------	--

#D6 Passed	Result
2	Good landing, the figure may act normally on its next Activation.
1	Awkward landing, the figure is stunned and must spend its next Activation recovering before moving normally.
0	Bad landing. The figure is Knocked Down and must roll on the Recover from Knocked Down Table.

REMOVING THE CHUTE

Once on the ground a figure must spend one Action to get his parachute harness off before being able to move. While wearing a parachute, a figure may only go prone/stand or fire.

BICYCLES

Bicycle units played an important role for mobile troops early in the war on the Eastern Front, but the widespread availability of motor transport and the nature of the terrain made them obsolete fairly quickly. Most bicycle battalions were phased out after 1941, though some countries like Hungary kept bicycle units around longer or used them for Home Guard units.

Bicycles move like a vehicle with 12/8 movement rate and can "Turn on a Dime." It takes an Action to mount/dismount a bicycle. They cannot enter Rough Terrain unless infantry manhandle their bicycles and can only move 1/2 normal while doing so.

Units on bicycles are treated like infantry when fired upon (treated as "Fast Moving" if in motion), and they make all reaction tests as infantry. Infantry manhandling their bicycles do not have a ready weapon and must Halt and Duck Back if under fire. They drop their bike and on their next action may react normally.

WEATHER & ENVIRONMENT

Here are some additional rules for those who would like to use them.

SNOWSTORMS

There is a possibility of snow in some scenarios (see the individual scenario for the chance of snow). Snow can affect troops in a variety of adverse ways. They are:

- Impeded Movement
- Deep Snow
- Engine Freezing

Before the game roll 1d6 to see if it does snow then roll 1d6 on the Snowstorms Table to determine the its intensity.

1	SNOWSTORMS <i>(Reading the result as it appears)</i>
----------	--

#	Result
1	Blinding wind driven snow reduces LOS to 8" during the day and 4" at night. Movement is impeded as per Deep Snow.
2	Blinding wind driven snow reduces LOS to 8" during the day and 4" at night. Movement is impeded as per Deep Snow.
3	Blinding wind driven snow reduces LOS to 8" during the day and 4" at night. Movement is impeded.
4	Blinding wind driven snow reduces LOS to 8" during the day and 4" at night. Movement is impeded.
5	Moderate snow reduces LOS to 16" during the day and 8" at night. Movement is impeded.
6	Light snow reduces LOS to 24" during the day and 12" at night. Movement is not impeded.

IMPEDED MOVEMENT

Infantry/soldiers on foot reduce movement to a maximum of 6" per action, 12" maximum for Fast Moving.

DEEP SNOW

Infantry/soldiers on foot reduce movement to a maximum of 4", regardless of whether Fast Moving or moving normally. For vehicles deep snow causes an Over Run test as if the deep snow was DV 0. Any results that indicate the vehicle did not make it through results in the vehicle bogging down and not being able to move the rest of the game.

ENGINE FREEZING

If the scenario is set in conditions of extreme cold, anytime a vehicle did not move on its previous Activation the driver must roll versus the driver's Rep on the Engine Freeze Table. This is taken when Activation dice are rolled whether or not the player is active.

2	ENGINE FREEZE
	<i>(Taken vs. Rep of the Driver)</i>
	<i>-1 to Rep if it is snowing</i>

#D6 Passed	Result
2	The vehicle may move normally.
1	The vehicle is frozen to the ground and must take the test again the next time Activation dice are rolled.
0	The vehicle has bogged down or broken down and may not move the rest of the game.

Example – Activation dice are rolled and all vehicles that did not move on their previous activation must take the Engine Freeze Test. Hans is the Driver of a Pz III and has a Rep of 4. It is snowing so his Rep is reduced to 3. He rolls 2d6 and scores a result of 3 and 6. His tank is frozen in place and he must take the test again when the activation dice are next rolled. The next turn he takes the test and scores a result of 3 and 2. The tank moves off normally.

GETTING STUCK

Vehicles, tanks and AFVs may Get Stuck during action if they go off road or encounter treacherous terrain. The type of terrain and vehicle determines if this test is taken. The test, if called for, is taken when the vehicle has moved 2" though or into the terrain:

- Mud, Swamp, Deep Snow and Sand: All vehicles (including wagons) will take the test.
- Soft ground (plowed fields, soft shoulder of a road, etc.): Medium AFVs and heavier

1	GETTING STUCK
	<i>(Taken versus Rep of Driver)</i>

#D6 Passed	Result
1	The vehicle may move at half speed.
0	The vehicle is stuck and may not move this Activation.

GETTING STUCK AND SHOOTING

Vehicles that are bogged down, broken down, frozen in place, etc. may still fire.

PRIVATION

Bullets and bombs aren't the only hazard a soldier faces at war – starvation, freezing snow and blazing sun all take their toll. To mimic this, when a scenario or campaign calls for Privation each soldier or crew member in the Player's Squad or vehicle will have to check to see if they have suffered the effects of Privation. Roll 2d6 vs. the Privations Level for each soldier or crew member and check the Privation - Soldier/Crew Member Table.

2	PRIVATION - SOLDIER/CREW MEMBER
	<i>(Taken vs. Privation Level)</i>
	<i>Figures reduced to 0 Rep are considered Out of the Fight.</i>

#D6 Passed	Result
2	The soldier/crew member is not affected enough to degrade its effectiveness.
1	The soldier/crew member has been worn down by Privation and operates at one Rep lower than normal until he can recover.
0	The soldier/crew member is exhausted and barely functional, and operates at two Reps lower than normal until he can recover.

For vehicles or guns use the Privation - Vehicles/Guns Table rolling versus the Rep of the vehicle Leader.

2	PRIVATION - VEHICLE/GUNS <i>(Taken vs. Privation Level)</i>
----------	---

#D6 Passed	Result
2	The vehicle/gun is not affected enough to degrade its effectiveness.
1	Vehicles suffer from lack of maintenance and suffer a -2" movement penalty.
0	Vehicles are suffering from severe maintenance issues and must check on the Vehicle Breakdown Table each turn before it moves.

2	VEHICLE BREAK DOWN <i>(Taken vs. Rep of Driver)</i>
----------	---

#D6 Passed	Result
2	The vehicle continues to operate, but at a -2" movement penalty.
1	The vehicle suffers a malfunction. <ul style="list-style-type: none"> Tanks have their turret jam into the last aspect it was pointing, and may not rotate. Other vehicles suffer general radio failure All tanks and vehicles also suffers a -4" movement penalty as it stutters and backfires.
0	The vehicle has bogged down, broken down, or is out of fuel and may not move or function for the rest of the game.

RECOVERING FROM PRIVATION

If a soldier or unit is suffering from Privation they may recover if the factor causing Privation can be countered. For example, units lacking food or water, can be fed and given water; units suffering from cold or heat can be given shelter, etc.

To check on recovery a unit must spend 1d3+3 turns in recovery and may reduce the Reputation penalty they've suffered by 1 level. So a unit at a -1Rep would fully recover, where a unit at a -2Rep could

recover +1Rep, but still suffer a -1Rep penalty. They may only recover additional Privation penalties after the scenario.

Vehicles generally cannot be repaired sufficiently during a scenario to recover, though they may recover afterwards.

OUT OF SUPPLY

In some circumstances a unit may find itself surrounded or otherwise cut off from a reliable source of supplies. If a unit or side is considered "Out of Supply" according to a scenario, all the figures in that unit are subject to both the Low Ammo and the Low Fuel rules. Out of Supply units also face penalties on the Reinforcement table as they may not be able to replace lost figures and equipment.

LOW AMMO

Depending on the scenario or phase of the campaign, anytime a soldier runs out of ammo the soldier must make base-to-base contact with another friendly soldier (or friendly soldier's body) in order to scrounge up more. This also applies to machineguns. Roll 1d6 vs. the friendly soldiers Rep when a scrounging attempt is made. Passing results in there being enough ammo to share. Not passing leaves the beggar without bullets.

LOW FUEL

In certain scenarios, each vehicle only has 2+1d6 turns of fuel. Once they are out of fuel, they may no longer move for the rest of the game. Note that tanks may still turn their turrets and function per the vehicle description.

COMBAT RULES

These are combat rules for those who would like to use as much or as little detail as desired.

VEHICLES

The following rules expand and add detail to vehicle combat.

TRACK DAMAGE

Any attack to the flank or rear of an armored vehicle made by a weapon with an APW of at least half the side armor value of the vehicle has the chance of immobilizing the tank. This includes but is not limited to attacks made with satchel charges (APW 5) that are targeted at the under armor rating of the vehicle.

When a hit is scored immediately roll 1d6. On a result of 1 the tank is immobilized. Any other result has no effect.

The crew of an immobilized tank will carry on fighting main in the vehicle until a result of pass 1d6 or pass 0d6 is scored on any subsequent Clank test. In that case the crew will immediately abandon the vehicle.

Example – Pvt. Ivanovich fires at the side of a Stug III with a PTRD ATR. He rolls for penetration normally as the PTRD ATR has a higher value than the side armor of the Stug but the result is a Clank Test. He still will roll 1d6 to see if the tank is immobilized. He scores a 1 and it is. The crew takes the Clank Test and passes 2d6 so remain in the tank.

TOP ARMOR

When an APW weapon is firing at a vehicle, from a level that is higher up than the vehicle, there is a chance that the shot may hit the vehicle's top armor. To reflect this we use the following procedure:

- Trace a line from the shooter's barrel to the center of the target. Using a piece of string is helpful when doing this.
- If the angle of the shot is less than 45 degrees then the target uses its normal AR.
- If the angle of the shot is 45 degrees or greater the shooter has acquired a "plunging shot". This means that the shot hits top armor of the target. The top armor counts as

two points less than its side armor but never less than one.

Using this rule makes close attacks from a building's upper stories particularly effective.

Armored vehicles caught in artillery (not mortar) bombardments count the artillery as APW 4 and always use their top armor value.

MINES & EXPLOSIVES

Mines come in two types: Anti-tank and antipersonnel. Most mines are laid in an area before a scenario and take up a designated area. The players must decide before hand how many square inches of mines, and what type, are to be included in the scenario.

Note that infantry will not set off anti-tank mines, but vehicles will set off antipersonnel mines.

Roll 1d6 for each vehicle or figure that enters a mined area. The lowest score has *set off* the mine, roll of any ties. All figures, within a 5" blast circle centered on the triggering figure are potential casualties.

The triggering figure rolls for damage vs. an Impact of 3, while others within the blast area roll for damage versus an Impact of 2.

If the triggering figure is a vehicle assess damage to the bottom armor using an APR of 4.

HASTY MINES

These are mine that are hastily placed on roadways and bridges, not buried or concealed, in an attempt to slow down armor by either forcing them to clear them by hand, or find an alternate route.

Place a 4" x 4" marker anywhere desired (the number of markers being placed based on scenario), and roll 1d6+2. The resulting number is how many mines are within the marked area. Markers do not impede or damage infantry/soldiers on foot. Should a vehicle roll into a marker, an attack is made against its bottom with an APW attack equal to the number of mines in the marker. The marker is removed after the attack is resolved.

CLEARING HASTY ANTI-TANK MINES

Soldiers on foot may clear anti-tank mines by spending a turn pushing them to the side. At the end of a full turn spent on a marker moving mines (not moving or firing), the soldier rolls 1d6 for the number

moved. A soldier moving mines counts as recovering wounded for Received Fire tests.

Example – German engineers hurriedly lay down a 4" x 4" marker on the road in front of advancing Russians. The Russian player rolls 1d6 and scores a 3. Added to a base of 2 it is determined that there are 5 mines in the marker. If a vehicle moves into the marker it will suffer one APW 5 attack versus its bottom armor. The Russian player sends two soldiers out to clear the field. After one full turn doing clearing mines each soldier rolls 1d6. The results are a 3 and 6 and as this total is higher than the number of mines (5) the path is now clear.

BLOWING BRIDGES & BUILDINGS

An Engineer can attempt to rig a bridge or building with explosives by spending six full Activations at the building's or bridge's center laying charges, while doing nothing else. The time spent laying charges is reduced by one turn of Activation per Engineer attempting the task, down to a minimum of two turns to lay charges.

Example – One Engineer has spent two turns laying charges on the bridge. A second Engineer joins him on turn three. At the end of that turn (three) the original Engineer has spent three turns laying charges. At the end of turn four both Engineers have spent a combined five full turns laying charges.

Once the explosives are laid, the Engineers must move to be at least 12" away from the charges to set up the detonator. A single attempt to activate the detonator may be made each turn, by anyone in contact with it, by rolling 2d6 (3d6 for Engineers). If the score is doubles or triples, then the charges explode and the bridge (or culvert, house, etc) is destroyed. Anyone/anything within an 8" circle centered on the explosives is damaged by an Impact 4/APW 4 hit. Follow up damage applies for building collapses as found in the *NUTS* rules book. Treat damage from falling bridges as from a 2-story building.

SATCHEL CHARGES

Satchel charges will play an important part in *Clash of Titans* so we've included stats for them. Consult page, 22 of *NUTS* for more info.

Misc. Anti-Tank			
Weapons	Range	Targets	Impact
Molotov Cocktail	6	3" Blast Circle	5/APR 5
Satchel Charge	1	1" Blast Circle	5/APR 5

BOOBY TRAPS

More often designed to maim than kill, booby traps were excellent area denial and psychological warfare weapons. Troops who find booby traps tend to get jumpy and nervous, as there may be many, many more around them. The combatants on the Eastern Front, and particularly Partisans, made extensive use of jerry-rigged and field expedient booby traps, such as tripwire grenades (often hidden under decoy objects), mines and many other types.

When a game takes place in a Partisan controlled area, or the scenario calls for Defender to have access to booby traps, the Partisan or Defender player can place 1d6 booby traps on the table. In addition he also receives 1 dummy marker for each booby trap.

BOOBY TRAPS ON THE TABLE

These must be clearly written down as to their location as they are not placed on the table. If they were, players could easily move around them. In addition to location the player must clearly write down what type of trap it is.

Example- Frank is playing the Partisan and rolls three booby traps. Of the three markers he can place on the table he decided to place a landmine on a road that leads to a Village/Collective Farm, hide a tripwire grenade under a bottle laying on the street in the village, and put another tripwire grenade rigged to the door of the Barn. The three dummy markers he places at other interesting points on the table.

TYPES OF TRAPS

There are four types of booby traps. They are:

- Tripwire traps.
- Landmines.
- Improvised Explosives.
- Trip Flares.

WHAT TYPES ARE USED

If the players do not agree in advance what type of Booby Traps are available, roll 1d6 for the type of device:

- 1-2 = Trip Wire
- 3-4 = Landmine
- 5 = Improvised Explosive.
- 6 = Trip Flare (if daylight replace with Trip Wire).

TRIPWIRE TRAPS: Tripwire traps are activated when a figure comes within 1" of them.

There are two types of tripwire traps; explosive (1 - 4) and reflexive (5 - 6). Explosive traps usually use grenades, attacking all targets within their blast radius when set off. Reflex traps can use spring-bent saplings with sharp stakes tied to them, swinging farm implements, and the like to make a single Hand-to-Hand attack at Rep 4 as if they were bayonets against the individual that sprung the trap. Tripwire type traps are one-shot traps.

Tripwire traps that are concealed in possible Loot (bottles, suitcases, etc.) may attract the attention of figures with the Looter Disadvantage. Figures encountering these must make a 1d6 REP roll to see if they investigate.

- Pass 1 = Figure ignores the item.
- Pass 0 = Figure picks up the item.

LANDMINES: Mines act just as tripwire grenade traps, however the user must specify if they are an anti-personnel or anti-tank mine. Anti-tank mines have an APW of 4.

IMPROVISED EXPLOSIVES: These improvised mines are often created out of explosives, artillery shells or mortar rounds and are primarily intended to destroy vehicles or derail trains. These can have a devastating effect on those triggering them.

They come in four basic sizes that approximate their effect in the game. Roll 2d6 and add the results to determine what type it is.

2

IMPROVISED EXPLOSIVES

(Add the results together)

#	Result
2	Light Mortar
3	Light Mortar
4	Light Mortar
5	Light Mortar
6	Medium Mortar
7	Medium Mortar
8	Medium Mortar
9	Medium Mortar
10	Artillery
11	Heavy Artillery
12	Heavy Artillery

These can be set to explode on contact like an oversized Landmine or may be Command Detonated by a wire or radio link. To detonate one on command a figure must spend an Action to set off the explosive, and must either be in Line of Sight of the explosive or be in contact with a figure that does.

Once detonated the explosive has the same effect as an artillery shell of the same size.

Note that shells found on Random Event Tables (page, 76) can be used for Improvised Explosives Booby Traps.

Example: Jacob holds the clacker to a Heavy Artillery shell buried in the roadway on the approach to a village. He is 18" away but in Line of Sight of the explosive. When he sees a German SdzKf 222 approach the explosive he spends an Action point to detonate the shell, which explodes with a 12" blast circle that delivers an APW4 attack to the Top armor rating of the vehicle.

TRIP FLARE: A trip flare is a type of tripwire booby trap that causes no physical harm. They can be placed to form an early warning system, allowing those who placed them to know that someone or something is approaching their position. Like other tripwire traps, they are activated whenever an unaware figure comes within 1" of them. Once activated, a flare shoots up into the sky and illuminates a 12" circle centered on the traps location for one full turn. It takes one turn of Activation to set a trip flare. Once sprung, the trap marker is removed from the table.

BOOBY TRAPS IN SOLO/SAME SIDE PLAY

When playing solo/same side games booby traps are handled a bit differently. Generate the number of booby traps as outlined above. But instead of deciding where they are to be placed the following procedure is used.

1 – Add 1d6 of a different color to the Activation dice. Whenever “trips” or three of the same number occur a booby trap has been triggered.

2 – Roll 1d6 as outlined in the previous section to determine what has been encountered.

3 – Next roll 1d6 and add it to the Rep of each figure on the tabletop and add the score to their. The lowest total is the person that *triggers* the trap with ties being rolled off.

TRIGGERING THE BOOBY TRAP

Whenever a figure *triggers* a booby trap immediately roll 1d6 and compare the score to the figures Rep at a minus one.

- If the score is equal or less than the modified Rep then the figure has detected the trap without setting it off and can alert other soldiers as to its location. Even if the trap is known, any figure that moves directly over the trap must check to set it off as outlined. Once a trap is located the player may choose to move around it or attempt to disarm it.
- If the score is higher than the modified Rep the trap has went off.

DISARMING THE BOOBY TRAP

Any figure may attempt to disarm a tripwire, explosive, or mine booby trap. To do so, the trap must have been successfully spotted the previous turn. To disarm the trap, place the figure attempting to disarm it on the trap. Roll 2d6 versus the disarming figure but count the Rep at ½ value rounded down. Then consult the Disarming The Trap Table.

2

DISARMING THE TRAP

(Taken vs. 1/2 the Rep rounded down)

#D6 Passed	Result
2	Success! Trap disarmed and now worthless.
1	Trap not disarmed but you can try again when active. If you score a result of pass 1d6 when attempting a second time treat it is as if passing 0d6.
0	Failure! Trap has been set off.

ARTILLERY

In *NUTS* artillery and mortars fire from off the table. The reason for this is simple: the ranges represented on the table are far too short in most cases to allow for the projectiles to reach their minimum arming distance. In most cases, artillery and mortars fire in concentrations from organized Batteries, with several weapons firing at roughly the same time at the same target location.

Although in reality the number of rounds fired in the concentration varies for our purposes we use three rounds as the standard.

ARTILLERY TYPES

Artillery in *NUTS* is divided into three types. They are *mortars*, *artillery*, and *heavy artillery*.

Weapon Type	Base To Hit	Blast Circle Diameter	Impact
Light Mortars	4	5"	2/ APR 2
Medium Mortars	4	5"	3/ APR 2
Artillery (up to 122mm)	5	8"	3/ APR 3
Heavy Artillery (beyond 122mm *)	7	12"	3/ APR 4

* Examples - 155mm, 175mm, 8", etc.

WHO CAN CALL FOR FIRE

Any Leader or Forward Observer with access to a radio can call in artillery fire.

METHODS OF FIRE

There are two methods in which artillery indirect fire may be employed. These are *Registered Targets* and *On Demand*.

REGISTERED FIRE

Registered Targets use preplanned target locations called Registered Target Points (RTP). These specific points are coordinated with the supporting artillery unit prior to the battle. Here is how fire on RTPs is carried out.

DESIGNATING RTPS

Up to six target locations may be registered prior to the battle commencing. Assign them numbers from 1 to 6. Scenarios in this book using RTPs already have the RTPs marked on the map.

HOW FIRE IS CALLED IN

If your force has a Forward Observer (FO) or Officer (considered equipped with a radio or Handy-Talky), you may select which RTP to fire upon. If there isn't a FO or Officer on the table, then roll 1d6 to randomly determine which RTP is fired upon.

If the result is a number not assigned to a registered target, then no artillery is fired for that turn/call.

WHEN FIRE ARRIVES

Fire on RTPs will arrive during the Activation in which they are called.

WHERE THE ROUNDS LAND

Roll 1d6 for each of the three rounds that are being fired and consult the Artillery Deviation Table to see where each round lands.

1

ARTILLERY DEVIATION

(Reading the result as it appears)

#	Result
1	Round lands long.
2	Round lands off to the left of the RTP.
3	Round lands off to the right of the RTP.
4	Rounds lands short.
5	Round lands on target.
6	Round lands on target.

All deviation moves the center of the blast circle the indicated direction the width of the circle. Thus, a mortar round with a 2.5" blast radius would deviate 5" in the given direction.

ON DEMAND FIRE

On Demand Firing is artillery fire at an *unregistered spot*.

DESIGNATING THE TARGET

Prior to firing, the Leader or FO must designate the spot where the artillery is to fire. *The caller does not have to have a clear LOS to the targeted spot.*

HOW FIRE IS CALLED IN

The Leader or FO calls in the fire and then rolls 1d6.

WHEN FIRE ARRIVES

Fire on the target will arrive as determined by rolling 1d6 on the Fire Arrival Table prior to the Activation roll for that turn.

1

FIRE ARRIVAL

(Reading the result as it appears)

#	Result
1	Fire arrives this turn.
2	Fire arrives this turn.
3	Fire arrives next turn.
4	Fire arrives next turn.
5	Fire arrives in two turns.
6	Fire arrives in two turns.

WHERE THE ROUNDS LAND

As each round arrives roll 1d6 versus the Rep of the person that called in the fire. Subtract one from the

Rep of the caller if the caller does not have an LOS to the designated target spot.

- If the die score is equal or less than the modified Rep of the caller then roll for deviation on the Artillery Deviation Table but reduce the distance that it deviates by half.
- If the die score is greater than the modified Rep of the caller then roll for deviation on the Artillery Deviation Table but double the distance that it deviates.

RESOLVING ARTILLERY HITS

Any figure within the blast circle has potential to be hit.

- Roll 1d6 and add the firing pieces' Base To-Hit number found on the Artillery Type Table.
- Check the total on the Ranged Combat Table found on page, 24 of the *NUTS* rules book.
- Cover is only counted if it is between the figure and the center of the blast circle.
- Prone figures or figures in trenches or below the ground level count as being in cover.
- Be sure to review the section called HE Versus Personnel on page, 50 of the *NUTS* rules book.

Example: A German 88mm canon has a Base To-Hit of 5, with an 8" blast circle. 1d6 is rolled scoring a 4, for a total of 9. Four figures are within the blast circle; one is in the open, one is in concealment, another is behind a sandbagged position, and the last is behind a stone wall. The figures in the open and in concealment are hit. The figure behind the sandbags does not count as being in cover as the DV of a sandbag position (2) is lower than the APR of the 88mm shell (3). The figure behind the stone wall is not hit, as the DV of the stone wall (4) is higher than the APR of the 88mm shell (3).

TREE BURST

Artillery and heavy artillery rounds, but not mortar rounds, that land in wooded areas count as being 1 impact higher due to the added effect of splintering trees. Being prone, in open topped defensive positions (such as trenches or behind walls), in woods or below ground level does NOT count as cover.

VT ROUNDS

Available only when agreed upon by players, or allowed in set scenarios, Variable Time (VT) rounds are a special type of artillery (not mortar) fusing that allows the shell to detonate at a selected height above the ground, rather than on impact. The effect is a downward spray of shrapnel that devastates infantry, but has little effect on fully armored vehicles.

Being prone, in open topped defensive positions (such as trenches or behind walls), or below ground level does NOT count as cover. The APR of VT rounds is 2.

HUG A TREE

Figures within wooded areas that have moved only ½ of their allowed distance (or not moved at all) may be considered to be *hugging a tree*. The figure will count as being in cover for any artillery, including tree bursts and VT, that strikes forwards of the figure (as long as it would not count as flanking fire). Should a figure claim the Hug A Tree cover advantage during the turn before Activation, the figure may only move ½ of the allowed move during the figure's Activation. The figure must end it within a wooded area, otherwise the cover benefit is lost.

STUKA!

This section of rules covers aircraft and how they were used during the war. Again, depending upon the degree of difficulty and detail you want in your games use as little or as much of them as you like.

AIR SUPPORT MISSIONS

The contested skies over the Eastern Front could fill at any moment with fighters and bombers from either side flying support missions. To determine this, whenever a player roles a "1" for Activation a check is made on the appropriate Air Support Table to see if either side gets to use an air support mission that turn. The Air Support Table used is determined by the scenario, which describes whether or not one side has air superiority or if control of the skies is contested.

If air superiority has not been determined prior to the game each side rolls 1d6 and adds 1 to their Level of Support. If one side has twice that of the other then it is said to have air superiority.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

1 AIR SUPPORT - ONE SIDE HAS AIR SUPERIORITY

(Reading the result as it appears)

#	Result
1	Side without Air Superiority gets an Air Support mission.
2	No mission.
3	No mission.
4	No mission.
5	Side with Air Superiority gets an Air Support mission.
6	Side with Air Superiority gets an Air Support mission.

1 AIR SUPPORT - CONTESTED SKIES

(Reading the result as it appears)

#	Result
1	German player gets an Air Support mission.
2	No mission.
3	No mission.
4	No mission.
5	No mission.
6	Russian player gets an Air Support mission.

TYPE OF AIR SUPPORT MISSIONS

When an Air Support Mission is rolled, roll 1d6 on the Air Attack Table to determine what type of aircraft is making the attack. Next consult the Aircraft Tables (page, 68) to determine how they are armed and if they entered service before the date that your battle is occurring. If not available use a comparable model.

1 AIR ATTACK

(Reading the result as it appears)

#	German	Russian
1	Me-109F Fighter	Mig-1 Fighter
2	Me-109G Fighter	LaGG-3 Fighter
3	Fw-190F Fighter	LaGG-3 Fighter
4	Ju-87D Attack	Yak-9D Fighter
5	Ju-87G Attack	P-39N Fighter
6	Me-110C Fighter/Bomber	Il-2M Attack (1-3) or Il-2M3 Attack (4-6)

AIRCRAFT STRAFING AND BOMBING RUNS

The following rules represent an aircraft flying over the battlefield and firing their weapons at eligible targets or *strafing* the field:

- To strafe the battlefield first designate an entry point of any table edge that the aircraft will arrive.
- Next determine an exit point on the opposite table edge that the aircraft will exit.
- Place a string between the entry and exit point, this is the aircraft's *flight path*.
- The owner of the aircraft next declares that the craft is making a "strafing run" or "bombing run" as per the Air Attack result. They can only do one or the other at a time.
 - During bombing runs, aircraft may drop their bombs on points off table, with the blast circles affecting on table targets, though their flight path must cross at least part of the table.
- On the player's NEXT Activation the aircraft enters the board.
- Next trace a straight path 6" to each side of the flight path giving you a width of 12". This is the swath or field of fire for the aircraft.
- The aircraft must now pick one target or impact point (if dropping bombs) per weapon on his plane in its flight path and swath to attack.*

FIRING AT THE AIRCRAFT

Prior to the aircraft making its attack any figure in the swath that:

- Is armed with a weapon that has a range of 24" or greater.
- Has the range to hit anywhere on the flight path.
- Can trace a LOS to the flight path must take the Anti-Aircraft Test.

If any of the three conditions are not met then the figure cannot take the Anti-Aircraft Test by rolling 2d6 versus its Rep.

2 ANTI-AIRCRAFT TEST

(Taken vs. the Rep)

-1 to Rep if attacking plane Stuka or Sturmovik

#D6 Passed	Result
2	Stand and fire at aircraft when in range.
1	Infantry will Duck Back. Vehicles will head for cover and Duck Back.
0	Infantry will Runaway. Vehicles will head for cover and Duck Back.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

Figures that pass 2d6 will fire at the aircraft at full Target Rating if they are manning an Anti-Aircraft weapon, or half their Target Rating if firing other Infantry weapons/MGs on the Ranged To Hit table counting the airplane as being in Cover. Misses do no damage and do not cause a Received Fire check.

If a Hit is scored, rolled 2d6 versus the Rep of the Pilot and take the Golden BB Test.

2	GOLDEN BB TEST <i>(Taken vs. the Rep of the pilot)</i>
----------	--

#D6 Passed	Result
2	No effect and strafing run continues.
1	Aircraft veers off and may not fire anymore during this battle.
0	Aircraft flies off from table and crashes somewhere away in a ball of flame.

TARGET RECOGNITION TEST

Once all anti-aircraft fire has been resolved the aircraft, having already picked its target, must take the Target Recognition Test for each target he has chosen. The aircraft will then attack the appropriate target based on the results of that test.

2	RECOGNITION TEST <i>(Taken vs. the Rep of the pilot)</i>
----------	--

#D6 Passed	Result
2	The pilot spots the original target and the attack proceeds as planned.
1	The pilot makes a small error and randomly picks the nearest adjacent enemy unit in the pilot's flight path. The attack continues.
0	The pilot has made a critical error and randomly picks the nearest adjacent friendly unit in the pilot's flight path. If the friendly unit is displaying recognition markers (large colored flags, vehicle markings or colored smoke), the Pilot will abort the attack and disengage without firing.

HOW TO CONDUCT AN AIR ATTACK

Once the Recognition Test has been taken the player can now make his attack.

- If making a strafing run the player will fire his weapon at the designated target using the Ranged Combat To Hit Table. Remember that the pilot may have designated multiple targets.
- Received Fire Tests are taken normally by all targets but they cannot return fire.
- Rockets may be fired; bombs may be dropped at any point along the aircrafts flight path by nominating the impact point. Roll a 1d6 and consult the Ordinance Deviation Table.

1	ORDINANCE DEVIATION <i>(Reading the result as it appears)</i>
----------	---

#	Result
1	Bomb hits right on target.
2	Bomb hits right on target.
3	Rocket goes long 1d6" directly past target. Bomb goes long 2d6" directly past target.
4	Rocket goes short 1d6" directly in front of target. Bomb goes short 2d6" directly in front of target.
5	Rocket goes very long 2d6" directly past target. Bomb goes very long 3d6" directly past target.
6	Rocket goes very short 2d6" directly in front of target. Bomb goes very short 3d6" directly in front of target.

BOMBS & OTHER AIRCRAFT WEAPON SPECS

Type	Target	Impact
LMG	6	3
HMG	5	3
250lb. Bomb	10" blast circle	3/APW 3
500lb. Bomb	20" blast circle	4/ APW 4
Rockets	10" blast circle	3/APW 3
20/23mm AC	3	APW 3
37mm Cannon	2	APW 5

AIRCRAFT SPECS

The following sections will describe the aircraft available for use in CoT.

NUTS EASTERN FRONT: CLASH OF TITANS (1941-1945)

RUSSIAN AIRCRAFT

Type	Entered Service	Weapons
Mig-1 Fighter	9/1940	1X LMG and 1xHMG. On a roll of "1" has 1x salvo Rockets.
LaGG-3 Fighter	2/1941	2x HMG and 1x 20mm AC. On a roll of "1" has 1x salvo Rockets.
Yak-9D Fighter	12/1942	1x HMG and 1x20mm AC. On roll of "1" has 1x 250lb Bomb (1-4) or 1x salvo Rockets (5-6).
P-39N Fighter	6/1942	2x HMG and 1x 37mm Cannon. On roll of "1" has 1x 500lb Bomb (1-3) or 2x 250lb bombs (4-6).
Il-2M Attack	9/1942	2x LMG and 2x 20mm AC. On roll of "1 to 3" has 1x 500lb Bomb (1-3) or 2x 250lb bomb AND 1x salvo Rockets (4-6).
Il-2M3 Attack	4/1943	2x LMG and 2x 23mm AC. On roll of "1 to 3" has 1x 500lb Bomb (1-3) or 2x 250lb bomb AND 1x salvo Rockets (4-6).

GERMAN AIRCRAFT

Type	Entered Service	Weapons
Me-110C Fighter/Bomber	4/1939	4x LMG and 2x 20mm AC. On roll of "1 to 2" has 2x 500lb (1-3) bomb or 4x 250lb bomb (4-6).
Me-109F Fighter	12/1940	2x LMG and 1x 20mm AC. On roll of "1" has 1x 500lb bomb (1-3) or 2x 250lb bomb (4-6).
Me-109G Fighter	5/1942	2x HMG and 1x 20mm AC. On roll of "1" has 1x salvo Rockets.
Fw-190F Fighter	6/1943	2x HMG and 4x 20mm AC. On roll of "1" has 1x 500lb Bomb (1-3) or 2x 250lb bomb (4-6).
Ju-87D Attack	2/1941	2x LMG. On roll of "1 to 3" has 1x 500lb Bomb (1-3) or 2x 250lb bomb (4-6).
Ju-87G Attack	3/1943	2x LMG and 2x 37mm AC.

NOTES

Aircraft armament has been simplified to make the air strike easier/faster to conduct during the game.

If a hit is scored on a vehicle, remember to use the vehicle's top armor rating to determine if it penetrates.

TERRAIN

In this section we cover the types of terrain found on the Eastern Front.

RACHELS

The Russian Steppes on the approach to Stalingrad are Big Sky country –big and broad like the Great Plains in the United States. But it's not flat. The rolling plains are cut here and there by "Rachels" (aka "Balkas" in Russian).

A Rachel is a sudden fold in the terrain, a steep gully that can block your path or offer concealment.

RACHEL PLACEMENT

When rolling for terrain (*NUTS* page, 56) any result of clear requires a re-roll. On a score of 7 or higher count the clear section as a Rachel.

A Rachel will be 2d6" wide and 3d6" long, and are typically open at one end. Roll 2d6 to determine the direction that the Rachel runs and its open end.

2

RACHELS

(2d6 added together)

#	Direction	Open End
2	North-South	North
3	North-South	South
4	Northwest-Southeast	Northwest
5	Northeast-Southwest	Southwest
6	Northeast-Southwest	No opening
7	North-South	No opening
8	East West	East
9	East West	West
10	Northwest-Southeast	Northwest
11	Northwest-Southeast	No opening
12	Northwest-Southeast	Southwest

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Once all the terrain is set on the table, look at those sections containing Rachels. Connect Rachels in adjacent sections to form a continuous Rachel. If at a table edge, extend the other end to the nearest table edge, but not the edge already used. If there are multiple edges that fit the criteria, choose one randomly.

ENTERING RACHELS

Any vehicle entering a Rachel from its edge and not its opening will cause the Driver to take a Lose Control Test.

BARBED WIRE

Barbed wire was a common defensive work during the war. Barbed wire “strands” are typically 2” deep but may be laid in multiple lines. Barbed wire may be crossed at 2” per turn, but only if the figure passes 2d6 on a Fast Move Test. Passing 1d6 means the figure moved 1” while passing 0d6 the figure remains in place. Crossing the wire in this manner takes the figures full movement for the turn, regardless of how much it had left when it contacted the wire.

A 4” x 4” hole may be blown in barbed wire with a satchel charge or bazooka round. Grenades are not strong enough.

BUILDING DAMAGE

Note that most buildings in an Urban Combat zone will be damaged. Roll 1d6 on the Building Damage Table to determine the extent of the damage.

1	BUILDING DAMAGE <i>(Reading the result as it appears)</i>
----------	---

#	Result
1	No significant damage
2	Light damage – minor holes in walls, roof, etc. count as 1 DV less but not lower than DV 1.
3	Light damage – minor holes in walls, roof, etc. count as 1 DV less but not lower than DV 1.
4	Moderate damage – large holes in exterior walls, roof may have sections missing, etc. count as 2 DV less but not lower than DV 1. On a roll of “6” structure is on fire and cannot be occupied.
5	Moderate damage – large holes in exterior walls, roof may have sections missing, etc. count as 2 DV less but not lower than DV 1. On a roll of “6” structure is on fire and cannot be occupied.
6	Heavy damage – the structure is little more than a shell. Counts as DV 1. On a roll of “6” structure is on fire and cannot be occupied.

RUBBLE AND RUINS

When creating an urban terrain area it’s likely that if it is heavily contested that some portion of it will be rubble and ruin. For Stalingrad and other Urban Combat Zones roll 2d6 on the Urban Combat Terrain Table.

2	URBAN COMBAT TERRAIN <i>(2d6 added together)</i>
----------	--

#	Type of Terrain
2	Rubble (s)
3	Clear (3)
4	Hill (3)
5	Clear (s)
6	Rubble (2)
7	Clear (1)
8	Rubble (1)(s)
9	Woods
10	Rubble (s)
11	Hill (3)
12	Hill

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

(s)The area also has access to the city sewer system, either via manhole covers (1-4) or collapsed sewer tunnels (5-6). See the section entitled Sewers (page).

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

RUBBLE

In addition to any structures in a rubble area, the rubble itself impedes movement and provides concealment and cover. What was once clear terrain is now a covered in piles of debris that makes movement through them difficult.

- Movement reduced to half speed through these areas. Vehicles moving through rubble are subject to Getting Stuck Checks (page, 58).
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Units inside this terrain feature counts as in cover.
- Those at the edge of these terrain features count as in cover and can see out and be seen from outside the area. Those 3" or farther inside from the edge cannot be seen from anyone over 12" away (6" at night). and can see out and be seen from outside the area. Those 3" or farther inside from the edge cannot be seen from anyone over 12" away (6" at night).

SEWERS

In heavy urban areas the city sewer system could be used as a way to move troops and supplies past enemy lines to reinforce strong points, launch scouting or sniper patrol missions, or as a way to spring surprise attacks on the enemy. The battle below became a deadly duel in the dark as troops carried the fight into a city's sewers, basements and subways.

SEWER VISIBILITY

Visibility in the sewers is restricted to 6" unless flashlights or lanterns are used, in which case visibility is extended to 12". Any figure firing at the flashlight user, or anyone illuminated by the flashlight, is considered to be +1 Rep for firing purposes. Line of Sight is defined by the actual set-up on the table.

ABSTRACT SEWER MOVEMENT

The following rules provide an abstract impression of sewer movement.

In an urban setting each terrain section may have sewer system access. Simply roll 1d6, on a 5 - 6 there's ready access to the sewers either via a manhole cover or collapsed sewer section. Place a marker to represent this. The marker may be "discovered" when entering the terrain tile. Also, many buildings will have sewer access via their basements.

A player may dedicate one squad to try and move through the sewers and emerge someplace else on the map, or place a unit on sewer patrol. They cannot take heavy weapons with them. To do so they must declare sewer movement for a unit next to a sewer entrance. The player writes down the intended exit point, which can include any building on the table or known sewer marker. The unit is held off the table while it is in sewer movement. Units move on their Activation by making a 2d6 Sewer Movement test against the Rep of the unit's leader. A unit must make one successful roll per terrain area that has to be moved through to reach its objective.

2	SEWER MOVEMENT <i>(Taken vs. Leader's Rep)</i>
----------	--

#D6 Passed	Result
2	The squad emerges from the sewer entrance of the player's choice.
1	The squad is temporarily lost in the sewer tunnels for this turn.
0	The squad got turned around in the tunnels and emerges at a random sewer entrance. Roll to determine which one

SEWER PATROL

If desired a player may designate one or more units to be on Sewer Patrol. If a unit is on a sewer patrol order and an enemy unit is attempting to use the sewers for movement, when active, the patrolling unit can declare he is making an intercept attempt using the Sewer Patrol Table.

2	SEWER PATROL <i>(Taken vs. Leader's Rep)</i>
----------	--

#D6 Passed	Result
2	Intercept! The sides encounter each other in close quarters combat.
1	Closing In. The unit gets sign of the enemy and starts to close in on them. On the next roll a Pass 2d6 or Pass 1d6 results in an interception.
0	What enemy? The unit has no idea where the foe may be this turn.

SETTING UP THE FIGHT

Once the enemy has been intercepted the firefight will take place in a portion of the sewer. Place the figures facing each other in a column no wider than that of the tunnel (2" or 4") and at a distance of 3+1/2d6".

Roll 1d6 on the Sewer Fight Table to determine the particulars.

1	SEWER FIGHT <i>(Reading the result as it appears)</i>
----------	---

#	Result
1	Interceptor surprised by enemy head on in a 2" tunnel. <i>Enemy</i> allowed to immediately fire.
2	Interceptor stumbles into enemy head on in a 2" tunnel. <i>Enemy</i> takes In Sight Test.
3	Interceptor catches enemy head on in a 2" tunnel. <i>Both sides</i> roll 1d6 and add it to Rep of Leader. High score allowed to take In Sight Test. Ties go to the <i>enemy</i> .
4	Interceptor catches enemy head on in a 4" tunnel. <i>Both sides</i> roll 1d6 and add it to Rep of Leader. High score allowed to take In Sight Test. Ties go to the <i>interceptor</i> .
5	Enemy stumbles into interceptor head on in a 2" tunnel. <i>Attacker</i> takes In Sight Test.
6	Attacker surprises the enemy head on in a 2" tunnel. <i>Attacker</i> allowed to immediately fire.

FORTIFIED STRUCTURES

The Russians perfected the art of turning buildings into urban strong points. These fortified buildings would be modified to make them more defensible, provide increased internal mobility and reduce the effects of artillery on the defenders inside. They will be available as part of a scenario, and may not be created during a game. A typical defended structure, such as the famous "Pavlov's House" in Stalingrad would have had the rooms connected through "mouse holes" or tunnels through the walls to allow passage through the building without using the hallways. Ladder holes were bored to allow easier access between floors. Furniture and items that could cause shrapnel were removed or piled in stairwells to prevent access. Lower story windows would be bricked over, and the floors covered in up to 1' of soil to absorb shrapnel, prevent fires and protect the floors from concussive damage. Strong points and fighting positions would be created inside the building, as well as observation posts and AT gun positions. They would also have concealed access and sally ports. In short, they were urban castles.

To simulate this, the defender may wish to sketch a map of the fortified structure if it is the centerpiece of a scenario. In general:

1. Fortified structures may not be entered via the ground floor except through a breach in the walls, which may be made by an explosive charge or artillery/tank strike.
2. The impact of artillery on occupants is reduced by 1.
3. The building cannot be set on fire.
4. Figures may move between rooms without having to use hallways.
5. The defender may designate several spots in each floor for ladder holes.
6. The defender may place one or more AT guns in the building.
7. The defender may place the Rep level in internal strong points that provide the Cover bonus.

CAMPAIGNS IN URBAN COMBAT AREAS

World War II left cities shattered by combat, many little more than contested rubble fields. Want to create your own Rattenkrieg for Cologne, Warsaw or Leningrad? These rules are an extension of the primary Campaign Rules in *NUTS*.

TYPE OF CAMPAIGN

Here's how to get started. Determine the type of urban campaign you will be involved in, which also helps determine the Enemy Activity Level and the Support Level, in addition to a new factor, the Privation level. City fights typically fell into a few categories:

KESSEL (CAULDRON): One side has surrounded and besieged the city. The Defender is subject to the Out of Supply (page, 59) and Privation rules (page, 58).

RATTENKRIEG (WAR OF THE RATS): A chaotic assault by one or both sides into a hotly contested city. Both sides are subject to the Out of Supply (page, 59) and Privation rules (page, 58).

HIMMELFAHRTS KOMMANDO (FORLORN HOPE): A delaying action fought to hold up the advance of the enemy. The Defender is subject to the Out of Supply (page, 59), and possibly (1-3) Privation rules (page, 58).

URBAN COMBAT EAL

This means the campaign will often have a higher overall Enemy Activity Level than normal Campaigns. To reflect this you roll 2d6 and consult the following:

KESSEL OR RATTENKRIEG SCENARIOS:

- If the d6 came up *doubles* count either score.
- If they did not then count the *higher* score.

HIMMELFAHRTS KOMMANDO SCENARIO

- If the d6 came up *doubles* count either score.

- If they do not then count the *lower* score.

This is the Enemy Activity Level (EAL) (page, 60 in *NUTS*) of the sector (area of the battle) that you are in. The EAL is very important as it will affect when and if the enemy will receive reinforcements. Generally the higher the EAL the more enemy you will see.

URBAN COMBAT SUPPORT LEVEL

We've shown you how to determine the Enemy Activity Level of the battlefield. This determines the chance of enemy reinforcements (see page *NUTS* page, 60). Now we will follow the same procedure for possible friendly reinforcements. This is called finding your Support Level. This can vary depending on the nature of the campaign. Is it a "Kessel" in which one side is surrounded and besieged, or is it a "Rattenkrieg" where both sides scramble for victory? To reflect this you roll two 1/2d6* or d6 and consult the following:

*1/2d6 means roll 1d6 and cut the score in half rounding up.

KESSEL SCENARIO (1/2D6)

- If the 1/2d6 results come up *doubles* count either score.
- If they do not then count the *lower* score.

RATTENKRIEG SCENARIO (D6)

- If the d6 come up *doubles* count either score.
- If they do not then count the *lower* score.

HIMMELFAHRTS KOMMANDO SCENARIO (D6)

- If the d6 come up *doubles* count either score.
- If they do not then count the *higher* score.

This is the *Support Level* (SL) (page, 60 in *NUTS*) of the sector (area of the battle) that you are in. The SL is very important as it will affect when and if you will receive reinforcements. Generally the higher the SL the more reinforcements you will see.

PRIVATION LEVEL

A city fight, especially one that was prolonged or stretched into a protracted siege, could expose attacker and defender alike to extreme Privation that reduced a unit's performance. To simulate this, check for the Privation Level for the attacker and the defender. To reflect this roll two 1/2d6* and consult the following:

*1/2d6 means roll 1d6 and cut the score in half rounding up

KESSEL SCENARIO:

- Attackers do not roll Privation.
- Roll for each Defending unit.
- If the 1/2d6 results came up *doubles* count either score.
- If they do not then count the *lower* score.

RATTENKRIEG SCENARIO:

- Roll for each Attacker and Defender unit.
- Roll each 1/2d6 subtracting one from each result.
- If the modified 1/2d6 results came up *doubles* count either score.
- If they do not then count the *lower* score.

HIMMELFAHRTS KOMMANDO SCENARIO

- Attackers do not roll Privation.
- Roll for each Defending unit.
- Defenders each roll 1/2d6 subtracting one from each result.
- If the 1/2d6 results came up *doubles* count either score.
- If they do not then count the *lower* score.

DETERMINING THE MISSION

The Campaign rules in *NUTS* (page, 60) apply in *CoT* but we substitute the following Mission Table to determine the Missions that your squad will get. At the start of each Campaign Turn (remember there are two for each month - page, 60 in *NUTS*) roll 2d6 versus the Rep of the squad Leader and consult the Mission Table.

2	MISSION TABLE <i>(Taken vs. Leader's Rep)</i>
----------	---

#D6 Passed	Result
2	You have a Mission. Roll on the Mission Type Table.
1	You have a Mission, following close on the heels of the last – you have no chance to get replacements.
0	No Mission on this campaign turn, but the next time you take this test you will roll 3d6 instead.

TYPE OF MISSION

There are multiple types of Missions, but depending on the Campaign that you are playing you may only have to worry about a few types.

- A - Reconnaissance Patrol where your objective is to scout an area.
- B - Perimeter Defense where you will defend an area from enemy incursions.
- C - Assault where you will attempt to break through an enemy area.
- E - Sniper Patrol is where your objective is to eliminate enemy officers and snipers.
- F - Foraging Patrol where you will try to find food and supplies.

Once it's been determined that you have a Mission roll 2d6, add the scores, and consult the Mission Type Table. Be sure to use the column for the campaign type that you are playing.

2	MISSION TYPE <i>(2d6 added together)</i>
----------	--

#	Kessel	Rattenkrieg	Himmelfahrts Kommando
2	F	F	E
3	B	C	A
4	A	A	A
5	A	B	C
6	E	A	A
7	C	A	C
8	B	A	A
9	A	B	C
10	A	A	A
11	B	C	A
12	F	E	E

MISSION DESCRIPTIONS

In this section we'll go into a little more detail as to what each Mission is. Some of these may be new to *NUTS* while some of these may be variations of the Missions found in *NUTS* on pages, 60 to 67. Remember that when using these missions found in *CoT* you still use the missions rules found in *NUTS*.

SNIPER PATROL

Modified Reconnaissance Patrol (page, 61 of NUTS)

Description: A Sniper Patrol is a scouting patrol with a specific objective – kill enemy officers, NCOs and snipers. Reconnaissance intelligence is secondary to this objective. All combatant nations used snipers to disrupt their enemies and sow fear and chaos. The war in Russia saw this form of warfare elevated to a high art as German and Soviet snipers racked up hundreds of individual kills and stalked each other across ruined cities.

A Sniper Patrol is almost identical to a Recon Patrol, with the following changes.

OBJECTIVE

- Your objective is to scout the table and kill as many Officers, Non-Coms and enemy snipers as possible.
- To be successful you must spend *one turn of Activation* within 24" of the edge of the board in sections 1, 2, and 3; and kill at least 1 enemy sniper, and/or 1 enemy officer, or 2 non-commissioned. Once you have accomplished this you must report back by exiting the table from the edge that you entered it.
- Your force must include at least one sniper. A sniper is typically a soldier with a scoped rifle, and usually has the Advantages: Stealthy, Crack Shot and Quick Reflexes.

The remainder of the mission is the same as the Reconnaissance Patrol set-up and conduct.

FORAGING PATROL

Modified Reconnaissance Patrol (page, 61 of NUTS)

Description: During bleak days, from Kiev to Leningrad, and Sevastopol to Stalingrad, soldiers would go on "scouting" missions to scrounge up as much as they could. A Foraging Patrol is a scouting patrol with a specific objective – gather food and supplies to help your unit survive.

A Foraging Patrol is almost identical to a Recon Patrol, with the following changes.

OBJECTIVE

- Your objective is to scout the table and find as much useful food and supplies as possible.
- To be successful you must spend *one turn of Activation* within 12" of the edge of the board in sections 1, 2, and 3; and gain as many supplies as possible to help your unit survive. Once you have accomplished this you must report back by exiting the table from the edge that you entered it.
- Contact is resolved normally as outlined on page 63 of the *NUTS* book. After contact has been determined as per *NUTS* the player will then roll on the Foraging Table to determine if and what was found. The procedure for using this is identical to the Contact rules in *NUTS*. You may only roll once for each contact on the Foraging Table. Roll 2d6 versus the EAL of the area when searching. If the unit contains a character with the Looter Attribute (*NUTS* page 7) then you will roll 3d6 instead.

2	FORAGING <i>(Taken vs. EAL of the Area)</i> <i>+1d6 if have the Looter Attribute</i>
----------	---

#D6 Passed	Result
2	Found something! Roll to determine what was found on the Provisions Table.
1	Possible enemy force. Roll for enemy reinforcements on the Reinforcements at -2 to the score. If a "0" is scored then no was enemy contacted and roll on the Provisions Table at -2 to the score.
0	False alarm. Just empty boxes and a case of nerves.

2 PROVISIONS
(2d6 rolled and added together)

#	What Was Found
2	Ammunition: 1d6 reloads* for LMG/MMG
3	Roll on Special Provisions Table.
4	Food! Enough food to reduce the units Privation level by one.
5	Gasoline/Diesel: 1/2d6 activations of movement for any vehicle.
6	Ammunition: 1d6 reloads* for LMG/MMG
7	Ammunition: 1d6 reloads* for BA/SA rifles
8	Ammunition: 1d6 reloads* for SMG
9	Roll on Special Provisions Table.
10	Food! Enough food to reduce the units Privation level by one
11	Gasoline/Diesel: 1/2d6 activations of movement for any vehicle.
12	Ammunition: 1d6 reloads* for SMG

* If counting ammo each reload eliminates the effects of scoring two or more "ones" when shooting.

2 SPECIAL PROVISIONS
(2d6 rolled and added together)

#	What Special Provision Was Found
2	1/2d6 Pistols
3	1/2d6 SMG
4	Enough AP (1-3) or AT (4-6) mines to mine a 3"x3" area
5 (1-3)	1d6 BA Rifles
5 (1-3)	ATR + 1/2d6 rounds (1)
6	Light mortar plus 1/2d6 rounds.
7	1/2d6 Grenades
8 (1-4)	Panzerfaust or AT grenade (1)
8 (5-6)	Panzerschreck + 1/d6 rounds (1)
9	LMG
10	Enough AP (1-3) or AT (4-6) mines to mine a 3"x3" area
11	MMG/HMG plus 1d6 reloads*
12	Flamethrower plus 1/2d6 reloads*

* If counting ammo each reload eliminates the effects of scoring two or more "ones" when shooting.

(1) If using this Table in another theater or with another army such as American or British substitute appropriate weapon.

ASSAULT

Modified Perimeter Defense (page, 66 of NUTS).

We recommend using this after you have played a Reconnaissance Patrol. In this Mission you are charged with breaking through the enemy defenses in this sector. This Mission is a modified version of Perimeter Defense, with the changes described below. In general the player takes the role of attacker and must break through the enemy's defenses.

OBJECTIVE

- Your objective is break through the enemy lines and exit the table.
- To be successful you must break through enemy forces and exit the table through sections 7, 8, or 9. The Mission is over when you have chased off or destroyed all enemy in your sections and exited your forces from the table.

Forces & Terrain are determined as per the Perimeter Defense Mission (NUTS page, 66).

DEPLOYMENT

- Player forces set up in sectors 1, 2, and 3.
- Defender's forces generated per Perimeter Defense mission, but roll 1d6+3 to determine where the enemy forces will be located.

SPECIAL INSTRUCTIONS

- You do not have control of this sector and must use the Terrain Scouting Table in NUTS.

URBAN CHAOS

A chaotic urban fight like Stalingrad or Berlin could subject soldiers to odd situations, stray bombs, random artillery fire and unexpected help.

To simulate this, when players are rolling initiative and *doubles* are rolled for Activation and the number on the dice is equal to or less than the Enemy Activity Level, a Random Event has occurred.

- The event can occur in any section that is occupied by either the active solo player's side or on any area of the table if both sides are in play.
- Random events replace the normal Activation sequence of the game.

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- Roll 1d6 for each group including vehicles. The lowest score is the target of the event. Re-roll any ties.
- Next roll on the Random Events table. Roll 1d6 to determine which Random Event Table to use then roll another 1d6 on that table to see what event has occurred.

1	RANDOM EVENT #1 <i>(Reading the result as it appears)</i>
----------	---

#	Event
1	Single 122mm shell (10" blast circle/ Impact 4)
2	Abandoned Russian vehicle (page, 39)
3	Building explodes in flames, units caught inside must abandon immediately.
4	Single 250lb bomb (10" blast circle/ Impact 3)
5	Overtaken truck with cases of champagne. All Looters will stop and loot (<i>NUTS</i> page, 7). Other soldiers roll 1d6. If score Rep or higher will not stop. Otherwise treat as if a Looter.
6	Encounter abandoned gear, roll on the Provisions Table (page, 75).

1	RANDOM EVENT #2 <i>(Reading the result as it appears)</i>
----------	---

#	Event
1	Sniper Attack (page, 78).
2	Run into 4" x 6"Hasty Anti-Personnel minefield (page, 60).
3	Abandoned German vehicle (page, 31)
4	1/2d6 82mm mortar rounds (8" blast circle/Impact 3)
5	Pilot parachutes onto the table. Roll random player side adding 1 to the side with Air Superiority (page, 65).
6	Old woman appears carrying a pot of stew, reduces one unit's Privation by one point.

1	RANDOM EVENT #3 <i>(Reading the result as it appears)</i>
----------	---

#	Event
1	Sniper Attack (page, 78).
2	1d6 crazed mental patients from damaged hospital attracted to random player unit. Increase EAL of section that the unit is on by 1 point.
3	Burning vehicle blocking the road.
4	1/d6 122mm rockets (10" blast circle/Impact 4)
5	Random animal is encountered. <ul style="list-style-type: none"> • 1-2 = Horse • 3-4=Cow • 5 = Lion* • 6 = Elephant*
6	Single 152mm shell (12" blast circle/Impact 4)

** If in Stalingrad or Berlin only, otherwise substitute dog. See Animal Encounters Section for more information (page, 77).*

1	RANDOM EVENT #4 <i>(Reading the result as it appears)</i>
----------	---

#	Event
1	1/2d6 85mm rockets (8' blast circle/Impact 3)
2	Pack of 3+1/2d6 feral dogs*.
3	Civilian corpses with valises spewing personal effects encountered. Figures with Looter Attribute must stop and check.
4	Single 250lb bomb (10" blast circle/Impact 3)
5	Sniper Attack (page, 78).
6	Group of 1d6 confused, routed soldiers (infantry). Roll random player side. One attempt to rally and add to the Player's side, or will flee if Enemy.

** See Animal Encounters Section for more information (page, 77).*

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1 **RANDOM EVENT #5**
(Reading the result as it appears)

#	Event
1	Run into 4" x 6" Hasty Anti-Personnel minefield (page, 60).
2	Encounter collapsed sewer tunnel, access to sewers.
3	1d6 dead soldiers (enemy (1-3) /friends (4-6) with rifles
4	Single 250lb bomb (10" blast circle/Impact 3)
5	Building collapses. Any units inside roll on Ranged Combat Damage Table (<i>NUTS</i> page, 25) against Impact of 3.
6	Abandoned Russian vehicle (page, 39)

1 **RANDOM EVENT #6**
(Reading the result as it appears)

#	Event
1	Encounter abandoned gear, roll on Provisions Table (page, 75).
2	Family of 1d6 terrified civilians moving across the table at 8" per turn that may block line of sight to enemy units. Will leave table after three activations regardless of actual distance moved.
3	Fighter-bomber crashes in flames, any units hit are destroyed.
4	1/2d6 122mm rockets (10" blast circle/Impact 4)
5	Old man sitting on a chair offers bottle of Vodka. All Looters will stop and drink (<i>NUTS</i> page, 7). Other soldiers roll 1d6. If score Rep or higher will not stop. Otherwise treat as if a Looter.
6	Sniper Attack (page, 78).

ANIMAL ENCOUNTERS

This section covers any animals that may be encountered.

Type	Rep	Move	Notes
Cow	3	8"	Will move across table and leave peacefully unless attacked. If attacked then test for Animal Attack. Counts as Impact 1.
Dog	3	12"	Will befriend unit as long as you feed it like one of your squad. When not fed it will disappear. If approached by enemy within 12" and sight will bark. Barking will expose unit if Hidden but also allows for unit to take Insight Test at +1d6. Counts as Impact 1.
Elephant	4	10"	Will move across table and leave peacefully unless attacked. If attacked then test for Animal Attack. Elephants will roll 3d6 on the recover From Knock Down Test. Counts as Impact 3.
Feral Dogs	3	12"	Will attack any wounded (OOF) figure and try to eat it. If wounded present then test for Animal Attack (page 77). If no wounded then dogs are removed from the table. Counts as Impact 2.
Lion	5	12"	It's hungry. Test for Animal Attack (page, 77). Counts as Impact 4.

ANIMAL ATTACK

Take this test when animals attack.

- Roll 1d6 for each figure that has LOS to an animal. Add the score to the figure's Rep.
- Roll 1d6 for each animal that has LOS to a figure. Add the score to the animal's Rep.
- High total goes first with ties going simultaneously.
 - If the animal goes first then move it into melee with the target figure, no Reaction Tests are taken.

- If the figure goes first then it is allowed to fire or move into melee with no Reaction Tests taken.

2	RESUPPLY <i>(Taken vs. Rep of the Leader)</i>
----------	---

SNIPER ATTACK

Whether coming from a ruined building high above to just above ground, sniper fire was almost a constant danger for both sides on the Eastern Front. Once the group is chosen, roll 1d6 for each figure in the group. To the die roll, add the following as applicable.

- Add the Rep of the figure.
- If the figure is armed with a side arm (pistol, sword, etc.) subtract 3 from the figure's total.
- If the figure is armed with a submachine gun subtract 2 from the figure's total.
- If the figure is armed with a special weapon such as a flamethrower or machine gun subtract 1 from the figure's total.

The figure with the lowest modified total is the target of the sniper. All ties are re-rolled.

Once the target is determined roll 1d6 on the Ranged Combat To Hit Table counting as if a Rep 4 rifleman. Roll for damage as normal versus an Impact of 3.

That's it, the sniper disappears.

AFTER THE MISSION

Life on the Eastern Front was hard, and at Stalingrad harder still. Depending on the type of campaign or scenario your unit may not get resupplied between missions if your unit is subject to Out of Supply (page, 59) conditions.

SUPPLY

After the mission, roll 2d6 on the Resupply Table versus the Rep of the squad Leader to see if the unit has been resupplied with ammunition, fuel, food and other supplies.

#D6 Passed	Result
2	The unit is resupplied, recovers from Privation and is restored to a full allotment of ammo and fuel. The unit also rolls once normally on the Replacements Table (page, 72).
1	The unit is partially resupplied; Privation Level reduced by one level and is restored to a full allotment of ammo and fuel. Units that were Out of Ammo or Low on Fuel gets 3+1d6 reloads of ammo or 3 + 1d6 movement activations of fuel. The rolls once for Replacements counting a -1 to the Leader's Rep.
0	The unit is still Out of Supply. The unit does not recover from Privation. Units that are Out of Ammo or Fuel remain so. No Replacements are available to replace casualties.

REPLACEMENTS

Units that take casualties may receive replacements after they return from their Mission by using the Replacements Table found in *NUTS* page, 72. Roll 2d6 versus the Squad Leader's Rep modified by the unit's Privation Level.

SCENARIOS

The general scenarios that follow cover several different time periods of the war on the Eastern Front. The structure of each scenario is as follows:

- **SITUATION** - The Situation serves to set the tone of the scenario. It describes your situation in the context of the larger operation being undertaken by your army.
- **OBJECTIVES** – This describes what you need to do to succeed in the mission, and which side the PEFs are designed to represent.
- **FORCES** – Describes the units involved and where to place both your troops and those of the enemy. When the player's squad, squadron, or vehicle is noted and if playing same side or solo this unit remains in the scenario but is treated as NPC.
- **TERRAIN** - How to set up the table. All scenarios use a 4X6 table.
- **SPECIAL RULES** – Special rules are those rules that describe particular circumstances your troops face or specific equipment your troops possess that are unique to the scenario.

SCENARIO 1: BERLIN 1941

SITUATION

Late afternoon, June 25rd by the village of Berlin, Ukraine near the strategic Lvov-Kiev railway line. Reconnaissance Elements of the 231. Aufklärungs-Abteilung, 11^h Panzer Division are rapidly advancing east after storming across the Russian frontier in the opening moves of Operation Barbarossa. Still reeling from the German onslaught, Soviet units are flung into the line in a hasty delaying action to stave off the Germans and buy time for a counterattack.

OBJECTIVES

The German player must push through Soviet defenses and exit as many units as possible off the table via the German exit points on the map in sectors 5 & 6. The German player has 10 turns to accomplish this. The Soviet task is to destroy or delay as many units as possible, giving their Comrades time to assemble a counterattack from the city of Brody.

FORCES

German forces may enter the table in sections 1 and 2 and consists of the player's squad plus the following:

GERMANS

1x Infantry squad
1x Engineering squad
2x SdKfz 250
1x SdKfz 250/7
1x SdKfz 250/9
2x SdKfz 222

Soviet forces may set up in any other sections and consists of the player's squad plus the following:

SOVIETS

2 x Infantry squad
1x MMG team
2 x T - 26

TERRAIN

Set up terrain as shown on Map #1 on page 88.

SPECIAL RULES

- German Support Level: 1/d6
- Soviet Support Level: 1d6 -1 (minimum of 1)
- Germans hold Air Superiority
- All Soviet infantry may start in light prepared positions (DV 1) or foxholes (cover).
- The drainage ditch along the road counts as a Gully. Gullies provide cover and concealment. Vehicles entering a Gully will cause its Driver to take a Lose Control Test (*NUTS QRS*).
- Structures on the map are all DV1
- Brush offers concealment to units inside, but do not provide cover.
- The Wheat Fields are filled with stalks of wheat growing 3 - 4 feet high. Vehicles suffer no movement penalty but do get the Concealed modified when being fired on.
 - Infantry and Infantry Guns/AT Gun/Crewed weapons movement reduced by ¼ speed through these areas.
 - Visibility between infantry figures inside this terrain features is limited to 12" in the daytime and 6" at night. They also count as concealed.
 - Infantry and infantry guns/ATG/crewed weapons at the edge of these terrain features count as concealed and can see out and be seen from outside the area.
 - Those 1" or farther inside from the edge cannot be seen by infantry, or 3" in cannot be seen by vehicles.
 - Explosions will set a patch of the wheat field on fire on a 1d6 roll of a 5-6. Flamethrowers will always cause a fire if used in a wheat field. Areas on fire must be abandoned.

SCENARIO 2: KING OF THE SLAG HEAP

SITUATION

Morning, October 14, 1942. The High Water mark of the Stalingrad campaign. Panzer Grenadiers of the 14th Panzer Division struggle desperately to finally seize the Dzershinzky Tractor Factory and push the Soviet defenders into the Volga River. The Red Army, dug into the rubble of Stalingrad fought with equal desperation to stave off the German assault while reinforcements were brought up.

OBJECTIVES

Objectives in the ruins of Stalingrad were measured in yards, not miles. Rooms, corridors and basements were brutally contested. The German player must seize a slag heap that offers high ground and cover to support continued attacks into the factory complex. The German player must take and hold the slag heap. The German player has 12 turns to accomplish this. The Soviet task is to prevent the Germans from taking the slag heap and seize it for their own uses. PEFs are given for a German player only game.

FORCES

German forces may enter the table in section 5 and consists of the player's Stosstruppen squad* plus the following:

GERMANS

1x Stosstruppen squad w/ Flamethrower

1x Infantry squad

1x MMG team

**Player squad also has 1/2d6 Satchel charges.*

Soviet forces enter in zone 5. Soviet forces consist of the player's infantry squad plus the following:

SOVIETS

1 x Infantry squad

1x half-squad Pioneers

1x Militsya squad

1x MMG team

TERRAIN

Set up terrain as shown on Map #2 on page 88.

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6-1 (minimum of 1)
- Germans hold Air Superiority
- Structures on the map are all DV2
- All rubble areas are marked
- The Slag Heap is considered a Hill terrain. All figures and vehicles moving on the Slag Heap must first roll 2d6 versus their Rep or of the Driver's Rep.
 - Pass 2d6 = Half move.
 - Pass 1d6 = No movement.
 - Pass 0d6 = Slide down hill 1d3."
 - All explosions on the Heap add 1" to their template size from flying shards of Slag and create a 2" smoke cloud.
- Sewer entry/exit areas are marked on the map. One squad from a side may enter the sewers per Sewer Movement rules (page, 70).
- Reinforcement (page, 46) and Urban Chaos (page, 75) rules are in effect.
- Both sides suffer from Out of Supply (page, 59) rules.

SCENARIO 3: THE LAST HURRAH!

SITUATION

Dawn, August 23, 1942. A Soviet counterattack has wedged open a gap between the Italian Army and the German 6th Army on the Don River Bend at Izbushensky. The Italian 3rd Dragoons of the *Savoia Cavalleria* (Cavalry Regiment) is thrown into the gap. A charge against positions held by the Soviet 812th Infantry Regiment is ordered by Colonel Bettoni. With regimental flags flying, bugles blaring and drawn sabers the Italian cavalry charges into action crying "*Savoia!, Savoia! Caricat!!*" This would be the last successful mass cavalry action in military history.

OBJECTIVES

The Italians have flanked the Soviet positions and launch their charge at a sleepy artillery unit. The Italian player has 8 turns to accomplish this. As part of the 4th Cavalry Squadron the Italian player must break through the Soviet positions and exit the table on the opposite side, killing as many Soviets as possible. The Soviet player must prevent the Italians from breaking through.

FORCES

Italian forces may enter the table in sections 1 and 2 and consists of the players' cavalry squadron plus the following:

ITALIANS

2 x Cavalry Squadrons

1 x MMG team

1 x Mortar team

Soviet forces may start dug in and may set up in sections 3, 4 and 6. Soviet forces consist of the players' infantry squad plus the following:

SOVIETS

2 x Infantry squad

1 x Communications team (half-squad, BA)

1 x MMG team

1 x 75mm field gun + crew (facing towards XX)

1 x T-20 Tractor + crew

TERRAIN

Set up terrain as shown on Map #3 on page, 88. Note that the terrain is undulating steppes and units should be able to find some cover folds in the terrain. A shallow fold is considered one level below the base table terrain and hidden from sight unless a unit is within 2" from the edge.

SPECIAL RULES

- Italian Support Level: 1d6
- Soviet Support Level: 1d6-1 (minimum of 1)
- Neither side holds Air Superiority
- Reinforcement rules are in effect.
- The Italians held the element of surprise at the start of the engagement. To reflect this, the Soviet player suffers a -1 REP on all Activation rolls for 1/2d6+2 turns.
- The Italians charged at dawn with the rising sun at their backs. To reflect this, all ranged attacks made towards the 1, 2, and 3 side of the board are made with a -1 penalty to the REP of the shooter.

SCENARIO 4: CLASH OF ARMOR

SITUATION

Afternoon, July 12, 1943. After a disastrous Soviet counterattack in the morning, the Russians launched a follow-up attack to stop the drive by the 2nd SS Division (Das Reich) through the defenses ringing Kursk. Elements of the 5th Guards Tank Army slam into the Germans tank formations near Prokhorovka Station in the largest tank battle in history.

OBJECTIVES

The German player must advance the panzers and exit them on the other side of the table, destroying as many Soviet tanks as possible. The German player has 8 turns to accomplish this. The Soviet player must stop as many German tanks from exiting as possible. PEFs are given for a German player only game.

FORCES

All German forces are "SS" units. German forces enter the table in zones 1 and 2 and consist of the player's tank (Tiger 1E) and the following:

GERMANS

- 1 x Tiger 1E tanks
- 4 x Panzer IVG tanks
- 2 x Squads Panzer Grenadiers
- 2 x SdKfz 251 halftracks
- 1 x PAK 38 ATG + crew
- 1 x SdKfz 7 Prime mover

Soviet forces enter the table in zones 4 and 6. Soviets may also set up one infantry unit and the 76mm ATG on the table in zones 3, 5, 4, or 6. Soviet forces consist of the player's tank (T34/76) and the following:

SOVIETS

- 6 x T34/76
- 3 x M3/Lee
- 3 x SU-76
- 2 x Squads Tank Riders
- 1 x Squad Infantry

1 x ZIS-3 76mm ATG + crew

1 x T-20 tractor

TERRAIN

Set up terrain as shown on Map #4 on page, 88. Note that the terrain is undulating farmland and units should be able to find some cover folds in the terrain.

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- Neither side holds Air Superiority.
- Reinforcement rules are in effect.
- Structures on the map are all DV1
- Anti-Tank Ditches are treated as Gullies for movement purposes (See page, 80 Special Rules).
- The Bunkers are simple earth and log works that provide DV3 cover.
- The Wheat Fields are filled with stalks of wheat growing 3-4 feet high. Vehicles suffer no movement penalty but do get the Concealed modified when being fired on.
 - Infantry and Infantry Guns/AT Gun/Crewed weapons movement reduced by ¼ speed through these areas.
 - Visibility between infantry figures inside this terrain features is limited to 12" in the daytime and 6" at night. They also count as concealed.
 - Infantry and infantry guns/ATG/crewed weapons at the edge of these terrain features count as concealed and can see out and be seen from outside the area.
 - Those 1" or farther inside from the edge cannot be seen by infantry, or 3" in cannot be seen by vehicles.
 - Explosions will set a patch of wheat field on fire on a 1d6 roll of a 5-6. Flamethrowers will always cause a fire if used in a wheat field.
- The Sun Flower field consists of plant stalks 6 - 8 feet high and block all line of sight. Vehicles driving in a Sun Flower field have no line of sight and must make a Lose Control test each turn they move in the Sun Flower field. Otherwise treat as a Wheat Field with ½ visibility and no chance of fire.

SCENARIO 5: BLOOD IN THE BALKANS

SITUATION

Afternoon, March 15, 1944. Titoist Partisans have been making life miserable for Germany and its allies in Bosnia. Kampfeinsatz Sava, an anti-partisan campaign, sweeps through eastern Bosnia with the aim of rooting out the Partisans and their supporters. The 27th Regiment of the "Handschar" SS division are conducting an offensive sweep of a village near Majevisa mountain as part of an attempt to encircle and destroy Partisan forces in the area.

OBJECTIVES

The Partisans must delay and slow down the advance of German forces and allow their comrades time to fall back to better positions. They must delay the German forces by 10 turns. The German player must patrol to sectors 4, 6, and kill or capture as many Partisans as possible. PEFs are given for a German player only game.

FORCES

German forces may enter the table in sections 1 and 3 and consists of the player's SS squad and the following:

GERMANS

2 x Infantry squads (SS)

1 x Polizei squad (treat as Militia)

1 x MMG team

Partisan forces may set up anywhere on the table except sections 1 and 3 and consists of the player's Partisan squad and the following:

PARTISANS

1 x Partisan squad

1x ATR team

1d6 Booby Traps

TERRAIN

Set up terrain as shown on Map #5 on page, 88. Most of the map is heavily wooded.

SPECIAL RULES

- Axis Support Level: 2d6 but not higher than 5.
- Partisan Support Level: 1d6-1 (minimum of 1)
- Axis hold Air Superiority
- Structures on the map are all DV1
- The Muddy Fields will force a Getting Stuck Test (page 58) to any vehicle moving through it.
- Partisan forces may emplace 1d6 Booby Traps. Roll 1d6 for type of device: 1 - 3 = Booby Trap, 4 - 5 = Landmine, 6 = Improvised Explosive.
- The Partisans and Handschar SS are Fanatic Foes (see page, 15). Partisans and Polizei are not Fanatic Foes.

SCENARIO 6: BERLIN 1945

SITUATION

Night, April 29, 1945. The end is nigh. The Soviets have completely encircled Berlin and are pushing hard to seize the center of the city from determined German resistance. Chuikov's 8th Guards Army has battered its way into the Tiergarten and is pushing to seize near Potsdamer Platz and Liepziger Platz, only a few hundred meters from The Bunker. The German defense, a mish mash of Heer, SS, Volksturn and Hitler Youth, fights for every inch of the city. Chaos reigns on the streets of Berlin.

OBJECTIVES

The Soviets must take a multistory building, marked Building 1 and Building 2, in sections 2 and 4 which offers a clear field of view to Potsdamer Platz, Liepziger Platz, and the Reichs Chancellery and get at least two members of their FO team to the top floor to start calling artillery down directly onto The Bunker. The Soviet player has 12 turns to accomplish this. The German task is to prevent the Soviets from setting up their FO and kill as many Soviets as possible. PEFs are given for a Soviet player only game.

FORCES

Soviet forces enter the table in section 1 and consist of the player's infantry squad plus the following:

SOVIETS

- 2 x Infantry Squad
- 1 x Pioneer squad w/ Flamethrower
- 1 x FO Team (4 figures)
- 1 x MMG team
- 1 x ISU 152
- 2 x T34/85

GERMANS

German forces may set up anywhere on the table except in section 1 and consist of the player's infantry squad plus the following:

- 1 x Volksturn squad

1 x half-squad Infantry (SS)

1 x half-squad Hitler Youth (Tank hunters with Panzerfausts, Fanatic)

1 x MMG team

TERRAIN

Set up terrain as shown on Map #5 on page, 88.

SPECIAL RULES

- German Support Level: 1d6-1 (minimum of 1).
- Soviet Support Level: 2d6 (maximum of 5).
- No Air Missions.
- Structures on the map are all DV3.
- All rubble areas are marked, but the board can generally be described as an urban ruin.
- Primary objective buildings are marked on the map.
- Sewer entry/exit areas are marked on the map. One squad from a side may enter the sewers per Sewer Movement rules (page, 70).
- Reinforcement and Urban Chaos rules are in effect.
- Germans suffer from Out of Supply (page, 59) rules and Privation Level 1.

CAVALRY QRS

2

CAVALRY TESTS

(2d6 Taken vs. Rep of Rider or Mount Quality)

REASON	PASS 2D6	PASS 1D6	PASS 0D6
HORSEMANSHIP TEST (RIDER)	Count as if mount passed 2d6 in previous test.	If character Horsemanship rating is equal or higher than the Rep of the mount then count as if mount passed 2d6 in previous test. If character Horsemanship rating is less than the Rep of the mount then count as if mount passed 0d6 in previous test.	Count as if mount passed 0d6 in previous test.
MOUNTING UP UNDER FIRE (MOUNT)	Mount up and ready to move next Activation.	Take Horsemanship Test.	Horse "spins about". Move horse and character 180 degrees facing opposite direction. May attempt to mount up next Activation.
DISMOUNTING WHILE UNDER FIRE (MOUNT)	Dismounted and ready to move next Activation.	Take Horsemanship Test.	Mount "bolts" and rider is dragged, foot in stirrup. Fast move mount twice the normal distance in a random direction, turning to avoid obstacles like walls and trees. Rider falls from stirrup at end of the move. Rider takes damage on the Ranged Combat Damage at an Impact of 2.
MOVING FAST (MOUNT)	If in clear terrain the animal reaches or maintains maximum speed of twice normal move	Take Horsemanship Test.	If in open terrain the animal reaches or maintains maximum speed of one and a half times normal move.
ROUGH GOING & JUMPING (MOUNT)	Animal reaches or maintains maximum speed of one and half times its normal move. If jumping the mount clears obstacle easily.	Take Horsemanship Test.	Rider thrown. Roll Ranged Combat Damage at an Impact of 3.
SKITTISH (MOUNT)	Loose mount will move 1d6" away from the cause of the test. Otherwise no movement.	Loose horses will Runaway, testing to jump fences/break down gate if in an enclosure. Tied horse will become Loose and move 1d6" away from cause of the test.	Loose or tied mount will run away as above.
HORSE DAMAGE (Taken w/3d6)	No effect.	Horse goes down Out of the Fight and rider thrown. Roll Ranged Combat Damage at an Impact of 3.	Horse goes down Obviously Dead and rider thrown. Roll Ranged Combat Damage at an Impact of 3.

DESIGNER'S NOTES

Not to trivialize the American/British experience during World War II, nor detract from the sacrifice and bravery of so many on the Western Front and elsewhere...but the Eastern Front was a completely different war fought by massive armies across thousands of miles of steppes, forest and field on a scale that dwarfs even the D-Day landings. And it was often a war of unrelenting savagery and brutality. It was commonplace for both sides to take no prisoners, and those soldiers that were captured would likely die in a forced labor camp. Geneva Convention? Red Cross? This is the stuff of dreams on the Eastern Front.

Over the years, as my gaming and history interests migrated to the Eastern Front, I've been struck by the truly different mindset you need to develop for that Theatre, how different it is from the Western Front. Perhaps the American and Allied experience against the Japanese is closest in terms of what people went through – Iwo Jima, Guadalcanal, and Okinawa loom large. On the Eastern Front, however, any one of those horrific experiences would be but a sideshow. In Stalingrad, for example, over 2 million German and Soviet soldiers fought for their lives. German casualties were 841,000 and Soviet casualties were 1.2 million.

The Eastern Front encompassed every facet of the World War II, from amphibious operations to airborne landings, massive tank duels to skirmishes in forest, field and farm, from great cities to open countryside. There were also many countries involved in the fight, the entirety of Eastern Europe, providing a wide range of units, equipment and combat methods – there is just as much drama in the story of a Hungarian Huszar or an Italian Sargente at Stalingrad as any other person caught up in the conflict.

Please keep in mind that this is a game, and my best depiction of events of several generations past. The rules and scenarios are based on my impressions of the events, and my attempts to piece together what happened. The maps may not always be exact, but are based on old maps of the period and currently available sources like Google Earth to give a good representation of the terrain.

FINAL THOUGHTS

Don't sweat the details. *Or maybe you want to?* *Clash of Titans* is an obvious labor of love that covers a lot of new rules and situations not found in *NUTS*. What this does is allow you to make your games as detailed as you like.

Not difficult but detailed.

Like other THW games the mechanics for fighting your battles are simple yet elegant and once you get used to the rules you'll find yourself not using more than two or three tables during your games. In setting up your scenarios, telling your stories, that's where "all those tables" shine.

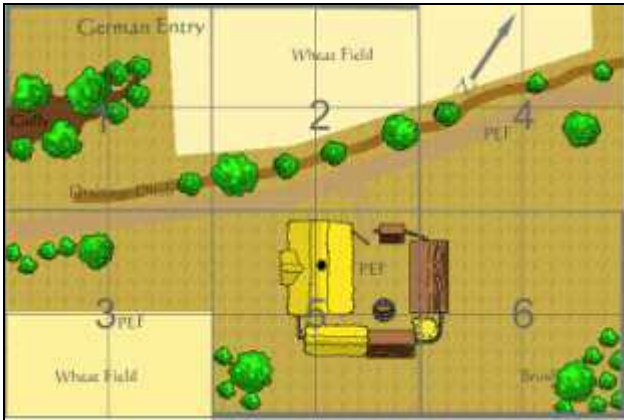
"What, more tables?" You bet. While other games may leave out important information that would make your games more enjoyable, we don't. The tables that you see in *Clash of Titans* provide you with as much detail as you want. But the key is want. You decide whether or not to use them. By choosing to use or not use the different tables you can decide the degree of *immersion* that you play.

You can play the Eastern Front or you can live it, the choice is yours.

Thanks to John C. for taking the time to produce a great supplement and we hope you enjoy it.

MAPS

SCENARIO 1 – BERLIN 1941



SCENARIO 4 – CLASH OF ARMOR



SCENARIO 2 – KING OF THE SLAG HEAP



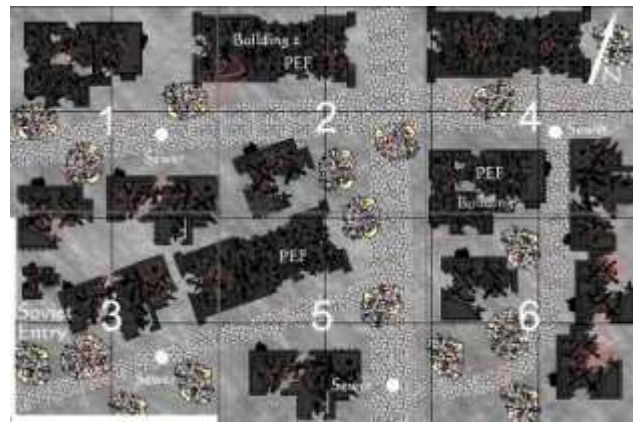
SCENARIO 5 – BLOOD IN THE BALKANS



SCENARIO 3 – THE LAST HURRAH!



SCENARIO 6 – BERLIN 1945



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SECOND EDITION

NUTS!

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

"WE COUNT ON YOU FOR OUR SURVIVAL."

Clash of Titans covers the war between Germany and the Soviet Union from 1941-1945.

The Eastern Front, as it was known, spanned over one thousand miles and was the largest theater of war ever seen in human history. Called the "Great Patriotic War" by the Soviets and the "War Against Bolshevism" by the Germans, the Eastern Front saw the most savage battles of World War 2. From close quarters combat amongst the ruins of great cities to tank duels on the Russian steppes, the carnage of the Eastern Front accounted for nearly half of the total civilian and military casualties of the War. Seven out of eight German casualties occurred on the Eastern Front. It was a rare and lucky soldier who survived the entire conflict.

WELCOME TO THE EASTERN FRONT... GOOD LUCK, YOU'LL NEED IT!

Clash of Titans is the Eastern Front source book which allows you to portray the sharp end of a wide range of actions – from the close combat of partisan raids to long range tank actions upon the wide open steppes. The book includes unit and equipment lists for the Soviets, Germans, Italians (8th Army), Romanians, Hungarians and Finns – all the major combatants on the Eastern Front from 1941 to 1945, plus rules for cavalry and bicycle troops, parachute landings, amphibious operations, Stuka attacks, city fights, and much more. Clash of Titans allows you to play one-off battles or entire campaigns that can be based around any of the main combatants and campaigns on the Eastern Front.

Clash of Titans includes six sample scenarios that span the course of the war – from Barbarossa to Berlin. This is the Eastern Front.

SURVIVE OR DIE... IT'S ALL UP TO YOU.

Clash of Titans (1941-1945) is not a standalone game and requires the core rules, NUTS! – Europe 1944 to play.

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