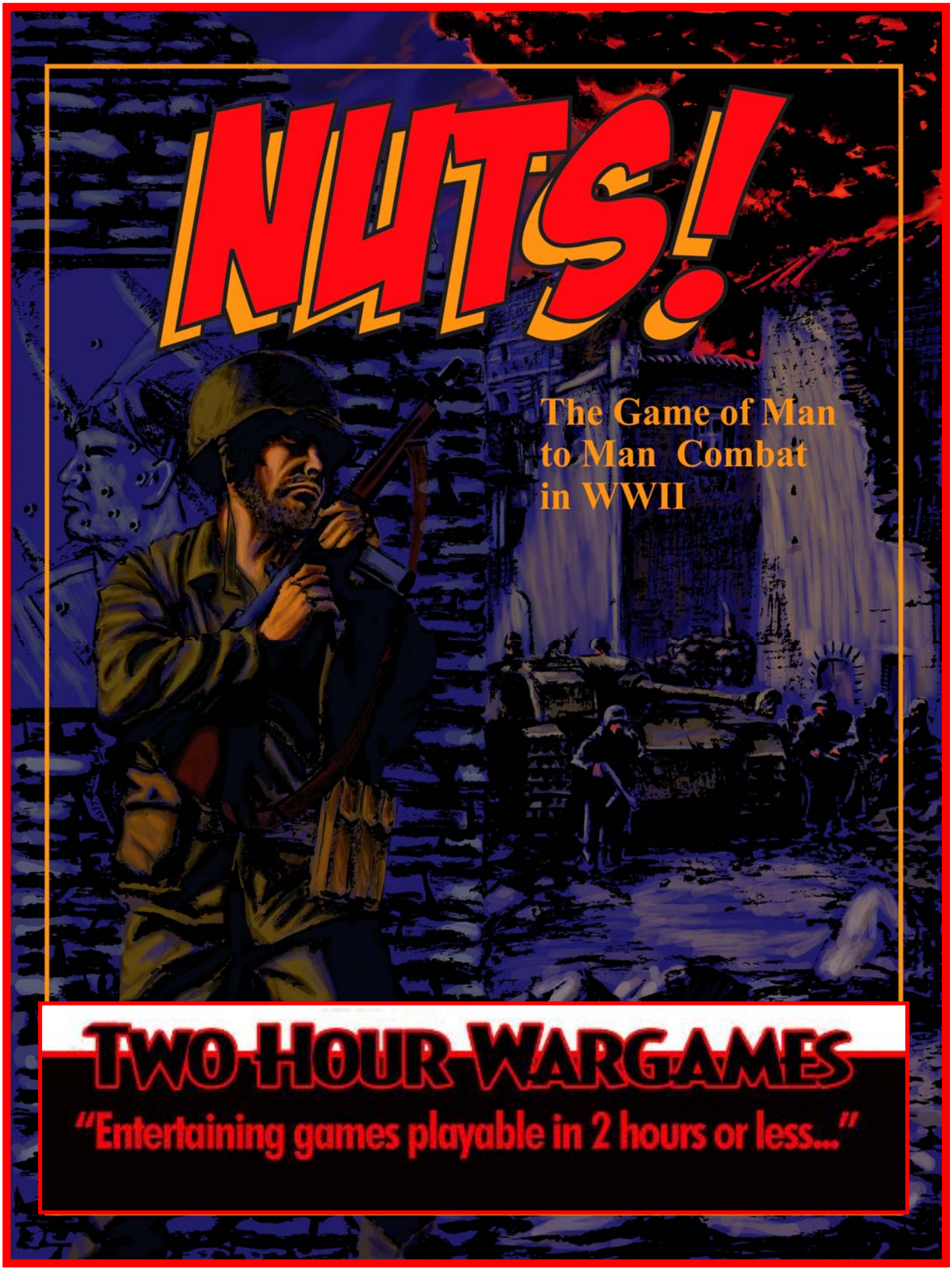

NUTS!
The Game of Man to Man Combat in WWII
TWO HOUR WARGAMES
"Entertaining games playable in 2 hours or less..."

"NUTS!"

The Game of Man-To-Man Combat in WW2

By Ed Teixeira

© 2005 Ed Teixeira

"NUTS"

Introduction 4
Equipment Required
Easy Figure Identification
Dice
How Many Dice To Roll? 5
Scale And Figures
Qualifying For Flank Or Rear
Charts And Tables
Part One– Section 1 Basic Training - Infantry
Force Basics
Stars And Grunts
Player Advantages 6
Larger Than Life (LTL)
Cheating Death
Free Will
Defining Your Characters
Reputation
Improving Rep
Attributes 7
Other Squad And Enemy Attributes
Random Character Generation 8
Weapons 9
List Of Weapons
Outgunned 13
Tight Ammo
Hand-To-Hand Weapons
Yeah, But Where's The …
Organizing Your Force
Groups 14
Leaders
Leader Dice
Junior NCOs
Turn Sequence 15
Actions
Pick Up The Gun, Ready A Grenade,
Or Crewing A Weapon
Movement
Normal Movement 16
Fast Move
Going Prone
Entering And Exiting Buildings
Fire And Move
Involuntary Movement
Duck Back
Hunker Down
Runaway
Ranged Combat
Line Of Sight
In Sight Or Hidden 17
Resolving Fire
Shooting A Weapon
Target Selection
Swath Or Path Of Fire
Explaining The Ranged Combat To Hit Table 18
Determining Damage
Covering Fire
Auto-Kill Or Capture
Throwing Grenades
Scoring A Hit With A Blast Effect Weapon
Missing With A Grenade
Dropping Or Rolling A Grenade 19
"Who's Got The Grenade?"
Melee
Determining Damage
Continuous Melee
Breaking Off Melee
Unarmed Combat
Battlefield Casualties 20
Retrieving The Wounded
Moving Casualties
Wounded Way Station
Reaction Checks Or Tests
How To Check Reaction
Heroes All
Type Of Reaction Checks
When To Take A Reaction Check
In Sight Check
Received Fire Check 21
Reaction Fire Or Not
Wanting To Charge Check
Being Charged Check
Surprise Check
Rally Check
Overrun Check
Recovery After The Battle 22
Introductory Infantry Encounter
Part One– Section 2
Basic Training – Vehicles And Buildings 23
Force Basics
Defining Your Figures
Tracked Or Wheeled
Open Topped Or Fully Enclosed
Type Of Vehicles
Note On Machine Guns 24
Reputation And Crews
Five Man Crews And What They Do
Fewer Than Five Man Crews 25
Four Man Crews And What They Do
Three Man Crews And What They Do 26
Two Man Crews And What They Do
Movement
Basic Movement
Groups
Stopping
Reversing Direction
Turns
Turning On A "Dime"
Running Over And Through Things 27
Driver Disabled
Firing
Firing The Main Gun
Special Overkill Rule
Hands Of Fate Firing
Loading The Main Gun 28
Is It Armor Piercing Or High Explosive?
Anti-Tank Guns
Two Loaders
Special Anti-Tank Weapon Firing Procedure
Crew Smallarms 29
APW Versus Personnel

© 2005 Ed Teixeira

"NUTS"

Attacking Vehicles
Damage Versus Penetration
Reaction Tests
In Sight Test
Clank Test
Undergunned
Buildings 30
Building Areas
Firing At Buildings
Introductory Combined Arms Encounter
Part Two – Campaigning "NUTS!" 31
Historical Timeline 32
Time In The Campaign
Where The Battles Take Place
Setting Up The Battle
Selection Of Battlefield Terrain
Terrain Features And Scenery
Missions 33
Squad Actions
Determining The Mission
Reconnaissance Patrol 34
Perimeter Patrol
Fighting Patrol 35
Raid
Determining Level Of Support
Large Actions 36
Attack Mission
Defend Mission
Large Action Support And Assets
Generating Enemy Forces
Opening Moves For Large Actions 37
Reinforcements
HQ Section And Platoon/Company Assets
Reinforcements 38
Determining Available Reinforcements
When To Check For Reinforcements
German Reinforcements Table
Russian Reinforcements Table
US Reinforcements Table 39
British Reinforcements Table
Tank Availability
German Tank Availability 1944
Russian Tank Availability 1944 40
US Tank Availability 1944
British Tank Availability 1944
Snipers 41
Mortar Fire
Optional Armor Troop/Platoon Availability
Where Reinforcements Deploy
Continuing Play
After The Mission 42
Replacements
Medals And More
Final Thoughts 43
Where's The Points?
How Do You Win?
Designer Notes
More From Two Hour Wargames 44
First Things First 45
Unit Organization – Platoon
Army Lists 46
Germany
USSR 48
USA 50
Great Britain 52
Infantry Unit Roster 54
Vehicle/Gun Unit Roster 55
Infantry QRS 56
Armor QRS 59

THANKS TO:
Editor – Bob Minadeo
Researching the "Black Hole"
- Ron "Baddawg" Strickland
- Bob Seagle
- Bryan Shein

Artwork
- Chris Martinez (Cover & Interior Art)
- Kim Allman (Interior Art)

Comedy Relief – Larry Leadhead
- Doug Hamm
- Eric Hotz

And –
- Rich Spainhour, M.Sc., MAJ, USA
- Shaun Matthew Albert Austin
- Sebastian Rogers
- Steve Winter
- Ron Pehr
- Eric Stjern
- Alex Stjern
- The THW Yahoo Group for "pushing".

Dedicated to – Rosa B. Teixeira

© 2005 Ed Teixeira

INTRODUCTION

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

Welcome to the world of "NUTS!"

What you hold in your hands may be the most realistic portrayal of man-to-man combat during World War 2. If you have played Chain Reaction 2.0 (also from Two Hour Wargames) then some of the mechanics used in this game will feel familiar. If you haven't, don't worry, as "NUTS!" is an easy game to learn. Yes, easy to learn but difficult to master.

"NUTS!" is tough to master because it places you, the player, in a unique position. You are the leader of a squad to platoon size unit and are responsible for the decisions that determine whether your men live or die. Unlike other miniatures games, in "NUTS!" you don't have total control. Instead, you make the plan, set it in motion, and watch as your men carry it out. In short, "lead men" not "push lead"!

You'll see that when under fire your men behave in realistic ways. Place them under fire in the open and watch them break. But place them in the right position and they can become heroes. It's all up to you.

But the game doesn't end with a one up battle. "NUTS!" has a unique and easy to use campaign system that allows you to personalize your men. Watch them gain experience as each battle is linked to the prior one. As casualties occur you'll receive replacements. Green boys with no combat experience. It's your challenge to blend them with your grizzled veterans to form a coherent fighting force.

If you're looking for total control over all your troops, then "NUTS!" isn't for you. It's all about placing your men in situations where they can succeed. Go in without a plan or hope to "hot dice" your way to victory, they won't last long, and neither will you. However apply good tactics, sound strategy and you'll be rewarded with victory and a fun time as well.

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

"NUTS!"

"Just play the game…"

Ed Teixeira
7/20/2005

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

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

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

THE LEAST YOU NEED TO KNOW

At the end of most sections there will be a box like this called "The Least You Need To Know". This summarizes each section to assist you with getting into the game. So let's get going.

EQUIPMENT REQUIRED

To play "NUTS!" you will need the following items-

- Three or more six-sided dice with at least one being a different color from the other two. The more the better.
- One ruler or measuring device. If you have more the game will move faster.
- Any combination of metal, plastic, or paper figures in a consistent scale. This can be 15mm, 25mm, or whatever you prefer.
- A flat surface at least 3x3 feet.
- Material to represent buildings and other terrain features. This can be as simple as felt cloth to as elaborate as resin cast buildings.
- A deck of regular playing cards.

EASY FIGURE IDENTIFICATION

Players are encouraged to use a system to allow them to identify the Reputation or "Rep" of any given figure from a distance. Here's an easy to use system that we recommend.

On the rear of each base, paint small stripes to represent different Reps.

- Rep 3 = One stripe.
- Rep 4 = Two stripes.
- Rep 5 = Three stripes.
- Rep 6 = Four stripes.

You can take this a step further by color-coding the stripes to represent different squads.

DICE

Sometimes there will be a reference to "passing" dice, as on the Fast Move Table. If the score on an individual die (d6) is equal to or less than the target number, that die is said to have "passed". *Example – The figure has a Rep of 5. This means that "5" is the target number to determine success. On a roll of 5 or lower the die has passed. On a roll of 6 it has not. During the game it is possible to pass 2, 1, or 0 dice.* This is explained in greater depth elsewhere in the rules especially in the section dealing with Reaction Checks.

© 2005 Ed Teixeira

Other times, the score of a d6 is simply added to a character's Rep. *For example, ranged combat uses dice this way.* Sometimes they are just added together.

Some times there will be a reference such as "zero terrain (1-3) or one piece (4-6). This means that 1d6 is tossed with a result of 1-3 meaning one thing and a result of 4-6 the other.

HOW MANY DICE TO ROLL?

Scattered throughout the rules or on the Quick Reference Sheets (QRS), are a number of tables needed for play. Notice that there is a number in the upper left-hand corner of each table. This indicates the number of dice used to resolve this action, or "check". A "1" means one d6 should be used while a '2" indicates the use of 2d6. In addition, some tables have a number followed by "LD". This indicates that the player taking the test may roll an additional d6 if a Leader is present as described under the Leader Dice rules.

SCALE AND FIGURES

"NUTS!" is set up for man-to-man combat. This means each figure represents one man. A model represents one vehicle, while the crew inside count individually. However, you may not need to use figures to represent the crew. Remember you can use *any figures from any manufacturer.*

The easiest way to mount 25mm figures for "NUTS!" is 1 figure on a 1" square base. Vehicles do not need to be mounted but if they are then use the smallest basing necessary. Figures previously mounted for other rule systems will also work.

You should mount your figure carefully so that it is facing one flat edge. This defines the unit's Front. The opposite base edge is the Rear and the other two sides are the Flanks.

QUALIFYING FOR FLANK OR REAR

Being to the flank or rear, or shooting from a target's flank or rear, depends upon the actual physical location of the attacker.

To qualify as a flank attack the figure must be behind the front facing of the target.

To qualify as a rear attack the figure must be behind the rear facing of the target.

CHARTS AND TABLES

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

THE LEAST YOU NEED TO KNOW

- "NUTS!" is broken down into two parts. The first part is further broken down into two sections. These parts are entitled:
- Part One – Section One: Basic Training – Infantry
- Part One – Section Two: Basic Training – Armor
- Part Two - Campaigning "NUTS!"
- "NUTS!" is played with six sided dice.
- You will need a measuring device.
- One figure equals one man or vehicle.
- "NUTS!" can be played with any figures from any manufacturer.

PART ONE – Section One BASIC TRAINING - Infantry

In this first section you will be introduced to the Infantry rules. You will learn how to move your figures, fire with them, take reaction tests, and much more. Learning the rules will be a simple process and you should be able to get started in 30 minutes or so. At the end of this section will be an introductory scenario to help you get acquainted with the rules.

The first thing you need to know is how to put your force together.

FORCE BASICS

Players will recruit their force from the appropriate Army List located in the second part of the book entitled Part Two - Campaigning "NUTS!" The basic unit in "NUTS!" is the squad. As players familiarize themselves with the rules they can easily command multiple squads or a platoon. In time it will be easy for players to even command multiple platoons or a company.

But no matter what size formation you decide to use, the basic starting point is the individual soldier or character. And the first question is, he a Star or is he a Grunt?

STARS AND GRUNTS

There are two types of characters in "NUTS!" They are called Stars and Grunts.

Stars – The character that represents you, the player. The Star is the main character around which the whole "NUTS!" campaign revolves. Stars start with a suggested Rep of 4 (or whatever you choose) and your choice of one Attribute (more on this later).

Grunts – These are the *non-player characters (NPC's)* that your Star will encounter. They will come and go as the campaign progresses. Some of these Grunts will be under your control while others will not. Example – You're a Leader of a US infantry squad. Your character is a Rep 5, Born Leader, character with a submachine gun. You have nine Grunts in your squad all of various Reps and Attributes. You control yourself and your squad. While on patrol you run into a German infantry squad. They are all Grunts and not under your control.

© 2005 Ed Teixeira

PLAYER ADVANTAGES

Being a Star in "NUTS!" has three important advantages. They are:

- The Larger Than Life rule.
- The Cheating Death rule.
- The Free Will rule.

Players may choose to use all, some, or none of the following perks as desired. In addition, some Grunts may be allowed to utilize any or all of the player advantages. An example of a candidate for this would be the "grizzled old veteran".

LARGER THAN LIFE (LTL)

"NUTS!" can be used to capture the flavor of World War II action movies where the Star is a "larger than life" character. This is represented in the following two ways.

1 – When LTL is used, a Star *may not be killed by anyone with a lower Rep than his own.* The worst damage he can receive will be a disabling wound or out of the fight result. Treat all results of obviously dead as out of the fight.

2 - When the Star is "legally killed" by a character of equal or higher Rep, he may choose instead to cheat death.

CHEATING DEATH

To cheat death the player declares his intent and he is removed from play and allowed to immediately end his involvement in the battle. This represents some amazing occurrence that has happened allowing him to have cheated death. Example – You get waxed by a MG-42 and decide to invoke the Cheating Death rule. You decide that you were knocked unconscious and left on the field but found your way back to your unit safe and sound.

However, cheating death does have repercussions. Anyone cheating death will have his Rep immediately reduced by 1. But don't fret as you can rebuild your Rep and perhaps improve upon it!

FREE WILL

This is the biggest rule that separates Stars from Grunts. With the exception of the Surprise and In Sight tests, Stars do not have to roll Reaction checks. Instead they can choose their response. Example – Sgt Slag is being charged by 50 German soldiers. He is a Star and decides to exercise his Free Will. He decides to Run Away.

DEFINING YOUR CHARACTERS

There are two characteristics that define each one of your characters whether Star or Grunt. These are Reputation (Rep) and Attributes.

REPUTATION

Reputation represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. You use it to shoot, melee, take morale checks (called Reaction Checks), recover from damage, and when trying to move faster than normal speed. In "NUTS!" we will deal with a variety of Reputations.

Each is assigned a number with the higher number Reps consistently performing better than the lower ones. It should be understood that a squad would likely be composed of members with differing Reps.

Reputation 6 – These "heroes" are the stuff of legend and are few and far between.

Reputation 5 - These are veterans of numerous successful combats.

Reputation 4 - These are reliable men of some experience. Soldiers of any unit that have taken part in some combat would be examples of Rep 4.

Reputation 3 – These are guys of unknown quality who have seen little or no action. These make up most of the recruits that come into the unit as replacements.

Reputation 2 - These are green or poor quality "targets" with little motivation or desire for combat.

To generate the Rep for a figure go to the appropriate Army List in Part 2 and roll 1d6 under the correct unit type. Example – A roll of "4" for a US Paratrooper would be a Rep of 5.

IMPROVING REP

In "NUTS!" it is possible for your squaddies (both Stars and Grunts) to improve their Rep based on their performance. As they improve they will accumulate Reputation Points (RP).

Each time a character has completed a Mission he receives 1 RP toward improving his Reputation. A completed Mission is one where the character did not run away, did not score an out of fight result, and engaged in either shooting or melee combat. Consult the table below for the number of RP needed to advance to the next level.

REP ADVANCEMENT TABLE

Rep	RP
2	2
3	4
4	6
5	8
6	NA

If a character runs away he loses any current RP and must start over. Once a character improves his Rep he starts over at 0 RP accumulated.

Example- Private Dobbs is a Rep 4 Grunt and has 5 RP. He finishes the Mission successfully and receives 1 RP, which brings his total to 6. He is now advanced to Rep 5. Private Barnes is a Rep 3 Grunt with 3 RP. Unfortunately Barnes received an out of fight result during the Mission so he loses his accumulated RP and reverts to Rep 3 with zero RP.

© 2005 Ed Teixeira

ATTRIBUTES

"NUTS!" uses Attributes to further define different characters. At the start of the campaign each Star is allowed one Attribute chosen from the list below. Each time the Star increases in Rep by one he is allowed to choose another Attribute.

Grunts have their initial Attribute determined by a die roll and a drawn card. When a Grunt raises a level in Rep then they are allowed to add another Attribute by using the same procedure.

OTHER SQUAD AND ENEMY ATTRIBUTES

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

Here is a list of Attributes and what they mean in games terms.

- **Agile:** When the figure is fast moving he does not suffer any penalty when firing. In effect a score of 8 would ignore the fast movement penalty unless his target was fast moving.
- **Ambidextrous:** No penalty when firing with two weapons.
- **Athlete:** Can throw grenades 9" instead of 6". Can also throw grenades *back* by passing 1d6 versus his Rep. He only has to be an eligible target to attempt this. Example – Otto tosses a potato masher grenade at Ivan (Rep 4). Ivan rolls 1d6 and scores a 3 so he can pick it up and throw it back. This is done on the Ranged To Hit Table as normal.
- **Born Leader:** Adds 1d6 to all Reaction tests. Any friendly character within 4" of him will react as he does. Example – Ivan, the natural born leader, rolls 3d6 for a Wanting to Charge test and passes 2d6. All of the characters within 4" will also count as if passing 2d6 without rolling dice.
- **Brawler:** Adds 1d6 when in melee but can still only count the best two.
- **Clumsy:** Receives -1 to hit when throwing a grenade and if a "1" is rolled when attempting to Fast Move, will move 1d6" and fall prone instead.
- **Coward:** Treats Duck Back as Hunker Down.
- **Crack shot:** Add 1d6 when firing to hit and may choose the best score. Example – Using a rifle would roll 2d6 instead of 1d6.
- **Dumb ass:** Roll 1d6 when active and compare.
  - Roll Rep or less and behave as desired.
  - Roll higher than Rep and do nothing.
- **Ex Con:** Roll 1d6 and consult below.
  - 1-3= Tough, Brawler, and Looter
  - 4-6= Shirker and Looter.
- **Fast:** Able to move 2 extra inches each move.
- **Hard as nails:** Treat first Obviously Dead result as a Knock Down instead.
- **Knifeman:** Will add 1d6 in melee but only if armed with a hand-held bayonet. May count only the best two scores. When throwing a bayonet (range of 4") may roll 2d6 to Hit and choose the best score.
- **Looter:** Empty structures, entrenchments, corpses, or anything that offers possibility of loot delay him for 1d6 turns. A Leader can cut this short by forcing a Rally check.
- **Marksman:** +1 when firing.
- **Nerves of steel:** Not subject to Duck Back.
- **Poser:** Will roll only 1d6 when taking a Received Fire test.
- **Quick Reflexes:** +1 to Rep when making In Sight Reaction checks.
- **Runt:** Counts 1 Rep lower in melee.
- **Scout:** Fast and Tough.
- **Shirker:** Is always considered outgunned when taking Received Fire test.
- **Shortsighted:** -1 to Rep penalty on In Sight checks.
- **Sickly:** Slow and counts -1 to Rep when making Recovery Checks.
- **Slow:** Subtract 2" from move.
- **Sniper:** Crack Shot, Tough, and Stealthy.
- **Stealthy:** Other figures have a penalty of –1 to Rep when making In Sight checks against him. If this figure isn't moving and concealed or in cover, other figures must make In Sight checks to see him at all, even during their own turns.
- **Tank Killer:** +1 to Rep when using Who Wants To Be A Hero? Table.

© 2005 Ed Teixeira

- **Tough:** Treats Run Away as Duck Back.
- **Unlucky:** If within 3 inches of a figure that is hit, has a chance of taking the hit instead. Example – Ivan is hit by fire but Boris is 2" next to him. Boris is unlucky so rolls 1d6. On a score of "6" Boris is hit instead.
- **Wuss:** Will only roll only 1d6 if trying to Rally, Charge, or Being Charged.

RANDOM CHARACTER GENERATION

When it is necessary to generate Grunts for your squad use this table in conjunction with the table in the Army Lists found in the second part. After the number of characters needed is established roll 1d6 for each one. This will give their Rep as noted on the Army Lists. To determine their Attributes roll another 1d6, note if the score is odd or even, and consult the appropriate table. Next draw a card to discover the Rep and Attribute of the character.

Example – US player Jim Bob Joe recruits another figure and rolls 1d6. His score is a 5 so this character is a Rep 4. Next he rolls again and scores a 4, so he will check the "Even" table. He next draws the 3 of Spades. The recruit is a Knifeman.

ODD TABLES

Card	Attribute	Card	Attribute
Diamond 2	Fast	Heart 2	Clumsy
Diamond 3	Ambidex	Heart 3	Wuss
Diamond 4	Brawler	Heart 4	Sniper
Diamond 5	Clumsy	Heart 5	Marksman
Diamond 6	Shirker	Heart 6	Ambidex
Diamond 7	Coward	Heart 7	Knifeman
Diamond 8	Brawler	Heart 8	Dumb ass
Diamond 9	Agile	Heart 9	Scout
Diamond 10	Shortsight	Heart 10	Shirker
Diamond J	Slow	Heart J	Wuss
Diamond Q	Poser	Heart Q	Clumsy
Diamond K	Looter	Heart K	Scout
Diamond A	Tough	Heart A	Runt

"NUTS"

Card	Attribute	Card	Attribute
Club 2	Slow	Spade 2	Dumb ass
Club 3	Knifeman	Spade 3	Poser
Club 4	Runt	Spade 4	Hard As Nails
Club 5	Brawler	Spade 5	Poser
Club 6	Wuss	Spade 6	Marksman
Club 7	Poser	Spade 7	Tank Killer
Club 8	Stealthy	Spade 8	Ex - Con
Club 9	Unlucky	Spade 9	Scout
Club 10	Slow	Spade 10	Stealthy
Club J	N of Steel	Spade J	Born Leader
Club Q	Tank Killer	Spade Q	Stone Cold
Club K	Slow	Spade K	Brawler
Club A	Tough	Spade A	Fast

EVEN TABLES

Card	Attribute	Card	Attribute
Diamond 2	Slow	Heart 2	Clumsy
Diamond 3	Ambidex	Heart 3	Wuss
Diamond 4	Brawler	Heart 4	Crackshot
Diamond 5	Sickly	Heart 5	Q Reflexes
Diamond 6	Stealthy	Heart 6	Ambidex
Diamond 7	Ex-Con	Heart 7	Knifeman
Diamond 8	Shortsight	Heart 8	Dumb ass
Diamond 9	Fast	Heart 9	Coward
Diamond 10	Agile	Heart 10	Looter
Diamond J	Slow	Heart J	Wuss
Diamond Q	Poser	Heart Q	Clumsy
Diamond K	Born Leader	Heart K	Agile
Diamond A	Runt	Heart A	Runt

Card	Attribute	Card	Attribute
Clubs 2	Q Reflexes	Spade 2	Sickly
Club 3	Stone Cold	Spade 3	Knifeman
Club 4	Marksman	Spade 4	Runt
Club 5	Unlucky	Spade 5	Brawler
Club 6	Fast	Spade 6	Wuss
Club 7	H As Nails	Spade 7	Poser
Club 8	Dumbass	Spade 8	Ambidex
Club 9	Looter	Spade 9	Clumsy
Club 10	Slow	Spade 10	Slow
Club J	Crackshot	Spade J	N of Steel
Club Q	Brawler	Spade Q	Q Reflexes
Club K	Born Leader	Spade K	Slow
Club A	Agile	Spade A	Marksman

THE LEAST YOU NEED TO KNOW

- Players will be in charge of at least a squad but will eventually be able to command up to a company as they become more familiar with the rules.
- Characters are divided into "Stars" representing you and "Grunts" representing your unit, friends, and enemies.

© 2005 Ed Teixeira

- You start the game with one "Star" and a squad of "Grunts".
- "Stars" are separated from Grunts by the usage of three rules, LTL, Cheating Death, and Free Will.
- Reputation or Rep ranges from a high of 6 to a low of 2. Generally speaking the higher the Rep the better the figure will perform.
- Your unit will more than likely be composed of figures of differing Reps.
- It is possible for both "Stars" and squaddie "Grunts" to advance in Reputation by accumulating Reputation Points (RP).
- There are a variety of "Attributes" that help to personalize your characters.

WEAPONS

Along with a character's Reputation and Attributes, the other defining characteristic is the type of weapon that it is carrying.

There are two basic ways to inflict damage in "NUTS!" The first way is through weapons fire, and the other is through hand-to-hand combat, also known as melee. Trust me on this. Hand-to-hand combat should be a last resort.

Most figures are assumed to have a ranged weapon, whether pistol, sub machine gun, etc. Some figures such as civilians may not. This is clarified in the Army Lists found in Part Two Campaigning "NUTS!

Please note that not all the participants in World War II are included in "NUTS!" As these rules focus on the European Theater in 1944 you will not see some of the other nations. These nations and other pieces of equipment, weapons, etc. will be made available online in the form of supplements. These supplements will be posted periodically and found for your use on the Two Hour Wargames Yahoo group.

World War II saw the widest variety of weapons in any conflict before it or since. This was mainly due to the number of combatants, with upwards of twenty separate nations taking part. Although the weapons may have been manufactured in different countries, most of them can be defined by their purpose. Therefore, each weapon is so defined and in some cases weapons have been lumped into broader categories. All of the weapons used in "NUTS!" can be found in the rear of the book. Weapons are defined by four characteristics.

- **Type** – What it is and what it does.
- **Range** – This is the maximum distance in inches at which a shooter may engage a target. The range listed for every weapon is its "effective range" or the range at which the shooter is deemed to have a "reasonable chance" of hitting the target.
- **Targets** –In effect, the maximum number of d6 allowed when fired by the figure. Each die has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the "spread" of the weapon. Example – A submachine gun with a Target of 3 may fire at up to three targets in a three-inch width.
- **Impact** – The relative damage a hit from the weapon will do. The higher the Impact the more deadly the weapon.

LIST OF WEAPONS:

This is a generic listing for the handguns, submachine guns, shotguns, carbines, rifles, and machine guns used by 24 nations that took part in WW II. These nations are (or, in some cases, "were"): Belgium, Bulgaria, China, Czechoslovakia, Denmark, Finland, France, Germany, Great Britain, Australia, Canada, New Zealand, Greece, Hungary, India, Italy, Japan, The Netherlands, Norway, Poland, Rumania, USA, USSR, and Yugoslavia.

PISTOLS – These weapons were produced in prodigious numbers and used by officers and police during all WW II. They came in a wide variety of shapes and sizes, were standard issue or in some cases privately purchased, and were used mostly by officers or as a backup weapon.

Small Caliber Pistols - These are self-loading, magazine fed, semi-automatic pistols of many makes and models in calibers roughly 6.35mm/. 25-cal. Examples would be the Mauser, Beretta, Browning, and similar. Used primarily by the senior and staff officers of a number of European Armed Forces, as well as by some civilian police. These weapons were either standard issue or privately purchased and substituted for standard issue weapons. The armies of Belgium, Bulgaria, Czechoslovakia, Denmark, Finland, France, Germany, Greece, Hungary, Italy, The Netherlands, Norway, Poland, Rumania, and Yugoslavia used these during the war. Such pistols were also in used in China in limited numbers.

Medium Caliber Pistols -These include self-loading, magazine fed, semi-automatic pistols as well as revolvers of many makes and models chambered for various 7-mm, 7.62-mm, 7.63-mm, 7.65-mm, 8-mm, 9-mm, .32-cal, and .380-cal rounds. Examples of these makes and models of this class are Browning, Mauser, Luger, Walther, Lahti, Bergmann-Bayard, Le Francaise, MAC/ MAT/MAS/SACEM/SAGEM, Sauer, Steyr, Mannlicher, Radom, Colt, Astra, Tokarev, vz22/vz24/vz38, Frommer, Brixia, Beretta, Nambu, Hamada, Savage, Llama, Star, and similar types. Armed Forces and civilian police around the world used these weapons. These weapons were either standard issue, or privately purchased and substituted for standard issue weapons. Belgium, Bulgaria, China, Czechoslovakia, Denmark, Finland, France, Germany, Great Britain, Canada, Greece, Hungary, Italy, Japan, The Netherlands,

© 2005 Ed Teixeira

Norway, Poland, Rumania, USSR, and Yugoslavia used them.

NOTE: Mauser Military Model and Bolo Model, as well as various copies of these weapons, were issued with a holster/stock that allowed increased accuracy/range when it was fitted to the pistol grip. Hence the increased range option ONLY applies to these weapons when used as a carbine.

Large Caliber Pistols - These include self-loading, magazine fed, semi-automatic pistols as well as revolvers of several makes and models including but not limited to Colt and Webley-Scott in large calibers like the .45-cal ACP, and .455 Webley-Scott. These weapons were used by the Armed Forces of some WW II combatants as standard issue or substituted for standard issue weapons. Great Britain, Canada, Norway, and the USA all equipped their troops with weapons in this large caliber.

Medium Caliber Machine Pistols - These self-loading, magazine fed selective-fire pistols (semi-automatic or full automatic mode) were made by Mauser and various Spanish gun makers and chambered for 7.63-mm or 9-mm rounds. They saw limited use in WW II as limited standard issue or were privately purchased weapons in the Armed Forces of China and Germany, as well as very limited issue weapons by Yugoslavia.

SUBMACHINE GUNS -The weapon called a "submachine gun", "machine carbine", or "machine pistol", was a child of WW I. Submachine guns were produced and used in prodigious numbers by all WW II combatant Armed Forces as well as some civilian police. This class includes all selective fire (semi-automatic or full automatic), large capacity, magazine fed, short ranged, compact weapons fitted with a permanent, removable, folding, or retractable butt stock. Submachine guns used a variety of ammo including 7.62-mm, 7.65-mm, 8-mm, 9-mm, and .45-cal pistol ammo. They came in a variety of makes and models including the Bergmann MP18, Thompson, Soumi, ERMA, Schmeisser MP38/40, zk/383, MAS-38, Austen, Lanchester, Sten, Kiraly, Beretta, Nambu, Orita, PPD34/38, PPD40, PPSh41, PPS42/43, Star, Reising, Marlin, M3, and others. The SMG was used as standard issue, or substituted for standard issue, by the Armed Forces, as well as some civilian police of Bulgaria, China, Czechoslovakia, Finland, France, Great Britain, Australia, Canada, New Zealand, Hungary, India, Germany, Italy, Japan, The Netherlands, Rumania, USA the USSR, and Yugoslavia. In "NUTS!" they are classified into two groups.

Medium Caliber Submachine Guns - Used by the forces from Bulgaria, China, Czechoslovakia, Finland, France, Great Britain, Australia, New Zealand, Canada, Hungary, India, Germany, Italy, Japan, The Netherlands, Rumania, USSR and Yugoslavia as standard issue and substituted for standard issue weapons. The USA used a limited issue SMG called the Marlin for the OSS, as well as for arming partisans.

Large Caliber Submachine Guns – These weapons were used by the following countries: Great Britain, Canada, Australia, New Zealand used these as limited issue weapons while the USA used these as standard issue weapons.

COMBAT SHOTGUNS - These weapons are slide action, short barrel, and magazine fed weapons. The military models have bayonet lugs. Official issue combat shotguns such as the Winchester M1917 Trench Gun and similar weapons were standard issue to members of the USA Armed Forces throughout the war both in front line and rear area units. The USA was the only combatant nation in WW II that officially issued combat shotguns to its military/naval personnel.

Combat Shotguns are handled a little differently than most ranged fire weapons. When using the Combat Shotgun roll 4d6 counting the best 2 scores. Combat Shotguns do not have to be reloaded after each fire but are affected by the Tight Ammo rule explained elsewhere. Although only half of the dice rolled are counted to inflict damage, pump shotguns must count every die rolled toward the "tight ammo" rule.

Furthermore, Combat Shotguns can engage multiple targets as other weapons with the following restrictions.

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

Example – Cpl. Barnes fires a Combat Shotgun at two targets. Unfortunately, he is at 2" range and can only hit one of them even though the Target Rating is 3. He is allowed to roll 4d6 counting the best two against the target.

BOLT ACTION RIFLES AND CARBINES - At the start of the 20th Century these weapons, using a straight pull or turn bolt action, were the standard weapons for infantry, cavalry, artillery and other troops. These weapons were usually 5 feet long, tipped with 18" through 20" of bayonet, and weighed around 8 or 9 pounds. Firing a powerful cartridge of 6.5-mm to 8-mm caliber, these weapons were usually sighted out to a range of 2,000 meters or yards. Soldiers were slowly and painstakingly trained to use these weapons out to a range of 1,000 meters or yards.

© 2005 Ed Teixeira

Great Britain and the USA (for reasons of economy and standardization) were the first countries to produce one general issue rifle for everybody. These were longer than a carbine, shorter than a rifle, making them long enough to deliver the accuracy called for and short enough to be convenient to carry. The USA M1903 Springfield and the British Short Lee-Enfield were the weapons issued to fulfill these requirements.

Meanwhile, the rest of the world continued to issue infantry rifles and other carbines for almost 40 years before going to a one-size-fits-all rifle as standard issue.

During WW II, some nations that had placed their older rifles/carbines into reserve stock re-issued these as substitute standard weapons. These standard issue and substitute standard issue bolt-action weapons were of many makes and models including the well known Lee-Enfield (UK & Commonwealth), Springfield (USA, China) Mauser 98 & Kar 98k (Germany), Arisaka (Japan), and a variety of others. All these weapons were chambered for 6.5-mm through 8-mm full sized ammunition.

SEMI-AUTOMATIC RIFLES OR CARBINES- Most nations had their own version of these weapons and whether it was the Simonov SVT36 (USSR), Mauser Kar-43 (Germany), or M1 Garand (USA) these were either general issue to some units or saw service as limited issue to others.

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

Selective Fire Medium Caliber Carbine - This unique weapon known as the M-2 uses a pistol caliber round (.30-cal Carbine) and is magazine fed. It is a selective fire (semi-automatic or fully automatic) weapon with a fixed wooden butt stock. The M-2 was issued only to US armed forces.

Selective Fire Rifles - Germany produced the only selective fire rifles using full sized cartridges to see service in WW II. These weapons, using detachable box magazines, were capable of semi-auto or full auto fire, and were limited issue only to units of paratroopers /special forces. These were called the FG-42, FjG-42, FG-42-1, and FG-42-2.

This category also covers the German Assault Rifle MP-44 and similar weapons. These 7.92-mm weapons were capable of semi-auto or full auto fire.

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

Light Machine Gun – These deadly weapons are crewed by a gunner and an assistant, and are easily set up, taking one turn of Activation to ready. Examples of this class would be the Bren Gun used by the British, the Lahti-Saloranta M/26 (USSR) and the famous German 7.92-mm MG series (MG34, MG34S, MG34/41 and MG42) These weapons formed the back bone of most infantry squads. Also included in this group is the US BAR or Browning automatic rifle.

Medium Machine Gun – These weapons were formerly known as the Heavy Machine Guns of the prior war (WW I). These positional weapons were water-cooled, and either tripod or wheeled carriage mounted. Crewed by two or three men. Examples of the MMG would be the 7.92-mm Maxim MG08 and Bergmann MG10/MG15 used by some German military units.

Heavy Machine Gun – These weapons also were effective against lightly armored vehicles. Crewed by two or three soldiers and were often found mounted on vehicles. An example of this group would be the .50-cal Browning M2/M2HB (aka MA DEUCE). Belt fed, air-cooled, tripod or vehicle mounted and the standard issue HMG of US forces.

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

© 2005 Ed Teixeira

ANTI-TANK RIFLES - The first anti-tank rifle was developed during WW I by Germany. It was the Mausertank-Gewehr M1918 bolt-action rifle. This was used as a "stop-gap" weapon until the 13-mm MG TuF (Tank und Fleiger) machinegun could be brought into service.

Between the wars Great Britain and the USSR developed linear successors to the Mauser TG M1918. The British produced the .55 caliber Boys bolt action ATR, which saw extensive use. The Russians developed the 12.7-mm Sholoklov bolt-action ATR, which had a short service life and was replaced by two very different 14.5-mm ATRs, the Simonov Ptrs, and the Degtyarev Ptrd. Both of these weapons saw extensive action in WW II, remaining in service and seeing combat with the North Koreans during the Korean War, as a long-range sniper rifle.

Other nations produced ATRs of various calibers, and while some saw only limited use, many were used extensively. The other nations that also developed ATRs included Czechoslovakia, Denmark, Finland, Italy, Japan, Poland, Spain, Sweden, and Switzerland. For simplicity ATRs are grouped into three classes. They are:

Small Bore ATRs – These were man portable machine gun caliber weapons such as the PzB 38 and PzB 39 used by Germany.

Large Bore ATRs – Also man portable but larger heavy machine caliber weapons such as the 13.9-mm/ .55-cal Boys used by Great Britain and other Commonwealth countries as well as limited numbers by USMC Paratroopers, Raiders, and USA Rangers.

Very Large Bore ATRs – These are semi-auto, magazine fed weapons usually mounted on a large tripod or small two wheeled carriages. These would be crewed by 2 or 3 soldiers. An example is the 20-mm Madsen used by Germany.

PANZERFAUST, PIAT, BAZOOKA, ETC. – An improvement in a variety ways, this upgraded anti-tank class includes PanzerFausts (Germany), the PIAT gun (Great Britain), and Bazookas (USA).

Panzerschreck – The 88-mm RPzB43 & RPzB54 rocket launcher (aka PANZERSCHRECK). This weapon was standard issue to German forces as an anti-tank weapon. This reloadable, two man crew; single-shot weapon uses shaped charge AT warheads. These weapons had a lethal back blast, so the weapons cannot be fired if the loader is directly behind the shooter. It may fire only once per turn when fully crewed and every other turn if manned by one person only.

PanzerFaust (30-60) – Faustpatrone 30 & 60 (aka PANZERFAUST). These were standard issue, disposable, AT weapons for German and their allies. This one-man crew rocket launcher fired a shaped charge warhead. The PF-30 and PF-60 are similar with the exception being a difference in range. The PF-30 version has a range of 3" while the 60 will reach out 6".

PanzerFaust (100-150) – Faustpatrone 100 & 150 (aka PANZERFAUST). These were standard issue, disposable, AT weapons for German and allied forces. This one-man crew rocket launcher fired a shaped charge warhead. The PF-100 and PF-150 are similar with the exception being a difference in range. The PF-100 version has a range of 10" while the 150 will reach out 15".

PIAT – (Projector Infantry Anti-Tank). From 1942 onwards this was the standard issue British man portable anti-tank weapon. The PIAT required a crew of two and was a muzzle loaded, single-shot, bipod mounted launcher. It used a combination spring and a delayed HE charge to fire a shaped-charge AT bomb. Slow to reload, this weapon may only fire every other turn when fully crewed or every third turn if operated by one person only.

Bazooka – The 2.36" Rocket Launcher (aka BAZOOKA) came in various models. They were all man portable with a crew of two, were single shot and reloadable. These standard issue weapons had a lethal back blast, so the weapon cannot be fired if the loader is directly behind the shooter. Bazookas fired shaped charge AT ammo only (aka effects only target). Bazookas may be fired once each turn when fully crewed, every other turn if used by one person

ANTI-TANK GRENADES – These weapons may be hand delivered, tossed up to 2", or launched from a rifle up to 20".

GRENADES AND OTHER WEAPONS - This section covers hand grenades and other unique weapons such as the flame-thrower and "Molotov Cocktail".

Grenade – Grenades are all given a 6" range when thrown and can engage an unlimited number of targets in a 5" blast circle. Perfect for clearing out buildings and lighter vehicles (AR 1) the hand grenade has an Impact of 2. All nations involved in WW II had access to one or more type of these anti-personnel grenades.

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

© 2005 Ed Teixeira

Flame-thrower – Used famously in the Pacific Theater, flame-throwers were great for cleaning out bunkers. This weapon leaves a path of flame wherever it is used that will last until the battle is over. Flame-throwers have a limited range of 12" and Target Rating of a 3" wide path. As with a blast effects circle, every figure within the 3" wide path is an eligible target. Flame-throwers also have an Impact of 5 and an APW of 5. These weapons may be fired only once per turn. There are three special circumstances that affect flame-throwers.

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

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

The reason the weapon has been used against tanks so effectively is that tanks are most vulnerable underneath and a "Molotov Cocktail" will often blow up the gas tank, destroying the machine (particularly for older tank models). These weapons saw widespread use by all sides in World War II. They were very effective against light tanks as well as being very bad for enemy morale.

Satchel & Demolition Charges – Large canvas covered bombs used against both tanks and buildings. Must be hand-tossed at a range of 1" or less or placed directly next to the target. A satchel charge must be readied before it may be used. It takes one turn of Activation to ready a satchel charge. Once readied, the satchel charge will explode at the end of the readying figure's next Activation. This category also includes all other similar devices such as "sticky bombs", grenade clusters, etc.

OUTGUNNED

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Rating (OGR). If you shoot at someone with a higher OGR weapon than they have, they are forced to Duck Back and cannot fire back. If they shoot at you with a higher OGR weapon, then you are forced to Duck Back. This is known as being outgunned. Note that Stars may never be outgunned.

TIGHT AMMO

When firing a weapon, a result of two or more "1"s will result in the weapon being out of ammo. The shooter may not fire again until he has reloaded.

On the shooter's next Activation he may automatically reload but may not fire unless in reaction or on the following turn of Activation. Figures are assumed to have enough reloads to last the whole battle.

HAND-TO-HAND WEAPONS – These are divided into two classes. The first is a knife or bayonet used by hand while the second is either a "fixed" bayonet (attached to a rifle) or officer's sword. Anyone in hand-to-hand with a bayonet-less weapon will count a "0" Impact.

YEAH, BUT WHERE'S THE …

As mentioned previously, World War II saw the widest variety of weapons used by the largest number of combatants.

Some of these weapons are not in the rules.

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

THE LEAST YOU NEED TO KNOW

- Unless otherwise stated each figure is assumed to have a weapon as depicted on that figure.
- Weapons are grouped and categorized by type.
- Each weapon has an Outgunned Rating (OGR) with 5 being the best and 1 the worst.
- There is a chance that a weapon may temporarily run out of ammo.

ORGANIZING YOUR FORCE

Individual figures or vehicles are combined to form your basic unit or squad. Either the squad

© 2005 Ed Teixeira

by itself or combined squads will make up your force.

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

GROUPS

The active player may combine his figures into groups for movement. A group is one or more figures within 4" of another figure in the group.

Grouping figures this way allows you to move them as, *well*, a "group", for the current Activation. The player decides the order in which his groups will move.

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

All figures within a group must be from the same unit, unless a Leader has spent a prior turn "taking command" of the figure(s). Example – A soldier from 1st Squad finds himself alone and next to figures from 3rd Squad. The Leader may declare the figure now attached to 3rd Squad until further notice. It takes one turn to "detach" figures from a unit.

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

LEADERS

At the start of the battle, each side must divide their figures into squads. Each squad will have 1 figure designated as its Leader. (See Army Lists elsewhere for more clarification). Leaders have the following benefits:

- The Leader allows for all figures in the unit to activate together when in one group using the Rep of the Leader (group cohesion rules permitting).
- The Leader rolls 3d6 for all reactions on a personal level.
- Leaders are allowed to apply Leader Dice to certain reaction tests for figures under their command.

In addition to each squad having a Leader, each side may have 1 figure designated as the overall Leader of the side. This is usually the Platoon or Company commander. The overall Leader can form a group composing all friendly figures within a 12" radius. These figures may themselves be grouped with other figures within 4" as noted under the group rules above. In effect the overall Leader can coordinate the actions of any friendly groups that are near by.

LEADER DICE

Some tests may allow for the use of Leader Dice. These tests are:

- "Fast Move" tests.
- "Wanting to Charge" tests.
- "Rally" tests.

To use the Leader Dice bonus a different colored die is rolled in addition to the dice that would normally be rolled. To determine how many dice are passed count the Leader Die against the Reputation of the Leader first. The result is either a pass or fail. If the die is passed then the testing figure(s) are assured of at least passing 1 die on the test. Should the Leader Die fail, the testing figures are still eligible to Pass 2, 1, or 0 dice as indicated by the other two dice rolled. To put it another way, a passed Leader Die may be used to negate one failed die on the current test.

Example – A group consisting of a Leader (Rep 5) and two Rep 3 soldiers wants to take a Wanting to Charge test. One die is rolled versus the Rep 5 Leader and the score is a "4" which means that the group has already passed 1d6. The other two figures roll a "5" and "3" and a "1" and "2" respectively. When adding the Leader Dice this means one figure passed 2d6 (1 + the LD) while the other passed 2d6 (2 + the LD but never more than pass 2d6) as well.

JUNIOR NCO'S

In addition to a squad leader, usually an NCO or Non-commissioned officer such as a sergeant, each squad will have at least one junior

© 2005 Ed Teixeira

NCO. His role is to lead the squad if the Leader becomes incapacitated. The junior NCO can also lead a group that has been split from the squad. When this occurs he is allowed to activate all the figures in the group using his Reputation. The junior NCO uses Leader Dice but does not roll 3d6 for his personal reactions.

Whenever a squad loses its Leader and Junior NCO as either killed in action (KIA) or out of the fight the squad member with the highest Rep will assume command and function as a junior NCO.

THE LEAST YOU NEED TO KNOW

- Groups are those figures within 4" and sight of at least one other figure of the same unit.
- There is no limit as to the size of a group.
- A Leader spending one turn "taking command" may attach figures from one unit to another unit.
- The overall Leader (Platoon or Company commander) can activate more than one group at the same time.
- Leaders always roll 3d6 when taking personal Reaction checks and allow their group to roll 3d6 when charging and taking certain other tests.
- Each squad has one or more junior NCOs that can function as a Leader if need be.
- When all Leaders and junior NCOs are lost the highest Rep in the squad will assume command.

TURN SEQUENCE

"NUTS!" is played in turns. Although battles can last an unlimited number of turns, each turn does follow a strict sequence.

- Select 2d6 of different colors.
- Nominate one side as one color and the other side as the other.
- Roll both dice. This is called the Activation score.
- If the dice are the same (doubles) nothing happens and roll again.
- If the dice are not doubles then read each die individually. The higher score determines which side can activate their groups first.
- The die score also determines which Rep or higher groups the corresponding side may activate. Example – A Black 4 is rolled. Only figures from the black side, that are Rep 4 or higher, or grouped with a Rep 4 or higher Leader, may move.
- After all actions and reactions have been finished for the first group the player is allowed to proceed to the next group. Groups may be activated in any order desired but no group or figure may be activated more than once per turn.
- After all of the first side's groups have been activated, the other side may activate one group at a time. This is based on the score of that side's die, under the above Rep restriction, and continues to do so until all groups have been activated. To continue the example from above – A Black 4 and Red 3 were rolled. After Black has finished activating units and all reactions caused by that Activation have ended, Red may activate any Rep 3 or higher figures, or any group with a Rep 3 or higher Leader. After any reactions triggered by that group's Activation have been completed, Red may continue to activate groups until all eligible Red groups have been activated once or Red simply chooses not activate any more groups.
- After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.
- This system will mean that many times lower rep figures will not be able to move. This even includes vehicles. This reflects their lack of confidence and hesitancy to engage the enemy.

ACTIONS

When an infantry figure is Active, he may voluntarily do one of the following actions.

- Ready a weapon/change crew position.
- Move up to full distance and fire at any time while completing his move.
- Stay in place (allowed to change the direction faced) and fire if desired.
- Attempt to charge into melee.

PICK UP THE GUN, READY A GRENADE, OR CREWING A WEAPON

Figures may pick up dropped weapons or "ready" a grenade to throw next turn but this will take one turn of Activation to do so. It also takes one turn to "set up" a non-vehicle crew served weapon such as a machine gun as well as moving from one vehicle position to another. Example – Sliding from the gunner position in a tank to the loader position.

THE LEAST YOU NEED TO KNOW

- Each turn in the battle follows a specific sequence.
- Only one side at a time is Active.
- A dice roll determines Activation.
- There is a minimum Rep for Activation determined by the dice roll.
- It takes one Activation phase to pick up a weapon, ready a grenade, set up a crew served weapon, or change crew positions in a tank.

MOVEMENT

There are two types of movement, voluntary (when the figure is active) and involuntary (caused by a Reaction check.) This applies to both infantry and vehicle movement.

First let's discuss Voluntary Movement.

© 2005 Ed Teixeira

NORMAL MOVEMENT

Normal movement for all infantry figures is eight inches. Vehicle movement is covered elsewhere in the rules.

FAST MOVE

A group of one or more figures may attempt to Fast Move each turn if desired. To Fast Move roll 2d6 and apply the scores to each figure in the group individually. If a Leader is with the group then they can use the Leader Dice bonus.

Example – A group of four figures with an NCO want to Fast Move. They consist of one "Rep 5" (NCO), two "Rep 4"s, and one "Rep 3". The player rolls 1d6 versus the NCO Rep for the Leader Dice result. It is a "6" and is no help. The other scores are a "5" and "4". Applied to each figure individually the results would be the NCO (Rep 5) passes on the "5" and "4" and moves up to 16" The Rep 4 figures pass on the "4" or 1d6 so move up to 12". The Rep 3 passes 0d6 so may move up to 8" but will still count as if "fast moving" for shooting. Note that sometimes groups may end up strung out when they move fast.

GOING PRONE

Figures may choose to go prone in either of two situations.

- When a result of Duck Back is called for the figure may choose to "go prone" instead if there is no cover within 12". The prone figure can still be seen.
- A figure may choose to go prone voluntarily at any point when Active.

Going prone ends the figure's Activation (no further fire or movement). There is no movement penalty for getting up again when active or reacting. You can crawl 2" when prone.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building counting 1" of movement to pass through a doorway. If doing so from a window that will end their move but they can still shoot.

FIRE AND MOVE

Figures may fire at any time during their Activation, at the start, end, or in between. Figures may continue their move after they fire so long as they do not exceed their allowed movement distance or get stopped by a reaction test.

INVOLUNTARY MOVEMENT

Figures may be forced to move during battle due to Reaction Checks. The procedure for checking Reaction will be described later. However, the possible Reaction moves are as follows:

DUCK BACK – Move towards and into/behind nearest cover AWAY from threat and duck behind it, or go prone if no cover is within 12". Once forced to Duck Back the figure cannot see or be seen by the figure that caused the Duck Back. This does not limit the figure's ability to move or fire if called on to do so by a subsequent Reaction checks. Next Activation the figure will function as normal.

HUNKER DOWN –Sometimes either from volume of fire or fear, figures in cover may decide to Hunker Down. In effect, they are in a perpetual state of Duck Back and may not try to pop up or move in any way. A Hunkered Down figure stays that way until either rallied, the side withdraws, or the battle ends. Those figures Hunkering Down, and taking direct fire from the enemy, will automatically Runaway. If an armed enemy within 6" and sight confronts them they will surrender instead.

RUNAWAY – Leave the board. Those surrounded with no gap of at least 6" between enemy figures will surrender.

If there is a building within sight and away from the enemy, the reacting figure will run to it at fastest speed. It may take more than one turn to reach. Once inside figure will not move or shoot unless attacked.

If no building is in sight, the figure will head for the nearest table edge and exit the board at the fastest speed possible.

Those that have Runaway may take a Rally Reaction check to return to the fight if they are confronted by a friend prior to leaving the board.

THE LEAST YOU NEED TO KNOW

- There are two types of movement, voluntary when Active and involuntary when forced by a Reaction check.
- Normal movement is 8" but figures may move faster by taking a Fast Movement test.
- Figures may also go prone at various times.
- Duck Back means you cannot see or be seen by the threat that made you Duck Back.
- Hunker Down means due to volume of fire or self-preservation you have chosen to stay in Duck Back mode.
- Those that Runaway may still have chance to return to the fight if they are rallied.

RANGED COMBAT

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in "NUTS!" to represent them. First, let us deal with ranged combat or "shooting" as it is commonly called.

LINE OF SIGHT

To shoot something you must see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by terrain and

© 2005 Ed Teixeira

buildings and can sometimes be affected by weather conditions.

- At night, the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods is reduced to 12" in the daytime and 6" at night.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

IN SIGHT OR HIDDEN

A figure is "In Sight" if he can be seen. This means either in the open, or in cover that still allows him to be seen. An example would be in a window of a building.

A figure is "Hidden" if he is in cover *and* has yet to be seen by the enemy. An example would be someone in a window of a building. Note that this is the same as being "in sight" but the difference is that the enemy has not yet spotted the figure.

Here's an example of how this works. Ivan starts the turn "hidden" in a building window. The enemy has not yet seen him. Betts comes into the street and is now "in sight". Ivan takes an "In Sight" check as he can see Betts. Betts cannot see Ivan so he does not take the "In Sight" test. Ivan passes 1d6 and opens fire. Pop, pop, he misses and Betts scores a Duck Back on his reaction.

Next turn Betts pops up. If Ivan is still in the same place then Ivan will roll an "In Sight" check, and is still "hidden". To become spotted, and no longer "hidden", the hidden figure must have fired and missed, and the target, and any other figures friendly to the target also with line of sight to the shooter, must not Duck Back in reaction.

RESOLVING FIRE

Fire continues between two figures or more until either one side Ducks Back, is forced to Runaway, goes prone, is knocked down, or put out of the fight. It is common for figures to fire multiple times in one turn.

SHOOTING A WEAPON

To score a hit, first declare who the shooter is and who the target is.

- Roll 1 to 6d6, depending upon the Target Rating of the weapon, and add each one of the scores individually to the shooter's Reputation. Compare each die + Rep total to the Ranged Combat To Hit Table. There is no need to check any modifiers prior to rolling as the modifiers are already built into the hit table.
- Find the total for each on the appropriate line on the table to see if a hit is scored.

TARGET SELECTION

You can shoot at as many targets as the weapon's Target number. However, these must be within the swath of the weapon. Example: A LMG can target 6 figures in a 6" swath. When shooting at multiple figures nominate which figures are to be fired at and how many dice at each. *Arrange the dice from high to low. The highest scores get applied first then working down to the lowest.*

SWATH OR PATH OF FIRE

Each weapon has an arc of fire or "swath" equal to 1" for each point of Target Rating.

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

Pfc. Kowalski has a SMG. This allows him to shoot at up to 3 figures in a 3" width. He decides to shoot at two figures. He wants to put 2 rounds on the first guy and 1 on the second. He rolls a 5, 3, and a 1. Kowalski's Rep is a 5 so he has scored a

© 2005 Ed Teixeira

10 and 8 on the first guy (Rep plus die score) and a 6 on the last guy.

EXPLAINING THE RANGED COMBAT TO HIT TABLE

- Miss! The attacker has missed the target but will still cause a "Received Fire" check.
- All Hit! The attacker has scored a hit on the target and can possibly inflict damage. Roll on the Damage Table.
- Some results apply to certain situations and are treated on a case-by-case basis. If the situation applies to the target or shooter then the result is usually a Miss.
- Prone means the target is lying down to present as small a target as possible.
- Concealed means the target is obscured but not protected from fire. Example – Hiding in bushes.
- Cover is defined as; the target as a passenger in a vehicle, or behind a solid obstruction (such as a wall) that reduces the area of the target exposed to fire.
- Fast moving means either the shooter or target is fast moving.
- Second (third) or higher target means that this target and all additional targets have been missed.

DETERMINING DAMAGE

Anytime a figure is hit the shooter must roll on the Damage Table. Roll 1d6 and compare the score to the Rep of the target.

Example – Sgt. Slag (Rep 5) is hit with a round from a LMG. The shooter immediately rolls 1d6. He scores a "4". The Impact rating of a LMG is 3 so Slag is not obviously dead (OD). If the score had been a 3 or less Slag would be dead. Had the score been greater than 5, Slag would have been out of the fight. However, as he scored a 4 versus Slag's Rep of 5, Slag is knocked down instead.

COVERING FIRE

Covering fire or suppressive fire is an option that any infantry figure can use. Covering fire means that the shooter is firing as fast as possible at a target in hopes of keeping its head down. This can only be used if the shooter starts the phase already knowing that there is, or could be, a target in view. To represent this, use the following procedure.

1 – When either active or in reaction declare the figure is providing covering fire.

2 – When the figure is allowed to shoot either during Activation or in reaction, he is allowed to roll 2d6 for its In Sight test instead of one. He counts the best score to determine when he is allowed to fire.

Example- The US player is Active. His squad comes into view of a LMG for the first time. The two sides exchange In Sight tests and the US squad Ducks Back. The German player now declares he is using suppression fire on that group. The next time the US group pops into view from the same place, the LMG is allowed to roll 2d6 for it's In Sight.

On the US turn, Cpl. Jim Bob Joe decides to run along the wall, staying in cover, to a position away from the original US group. He is now out of the swath of the LMG. On his turn, he pops up and the LMG can only roll 1d6 for an In Sight test, as Jim Bob Joe is no longer in the suppression fire swath of the LMG. The two men exchange fire. Once the LMG fires at the new target he can no longer claim suppression fire at the original group of US figures.

AUTO-KILL OR CAPTURE

If a figure comes into physical contact with an out of the fight figure he may choose to either automatically dispatch the figure or capture him (tie up, etc.) instead. This can only be done when Active.

THROWING GRENADES

Grenades can be thrown up to 6" by using the Ranged To Hit Table as normal. Simply nominate a spot where the grenade is to land, roll 1d6, and add the score to the Rep of the thrower. As the grenade is a weapon that defines it's targets by using a "blast effect circle"*, damage is handled a bit differently.

* A blast effect circle signifies the area where the blast and fragmentation of the grenade can be lethal. An AOL CD works really well to represent this!

SCORING A HIT WITH A BLAST EFFECT WEAPON

Those figures in a "blast effect circle" after a "hit" from a grenade or similar weapon are all eligible targets and are hit as if from a single round of gunfire. This means each target in the blast area must roll on the Damage Table.

Example - A grenade has been thrown and a score of "8" is scored. There are three targets in the blast effect circle. However, one of them is in cover and counts a Miss. The others are not so are hit. The grenade has an Impact of 2. The figures that were hit are Reps 4 and 3. The shooter then rolls 1d6 for each target and consults the Damage Table. He scores a "1" on the Rep 4 figure and a "5" on the Rep 3 figure. Consulting the table shows that the Rep 4 figure is obviously dead while the Rep 3 figure is out of the fight.

MISSING WITH A GRENADE

If a Miss is scored when throwing a grenade, then roll 2d6 vs. the Rep of the thrower and consult the Where'd the Grenade Go table. This table is only used when throwing a grenade by hand and not when using a grenade launcher. When using a grenade launcher the grenade just

© 2005 Ed Teixeira

misses and explodes harmlessly. It can however, cause an Outgunned situation.

DROPPING OR ROLLING A GRENADE

Use this procedure when a grenade is being dropped over a wall, dropped through a window inside a structure, or rolled into a room.

Do not use the Ranged To Hit table first. Instead roll 2d6 vs. the Rep of the user and compare to the Bombs Away table.

"WHO'S GOT THE GRENADE?"

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

THE LEAST YOU NEED TO KNOW

- Shooting is handled differently from melee.
- Line of Sight can be affected by a variety of things from buildings to weather.
- Firing between two figures will continue until one may no longer fire back.
- To shoot a weapon roll 1d6 and add to your Rep.
- Some weapons allow for more than 1d6 to be rolled.
- Weapons can fire at targets to their front at a width of 1" per each point of Target Rating.
- Some weapons, such as a grenade, have a blast effect circle wherein all figures are eligible for damage.
- Shooting is affected by a variety of modifiers from Fast Movement to Cover and they are all figured into the Ranged to Hit Table.
- Figures hit by fire will always go down whether knocked down or out of the fight.
- Out of the fight figures can automatically be captured or dispatched.
- It is possible to drop a grenade or have it hit the wrong target.

MELEE

Hand to hand combat, or *melee*, is carried out when two or more figures come into contact via a passed Charge Reaction check. To fight a round of melee, follow the procedure below.

- Each figure in melee will roll 2d6.
- Modify the Rep of each figure by the following factors if they apply.
- Compare each result vs. each enemy in melee.

After the number of dice passed are determined for each figure compare the results to the table below.

Example – Pfc. Barnes (Rep 4) and Cpl. Von Browne (Rep 4) are in melee. Barnes is using a fixed bayonet (Impact 2) while Von Browne is using a handheld knife (Impact 1). Von Browne counts a -1 for the Impact difference and counts as a Rep 3. They now roll 2d6 each with Barnes scoring a "3" and "1" which means he passed 2d6. Von Browne rolls a "5" and "2" so passes 1d6. Barnes has won the melee by 1d6 more than Von Browne.

DETERMINING DAMAGE

Anytime a figure loses a melee the winner must roll on the Melee Damage Table. Roll 1d6 and compare the score to the Rep of the target.

Example – Cpl. Ivanovich (Rep5) loses a round of melee by one die and the weapon used by the winner is a "fixed bayonet" with an Impact of "2". Klaus, the winner, rolls 1d6 and scores a "2". Ivanovich is "obviously dead". If Klaus had scored a "3" through "5" then Ivanovich would have been knocked down while a roll of "6" would have meant he was out of the fight.

CONTINUOUS MELEE

If after a round of melee the sides are still in contact they will fight again on the next phase of Activation regardless of which side is active. However, the active player may decide to break off the melee instead.

BREAKING OFF MELEE

Anytime a figure is active it may choose to end the melee and move at least 1" away from the enemy unless blocked by terrain such as when having a back to the wall. Once the melee has been broken off, both sides take an immediate In Sight check. They may thus be allowed to shoot in the same turn that they are breaking off the melee.

Example – Ivan and Betts are in hand-to-hand combat. Betts becomes active and decides to "step back" 1". Both immediately take an "In Sight" check with Ivan counting as stationary.

UNARMED COMBAT

Not all damage in melee is lethal. Unarmed combat will only result in the target being knocked out but still out of the fight.

THE LEAST YOU NEED TO KNOW

- All the figures in contact in a melee fight at the same time by rolling dice against each other.
- Melee is influenced by Impact of the weapon and number of enemies that are being faced.
- Figures that fight one round of melee and are still in contact will fight again the next Activation regardless of whose it is.
- Active figures may break off a melee as desired.
- Unarmed combat is considered non-lethal.

© 2005 Ed Teixeira

BATTLEFIELD CASUALTIES

When your men get wounded you have to decide what to do about it. If you want to recover them this section will explain how to do it.

RETRIEVING THE WOUNDED

You may choose to use other figures to retrieve wounded comrades. When doing so they may not fire but may only concentrate on the job at hand. However, when doing so they will receive benefits to their reaction test when fired at.

Retrieving wounded is up to the discretion of the player and is not mandatory. However, be sure to read the section on Replacements.

MOVING CASUALTIES

It will often become necessary to move wounded or "out of the fight" comrades out of harms way. In addition, it may be desirable to prevent deceased comrades from falling into enemy hands.

Any figure can help move an injured comrade when active. If several figures join together to transport a friend (or enemy for that matter) the group may activate together. Use the following rules to transport figures

One healthy figure can:

- Drag an immobile figure at 2" per turn counting prone when doing so.
- Carry one figure at half normal move rate.

Two healthy figures can:

- Carry an immobile figure at normal move rate.

Four healthy figures can:

- Carry an immobile figure at Fast Move rate. Roll one pair of dice for the group and apply the worst result to all four figures

WOUNDED WAY STATION

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

THE LEAST YOU NEED TO KNOW

- When a figure is out of the fight he can no longer move or fight.
- Retrieving wounded is strictly voluntary but those doing so will receive benefits to their reaction tests.

REACTION CHECKS OR TESTS

This is the most important part of the rules. Understanding the how, when, and why of these tests will be the difference between victory and defeat.

HOW TO CHECK REACTION

The Reaction Check represents the effect of various stressful situations on a figure's ability to perform tasks.

Taking a Reaction Check involves rolling either 1d6 or 2d6 counting each die score separately versus the Reputation of the figure testing.

If a die score is equal to or less than the Reputation of the figure then he is said to have "passed" that die. It is possible to pass 2, 1 or 0 dice. Check the number of dice passed under the appropriate Reaction table.

Each test, or check, will have either a "1" or a "2" in the upper left hand corner of the test to let you know how many dice you should use. In addition, there will be a small LD next to it if the test allows for the use of Leader Dice.

HEROES ALL

Whenever a figure rolls double ones (snake eyes), on any of the following tests, he will immediately go into Hero mode. This means he will automatically Pass 2 dice on these same tests whenever he is required to take them again. In addition, the figure cannot be "Outgunned". This will last only for the duration of the battle or until he is taken out of the fight. His Rep however, remains the same. The tests are:

- Received Fire.
- Wanting to Charge
- Being Charged

TYPE OF REACTION CHECKS

There are a variety of Reaction checks that must be made in "NUTS!" Some are used a lot while others are rarely used. As you play the game, you'll internalize this and soon the Reaction tests will become second nature.

WHEN TO TAKE A REACTION CHECK

Reaction checks are taken for the following reasons.

"IN SIGHT" CHECK

Anytime an enemy starts "out of sight", and comes "into sight", use the "In Sight" Check. This may result in BOTH sides taking the test simultaneously.

Example – Ivan is in the middle of the street. Betts comes around the corner and they see each other. Both figures take the "In Sight" check.

Note that sometimes only one side may take the check due to being "hidden".

Example – Ivan is "hidden" in the window. Betts comes around into the street and is "in Sight". Only Ivan takes the check.

Note: Popping into view in place is considered to be "moving".

Example – Smith and Jones come around the corner of a building. Klaus and Hoffman are in sight while Otto is hidden in the church tower. All of the figures are Rep 4 and all see each other with

© 2005 Ed Teixeira

the exception of Otto who has yet to be seen so counts as hidden. Next 1d6 is rolled for each figure of the visible figures while Otto tosses 2d6 as he is hidden. Here are the following results.

- Smith scores a "6" and passes 0d6.
- Jones scores a "2" and passes d16.
- Klaus scores a "4" and passes 1d6.
- Hoffman scores a "5" and passes 0d6.
- Otto scores a "5" and a "3" and counts only the "3" so passes 1d6.

The figures will fire in the following order.

- Klaus fires first for passing 1d6 and having the highest passing score.
- Otto can fire next as he has the next highest passing score but as he is hidden he may instead decide to hold his fire until all others have fired.
- Jones fires next as he has passed 1d6 and is the lowest passing score.
- Smith may fire even though he passed 0d6 because he is active.
- Hoffman may not fire because he passed 0d6 and is not active.

"RECEIVED FIRE" CHECK

Every time a figure is fired upon, it must take the "Received Fire" Check.

When an Active character is forced to take a "Received Fire" Check he may fire at any target he desires.

When an inactive character is forced to take a "Received Fire" Check he is forced to return fire on any figure that caused the check.

REACTION FIRE OR NOT

Anytime a figure is called upon to fire and has only a melee weapon, he will charge instead. If it would take more than one turn of Fast Movement to reach the shooter, figure will instead Duck Back.

If the figure shot at has a ranged weapon, but may not return fire due to range constraints, he must Duck Back.

"WANTING TO CHARGE" CHECK

A figure may only charge into melee if it is within its "Fast Move" distance of the target. It must then take the "Wanting to Charge" check. Figures may only enter melee by taking this test. If the figure charges and does not pass the "Fast Move" test with enough bonus movement to close, he will stop at the end of his movement and fire instead of continuing the charge.

If a Leader is with the group and in sight then the figure is allowed to use the "Leader Dice" bonus.

"BEING CHARGED" CHECK

Anytime a figure is being charged to it's front and can see the enemy that is charging him it must take the "Being Charged" Check.

"SURPRISE CHECK"

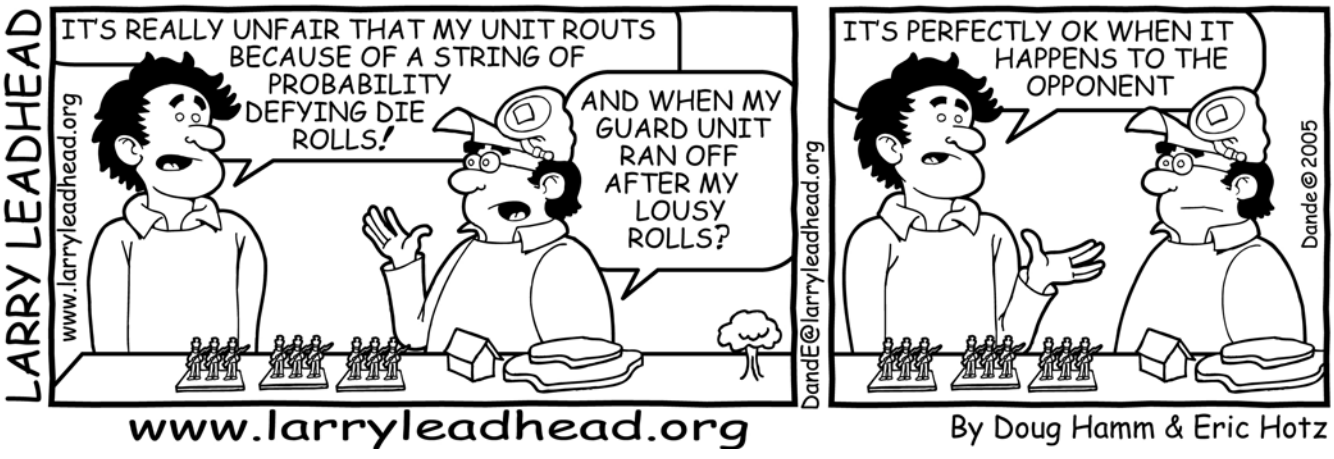
When a figure is charged, or shot at, to its rear by a previously unseen enemy it must a "Surprise" Check.

"RALLY" CHECK

Anytime a figure has Runaway or has Hunkered Down it has a chance to rally and return to the battle. Whenever they are confronted by a friendly figure within 4" they may try to rally and return to the fight. The figure attempting to rally them need not be a Leader.

"OVERRUN" CHECK

Whenever an armored vehicle attacks an infantry figure, the figure must take an Overrun Check. Note that an APW is any weapon that can penetrate at least an AR 1 rated vehicle.



© 2005 Ed Teixeira

THE LEAST YOU NEED TO KNOW

- Rolling either 1d6 or 2d6, and comparing the individual die scores versus the Rep of the figure is taking a reaction check.
- Reaction checks are taken for various reasons.
- To "pass" a die roll the score must be equal or less than the Rep of the checker.
- Even if more than 2d6 are rolled you can only pass either 2, 1, or 0 dice. The extra die result is always discarded.
- Rolling "snake eyes" when taking some reaction checks can cause the figure to become a Hero.
- Being in buildings increases the chances of passing a Reaction check.

RECOVERY AFTER THE BATTLE

After each battle, roll 2d6 vs. their Rep for all figures that were "out of the fight" and consult the table below:

2 **RECOVERY TABLE**

Pass 2d6

- Figure recovers and stays in the squad.

Pass 1d6

- Figure recovers and returns to the squad in 1d6 turns as a Replacement

Pass 0d6

- Figure either dies from wounds or returns home

Those that chose to Runaway must refer to the section entitles Medals and More in the second part of the book.

INTRODUCTORY INFANTRY ENCOUNTER

To help familiarize yourself with the infantry rules here is a simple Mission to get you going.
JUNE 1944 - You're in command of a small group of paratroopers in France. Your unit has been dispersed all over the drop zone and is slowly reforming. Currently it is you and three other troopers.

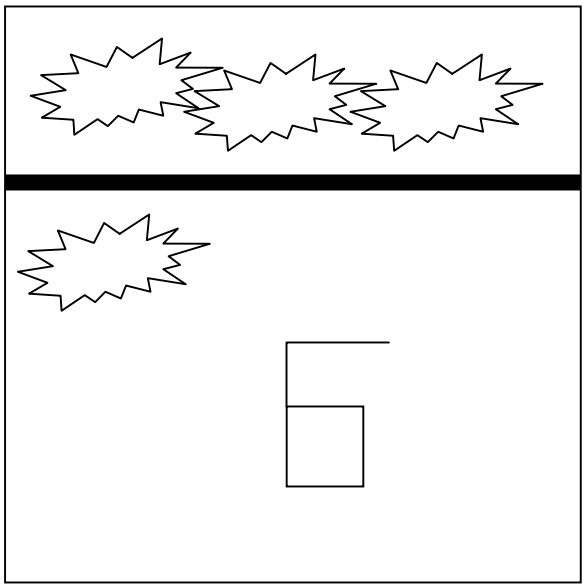
Leader -NCO (you) Rep 5 Large Caliber SMG
Rifleman (Able) Rep 4 Semi-Auto Rifle
Rifleman (Baker) Rep 4 Semi-Auto Rifle
Rifleman (Charlie) Rep 3 Semi-Auto Rifle

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

It's a 3'x3' board. A road runs from west to East, 12"in from the North. The whole area between the road and north edge is wooded, reducing movement by ½ speed and counting as cover. Those at the edge can look out while visibility within the woods is reduced to 12".

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

NORTH



You've reached the woods on the north side of the road and are within 24" of the house.

You are currently in cover and cannot be seen until you fire or come out of the woods. There is a German soldier (Dorfman) at the corner where the two walls join together and another in the doorway to the south (Engles). No one else is visible

Here are the Germans

Leader -NCO (Arnold) Rep 4 Medium Caliber SMG
MG Gunner (Beck) Rep 4 MG-42 LMG
Rifleman (Conrad) Rep 3 Bolt Action Rifle assistant to Beck.
Rifleman (Dorfman) Rep 3 Bolt Action Rifle
Rifleman (Engles) Rep 3 Bolt Action Rifle

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

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

It takes one turn of Activation for the LMG to "set up" for action.

© 2005 Ed Teixeira

PART ONE – Section Two BASIC TRAINING – Vehicles And Buildings

In this section you will learn the rules that pertain to vehicles. Basically when we speak of "vehicles" we are talking about tanks and similar types. Once you combine this section with the previous section you will have the complete basic rules. If you desire you can play "NUTS!" using only infantry or tanks and these will provide very enjoyable games. But when you combine the two elements the true flavor of WW II combat is released.

FORCE BASICS

Players will recruit their vehicles from the appropriate Army List located in the second part of the book entitled Part Two - Campaigning "NUTS!" Each vehicle consists of *both* the vehicle itself, and its crew. Each member of the crew will have one or more roles in the operation of the vehicle. It is important to remember the adage that a chain is only as strong ad its weakest link!

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

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

DEFINING YOUR FIGURES

In "Basic Training – Vehicles and Buildings" there are two common elements that define each vehicle. The first is the vehicle itself and the other is the crew that mans it. Let's begin with defining the vehicles.

TRACKED OR WHEELED

Vehicles are usually wheeled or tracked. The easiest way to determine this is by looking at the model! There are, however, some hybrids such as armored personal carries called half-tracks. For movement purposes half-tracks are treated like fully tracked vehicles.

OPEN TOPPED OR FULLY ENCLOSED

It is important to look at the model of the vehicle that is being used to see if it is "open topped" or fully enclosed. A half-track for example is open topped, as are some assault guns where there is no armor to the rear. A tank is considered fully enclosed. However, when the Tank Commander has the hatch open, and is sitting half in, half out, the tank is classed as open topped for him yet enclosed for the other crewmembers. Riders in open topped vehicles are exposed to small arms fire and other threats.

TYPE OF VEHICLES

There are many types of tanks and other vehicles in "NUTS!" These include, but are not limited to; light tanks, medium tanks, heavy tanks, tank destroyers, half-tracks, and armored cars.

All are defined by the following characteristics. They are:

Vehicle – The model of vehicle. Example - Marder III

Armor – This is a numeric value given to the overall armor effectiveness of the vehicle. When there is one number then that is the value all around the vehicle. When there are two values then the second is the reduced armor value when the vehicle is hit to the side or rear. In addition, the top and bottom of the vehicle has an armor value equal to its side value divided by two and rounded down. Example – The US M3A1 Stuart tank has an armor value of 3/2. This means its frontal armor is 3, its side and rear is 2, and its top and bottom is 1.

Main Gun – The numeric value of the strength of the weapon. They range from 2 to 9 with the latter the strongest. This is known as the weapon's Armor Piercing Rating or APR. The main gun may only fire in a straight line. Tanks that have turrets may traverse them in different directions whereas those with a fixed position gun are limited to shooting straight ahead.

AA MG – This is the anti-aircraft machine gun mounted on the turret and operated by the Tank Commander. If the vehicle has one, it will have a "Y" in the AA MG column. The AA MG has a 180-degree arc of fire to the front of the turret so as the turret turns so does the AA MG.

Hull MG – This machine gun is usually mounted lower on the front of the hull. The hull MG has a 45-degree arc of fire to the front, and is operated by the Radio Operator (RTO) or Loader in some cases. If the vehicle has one, it will have a "Y" in the Hull MG column.

Co-axial MG - The co-axial machine gun is mounted alongside the main gun. This is used primarily as a spotting check while the loader is

© 2005 Ed Teixeira

preparing the gun. The arc is the same as the arc of the main gun. The co-axial machine gun is usually fired by the gunner who does so by activating a footplate. If a vehicle has a co-axial machine gun it will have a "Y" in the appropriate column.
Speed – The top speed, in inches, that the vehicle may move each turn of Activation. The figure before the slash is how far the vehicle may move if it stays on a road for the entire move. The figure after the slash is the vehicle's cross-country movement rate. Example – The Russian JS-1 can move 18" per turn spent entirely on the road or 12" if traveling cross-country. Vehicles may combine on and off road movement by prorating any distance used.
Crew- The number of crewmembers per vehicle. The number of crew in the vehicle will be in the Crew column.

NOTE ON MACHINE GUNS

Note that all vehicle-mounted machine guns are treated as Medium Machine guns in the rules unless specified otherwise.

THE LEAST YOU NEED TO KNOW

- The crew of the vehicle all have separate roles and help to determine how the vehicle will perform
- All vehicles are recruited from the appropriate Army List.
- All vehicles have a variety of factors that define them.
- The higher the Armor Rating (AR) of the vehicle the harder it is to destroy.
- Attacking a vehicle from the side, rear, top or bottom is normally easier than attacking it from the front.
- The main gun has a numeric Armor Piercing Rating (APR) with the higher numbers being better.

REPUTATION AND CREWS

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a figure's overall ability to perform his job. The Reps of crews are just like those used for infantry, with the exception that they range from three to six. Note that towed anti-tank guns work on the same principles, with the role of Tank Commander being replaced by a Leader.

FIVE MAN CREWS AND WHAT THEY DO

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

Tank Commander (TC)

- Responsible for everything the tank does, or fails to do.
- Controls the movement/positioning of the tank by giving orders to the Driver.
- Spots targets, and chooses the appropriate weapon to engage with.
- Directs Gunner on target either by giving orders to the Gunner, or taking control of the turret himself.
- Directs Bow Gunner on target by giving orders to Bow Gunner. Bow Gunner also known as the Hull machine gunner.
- Chooses type of main gun ammunition by giving orders to the Loader.
- Observes fire by watching the tracer(s) through binoculars, or an auxiliary sight, and gives corrections to bring the Gunner on target.
- Engages enemy dismounted troops, soft-skinned vehicles, lightly armored vehicles, and aircraft with the turret AA MG.
- Navigates using map and terrain association (the tank's massive ferrous metal content makes compasses useless).
- Keeps higher HQ informed via radio by giving orders to RTO.
- Calls for, and observes, artillery fire via radio.
- Coordinates fire and maneuver with other tanks via radio or hand-and-arm signals.
- Coordinates fire and maneuver with friendly infantry via hull-mounted "tank phone"

© 2005 Ed Teixeira

"NUTS"

Tank Commander – The Tank Commander has the following roles in "NUTS!"
1 - Takes the "In Sight" check whenever targets come into view.
2 – Operates the AA machine gun when the tank is not "buttoned up" (hatch closed).
3 – Takes the "Clank" test.

Driver (DR)

- Moves and positions the tank according to the TC's orders.
- Constantly looks for intervisibility lines in preparation for moving to a hull-down position on a moment's notice.
- Unless ordered otherwise by the TC or Gunner immediately turns the front of the hull towards incoming fire and seeks a hull-down position.
- Responsible for preventive maintenance, battle damage assessment, and repair (BDAR) involving the tank's hull.
- Emplaces hasty obstacles (barbed wire and/or mines), camouflages the tank, and mans dismounted Observation Posts during long halts (w/Loader).

Driver – The Driver has the following roles in "NUTS!"
1 – Takes the "Run Over" test when wishing to go over, or though, other vehicles, or structures.
2 – Takes the "Lose Control" test if attempting a turn at over ½ speed.

Gunner (GNR)

- Engages targets with the tank's main gun, or co-axial MG, according to the TC's orders.
- Responsible for preventive maintenance and BDAR involving the tank's turret and weapons.
- Prepares range sketch cards of designated engagement area to allow for engaging targets during limited visibility conditions.
- Serves as TC in the TC's absence.

Gunner– The Gunner has the following roles in "NUTS!"
1 – Declares whether firing at the turret or hull of a vehicle and rolls on the "Place Round" table to see if a hit is scored.
2 – Rolls on the "Firing at Building" table when firing the main gun at a building.
3 – Operates the co-axial machine gun.
4 – Replaces the TC if gone or incapacitated.

Loader (LDR)

- Safes, loads, and arms the main gun according to the TC's orders.
- Emplaces hasty obstacles (barbed wire and/or mines), camouflages the tank, and mans dismounted Observation Posts during long halts (w/Driver).
- Aids Driver, Gunner, and RTO with maintenance and BDAR tasks.

Loader – The Loader has the following role in "NUTS!"
1 – Rolls on the "Loading" table immediately after the main gun has fired.

Radio Operator (RTO)

- Operates the tank's FM radios according to the TC's orders (usually just flips frequencies while the TC transmits, but may transmit actual messages if the TC is busy or incapacitated).
- Responsible for preventive maintenance and BDAR involving the tank's radios.
- Engages targets with the tank's bow gun according to the TC's orders.
- Serves as Loader in the Loader's absence.

Radio Operator– The Radio Operator has the following roles in "NUTS!"
1 – Operates the Hull machine gun.

FEWER THAN FIVE MAN CREWS

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

FOUR MAN CREWS AND WHAT THEY DO

Tank Commander – The Tank Commander has the following roles in "NUTS!"
1 - Takes the "In Sight" check whenever targets come into view.
2 – Operates the AA machine gun when the tank is not "buttoned up" (hatch closed).
3 – Takes the "Clank" test.

Driver – The Driver has the following roles in "NUTS!"
1 – Takes the "Run Over" test when wishing to go over or though other vehicles or structures.
2 – Takes the "Lose Control" test if attempting a turn at over ½ speed.

Gunner– The Gunner has the following roles in "NUTS!"
1 – Declares whether firing at the turret or hull of a vehicle and rolls on the "Place Round" table to see if a hit is scored.
2 – Rolls on the "Firing at Building" table when firing the main gun at a building.
3 – Operates the co-axial machine gun.
4 – Replaces the TC if gone or incapacitated.

Loader/Radio Operator – The Loader and Radio Operator roles are combined as follows in "NUTS!"

© 2005 Ed Teixeira

1 – Rolls on the "Loading" table when wishing to reload the main gun.
2 – Operates the Hull machine gun.

THREE MAN CREWS AND WHAT THEY DO

Tank Commander – The Tank Commander and Gunner roles are combined as follows in "NUTS!"
1 - Takes the "In Sight" check whenever targets come into view.
2 – Operates the AA machine gun when the tank is not "buttoned up" (hatch closed).
3 – Takes the "Clank" test.
4 – Declares whether firing at the turret or hull of a vehicle and rolls on the "Place Round" table to see if a hit is scored.
5 – Rolls on the "Firing at Building" table when firing the main gun at a building.
6 – Operates the co-axial machine gun.

Driver – The Driver has the following roles in "NUTS!"
1 – Takes the "Run Over" test when wishing to go over or though other vehicles or structures.
2 – Takes the "Lose Control" test if attempting a turn at over ½ speed.

Loader/Radio Operator – The Loader and Radio Operator roles are combined as follows in "NUTS!"
1 – Rolls on the "Loading" table when wishing to reload the main gun.
2 – Operates the Hull machine gun.

TWO MAN CREWS AND WHAT THEY DO

Tank Commander – The Tank Commander, Gunner, Radio Operator, and Loader roles are combined as follows in "NUTS!"
1 - Takes the "In Sight" check whenever targets come into view.
2 – Operates the AA machine gun when the tank is not "buttoned up" (hatch closed).
3 – Takes the "Clank" test.
4– Declares whether firing at the turret or hull of a vehicle and rolls on the "Place Round" table to see if a hit is scored.
5 – Rolls on the "Firing at Building" table when firing the main gun at a building.
6 – Operates the co-axial machine gun.
7 – Rolls on the "Loading" table when wishing to reload the main gun.
8 – Operates the Hull machine gun.

Driver – The Driver has the following roles in "NUTS!"
1 – Takes the "Run Over" test when wishing to go over or though other vehicles or structures.
2 – Takes the "Lose Control" test if attempting a turn at over ½ speed.

THE LEAST YOU NEED TO KNOW

- Vehicles have from 2 to 5 crewmembers.
- Each crewmember has a specific job.
- Smaller crews will result in one or more crewmember performing more than one roll and will affect the vehicles overall efficiency.

MOVEMENT

The following sections describe the movement mechanics for vehicles in "NUTS!"

BASIC MOVEMENT

A vehicle may move up to its maximum speed as specified on the appropriate list when active. Treat the vehicle as a group made up of its crew. The vehicle may be activated if the TC's Rep allows. Should the TC be absent or incapacitated the vehicle may move if the Driver's Rep allows. The distance listed before the slash is for road movement while the distance listed after the slash is for cross-country movement.

GROUPS

All Group rules previously learned in the Infantry section also apply to vehicles.

STOPPING

Vehicles may stop whenever they desire. If they wish to move after stopping during a turn they must spend 2" of movement.

Example – A M4 Sherman with 18" movement moves 10" forward and stops. It fires and decides to resume movement. This would reduce its total movement by 2" so he could move up to another 6" if he desired.

REVERSING DIRECTION

Anytime a vehicle wishes to move in reverse, it may do so at up to ¼ of the speed remaining to it that turn of Activation. The vehicle must have previously been stopped prior to moving in reverse.

TURNS

A vehicle may make as many turns as desired up to a 90-degree change of direction when active. Turns may be made whenever desired during their Activation so long as the vehicle moves forward half its body length between turns.

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

TURNING ON A "DIME"

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

© 2005 Ed Teixeira

- The tank must have previously stopped prior to turning on the spot.
- The tank may turn on the spot up to 180 degrees per Activation.

Note that there is no need for a Driving roll of any sort.

RUNNING OVER AND THROUGH THINGS

Armored vehicles may run over or through things such a buildings, trees, non-armored vehicles, etc. To do so they compare their Armor Rating (AR) to the AR or Defensive Value (DV) of the item being overrun.

If their AR is equal to or greater than the DV, roll on the "Run Over" table with the Drivers unmodified Rep.

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

Example – An AR 3 tank wanting to run through a DV 5 building, would test at –2 from the Rep of the driver.

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

DRIVER DISABLED

If the driver of a vehicle becomes disabled for any reason the vehicle will continue on its current path for 2d6 inches until it comes to a halt. If it hits something prior to halting treat it as if passing 1d6 on the "Run Over" table.

THE LEAST YOU NEED TO KNOW

- Vehicles may move up to their maximum speed when active.
- Vehicles may perform a variety of movement actions from moving in reverse to executing high-speed turns.
- It is possible to combine forward and backward movement in the same phase.
- It is possible for armored vehicles to run over or through buildings.

FIRING

Firing machine guns from a vehicle is handled normally on the Ranged To Hit Table, while firing the main anti-tank gun is handled as follows.

FIRING THE MAIN GUN

The TC, or Leader in the case of a towed anti-tank weapon, spots the target and, subject to the "In Sight" test, will tell the Gunner where to fire. Alternately, having failed the "In Sight" test and lived to tell about it, the TC may order the Gunner to fire next Activation at a target that is already in sight. *The tank must be stopped in order to fire*. The Gunner may immediately fire if the gun is loaded and ready to go.

Prior to firing the gun, the Gunner must nominate the target. In addition he must specify whether aiming at the turret or hull if appropriate.

Next roll 2d6 versus the Rep of the Gunner and check the table below. This determines if the Gunner hit the spot he was aiming for, hit another portion of the target, or missed the target completely.

Once a hit has been made and the round placed roll 2d6 versus the difference in value of the Armor Piercing Rating and the Armor Rating of the target. Keep in mind that turret hits will increase the AR of the target by 1 point.

- Hits that cannot penetrate will cause a "Clank" test instead.

Example – Panther 512 is firing at the T-34. The Gunner nominates the hull as the target and rolls 2d6 versus his Rep. He scores a 1 and 2 for a result of pass 2d6 and scores a hit on the hull.

The APR of the Panther's main gun is a 7 while the T-34 frontal Armor rating is a 5. The difference is 2. The German player rolls 2d6 and scores a 1 and 5 or a result of pass 1d6. The vehicle is disabled and each crewmember rolls 1d6 versus the penetration difference or 2 in this case. The four crewmembers each roll 1d6 with the driver and loader scoring less than the difference (they are dead) and the tank commander and gunner scoring higher (they bail out.)

SPECIAL OVERKILL RULE

When penetrating a target and scoring a result of pass 2d6, and either 5,5 or 6,6 is rolled, this means the round went right through the vehicle. Roll 1d6 per crewmember with highest score being hit and killed.

Example – A JSU-122 with a main gun APR of 9 hits a German PzKw IV H in the side with an AR of 3. The Russian rolls 2d6 on the "Penetration" table and scores a 5 and 5 or pass2d6. Due to the Special Overkill rule, the round passes through the tank killing only one crewmember, whomever rolls the highest d6.

"HANDS OF FATE" FIRING

There may come a time where the odds are deemed to be so hopeless that the tanker will try anything and trust to fate that it works. Examples of this would be firing the tank while on the move or firing at a target that normally cannot be penetrated. If the player desires to do one of these he most certainly can and there is a chance of success. This is called the "hands of fate" shot. *Anytime a player scores "snake eyes" or 1,1 on the "Place Round" dice roll when there is no chance to penetrate this will occur.* When this occurs he is allowed to roll on the "Penetration" table vs. a Penetration Value of "1".

Example – A Stuart tank with a main gun of 5 confronts a Panther with frontal armor of 7. The Stuart could not normally hurt the Panther but

© 2005 Ed Teixeira

desperate times call for desperate measures and the US player declares his intent to try a "Hands of Fate" shot. He rolls 2d6 hoping for double ones (a 1:36 chance of success) and rolls 1,1! He is now allowed to roll on the "Penetration Table" against a Penetration Value of 1. He rolls 2d6 and scores a "3" and "4". "Clank" and the Panther returns fire. Let's draw a close to this little scenario…

LOADING THE MAIN GUN

The loader is responsible for clearing the gun and reloading it. The gun is always loaded at the start of the battle unless specified otherwise. When a gun is fired the loader must immediately roll on the "Loading" table unless there is no loader in place. In which case the gun may only be loaded when the loader arrives in place.

Example – A PzKw IV H has lost its loader. It is not active so cannot reload. The next turn of Activation the RTO moves to the loader position and rolls on the "Loading" table to see if the round will be reloaded.

To load the gun, roll 2d6 versus the Rep of the loader and compare to the Loading table.

IS IT ARMOR PIERCING OR HIGH EXPLOSIVE?

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

Should there be a need to change the type of shell loaded, either the gun must be fired and reloaded as normal, or the Loader may take a "LOADING" test. Success indicates the desired ammunition has been loaded.

Should a gunner score a hit on an armored vehicle while firing an HE round, count an APW of 1 when determining the effect of the hit.

Note that not every gun is capable of firing HE ammunition. Those guns are noted on the Army Lists in Part 2 - Campaigning "NUTS!"

A simple way to note what type of round is loaded is to place a copper coin by any gun loaded with AP and silver one by any gun loaded with HE. I prefer to designate a pocket for this instead…makes it a bit more interesting for the enemy!

ANTI-TANK GUNS

Typically towed anti-tank guns have more crewmembers and have better loading conditions than those inside vehicles. Because of this you will notice that an anti-tank gun will be able to reload faster than a vehicle. This rapid reloading does not apply to self-propelled (SP) anti-tank guns.

TWO LOADERS

Some guns require 2 loaders. In these cases each loader rolls individually counting the worse result. Example – First loader scores a pass 1d6 while the other counts a pass 2d6. The result of passing 1d6 is counted instead.

SPECIAL ANTI-TANK WEAPON FIRING PROCEDURE

Anti-tank weapons such as the Bazooka, PIAT gun, and all the Panzerfaust family of weapons will use the following, similar, procedure when firing at vehicles and buildings.

First choose the target. If firing at a tank declare whether you are trying to hit the turret or hull. When firing at a building declare the spot you are aiming for.

Next roll 2d6 versus the Rep of the shooter and check Squad Anti-Tank Fire Table. This determines if the shooter hit the spot he was aiming for, hit another portion of the target, or missed the target completely.

Once a hit has been made and the round placed roll 2d6 versus the difference in value of the Armor Piercing Rating and the Armor Rating of the target. Keep in mind that turret hits will increase the AR of the target by 1 point

- Hits that cannot penetrate will cause a "Clank" Test instead.

Example – A US Bazooka team is firing at a Panther as it rolls by. The shooter nominates the hull as the target and rolls 2d6 versus his Rep. He scores a 1 and 2 for a result of pass 2d6 and has scored a hit on the hull.

The APR of the Bazooka is a 7 while the side armor of the Panther is a 4. The difference is a 3. The US player rolls 2d6 and scores a 1 and 5 or a result of passed 1d6. The vehicle is disabled and each crewmember rolls 1d6 versus the penetration difference or 3 in this case. The five crewmembers each roll 1d6 with the driver and loader scoring less than the difference (they are dead) and the tank

© 2005 Ed Teixeira

commander, RTO, and gunner scoring higher (they bail out.)

THE LEAST YOU NEED TO KNOW

- The vehicle must be stopped to fire the main gun.
- Firing the main gun is a two-step process, declaring the target and rolling to place the round on target.
- Not all main guns can penetrate all armor ratings and this can result in a Clank test instead.
- It is possible to achieve a "miracle" shot and disable or destroy an otherwise invulnerable target.
- The loader must test to reload the main gun immediately after it has been fired.
- Towed anti-tank guns are easier to load than vehicle mounted main guns.

CREW SMALLARMS

Crews that abandon or leave their vehicle will either have a pistol (1-4) or SMG (5-6). They can perform as a regular infantryman but at –1 to their Rep at all times.

APW VERSUS PERSONNEL

When using an APW versus personnel, count its Impact as 4 or its APR, whichever is higher. Vehicular main guns firing HE use a 5" blast-effects circle similar to that of a grenade. Vehicular main guns marked with an asterisk (*), lack HE ammunition and may only be fired at a single personnel target with no blast effects circle.

ATTACKING VEHICLES

Infantry may choose to close assault a vehicle with either a Satchel Charge or "Molotov Cocktail". To do so the player declares which figure or figures are attempting to attack the vehicle and which side he is attacking.

They must then take a "Wanting to Charge" check, and the target an "In Sight" check *not* a "Being Charged" check. This is the normal infantry reaction test and not the armored "In Sight" test. The Tank commander takes the test

When the attackers come into contact with their target they roll 2d6 and compare to their Rep. Check the result on the Who Wants to Be a Hero Table.

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

The TC is in the hatch and takes an "In Sight" test. He passes 1d6 and immediately opens fire with the AA machine gun. In addition, *any other members of the tank crew manning other machine guns may test to fire as well!* He scores a miss and Boris takes a "Received Fire" test and keeps going.

He contacts the tank and rolls 2d6 versus his Rep. He scores a result of pass 2d6 and the Satchel Charge is successfully placed under the oncoming tank and the AR of 1 is used. The difference is 4 and Boris rolls 2d6 for his attack. A 3 and 4 is scored, 2d6 is passed and the Panther is blown up.

Note that the under armor of a vehicle is used if it is attacked successfully from the front or rear. In addition, it is possible to move, throw the device, and continue the move.

DAMAGE VERSUS PENETRATION

If a shooter does not have an APW it is still possible to damage an AR 0 vehicle if armed with a light, medium, or heavy machine gun. To do so, just carry out the attack as normal. If the result is a Hit on a score of 10 or higher, then roll 1d6 and add it to the Impact of the weapon firing. If the total is 7 or higher the vehicle is disabled and the driver the must now roll versus his Rep on the Losing Control Table.

THE LEAST YOU NEED TO KNOW

- Crews that abandon vehicles may not return to them until after the fight is over.
- Infantry can attack vehicles with Satchel Charges or "Molotov Cocktails".
- It is possible to damage AR 0 vehicles without an APW.

REACTION TESTS

Reaction tests are taken by the Tank Commander, or his replacement if he is incapacitated, and in the following circumstances.

"IN SIGHT" TEST

Anytime an enemy starts "out of sight" and comes "into sight" use the "In Sight" check. This may result in BOTH sides taking the test simultaneously. It is also taken when a tank comes into view of a building for the first time and wishes to fire at it. If there are enemies in the building then they will test for "In Sight" as well.

Example – Panther 512 clears a hedgerow and sees a farmhouse for the first time. The German player announces that he will take the "In Sight" test to fire at the building even though he doesn't know if there are enemy inside.

"CLANK TEST"

Whenever a tank is fired on and not penetrated the Tank Commander must take the "Clank" test.

Note that "Retire" means the tank will move directly away from the fire into a position that provides complete cover so as not to be seen by the firing unit.

UNDERGUNNED

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

© 2005 Ed Teixeira

If the Armor Rating (AR) of the target is higher than the Armor Piercing Rating (APR) of your weapon (i.e. you cannot penetrate the enemy's armor) then you are "Undergunned". This can change dependent upon the situation. However, in this case you may choose to fire anyway using the "Hands of Fate" firing rule. However, if forced to retire due to a reaction test then you must.

Example – The Russian T-34 has a main gun APR of 6 while the Panther it is facing head on has an AR of 7. The T-34 cannot penetrate the Panther head on but as it is active decides to try a desperation "Hands of Fate" shot. It does not roll 1,1 but still causes a "Clank" test. The Panther fires back causing the T-34 to take a Clank test and he passes 2d6.

Even though the T-34 has reloaded he must retire. Next turn the T-34 moves to the side of the Panther where its main gun APR of 6 can penetrate the AR of the Panthers side (4) so does not count as "Undergunned".

THE LEAST YOU NEED TO KNOW

- The Tank Commander is responsible for taking the In Sight and Clank test.
- Undergunning occurs when the APR of the weapon cannot penetrate the AR of the target.
- Undergunning can change when firing at a different facing of the same target.

BUILDINGS

Buildings are classified by their Defensive value (DV) as listed below:

- Typical frame structure – Made of wood or lightweight materials providing a DV of 1
- Sandbagged position – Single row of sandbags equal to a DV 1. Multiple sandbag thick positions would be DV 2.
- Masonry buildings – Brick type house or structure providing a DV of 2.
- Concrete – These structures have a DV of 4.
- Reinforced concrete/steel structure – Typical bunker with DV of 6.

BUILDING AREAS

In addition to their DV, each building is also rated as having of one or more "areas". Model buildings (and real ones too!) come in many shapes and sizes. For game purposes we need to divide buildings into "areas" of roughly 6" x 6". "Roughly" because if your building is 6" x 8" or even 8" x 8" there is no need to call it more than one area. Additional floors beyond the ground floor areas will also count as additional areas.

As noted on the "Penetration Results" table, a hit can have a catastrophic effect on a building area. If an area that collapses has another area above it roll 1d6 for that upper area. On a roll of 1-3 the upper section collapses as well. On a 4-6 it does not.

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

FIRING AT BUILDINGS

The Tank Commander spots the target and subject to the "In Sight" test will either tell the Gunner where to fire immediately or have to wait until next Activation. The Gunner may immediately fire if the gun is loaded and ready to fire. Prior to firing the gun the Gunner must nominate the target spot.

Next roll 2d6 versus the modified Rep of the Gunner and check the Firing at Buildings Table. This determines if the Gunner hit the spot he was aiming for, hit another portion of the target, or missed the target completely.

After a hit has been made resolve the damage as normal consulting the Penetration Table.

INTRODUCTORY COMBINED ARMS ENCOUNTER

Here's a simple Mission that should help you to familiarize yourself with the total rules for infantry and armor. For the sake of simplicity we will not reference Attributes in the introductory scenarios.

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

Leader -NCO (you) Rep 5 Large Caliber SMG
Jr NCO (Addison) – Rep 5 Selective Fire Medium Caliber Carbine
BAR (Buchanan) Rep 5 BAR
BAR (Costas) Rep 5 BAR
Rifleman (Di Maggio) Rep 5 Semi-Auto Rifle
Rifleman (Edwards) Rep 4 Semi-Auto Rifle
Rifleman (Frizetti) Rep 4 Semi-Auto Rifle
Rifleman (Gordon) Rep 4 Semi-Auto Rifle
Rifleman (Higheagle) Rep 3 Semi-Auto Rifle
Rifleman (Issacs) Rep 3 Semi-Auto Rifle

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

M10 "Battling Betty"

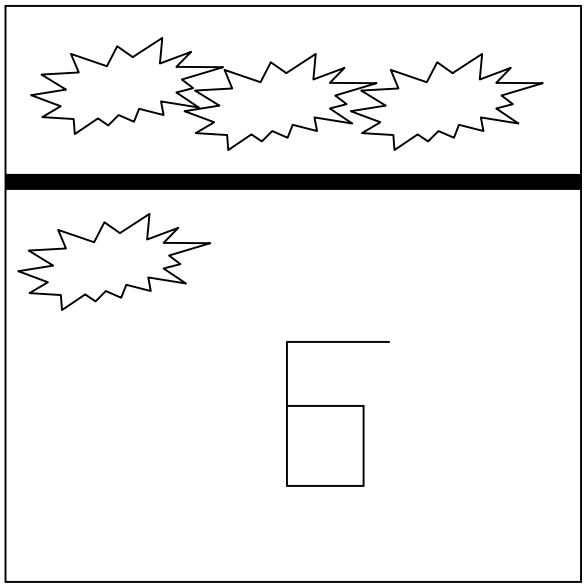
TC (Jenks) Rep 4
Driver (Kowolski) Rep 3
Gunner (Laboeux) Rep 4
Loader (Martinez) Rep 4
RTO (Nussman) Rep 3

Here's what the area looks like. We have deliberately used the same terrain lay out from the introductory infantry encounter so you can spend

© 2005 Ed Teixeira

less time setting up terrain and more time playing the game.

NORTH



It's a 3'x3' board. A road runs from west to East, 12"in from the North. The whole area between the road and north edge is wooded, reducing movement by ½ speed and counting as cover. Those at the edge can look out while visibility within the woods is reduced to 6".

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

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

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

Draw three playing cards and place them face down on the East table edge. Roughly divide the table edge into 6 equal parts, numbered 1-6 from North to South. Roll 1d6 for each card and place it face up in the corresponding section of the East table edge. Consult the following table and replace the card with German force listed.

GERMAN FORCES TABLE

A = Barrage!
K = PzKw VI E Tiger 1
Q = PzKw V Panther
J = PzKw IV H
10 = PzKw II L Lynx
9 = SdKfz 251 with 2 man Panzerfaust Team
8 = SdKfz 251 with 2 man LMG Team
7 = SdKfz 251 with 2 man LMG Team
6 = SdKfz 251 with 4+d6 infantry w/MG-42 + Panzerfaust
5 = SdKfz 251 with 4+d6 infantry w/MG-42
4 = SdKfz 251 with 4+d6 infantry w/MG-42
3 = SdKfz 251
2 = SdKfz 251

BARRAGE!

The enemy assault begins with a thunderous artillery barrage. Roll 1d6 vs. the Rep of each friendly figure on the board at game start:

2 ARTILLERY BARRAGE EFFECTS

2d6 vs. Rep

Figures in cover or open topped AFV's +1 to Rep

Pass 2d6
- No Effect

Pass 1d6
- Starts game in Duck Back

Pass 0d6
- The casualty is badly wounded, and "out of the fight" due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

- The crew of the M10 will count their Rep +1 when testing for barrage affect.
- Roll 2d6 for the M10 itself. On a result of 2, treat the vehicle as if it had been hit on its top surface by a weapon with an APR of 1.

GERMAN TROOPS

For simplicity:
- All German troops are Rep 4
- Infantry are armed with Medium Caliber SMG's
- Each group of 4+d6 Infantry has one NCO leader, and one Jr NCO

Alternately roll 1d6 for the Rep of each German figure:
- 1 = Rep 3
- 2-4 = Rep 4
- 5-6 = Rep 5

VICTORY

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

PART TWO – CAMPAIGNING "NUTS!"

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

© 2005 Ed Teixeira

HISTORICAL TIMELINE

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

1944

- 1/6/1944 – The Red Army advances into Poland.
- 1/22/1944 - Allied forces land in southern Europe at Anzio, Italy
- 1/27/1944 - Red Army breaks 900-day siege of Leningrad
- 2/16/1944 - German 14th Army counter-attacks at Anzio.
- 4/8/1944 - Red Army begins offensive in the Crimea.
- 5/9/1944 - Soviet troops recapture Sevastopol, leading city in the Crimea. German forces in the Crimea surrender three days later.
- 6/5/1944 - Allied forces enter Rome
- 6/6/1944- D-Day: invasion of Europe begins with Allied landings at Normandy and opening of "second front".
- 6/22/1944 - Red Army begins massive summer offensive
- 6/27/1944 - American forces liberate Cherbourg
- 7/3/1944 - Soviet forces recapture Minsk
- 7/9/1944 - Allied troops liberate Caen
- 7/18/1944 - American troops liberate St Lô
- 7/25-30/1944 - "Operation Cobra" - Allied forces breakout of Normandy beachhead.
- 7/28/1944 - Red Army recaptures Brest-Litovsk
- 8/15/1944 - Allies invade Southern France
- 8/19-20/1944 - Soviet forces invade Romania. Romania capitulates three days later.
- 8/25/1944 – Allies liberate Paris.
- 8/31/1944 - Red Army takes Bucharest
- 9/3/1944 – Allies liberate Brussels
- 9/4/1944 – Allies liberate Antwerp
- 9/13/1944 - American troops reach the Siegfried Line in western Germany
- 9/26/1944 - Red Army occupies Estonia
- 10/2/1944 - Allies advance into Germany
- 10/14/1944 - British liberate Athens;
- 10/20/1944 - Belgrade, Yugoslavia falls to Red Army.
- 12/16/1944 - German Army launches "Battle of the Bulge" offensive on the Western Front

1945

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

TIME IN THE CAMPAIGN

The campaign starts in January '44 and is played in bi-monthly turns. Each month has two parts, an early part and a late part roughly corresponding to two-week periods. Example – The first campaign turn is early January while the second is late January.

WHERE THE BATTLES TAKE PLACE

The front on which the battles take place will determine the forces involved. Any battles between Russian and Germans forces will take place on the Eastern Front. Battles between the Western Allies (US and British forces) take place first in Italy for the first six months, then Western Europe for the last six months. For simplicity this is called the Western Front.

Players must use the correct Army Lists for the nation they wish to play.

SETTING UP THE BATTLE

"NUTS!" can take place in any locale from the bombed out cities of Europe to the dense jungles of the Pacific. The choice of location is up to you.

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

SELECTION OF BATTLEFIELD TERRAIN

Terrain is selected and placed in accordance with the Mission being played. There are three basic types of terrain.

Open

- The area is dotted with from zero (1 - 3) to one (4 - 6) terrain features per square foot of table.

Broken

- Denser than open, this terrain has between one (1-3) and two (4-6) terrain features per square foot of table.

Rugged

- This area is inundated with trees, rocks, thickets, and/or other movement and vision restricting features. There must be at least 2 terrain features per square foot of table.

TERRAIN FEATURES AND SCENERY

This section describes terrain and what effect it may have on figures. For ideas on terrain and buildings, I suggest viewing movies of the appropriate genre.

Each terrain piece should be represented by a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be clearly marked. It is easy to use a piece of felt or string for this purpose. Upon or within these can be laid out trees, rocks, scrub, etc. with the edge of the felt or string outlining the terrain boundaries.

The types of terrain are as follows:

© 2005 Ed Teixeira

- **"No effect" scrubs** – Low lying bushes that provide concealment but do not hinder movement.
- **Thick Hedgerows** – Common in parts of Europe these hedgerows will provide concealment but not cover. Movement through them by infantry is at half speed.
- **Impassable rock formations** - Base of inaccessible mountains or sheer cliff side. Movement not allowed.
- **Rough terrain or wooded area** – Movement reduced to half speed through area. Visibility is also reduced when inside. To 12" in day and 6" at night. Provides both concealment and cover.
- **Definite road** – Anything from an asphalt highway to a dirt road. Allows full movement for vehicles.
- **Built up urban areas –** Cities and towns. These would be dense areas of buildings with streets usually 12" or more wide. Entering and exiting buildings reduces movement. Buildings grant both concealment and cover. In addition to these built up areas, there may be smaller pockets of buildings clustered together, or in some cases only one standing alone.
- **River -** This terrain feature must be at least 6" wide and may be up to 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at a "free" lake of no more than 24" x 24", or a shoreline of an ocean or bay.
- After placing a river, roll 1d6. On a roll of 1 the river is not fordable and a bridge must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length.
- Fording is performed as follows:
- The figure must stop at the river's edge and forfeits any remaining movement.
- Next turn, the figure moves to the opposite edge and stops inside the river.
- On subsequent turns, the figure moves out of the river at the normal rate.
- Figures in rivers are considered "downhill" of others on the river's bank.

THE LEAST YOU NEED TO KNOW

- "NUTS!" can be used to recreate battles either on the Eastern Front, which saw the Red Army (Russians) versus the Germans and their allies, and also the Western Front where the Germans faced the Western Allied forces led by the Britain and the US.
- The campaign year starts in 1944 and extends to the end of the Battle of the Bulge offensive in January '45.
- Terrain features can affect shooting and movement.

MISSIONS

The campaign in "NUTS!" revolves around how your squad or platoon carries out their Missions. The Missions are interlocking and the results of one can affect the results of the next.

SQUAD ACTIONS

In these actions the squad operates independently. There are a variety of Missions and each has its own specific objective. Here they are.

- Recon or reconnaissance patrol.
- Perimeter patrol.
- Fight
- Raid.

DETERMINING THE MISSION

Each campaign turn (remember there are two each month) roll 2d6 versus the Rep of the squad Leader and consult the table below:

2 **MISSION TABLE**

Pass 2d6:
- Mission.

Pass 1d6:
- No Mission but +1 to Leader Rep for next Mission check.

Pass 0d6:
- No Mission.

Any result where the player passes 2d6 and "doubles" are rolled will result in a Large Action. Otherwise the squad will be involved in a Squad Action. Use the tables below for Squad Action battles.

Next consult the tables below to determine what type of Mission it will be. Roll 2d6 against the appropriate army and "Front 1944" Mission Tables to determine the Mission.

2 **EASTERN FRONT 1944**

#	German	Russian
2	Perimeter	Recon
3	Fight*	Fight
4	Recon	Perimeter
5	Fight	Recon
6	Fight	Fight
7	Fight	Recon
8	Recon	Fight
9	Fight	Fight
10	Raid.	Fight
11	Fight	Fight
12	Fight	Raid

* Denotes "Fighting Patrol"

© 2005 Ed Teixeira

2 **WESTERN FRONT (ITALY)**

#	German	Allies
2	Perimeter	Recon
3	Fight	Fight
4	Fight	Perimeter
5	Fight	Perimeter
6	Perimeter	Fight
7	Fight	Recon
8	Recon	Recon
9	Fight	Fight
10	Raid.	Fight
11	Fight	Raid
12	Fight	Fight

2 **WESTERN FRONT (later)**

#	German	Allies
2	Perimeter	Recon
3	Fight	Fight
4	Fight	Perimeter
5	Perimeter	Recon
6	Fight	Fight
7	Fight	Recon
8	Fight	Fight
9	Perimeter	Raid
10	Recon	Fight
11	Fight	Fight
12	Fight	Raid

Note that the Mission is rolled for one side only. Example – I'm playing a US Paratrooper squad in the Western Front (later) and roll a 7. My Mission is "Recon".

RECONNAISSANCE PATROL

MISSION:

- Your squad has been assigned to scout out the area to your front. You are to gain information on the terrain features, such as woods, hills, and especially any built up areas, whether houses or towns. In addition information on any enemy forces and their activity should be gathered.

GOAL:

- To accomplish this Mission you must get a Scout or NCO to the middle of the far table edge and remain there for three turns before returning and exiting from your table edge.

FORCES:

- You are allowed one squad.
- If playing against another player they are allowed one squad of as well.
- If playing solo/same side they are allowed one squad of infantry.

TERRAIN:

- Terrain is "Broken" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

DEPLOYMENT:

- You enter the board from anywhere on the table edge closest to you (near table edge) on your first Activation.
- If playing against another player he may set up anywhere within 24" from the far table edge and cannot not start in LOS of the near table edge.
- If playing solo/same side enemy forces are discovered via the "Contact Table" below.

2 **CONTACT TABLE**

Rolled versus the "Support level of the enemy

Pass 2d6

- Contact! Enemy unit found and considered to be hidden. Roll appropriate In Sight checks.

Pass 1d6

- Contact! Enemy unit found but not hidden. Roll appropriate In Sight checks.

Pass 0d6

- No contact!

Contact can only occur when a figure or figures comes into LOS of a terrain feature or building. Example – The US 1st squad enters the board on turn one. On turn three it comes into LOS of a farmhouse. The US player rolls 2d6 versus the level of Support of the enemy. In this case it is a 3. He scores a 3 and a 5, passing 1d6. Something is in the house and a card is drawn from the appropriate Reinforcement table. The unit is then placed in the house but they are not hidden.

PERIMETER PATROL

MISSION:

- Your squad is charged with providing an early warning of enemy activity and to prevent any enemy infiltration.

GOAL:

- To accomplish this Mission you must not allow any enemy to exit the near edge of the board. If faced with overwhelming numbers the player may exit the nearest table edge.

FORCES:

- You are allowed one squad.
- If playing against another player they are allowed one squad as well.
- If playing solo/same side they are allowed one squad of infantry.

© 2005 Ed Teixeira

TERRAIN:

- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

DEPLOYMENT:

- You may set up anywhere up to two feet from the near table edge. You can deploy within LOS of the far table edge, as that is the direction any enemy forces will arrive from.
- If playing against another player he is allowed to enter anywhere along the far table edge and is immediately subject to an "In Sight" test as soon as they enter the board.
- If playing solo/same side then enemy forces are subject to the "Opening Moves" section later in the book.

FIGHTING PATROL

MISSION:

- You are to move out to the center of the table and prevent any enemy patrols from entering your half of the table.

GOAL:

- To accomplish this Mission you must not allow any enemy to remain in the center part of your half of the table at the end of the battle.

FORCES:

- You are allowed one squad.
- If playing against another player they are allowed one squad as well.
- If playing solo/same side they are allowed one squad of infantry.

TERRAIN:

- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

DEPLOYMENT:

- You may set up anywhere up to the center of the table. You can deploy within LOS of the far table edge, as that is the direction any enemy forces will arrive from.
- If playing against another player he is allowed to enter anywhere along the far table edge and is immediately subject to an "In Sight" test as soon as they enter the board.
- If playing solo/same side then enemy forces are subject to the "Opening Moves" section later in the book.

RAID

MISSION:

- Your squad is to capture one or more enemy soldiers.

GOAL:

- To do so you must either get them to surrender* or take one via combat. The prisoner must then be taken off of the near table edge with all appropriate movement rules applying.
- *Soldiers will surrender if they are forced to Hunker Down and are confronted by an armed enemy within 6" and in sight.

FORCES:

- You are allowed one squad.
- If playing against another player they are allowed one squad as well.
- If playing solo/same side they are allowed one squad of infantry.

TERRAIN:

- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

DEPLOYMENT:

- You enter the board from anywhere on the table edge closest to you (near table edge) on your first Activation.
- If playing against another player he may set up anywhere within 24" from the far table edge and cannot not start in LOS of the near table edge.
- If playing solo/same side enemy forces are discovered via the "Contact Table" found in the Recon Mission section previously.

DETERMINING LEVEL OF SUPPORT

To determine the level of "Support" roll 2d6 and count the lower number. If the Mission takes place in a built up urban area then add 1 to the final score. Example – Dodger is playing the US side and is on a Recon Mission into a city. He rolls 2d6 and scores a three and a two. The two is the lower number and because it is an urban setting he adds one so his level of activity is a three (2+1).

On the other side Jim Bob Joe is playing the Germans. He also rolls 2d6 to determine the level of "Support". He scores a one and a three. Adding a +1 for the urban setting his level of "Support" is a two.

In gaming terms with the US "Support" higher (3 vs. 2) he can expect more reinforcements.

Note that the level of "Support" will often be different for each side.

© 2005 Ed Teixeira

LARGE ACTIONS

In these Missions the squad is part of a larger force such as a Platoon or Company. Large Actions are divided into either Attack or Defend Missions.

ATTACK

MISSION:

- An Attack Mission has a clearly defined objective that measures the success of the Mission.

GOAL:

- The attackers are to clear the area of enemy forces, and occupy it by the end of the battle.

FORCES:

- See "Generating Enemy Forces".

TERRAIN:

- Terrain is "Any" but must include at least one built up urban area
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

DEPLOYMENT:

- You enter the board from anywhere on the table edge closest to you (near table edge) on your first Activation.
- If playing against another player he may set up anywhere up to the center of the board, in cover or buildings, but cannot not start in LOS of the center of the near table edge.
- If playing solo/same side see "Generating Enemy Forces".

DEFEND

MISSION:

- A Defend Mission has a clearly defined objective that measures the success of the Mission.

GOAL:

- The Defender must occupy a specified area r objective free of enemy units until battle's end.

FORCES:

- See "Generating Enemy Forces".

TERRAIN:

- Terrain is "Any" but must include at least one built up urban area
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

DEPLOYMENT:

- You may set up anywhere up to two feet from the near table edge. You can deploy within LOS of the far table edge, as that is the direction any enemy forces will arrive from.
- If playing against another player he is allowed to enter anywhere along the far table edge and is immediately subject to an "In Sight" test as soon as they enter the board.
- If playing solo/same side then enemy forces are subject to the "Opening Moves" section later in the book.

LARGE ACTION SUPPORT AND ASSETS

Large Action Missions have more Assets and Reinforcements allocated to them. They have a minimum Support Level for their force of a "4" and start with a Reinforcement Card no lower than "10" which is explained later. Example – Jim Bob Joe pulls a "7" for his Reinforcement Card. Because this is a Large Action it is treated as a "10".

GENERATING ENEMY FORCES

When playing Squad Actions each side begins the game with one squad each. In Large Actions both sides will have additional forces at the start. If playing against another player then each side chooses their force.

When playing solo/same side then follow the procedure below.

1 – Pull 1 card for each point of "Support" the enemy has. If the non-player side is attacking a built up urban area then double this amount.
2 – Trade these cards into identical ones of the same color.
3 – For each card add two of the opposite color.
4 – Break the table into 6 different sections. Assign any structure or other cover such as woods or urban area two pips instead of one.
5 – Roll 1d6 to determine where the cards will go.
6 – Roll 1d6 to determine number of cards to be placed.
7 – Repeat until all cards have been used up.
8 – Begin game as usual conducting any In Sight tests upon first Activation.

Example –

It is determined that the German Level of Support is 3. I draw three cards from the German Reinforcements Table. They are a Jack of Hearts, a 7 of Spades, and a 4 of Clubs. This results in a tank, a LMG team, and one squad.

I next turn the Jack of Hearts into a Spade so all three of the cards are black. I then add six red cards, two for each unit. I shuffle the nine cards and place them down on the table.

Next I section off the table into 6 sections. There is a house and small woods on the table. I assign the house the 1 and 2, the woods a 3 and 4 and the 5 and 6 go to open areas.

Next I roll 1d6 and score a 3 and draw three cards. I roll again and score a 4. I take the three cards and place them in the woods.

© 2005 Ed Teixeira

Next I roll 1d6 and score a 2 and draw two cards. I roll again and score a 1. I take the two cards and place them in the house.

Next I roll 1d6 and score a 6 and I draw the last 4 cards. I roll again and score a 5 and place them in the open area.

I roll Activation dice and the Germans go first. Any cards that are In Sight of an enemy are revealed and units deployed. In this case the last four cards drawn are In Sight of a Russian tank.

I flip the cards over and find a tank, a LMG team and two worthless red cards. The tanks and LMG team take In Sight tests

OPENING MOVES FOR LARGE ACTIONS

Next we need to determine the opening moves for the attacking force when playing a Large Action. This may either be you, another player, or enemy forces run by the rules. Roll 2d6 and consult the following chart to determine where to deploy the attacking force:

2	OPENING MOVES
2 = Barrage!	
3 = Outflanked! Left.	
4 -10 = Frontal Assault!	
11 = Outflanked! Right.	
12 = Overrun!	

Opening Move Results:

Barrage!

- Attack begins with a barrage. If playing a Large Action then HQ has authorized an artillery barrage or perhaps carpet-bombing instead. Roll 2d6 vs. the Rep of each figure on the board at game start using the Artillery Barrage Effects table:

2	ARTILLERY BARRAGE EFFECTS
2d6 vs. Rep	
Figures in cover or open topped AFV's +1 to Rep	
Pass 2d6	
• No Effect	
Pass 1d6	
• Starts game in Duck Back	
Pass 0d6	
• The casualty is badly wounded, and "out of the fight" due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!	

- In addition each vehicle on the table is subject to a Hands of Fate attack. On a roll of "2" any vehicle with a top AR of less than 2 is destroyed, while those with an AR of 2 or higher is disabled.
- Having worked out the affects of the bombardment, play now proceeds with a Frontal Assault!

Outflanked!

- (Left or Right): An upper echelon foul up has resulted in the line being penetrated!
- The attacking force will deploy on the table edge to the left or right of the defender as denoted after "Outflanked!" This table edge now becomes the enemy's table edge for all purposes.

Frontal Assault!

- The attacking force advances from the expected direction.

Overrun!

- Well ain't this just typical? Enemy forces have successfully bypassed or destroyed a neighboring unit and advanced elements of the assault are now approaching from behind your lines! You'd think someone would have told you. Chalk it up to SNAFU. The friendly table edge is now the enemy table edge. In turn your friendly board edges are now to your left and right. If you are lucky enough to get reinforcements roll a d6 to determine which friendly table edge they arrive from. An odd result means "left" and an even result means "right".

REINFORCEMENTS

In this section you will be introduced to the other weapons that are available at higher levels of command. By using this section you can watch your battles escalate into larger engagements on their own. Naturally you can choose to use or not use this section and still have an enjoyable game.

HQ SECTION AND PLATOON/COMPANY ASSETS

Each player starts as a squad Leader. The squad is composed of five to fifteen men depending upon the nation that you choose. The squad organization is located in the part called CAMPAIGNING "NUTS!"

Each squad has other resources or assets that can be sent to support the squad in its Mission. These take the form of other squads that are in their platoon, or other items such as anti-tank weapons. These assets are either assigned to their Platoon or their Company HQ. The assets are determined in advance based on the country of origin, but are doled out at random.

REINFORCEMENTS

Assets arrive on the battlefield as reinforcements. The number of reinforcements that you receive is in direct relationship to the level of

© 2005 Ed Teixeira

"Support" you have and the Mission that you are assigned. Here is how reinforcements arrive.

DETERMINING AVAILABLE REINFORCMENTS

In gaming, the players usually have prior knowledge of the forces that they have available, and sometimes an idea of what the enemy will have as well. This is especially true when trying to play by same side or solo. In reality all that the squad Leader could be sure was available to him were his men. In theory he had other forces and assets but these were doled out by the higher ups based on certain priorities. Sure you'd like to have a tank for support, but perhaps there are pressing issues elsewhere that need it more. And as for knowing what enemy force you'd be facing, well good luck!

To recreate this uncertainty we use "Reinforcement" tables and a common deck of cards. Look at the following table to see how many cards each side is allowed to draw prior to the battle. Note that there may be more than one player per side but this does not affect the number of cards that are drawn.

Support Level	# of Cards
5 or 6	3
3 or 4	2
1 to 2	1

After all cards are drawn, place them face down on the appropriate side of the table *without looking at them.* After this is done the players are allowed to deploy their forces based on the Mission parameters. Once this is finished the game begins.

WHEN TO CHECK FOR REINFORCEMENTS

Once shots have been fired there is a chance of reinforcements arriving.

- When the Activation dice comes up "seven" for the first time determine which side has the higher die score. That side will check for reinforcements. If the side has more than one card then he may now look at them and keep the highest card while discarding the others. This card is called the Reinforcement card.
- Replace the discarded cards into the deck and shuffle.
- Next the side draws a card from the deck. If the card drawn is equal or higher than the Reinforcement card then that side will not receive any reinforcements that turn. If the card is lower than the Reinforcement card then the side will receive reinforcements. *Note that Aces are high, and so an Ace Reinforcement card will never signal the arrival of reinforcements.*
- Look at the appropriate list and match the card drawn to determine what has arrived.
- Discard the old reinforcement card and replace it with the new one. Follow the procedure each time "seven" is rolled.

Example – Turn three of the battle has started and the Activation dice are tossed. They come up a US 4 and German 3 which totals seven so there is a chance for reinforcements. The US player has scored higher so he flips his cards over. He has a two, a ten, and a three. He keeps the higher card so the ten becomes his Reinforcement card. He replaces the two and three into the deck and shuffles it. He then draws a card. It is a Jack so there are no reinforcements available at this time.

Two turns later the Activation dice come up seven again. This time it is a German 5 and US 2. The German player flips over his one Reinforcement card and reveals a Jack. He next draws a new card and scores a ten. This is his new reinforcement card and because it is less than the original card he will receive reinforcements. Looking on the German Reinforcement Table he sees that he receives a Tank or Panzerschreck team.

GERMAN REINFORCEMENTS TABLE

K = Mortar fire (1)
Q = Tank (2)
J = Tank
10 = Tank or Panzerschreck team (3)
9 = Rest of Platoon with Panzerfaust (4)
8 = Sniper (5)
7 = LMG Team
6 = One infantry squad w/Panzerfaust
5 = One infantry squad w/Panzerfaust
4 = One infantry squad
3 = One infantry squad
2 = One infantry squad

(1) The side can call in for a Mortar Fire Mission as outlined later.
(2) Tank. When this result comes up the player will consult the appropriate Tank Availability table listed in the section immediately following.
(3) If the German player is fighting versus the Russians on what was known as the Eastern Front then he receives a tank. If fighting against the US/British forces on the Western Front then he receives a Panzerschreck team.
(4) If the German player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives a LMG team.
(5) Snipers are handled as outlined later in this section and are either Rep 4 (1-3) or Rep 5 (4-6)

RUSSIAN REINFORCEMENTS TABLE

K = Mortar fire (1)
Q = Tank (2)
J = Tank
10 = Tank
9 = Tank
8 = Tank or Engineer Squad (3)
7 = Rest of Platoon (4)
6 = Rest of Platoon
5 = Sniper (5)
4 = One infantry squad
3 = One infantry squad
2 = One infantry squad

© 2005 Ed Teixeira

(1) The side can call in for a Mortar Fire Mission as outlined later.
(2) Tank. When this result comes up the player will consult the appropriate Tank Availability Table listed in the section immediately following.
(3) If the Mission is in an urban area and there are no German tanks on the field, the Russian player receives an Engineer squad. Otherwise he will get a Tank. 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.
(4) If the Russian player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then the rest of this new Platoon will arrive.
(5) Snipers are handled as outlined later in this section and are either Rep 4 (1-3) or Rep 5 (4-6)

US REINFORCEMENTS TABLE

K = Mortar fire (1)
Q = Tank (2)
J = Tank
10 = Tank
9 = Tank
8 = Rest of Platoon with Bazooka (3)
7 = Sniper (4)
6 = One infantry squad with Bazooka
5 = One infantry squad with Bazooka
4 = One infantry squad
3 = One infantry squad
2 = One infantry squad

(1) The side can call in for a Mortar Fire Mission as outlined later.
(2) Tank. When this result comes up the player will consult the appropriate Tank Availability table listed in the section immediately following.
(3) If the US player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives another squad from another Platoon. If another result of Rest of the Platoon occurs then the rest of this new Platoon will arrive.
(4) Snipers are handled as outlined later in this section and are either Rep 4 (1-3) or Rep 5 (4-6).

BRITISH REINFORCEMENTS TABLE

K = Mortar fire (1)
Q = Tank (2)
J = Tank
10 = Tank
9 = Rest of Platoon with PIAT (3)
8 = LMG Team
7 = One infantry squad with PIAT
6 = One infantry squad with PIAT
5 = One infantry squad
4 = One infantry squad
3 = One infantry squad
2 = One infantry squad

© 2005 Ed Teixeira

(1) The side can call in for a Mortar Fire Mission as outlined later in the Opening Moves section.
(2) Tank. When this result comes up the player will consult the appropriate Tank Availability table listed in the section immediately following.
(3) If the British player has less than a full Platoon on the board then the balance of the Platoon will arrive. If his whole platoon is already on the field then he receives a LMG team.

TANK AVAILABILTY

Whenever a result of "Tank" is drawn roll 1d6. Check the Tank Availability table for your nation and find the corresponding vehicle that arrives.

Assume that in the example above the German player was facing the Russians. He would receive the tank instead of the Panzerschreck team. He rolls 1d6 and scores a three, which means he receives a StuG III.

1 GERMAN TANK AVAILABLITY 1944

1 = PzKw II L (Lynx)
2 = StuG III
3 = StuG III
4 = PzKw IV H
5 = PzKw V (Panther)
6 = *Gutte Glück* (roll on the following table)

2 GUTTE GLÜCK

(If you don't have a model for the vehicle generated on this table, use a StuG III instead)

"1-3"
2 = PzKw II L (Lynx)
3 = PzKw III L
4 = PzKw IV H
5 = PzKw V (Panther)
6 = PzKw V (Panther)
7 = PzKw IV H
8 = PzKw V (Panther)
9 = PzKw VI E (Tiger I)
10 = PzKw III J
11 = PzKw V (Panther)
12 = PzKw VI B (Tiger II)

"4-6"
2 = Nashorn
3 = PSW 234/2 (Puma)
4 = Hetzer
5 = PSW 222
6 = StuG III
7 = StuG III
8 = PSW 232 (8rad)
9 = Hetzer
10 = Marder III
11 = JgdPz IV/70 (Panzer)
12 = JgdPz V (Panther)

"NUTS"

1 **RUSSIAN TANK AVAILABILITY 1944**

1 = T-34/76
2 = T-34/76
3 = SU-76
4 = T-34/85
5 = SU-85
6 = Хорошее везение (roll on the following table)

2 **ХОРОШЕЕ ВЕЗЕНИЕ**

(If you don't have a model for the vehicle generated on this table, use a T-34/76 instead)

"1-4"
2 = M4A2 (Use M4A3 (76) stats from US list
3 = T-34/76
4 = IS/JS-2
5 = T-34/76
6 = T-34/85
7 = T-34/76
8 = T-34/85
9 = T-34/85
10 = T-34/76
11 = T-34/76
12 = M4A2 (Use M4A3 stats from US list)

"5-6"
2 = IS/JSU-152
3 = SU-76 M
4 = IS/JSU-152
5 = IS/JSU-122
6 = SU-76 M
7 = SU-76 M
8 = SU-76 M
9 = SU-85
10 = SU-100
11 = SU-122
12 = SU-152

1 **US TANK AVAILABILITY 1944**

1 = M5A1 Stuart
2 = M4 (105)
3 = M10
4 = M4A3E2
5 = M4A3E2 (76)
6 = Odd Ball (roll on the following table)

2 **ODD BALL**

(If you don't have a model for the vehicle generated on this table, use an M4A3E2 instead)

"1-5"
2 = M4A1
3 = M3A1 Stuart
4 = M5A1 Stuart
5 = M5A1 Stuart
6 = M3A1 Stuart
7 = M4A1
8 = M4A3E2 (76)
9 = M4A3E2 (76)
10 = M4A3E8
11 = M4A3E8
12 = M4A3E8

"6"
2 = M10
3 = M18 Hellcat
4 = M18 Hellcat
5 = M10
6 = M10
7 = M18 Hellcat
8 = M10
9 = M10
10 = M36 Jackson
11 = M36 Jackson
12 = M10

1 **BRITISH TANK AVAILABILITY 1944**

1 = Stuart
2 = Sherman
3 = Sherman
4 = Sherman Firefly
5 = Wolverine
6 = Lucky Dip (roll on the following table)

2 **LUCKY DIP**

(If you don't have a model for the vehicle generated on this table, use a Sherman instead)

"1-6"
2 = Sherman
3 = Sherman Firefly
4 = Stuart
5 = Sherman
6 = Sherman
7 = Sherman
8 = Wolverine
9 = Sherman Firefly
10 = Cromwell
11 = Achilles
12 = Churchill I

© 2005 Ed Teixeira

SNIPERS

If the reinforcement indicates a "Sniper" it is resolved as follows.

- Divide the table edge closest to the side receiving the sniper into six equal sections.
- Roll 1d6 and place the reinforcement card denoting the sniper in that section.
- Next move the sniper card directly across the table until it is centered across the depth of the table.
- Note which enemy figure is closest to the sniper card.
- The sniper will take one shot at this figure.
- If the sniper misses his target and does not cause a Duck Back or there are figures that can see the sniper and did not Duck Back then, remove the card and place the sniper figure on the table. The sniper must have line of sight to the figure just hit and should be placed in cover if possible. Ideally the sniper should be placed in cover as far as possible from the target while still maintaining line of sight.
- If the sniper hits his target return the card back to the section of the table it started from and repeat the procedure each time the sniper is active.

MORTAR FIRE

If the card drawn specifies "Mortar fire" then HQ has authorized a Mortar Fire Mission. The enemy unit closest to the attacker's table edge has been targeted. Roll 2d6 vs. the Rep of each figure in the unit using the Mortar Attack Effects table:

2 MORTAR ATTACK EFFECTS

2d6 vs. Rep

Figures in cover or open topped AFV's +1 to Rep

Pass 2d6

- No Effect

Pass 1d6

- Starts game in Duck Back

Pass 0d6

- The casualty is hit and rolls on the Damage Table counting an Impact of 2.

If the closest unit is a vehicle then it is subject to a Hands of Fate attack. On a roll of "2" any vehicle with a top AR of 1 or less is destroyed, while those with an AR of 2 or higher is disabled.

OPTIONAL ARMOR TROOP/PLATOON AVAILABILITY

The nations represented in "NUTS!" grouped their armored vehicles into units called platoons, or troops. Chances are that if one member of a platoon showed up, the rest of its unit wouldn't be too far behind.

As an option, once a tank has been generated, roll 1d6 each time another tank arrives:

- 1-4 = Same type as last tank to arrive*
- 5-6 = Roll on Tank Availability for type.

Players should decide whether or not to employ this option before play begins.

* UK tank troops contained a mix of vehicles. Should the first tank to arrive be a Sherman Firefly, and "Same type" is rolled for the next reinforcement, a Sherman III arrives. If the last tank to arrive is NOT a Sherman Firefly, use these results for the d6 roll:

- 1-2 = Sherman Firefly
- 3-4 = same type as last tank to arrive
- 5-6 = Roll on Tank Availability

WHERE REINFORCEMENTS DEPLOY

Once it is determined what reinforcements have arrived you next need to find out where they will deploy, or enter the board. To determine this consult the suit of the card that was drawn for reinforcements. Compare the suit to the table below:

- Diamond means arrive on left flank of front.
- Hearts means arrive on right flank of front.
- Spades and Clubs means arrive to rear of front.

Example - The German player has received a StuG III. The suit was a diamond so the assault gun will enter the board (deploy) to the left of his front. The front is defined by the imaginary line occupied by all forces from the furthermost figures on each end.

CONTINUING PLAY

Play proceeds following the regular sequence of play until all enemy units have left the table or no friendly figures remain in play.

Remember to check for reinforcement for both friends and enemies through out the game as explained under Determining Available Assets and Reinforcements

THE LEAST YOU NEED TO KNOW

- Missions make up the basis for campaigning in "NUTS!" They are divided into small and large actions.
- The better the Rep of the Leader the more Missions the squad will be sent on.
- Missions different by nationality and by which "Front" the campaign is being fought on.
- Previous Missions may generate follow up Missions.
- Assets and reinforcements represent other weapons and units that are available from higher formations such as a Company.
- Support is rated from low (1) to high (6) and plays a direct role in what reinforcements are

© 2005 Ed Teixeira

available. The suit of the card determines where reinforcements will appear.
- Each side will have a Reinforcement Card that helps determine the level reinforcement available. The higher the card the more, and better, reinforcements you can get.
- Tanks are limited to their actual availability based on the year covered in this book, 1944.

AFTER THE MISSION

In addition to gaining Reputation Points for completing a Mission there is also the chance that the Mission will trigger another one on the same battlefield. Consult the table below to determine if this is the case.

FOLLOW UP MISSIONS

A Reconnaissance or Raid patrol:
- Uncovering an enemy Support Level of 4 or higher will cause a Large Action Attack Mission the next campaign turn.

A Perimeter Patrol:
- Uncovering an enemy Support Level of 4 or higher will cause a Large Action Defend Mission the next campaign turn.

A Fighting Patrol:
- Uncovering an enemy Support Level of 4 or higher will cause a Large Action Attack Mission (1-3) or Large Action Defend Mission (4-6) the next campaign turn.

Any other result will have no effect and players should generate Missions as outlined earlier.

REPLACEMENTS

Units that lose casualties from wounds, desertion, and death may receive replacements. After each Mission roll 2d6 versus the Rep of the squad leader and refer to the table below.

2 **REPLACEMENTS**

Rolled vs. Leader's Rep

Pass 2d6
- If non-US squad is at half strength, then it will receive Rep 3 replacements to bring the squad back up to paper strength.
- If non-US squad is over half strength they receive one Rep 3 replacement.
- US squads will receive two Replacements. One will be a Rep 3 while the other will be a Rep equal to the highest passing die score rolled but never less than 3.

Pass 1d6
- US squad receives one replacement with a Rep equal to the passing die score but never less than 3.
- All others will receive none.

Pass 0d6
- German units do not receive any replacements and remain in the field.
- Others at over half strength do not receive any replacements and stay in the field.
- Others at half strength are pulled from the field for R&R. They will not go on a Mission next turn. When they return they will have received Rep 3 replacements to bring them up to full paper strength.

Once all replacements have been determined draw a card for "Attributes" as outlined earlier.

MEDALS AND MORE

In "NUTS!" your characters will sometimes perform actions above and beyond the call of duty. When this occurs, here's a simple system to see if they are rewarded or not. Each country had a Medal of Honor or comparable so for ease of play we call it a "Medal of Valor".

2 **MEDAL OF VALOR**

Rolled versus Rep of character

Pass 2d6
- Congratulations! You are awarded a Major Medal of Valor!

Pass 1d6
- Good job! You are awarded a Medal of Valor.

Pass 0d6
- You performed admirably but no one was looking.

© 2005 Ed Teixeira

What qualifies as medal worthy? That should be up to the players involved. In any case, just have fun with it!

When characters decide it is better to Run Away during the battle roll on the table below to see what the consequences of their actions were.

2 **PAY THE PIPER**

Rolled versus Rep of character

Pass 2d6
- You were able to save your skin again, and no one noticed!

Pass 1d6
- Your lackluster actions were observed, and, you were sentenced to company punishment as a result!

Pass 0d6
- Your mates, NCOs, and officers noted your cowardice! *

*** If Western allied forces** you are taken into custody and are awaiting a court martial! Roll 1d6 immediately to determine court martial result:

- 1= Sentenced to death.
- 2 thru 5 = Sentenced to military prison.
- 6 = Found not guilty of all charges and specifications! Return to duty ASAP!

*** If Soviet or Axis forces,** you are executed on the spot for your lack of guts!

THE LEAST YOU NEED TO KNOW
- Casualties can be replaced after Missions.
- Medal and punishment can be meted out as a result of actions performed during a Mission.

FINAL THOUGHTS

Here's some final thoughts and perhaps some answers to questions you may have.

WHERE'S THE POINTS?

There aren't any, it's not that kind of game. Sorry, but in real life no battles were "equal points". "NUTS!" is a pretty darn realistic game and putting a points system in it would just "cheapen" it.

So how do you determine if the fight is a fair one? It's easy, just pick your force and let your enemy pick his. Just remember to give anyone attacking a built up urban area twice as many troops as they'll need it. If you think you can beat him and he thinks he can beat you then go for it. If not then "tweak" the forces by adding and subtracting units one at a time until you both think you have a chance to win. Speaking of winning?

HOW DO YOU WIN?

Winning will take on many forms. Taking an objective such as clearing a town can mean you win. Mapping out an area of the battlefield can mean you win. Sometimes just getting you and your men off the field means you win. Winning is up to you.

And sometimes you can't win! Maybe your opponent receives a tank and you can't beg, borrow, or steal an anti-tank weapon. Live with it, it happens. Remember, it's a campaign game. Now if you play a "one up" battle and he has a tank and you forgot to get an anti-tank weapon, well that's another story.

Me? I prefer to think I'm living a story when I play and each Mission is a chapter and the whole campaign the book. If I look back at the end of the campaign and say "Hey, I had a good time and it was fun," then I won.

DESIGNER NOTES

I was dead set on not doing a World War 2 skirmish set of rules for lots of reasons. First off, I didn't feel comfortable in how things worked in that period. Organizations, weapon types, and a few other things. It seemed like it was a big headache as no matter what anyone did with his or her rules there was always someone complaining about some such thing or the other. So I figured better leave it alone as life's too short.

I like a good war movie as much as anybody else so when Saving Private Ryan came out I went and checked it out. Well, I thought it was pretty good, entertaining, and fast paced, not a bad time at all. But damn if I didn't read the complaints about this or that popping up. "This was wrong, that wasn't right" whatever. "See," I thought, " Doing a set of WW2 rules is nothing but opening the door to grief."

Then I saw Band of Brothers.

Well I'll be the first to tell you, it made an impression. Not the tanks, artillery, machine guns, and all the whiz bang weapons that they used. What made an impression was the human element of the squaddies, the Band of Brothers if you will. That's where "NUTS!" comes in.

You won't see every single weapon or vehicle in the war listed in "NUTS!" But what you will see is enough differences by category to fit any weapon you want into the system. "NUTS!" isn't so much about calibers, rate of fire, etc. as it is about the men, your men. "NUTS!" will reward good planning and punish bad tactics but often through the reactions of your men.

"NUTS!" is about how people respond in pressured situations. If you're hunkered down behind a wall it doesn't matter if it's a Bren Gun, a Lahti-Saloranta M/26, or German 7.92-mm MG MG42 throwing lead at you. All you care about is not getting your head blown off. You care if you're

© 2005 Ed Teixeira

outgunned or if you're in grenade range but these are *tactical* issues, not ballistic issues.

So that's what I tried to capture in "NUTS!" The high pressure exerted by situations on individuals during combat and how they will respond. But more so than that it's about leading your men into situations where they can succeed, not fail and subsequently die. This time I wanted to make it personal. That's why the incorporating of "Attributes". Want to go a step further? Name your figures after old friends or high school chums. The point is I wanted to recreate the chaos and confusion on a battlefield during World War II. I wanted to set the stage for heroes and ordinary guys doing heroic things. You can do that. And when one of your guys goes "hero" don't complain and say "That wouldn't happen in real life!" well it did and still does. Better to provide covering fire instead.

Like I mentioned in the beginning of the book there are a variety of wargaming types and if you're a control person then maybe "NUTS!" won't be for you. But don't be afraid to "tweak" it, as the mechanics are sound and easily adaptable. The object is to have fun.

But whatever you decide, here's hoping you'll have a good time and don't be afraid to send comments my way at the Two Hour Wargames Yahoo Group listed in the front of the book. It's a great place with great people and your comments are always welcome.

MORE FROM TWOHOUR WARGAMES

From ancient times to far future THW has a rules set for you. Visit us at:

www.twohourwargames.com

"ZOMBIES, AND GANGSTERS, AND MORE, OH MY!

CHAIN REACTION 2.0

"World War II, "Bug Hunts", Colonial Wars, Vietnam, "B" movies, and Al Capone. What do all these things have in common? Heavy firepower." It's a whole new ball game as Chain Reaction 2.0 delivers unparalleled realism.

CR 2.0 is playable with any existing figures and has excellent replay value. Includes a complete campaign system that allows the players to "link" their battles in an easy to use manner. Players may play CR 2.0 either alone, on the same side or against others.

Retail $15.00 2HW 1016

"ALL ABOUT REAL LIFE IN AN UNREAL WORLD"

ALL THINGS ZOMBIES

ATZ isn't "just another Zombie game". ATZ is "*the" Zombie game.* ATZ takes you from the beginning of the first Zombie outbreaks through the final apocalyptic time where the Zombies rule. Or will they? It's up to you! ATZ is the ultimate Zombie survival game.

ATZ is playable with any existing figures and has excellent replay value. Includes a complete campaign system that allows the players to "link" their battles in an easy to use manner. Players may play ATZ either alone, on the same side or against others.

Retail $20.00 2HW 1018

Mention you saw this ad in "NUTS!" and get an additional 10% off the purchase price when you order CR 2.0 or ATZ

© 2005 Ed Teixeira

"NUTS"

FIRST THINGS FIRST

This section will guide you through the game.

1 – Choose which army you want to play (pg 46 – 53)
2 – Choose your Star and his Attribute (pg 7)
3 – Generate your squad members (pg 8)
4 – Choose the weapons you will use from the Army Lists (pg 46 – 53) and the weapons section (pg 9)
5 – Fill out the Unit Roster Sheet (pg 54)
6 – Pick your Jr NCOs (pg 14)
7 – Choose any vehicles you may want to use from the Army Lists (pg 46 – 53)
8 – Determine the crew Reps from the Army Lists (pg 46 – 53)
9 – Fill out the Vehicle/Gun Unit Roster Sheet (pg 55)
10 – Choose the Mission you want to play (pg 33)
11 – Generate any enemy forces (pg 36)
12 – Lay out the terrain (pg 32)
13 – Determine the level of Support (pg 35)
14 – Deploy the forces (pg 34 – 36)
15 – Determine Opening Moves if playing a Large Action (pg 37)
16 – Begin the game.
17 – Determine reinforcements as needed, starting when the first shots are fired (pg 38)
18 – Check for recovery of figures after the battle is over (pg 22)
19 – Check for follow-up Missions (pg 42)
20 – Check for Medals and More (pg 42)

UNIT ORGANIZATION - Platoon

# of Squads or Sections (not HQ)

- Equals number of squads or sections NOT including HQ Squad/Section.

 # Men per Squad

- Number of men in the squad at full strength. Often called "paper strength".

Dice Generation

- Number of men actually present in the squad. This number is generated at random. Note that all nations would always keep their LMG and other special weapons intact in the squad as long as there were men to man them. This is reflected as follows:
- The first men in the squad are always the NCO, Jr NCO, and LMG'ers. The next man is the LMG assistant. Succeeding men in the squad will be the Grenade Launchers. When all of the "specialists" as listed above are accounted for the remaining men will be ordinary riflemen.

Individual Rep

- Roll 1d6 per figure in the unit. The result scored corresponds to the figures Rep.
- Reps for Tank crewmembers are in a separate chart on the Tank page. Cross-index the 1d6 die score to the Rep below.
- Remember to draw a card and consult "ATTRIBUTES" when generating men for your personal squad.

NCO

- What the NCO is armed with.

Jr NCO

- What the Jr NCO is armed with.

LMG

- How many LMG weapons and gunners there are in the squad.

 # Men w/G-Launcher

- How many Grenade Launchers there are there are in the squad or in some cases other special weapons.

 # Riflemen

- How many ordinary riflemen there are in the squad.

© 2005 Ed Teixeira

GERMANY

UNIT ORGANIZATION - Platoon	Infantry	Volks Grenadiers	Airborne	Panzer Grenadiers
# of Squads or Sections (not HQ)	**3**	**3**	**3**	**3**
# Men per Squad	10	10	11	9
Dice Generation (1)	5 + 1d6	5 + 1d6	6 + 1d6	4 + 1d6
Individual Rep*	1 = Rep 3	1 = Rep 3	1 – 2 = Rep 4	1 = Rep 3
***** **SS units always pass 2d6 when**	2 – 4 = Rep 4	2 – 4 = Rep 4	3 – 5 = Rep 5	2 – 4 = Rep 4
Taking Reaction tests.	5 – 6 = Rep 5	5 – 6 = Rep 5	6 = Rep 6	5 – 6 = Rep 5
NCO	SMG	SMG/MP44	SMG/FG42/MP44	SMG
Jr NCO	SMG	SMG/MP44	SMG/FG42/MP44	SMG
LMG	1	2	2	2
# Men w/G-Launcher	1	1	2	1
# of Riflemen	5 BA Rifle	5 BA Rifle	5 FG42	5 SMG/BA Rifle

(1) Maximum number of actual figures regardless of total rolled.

Small Arms	Range	Targets	Impact
Medium Caliber Pistol	12/24(1)	2	1
Medium Caliber MP	12/24(1)	2/3	1
Medium Caliber SMG	24	3	1
BA Rifle or Carbine	48/60(2)	1	3
SF Rifle (FG-42 etc.)	48	2/3*	3
SF Rifle (MP-44)	48	2.3*	2

(1) Range of 24" when used with a detachable stock.
(2) Range is 60" when used with a sniper scope.
* Target 3 applies only when weapon is being used on fully automatic mode.

Machine Guns	Range	Targets	Impact
LMG (MG-34/42)*	48	5/6	3
MMG (water cooled)	48	5	3
HMG	60	4	5/APW2

* MG-34's and 42's served as light, medium, and vehicle mounted MG's. They are listed here for convenience. MG-34 is Target 5. MG-42 is Target 6.

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" circle	2/APW 2
Rifle Launched Grenades	20	5" circle	2/APW 2

Anti-Tank Weapons	Range	Targets	Impact
Small Bore ATR	48	1	APW 2 (3)
Large Bore ATR	48	1/2	APW 3 (3)
Very Large Bore ATR	60	2/3	APW 4 (4)
Panzerschreck	40	1	APW 9
PanzerFaust (30-60)	3/6	1	APW 7
PanzerFaust (100-150)	10/15	1	APW 9
Anti-tank Grenade Tossed/ Launched	2/20	1" circle	APW 5

(3) Up to 24", otherwise 1 APW less.
(4) Up to 30", otherwise 1 APW less.

© 2005 Ed Teixeira

GERMANY

Vehicle	Armor	Main Gun	AA MG	Hull MG	Co-axial MG	Speed	Crew
PzKw II F	2/1	4	N	N	Y	18"/12"	3
PzKw II L (Lynx)	2/1	4	N	N	Y	18"/12"	3
PzKw III D	3	5	N	Y	Y	18"/12"	5
PzKw III E	3	5	N	Y	Y (2)	18"/12"	5
PzKw III F	3	5	N	Y	Y	18"/12"	5
PzKw III J	4/3	5	N	Y	Y	18"/12"	5
PzKw III L	5/4	5	N	Y	Y	18"/12"	5
PzKw III M	5/3	5	N	Y	Y	18"/12"	5
PzKw IV C	3/1	6	N	N	Y	18"/12"	5
PzKw IV D	3/2	6	N	Y	Y	18"/12"	5
PzKw IV E	4/3	6	N	Y	Y	18"/12"	5
PzKw IV F	4/3	6	N	Y	Y	18"/12"	5
PzKw IV H	5/3	7	Y	Y	Y	18"/12"	5
PzKw V (Panther)	7/4	8	Y	Y	Y	24"/16"	5
PzKw VI E (Tiger I)	6/5	7	Y	Y	Y	18"/12"	5
PzKw VI B (Tiger II)	8/5	9	Y	Y	Y	12"/8"	5
Marder III	2/1	7	N	N	N	18"/12"	4
StuG III	4/3	7	Y	N	N	18"/12"	4
Nashorn	3/1	9	N	N	N	18"/12"	4
Hetzer	7/2	7	Y	N	N	18"/12"	4
JgdPz IV/70 (Panzer)	7/3	8	Y	Y	N	18"/12"	4
JgdPz V (Panther)	7/4	9	N	Y	N	24"/16"	5
JgdPz VI (Tiger)	9/5	9	Y	Y	N	18"/12"	6
PzJg VI Ferdinand	8/5	9	N	N	N	18"/12"	6
PSW 234/2 (Puma)	3/1	5	N	N	Y	32"/16"	32
PSW 232 (8rad)	1	4	N	N	Y	32"/16"	32
PSW 222	1	4	N	N	Y	32"/16"	32
Truck	0	0	0	N	N	28"/14"	2
Half Track SdKfz 251	1	0	N	Y	N	33"/22"	2

Note: Top and bottom Armor Rating = side Armor Rating/2 rounded down

Gun	Penetration	Crew
Anti-Tank		
PaK 36 3.7cm	4	3
PaK 38 5cm	5	4
PaK 40 7.5cm	6	4
PaK 41/43 8.8cm	9	5
Auto Cannon		
FlaK 30 2cm	2	4
FlaKvierling 38 2cm*	2	7
FlaK 37 3.7cm	3	5

*Quad mounted 2cm AC

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

Modifiers to die roll:
+1 to die roll if SS formation.

© 2005 Ed Teixeira

USSR

UNIT ORGANIZATION - Platoon	Infantry Platoon	SMG Platoon		
# of Squads or Sections (not HQ)	4	3		
# Men per Squad	9	10		
Dice Generation (1)	4 + 1d6	5 + 1d6		
Individual Rep*	1 - 3 = Rep 3	1 - 3 = Rep 3		
***Red Guard units +3 to die roll**	5 – 5= Rep 4	5 – 5= Rep 4		
	6 = Rep 5	6 = Rep 5		
NCO	SMG	SMG		
Jr NCO	BA or SA Rifle	SMG		
LMG	1	0		
# Men w/G-Launcher	0	0		
# of Riflemen	6 BA Rifle	8 SMG		
(1) Maximum number of actual figures regardless of total rolled.				

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 or Carbine	48/60(2)	2	3

(1) Range of 24" when used with a detachable stock.
(2) Range is 60" when used with a sniper scope.

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
MMG (water cooled)	48	5	3
HMG	60	4	5/APW2

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

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

(3) Up to 24", otherwise 1 APW less.

© 2005 Ed Teixeira

USSR

Vehicle	Armor	Main Gun	AA MG	Hull MG	Co-axial MG	Speed	Crew
T-26	2/1	5	N	N	Y	12"/8"	3
BT-7	1	5	N	N	Y	18"/12"	3
T-34/76	5/4	6	N	Y	Y	24"/16"	4
T-34/85	5/4	7	N	Y	Y	24"/16"	5
KV-1*	6/5	6	N	Y	Y	18"/12"	5
KV-1 (S)	6/5	6	N	Y	Y	18"/12"	5
KV-85	6/5	7	N	Y	Y	18"/12"	4
IS/JS-1	6	7	Y	Y	Y	18"/12"	4
IS/JS-2	6	9	Y	Y	Y	18"/12"	4
IS/JS-3	9/6	9	Y	N	Y	18"/12"	4
SU-76	2/1	6	N	N	N	18"/12"	4
SU-76 M	3/1	6	N	N	N	18"/12"	4
SU-85	5/4	7	N	N	Y	24"/16"	4
SU-100	6/4	8	N	N	Y	18"/12"	4
SU-122	5/4	9	N	N	Y	24"/16"	5
SU-152	5/4	9	N	N	Y	18"/12"	5
IS/JSU-122	7/6	9	N	N	Y	18"/12"	5
IS/JSU-152	7/6	9	N	N	Y	12"/8"	5
BA-32	1	5	N	N	Y	33"/22"	4
Truck	0	0	0	N	N	28"/14"	2

* All KV models have a rear turret mounted machine gun.
Note: Top and bottom Armor Rating = side Armor Rating/2 rounded down

Gun	Penetration	Crew
Anti-Tank		
PTP obr.32 45mm	3	4
PTP obr.42 45mm	4	4
PTP obr.43 57mm	5	4
PTP obr.44 100mm	8	4
Auto Cannon		
ZP obr.39 37mm	5	5

Tankers Rep	1 - 3	4 - 5	6 - 7
Russian	3	4	5

Modifiers to die roll:
+1 IS/JSU-122 or 152

© 2005 Ed Teixeira

USA

UNIT ORGANIZATION - Platoon	Infantry	Armored Inf	Rangers	Paratroopers
# of Squads or Sections (not HQ)	3	2	2	2 or 3
# Men per Squad	12	12*	11	12
Dice Generation (1)	7 + 1d6	7 + 1d6	6 + 1d6	7 + 1d6
Individual Rep	1 = Rep 3	1 = Rep 3	1 – 2 = Rep 4	1 – 2 = Rep 4
	2 – 5 = Rep 4	2 – 5 = Rep 4	3 – 5 = Rep 5	3 – 5 = Rep 5
	6 = Rep 5	6 = Rep 5	6 = Rep 6	6 = Rep 6
NCO	SMG or SA Rifle	SA Rifle	SMG	SA Carbine or SMG
Jr NCO	SA Rifle	Jr NCO w/GL	SMG	(2) SA Carb or SMG
LMG	1 BAR	BAR	1	1 LMG* and 1 BAR
# Men w/G-Launcher	2	(See above)	1	1
# of Riflemen	7 SA Rifle	8 SA Rifle	8 SA Rifle	7 SA Rifle
(1) Maximum number of actual figures regardless of total rolled		*12th man is driver		* May sub 2 BAR

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

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

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
BAR	48	3	3
MMG	48	5	3
HMG	60	4	5/APW2

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" circle	2/APW 2
Rifle Launched Grenades	20	5" circle	2/APW 2

Anti-Tank Weapons	Range	Targets	Impact
Large Bore ATR	48	1/2	APW 3 (3)
Bazooka	20	1	APW 7

(3) Up to 24", otherwise 1 APW less.

© 2005 Ed Teixeira

"NUTS"

USA							
Vehicle	**Armor**	**Main Gun**	**AA MG**	**Hull MG**	**Co-axial MG**	**Speed**	**Crew**
M4 Sherman	5/3	6	Y	Y	Y	18"/12"	5
M4(105)	5/3	7	Y	Y	Y	18"/12"	5
M4A3(105)	5/3	7	Y	Y	Y	18"/12"	5
M4A1	5/3	6	Y	Y	Y	18"/12"	5
M4A3	5/3	6	Y	Y	Y	18"/12"	5
M4A3E2	6/3	6	Y	Y	Y	18"/12"	5
M4A3E2(76)	6/3	7	Y	Y	Y	18"/12"	5
M4A1(76)	6/3	7	Y	Y	Y	18"/12"	5
M4A3(76)	6/3	7	Y	Y	Y	18"/12"	5
M4A3E8	6/3	7	Y	Y	Y	18"/12"	5
M3A1 Stuart	3/2	5	Y	Y	Y	24"/16"	4
M5A1 Stuart	2/2	5	Y	Y	Y	24"/16"	4
M24 Chaffee	4/2	6	Y	Y	Y	24"/16"	4
M26 Pershing	8/5	8	Y	Y	Y	18"/12"	5
M7 Priest	1	7	Y	N	N	18"/12"	5
M10	5/2	6	Y	N	Y	18"/12"	5
M18 Hellcat	2/1	7	Y	N	Y	30"/20"	5
M36 Jackson	5/2	8	Y	N	Y	18"/12"	5
M8	1	5	Y	N	Y	33"/22"	4
Truck	0	0	0	N	N	28"/14"	2
M3 Half track	1	0	N	Y	N	18"/12"	2

Note: Top and bottom Armor Rating = side Armor Rating/2 rounded down

Gun **Anti-Tank**	**Penetration**	**Crew**
M3A1 37mm	5	3
M1 57mm	5	4
M5 3in.	6	4
M2 90mm	8	5
Auto Cannon		
M1A2 37mm	5	5
M1 40mm	5	5

Tanker Reps	**1 - 3**	**4 - 6**	**7**
USA	3	4	5

Modifiers to die rolls:
+1 if with Patton's forces

© 2005 Ed Teixeira

GREAT BRITAIN

UNIT ORGANIZATION - Platoon	Infantry	Infantry 1945	Paratroops	Commando
# of Squads or Sections (not HQ)	3	4	3	2
# Men per Squad	11	10	12	11
Dice Generation (1)	6 + 1d6	5 + 1d6	7 + 1d6	6 + 1d6
Individual Rep	1 = Rep 3	1 = Rep 3	1 – 2 = Rep 4	1 – 2 = Rep 4
	2 – 5 = Rep 4	2 – 5 = Rep 4	3 – 5 = Rep 5	3 – 5 = Rep 5
	6 = Rep 5	6 = Rep 5	6 = Rep 6	6 = Rep 6
NCO	BA Rifle	BA Rifle	SMG	SMG
Jr NCO	2 x Jr NCO BA Rifle	BA Rifle	2 x Jr NCO SMG	1 SMG/2 BA Rifle
LMG	1	1	1	1
# Men w/G-Launcher	0	PIAT	0	Sniper Rifle
# of Riflemen	7 BA Rifle	6 BA Rifle	8 BA Rifle	5 BA Rifle
(1) Maximum number of actual figures regardless of total rolled				
UNIT ORGANIZATION - Platoon	Glider Infantry			
# of Squads or Sections (not HQ)	3			
# Men per Squad	9			
Dice Generation(1)	4 + 1d6			
Individual Rep	1 – 2 = Rep 4			
	3 – 5 = Rep 5			
	6 = Rep 6			
NCO	SMG			
Jr NCO	SMG			
LMG	1			
# Men w/G-Launcher	2 Sniper Rifles			
# of Riflemen	4 BA Rifle			
(1) Maximum number of actual figures regardless of total rolled				

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

(1) Range of 24" when used with a detachable stock.
(2) Range is 60" when used with a sniper scope.

Machine Guns	Range	Targets	Impact
LMG (Other)	48	4	3
MMG	48	5	3
HMG	60	4	5/APW2

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

Anti-Tank Weapons	Range	Targets	Impact
Large Bore ATR	48	1/2	APW 3 (3)
PIAT	10/30(5)	1	APW 7

(3) Up to 24", otherwise 1 APW less.
(5) 10" versus vehicle and 30" versus large buildings

© 2005 Ed Teixeira

GREAT BRITAIN

Vehicle	Armor	Main Gun	AA MG	Hull MG	Co-axial MG	Speed	Crew
Crusader I	3/2	5	Y	Y	Y	18"/12"	5
Crusader II	4/2	5	Y	N	Y	18"/12"	4
Crusader III	4/2	5	N	N	Y	18"/12"	3
Stuart	2/2	5	Y	Y	Y	24"/16"	4
Sherman	6/3	6	Y	Y	Y	18"/12"	5
Sherman Firefly	6/3	7*	Y	Y	Y	18"/12"	5
Cromwell	5/3	5	N	Y	Y	24"/16"	5
Churchill I	6/5	6	N	Y	Y	12"/8"	5
Challenger	5/3	7*	N	N	Y	18"/12"	5
Comet	5/3	7*	N	Y	Y	18"/12"	5
Matilda II	4	5	N	N	Y	12"/8"	4
Valentine II, III	4	5	N	N	Y	12"/8"	3
Valentine VIII	4	5	N	N	N	12"/8"	4
Valentine XI	3	5	N	N	Y	12"/8"	4
Wolverine	3	6	N	N	N	18"/12"	5
Achilles	3	7*	N	N	N	18"/12"	5
Humber IV	1	4	N	N	Y	32"/22"	4
Daimler AC	1	4	Y	N	Y	32"/22"	4
Staghound I	2/1	5	Y	Y	Y	32"/22"	4
Truck	0	0	0	N	N	28"/14"	2
Scout Car	1	0	N	Y	N	28"/14"	2

* Indicates this gun may only fire AP rounds
Note: Top and bottom Armor Rating = side Armor Rating/2 rounded down

Gun Anti-Tank	Penetration	Crew
25mm Hotchkiss	4	3
2-Pounder	4*	3
6-Pounder	5	4
17-Pounder	7*	4
Auto Cannon		
OQF 20mm	2	4
OQF 40mm	5	5

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

© 2005 Ed Teixeira

"NUTS!"

UNIT ROSTER

HOW TO FILL OUT THE ROSTER SHEET

Each unit should have a corresponding roster sheet filled out. To fill the sheets out correctly transfer any pertinent information from the appropriate Army List.

- **Name** – Whatever you want to call the figure.
- **Rep** – Reputation of the figure
- **Att** – Attribute the figure has
- **Effect** – What the Attribute does in game terms.
- **Weapon** – Weapons figure has
- **Rng** – Range of the weapon.
- **Tar** – Target Rating of the weapon.
- **Imp** – Impact of the weapon.
- **R Points** – Number of Reputation Points the figure currently has.

HISTORY AND INFO

Name	Rep	Att	Effect	Weapon	Rng	Tar	Imp	R Points

© 2005 Ed Teixeira

"NUTS!"

VEHICLE/GUN UNIT ROSTER

HOW TO FILL OUT THE ROSTER SHEET

Each unit should have a corresponding roster sheet filled out. To fill the sheets out correctly transfer any pertinent information from the appropriate Army List.

Designate – Whatever you want to call the vehicle and it's type.
Armor - The vehicle's Armor Rating
Main – The vehicle's main weapon rating
AA – Antiaircraft MG on board?
Hull – Hull MG?
Co-ax – Coaxial MG?
Speed – Vehicle's speed
Crew – Number of crewmen.
T Com – Tank Commander's Rep
Driver – Driver's Rep
Loader – Loader's Rep
Gunner – Gunner's Rep
RTO – Radio Operator's Rep

HISTORY AND INFO

Designate	Armor	Main	AA	Hull	Co-ax	Speed	Crew	T Com	Driver	Loader	Gunner	RTO

© 2005 Ed Teixeira

"NUTS!"

MELEE

MELEE MODIFIERS

- Prone and in melee -1
- Each point of Impact less than enemy -1
- In melee with 2+ enemies -1
- In melee with 3+ enemies -2

MELEE RESULTS TABLE

2 **MELEE RESULTS TABLE**

Pass same number of d6

- All Miss and melee continues next turn.

One side passes 1d6 more than the other and "wins" the round of melee.

- Winner rolls on the Damage Table to inflict wound.

One side passes 2d6 more than the other and "wins" the round of melee.

- Winner rolls on the Damage Table to inflict wound counting "Knock Down" results as the casualty is badly wounded and out of the fight due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

MELEE WEAPONS

Melee Weapons	Range	Targets	Impact
Hand held Knife/Bayonet	x	1	1
Fixed Bayonet/Sword	x	1	2

MELEE DAMAGE TABLE

1 **MELEE DAMAGE TABLE**

Score equal to or less than Impact of weapon:

- **Obviously dead!** Nature of the wound is so obvious that there's no question that he's a "goner".

Score higher than Impact of weapon but equal to or less than Rep of casualty:

- **Knock Down!** Figure is knocked prone and may not function normally until next Activated.

Score greater than Rep of casualty:

- **Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

GRENADES/ OTHER WEAPONS

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" circle	2/APW 2
Rifle Launched Grenades	20	5" circle	2/APW 2
Flame Thrower	12	3" wide	5/APW 5
Molotov Cocktail	4	3" circle	5/APW 5
Satchel & Demo Charges	1	1" circle	5/APW 5

SMALL ARMS

Small Arms	Range	Targets	Impact
Small Caliber Pistol	6	2	0
Medium Caliber Pistol	12/24(1)	2	1
Large Caliber Pistol	12	2	2
Medium Caliber MP	12/24(1)	2/3	1
Medium Caliber SMG	24	3	1
Large Caliber SMG	24	3	2
Combat Shotgun	12	2	2
BA Rifle or Carbine	48/60(2)	1	3
SA Rifle or Carbine	48/60(2)	2	3
SA Medium Caliber Carbine	24	2	1
SF Medium Caliber Carbine	24	2/3*	1
SF Rifle (FG-42 etc.)	48	2/3*	3
SF Rifle (MP-44)	48	2.3*	2

(1) Range of 24" when used with a detachable stock.
(2) Range is 60" when used with a sniper scope.
* Target 3 applies only when weapon is being used on fully automatic mode.

MACHINE GUNS

Machine Guns	Range	Targets	Impact
LMG (MG-34/42)*	48	5/6	3
LMG (Other)	48	4	3
BAR	48	3	3
MMG	48	5	3
HMG	60	4	5/APW2

* MG-34's and 42's served as light, medium, and vehicle mounted MG's. They are listed here for convenience. MG-34 is Target 5. MG-42 is Target 6.

ANTI-TANK WEAPONS

Anti-Tank Weapons	Range	Targets	Impact
Small Bore ATR	48	1	APW 2 (3)
Large Bore ATR	48	1/2	APW 3 (3)
Very Large Bore ATR	60	2/3	APW 4 (4)
Panzerschreck	40	1	APW 9
PanzerFaust (30-60)	3/6	1	APW 7
PanzerFaust (100-150)	10/15	1	APW 9
PIAT	10/30(5)	1	APW 7
Bazooka	20	1	APW 7
Anti-tank Grenade Tossed/ Launched	2/20	1" circle	APW 5

(3) Up to 24", otherwise 1 APW less.
(4) Up to 30", otherwise 1 APW less.
(5) 10" versus vehicle and 30" versus large buildings

INFANTRY QRS:

© 2005 Ed Teixeira

INFANTRY QRS:

FAST MOVE

2 LD FAST MOVE TEST

Pass 2d6
- Figure successfully Fast Moves up to 16".

Pass 1d6
- Figure successfully Fast Moves up to 12".

Pass 0d6
- Figure moves up to 8" counting as if making a Fast Move for shooting resolution.

RANGED FIRE

1	Ranged Combat To Hit Table
#	Results
3 to 7	Miss!
8	Target is prone or concealed, in cover, either side fast moving, second or higher target count Miss, all others Hit!
9	Target in cover, or third or higher target count Miss, all others Hit!
10+	All Hit!

1 RANGED COMBAT DAMAGE TABLE

Score equal to or less than Impact of weapon:
- **Obviously dead!** Nature of the wound is so obvious that there's no question that he's a "goner".

Score higher than Impact of weapon but equal to or less than Rep of casualty:
- **Knock Down!** Figure is knocked prone and may not function normally until next Activated.

Score greater than Rep of casualty:
- **Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! The casualty cannot move without being carried or dragged away to a place of safety by his buddies!

GRENADES

2 "WHERE'D THE GRENADE GO?" TABLE

Pass 2d6
- Total miss and grenade explodes harmlessly.

Pass 1d6
- Look out! Grenade may have landed on an intervening group either friendly or enemy. Pick the next closest group to original target and roll on Ranged To Hit table counting a Miss result as grenade explodes harmlessly. Any hits are applied to the new target.

Pass 0d6
- Fire in the hole! Thrower "fumbles" toss. Each figure in a blast radius centered on the thrower must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

GRENADES

2 "BOMBS AWAY" CHECK

Pass 2d6
- Success! Roll on Ranged To Hit table counting the target as if in the open. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

Pass 1d6
- Partial success! Roll on Ranged To Hit table counting the target as if in cover regardless of actual circumstances. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

Pass 0d6
- Fire in the hole! Thrower "fumbles" toss. Each figure in the blast radius with the thrower in the center must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

© 2005 Ed Teixeira

INFANTRY QRS:

IN SIGHT

1 **"IN SIGHT" CHECK**

+1d6 if providing suppressing /covering fire.
+1d6 if shooter is "hidden".

Pass 1d6
- All fire with *highest, passing* die score going first and so on. Ties go to stationary shooters, otherwise same passing die scores fire simultaneously.
- Hidden figures may opt to hold fire until after all other figures have fired.

Pass 0d6
- All figures may not fire.

RECEIVED FIRE

2 **"RECEIVED FIRE" CHECK**

"Star" may choose his reaction.

Pass 2d6
- Chargers will continue.
- Retrieving wounded will continue.
- Outgunned or unable to fire will Duck Back
- Others finish move and fire.

Pass 1d6
- Chargers armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- Retrieving wounded will continue.
- Those in cover will return fire counting –1 to Rep.
- Others will Duck Back.

Pass 0d6
- Chargers will Duck Back.
- Those in cover will Hunker Down.
- Retrieving wounded will go prone.
- Others will Runaway.

OUTGUNNED

OUTGUNNED RATINGS

"Star" is never outgunned.

- OGR 5 = Flamethrowers, Grenades, Satchel Charges, and all Antitank weapons.
- OGR 4 = HMG, MMG, and LMG.
- OGR 3 = MP and SMG
- OGR 2 = Semi-automatic rifles and carbines.
- OGR 1 = Other weapons not listed.

WANTING TO CHARGE

2 LD **"WANTING TO CHARGE" CHECK**

"Star" may choose his reaction.

Pass 2d6
- All will charge into hand-to-hand combat.

Pass 1d6
- Those in cover will remain in place and if possible will fire instead.
- Others charge.

Pass 0d6
- All will remain in place.

BEING CHARGED

2 **"BEING CHARGED" CHECK**

"Star" may choose his reaction.

Pass 2d6
- Those that can will fire and prepare for melee.
- Others will remain in place and prepare to melee.

Pass 1d6
- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6
- Those in cover will prepare to melee.
- Others Runaway.

SURPRISE

2 **SURPRISE CHECK**

Pass 2d6
- Those charged will turn to face enemy and counts at –1 to Rep for first turn of melee.
- Those fired at will take "Received Fire" test at –1 to Rep.

Pass 1d6
- Those charged are surprised and cannot react. Counts only 1d6 in melee the first round.
- Those fired at will Duck Back.

Pass 0d6
- Those charged are totally surprised, and counts 0d6 in melee the first round.
- Those fired at will Hunker Down.

RALLY

2 LD **"RALLY" CHECK**

"Star" may choose his reaction.

Pass 2d6
- All back in the fight. Carry on as desired.

Pass 1d6
- Those in cover/buildings back in fight.
- Others are removed from play.

Pass 0d6
- Remove figure from play.

© 2005 Ed Teixeira

"NUTS!"

VEHICLE IN SIGHT

1 **VEHICLE "IN SIGHT" CHECK – vs. TC**

-1 to Rep if "buttoned up"
-1 to Rep if "In Sight" is taken from Gunner position
+1d6 if shooter is "hidden".

Pass 1d6
- All stationary will fire immediately in high passing die order.
- Moving vehicles may stop and fires after above have fired.

Pass 0d6
- All cannot fire.

FIRING MAIN GUN

2 **PLACE ROUND TABLE VS. GNR**

GNR Rep –1 at over 48"

Pass 2d6
- Hit Target aimed for.

Pass 1d6
- Miss if target or shooter "Fast Moved".
- Hit other targets if at 12" range or less.
- Otherwise Roll 1d6
  Hit Turret* on 1 or 2
  Hit Hull on 3 – 6 (If "hull down" then Clank test)

Pass 0d6
- Miss, target ignores fire.

*Turret hit increases AR of target by 1 point.

SQUAD ANTI-TANK

2 **SQUAD ANTI-TANK FIRE TABLE**

Rep –1 at up to half range
Rep –2 at greater than half range

Pass 2d6
- Hit Target Aimed for.

Pass 1d6
- Miss "Fast Moving" target.
- Otherwise Roll 1d6
  Hit Turret* on 1 or 2
  Hit Hull on 3 – 6
  (If "hull down" then Clank test)

Pass 0d6
- Miss, target ignores fire.

*Turret hit increases AR of target by 1 point.

PENETRATION TABLE

2 **PENETRATION RESULTS TABLE**

(2d6 vs. Difference of APR to AR or DV)* Defensive value of building.*

Pass 2d6
- Round penetrates the vehicle and all crew killed. Building area under fire collapses and all inside area killed.

Pass 1d6
- Round disables the vehicle and each crewmember must roll 1d6 versus the penetration difference. If pass 1d6 then crewmember is dead. Otherwise they must bail out. Treat buildings as the same.

Pass 0d6
- Round does not penetrate vehicle but crew takes a "Clank" test on the table below. Occupants of building area under fire take "Received Fire" test.

LOADING

2 **LOADING TABLE – vs. LDR**

(Taken immediately after the gun is fired)

Pass 2d6
- Reloaded and can fire in reaction or when next Active.

Pass 1d6
- Reloaded, but can only fire when next Active.
- Deployed anti-tank gun reloaded and can fire in reaction or when next Active.

Pass 0d6
- Failed – Try to load next Activation.
- Deployed anti-tank gun reloaded but can only fire when next Active.

CLANK TEST

2 **CLANK TEST - vs. TC**

"Star" may choose his reaction.

Pass 2d6
- Undergunned will Retire out of sight.
- Unable to return fire, or unloaded carry on.
- If loaded return fire, rotating turret if necessary.

Pass 1d6
- Undergunned will Retire out of sight.
- If main weapon facing attacker, return fire.
- If main weapon not facing attacker carry on.

Pass 0d6
- Undergunned or fired on by penetrable enemy will Runaway.
- Others Retire out of sight.

ARMOR QRS:

© 2005 Ed Teixeira

"NUTS!"

FIRE AT BUILDINGS

2 **FIRING AT BUILDINGS TABLE – vs. GNR**

Pass 2d6
- Hit spot aimed for.

Pass 1d6 - Roll 1d6 and consult below.
- (1-2) Wide 1d6" to the left.
- (3 –4) Wide 1d6" to right.
- (5 – 6) Overshot one level up.

Pass 0d6
- What were you doing? Miss target completely!

RUN OVER TABLE

1 **"RUN OVER" TABLE – vs. DVR**

Pass 1d6
- If traveling at 1/2 speed or less, tank obliterates object and continues through.
- If traveling over ½ speed it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count knocked prone until next Activation.

Pass 0d6
- If traveling at 1/2 speed or less it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count knocked prone until next Activation.
- If traveling over 1/2 speed then "Stuck!" Vehicle grinds to stop 1" forward and becomes immobile. Cannot proceed and must attempt to reverse out next Activation. All crew roll 1d6 versus Rep. If pass then carry on but if fail count knocked prone until next Activation.

LOSING CONTROL

2 **LOSING CONTROL- VS. DVR**

Pass 2d6
- All vehicles continue at same speed making turn without problems.

Pass 1d6
- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit, test for damage to the occupants of the vehicle. Each figure rolls on Damage Table counting +1 to Rep.
- Tracked vehicles (except half-tracks) will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit, test for damage to the occupants of the vehicle. If hitting a solid object Driver must take an immediate "Run Over" test.

Pass 0d6
- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width and roll over. Each figure rolls on Damage Table versus their Rep as normal.
- Tracked vehicles (except half-tracks) will turn and then veer away outward from the direction of the turn one body width and throw a track. The vehicle is disabled and may no longer move. If hitting a solid object must take an immediate "Run Over" test.

HERO

2 **WHO WANTS TO BE A HERO?**

Pass 2d6
- Success! Resolve as a hit on the bottom of the vehicle.

Pass 1d6
- Fumble, device lost, and attacker must retire.

Pass 0d6
- Disaster! Attacker rolls on Damage Table counting APR of the device as Impact.

OVERRUN

2 **"OVERRUN" CHECK**

"Star" may choose his reaction.

Pass 2d6
- Armed with APW will stand and fire.
- Not armed with APW will dodge 3" out of the way without injury counting Duck Back.

Pass 1d6
- Vehicle rolls on To Hit Table using Rep of driver.

Pass 0d6
- Vehicle hits target inflicting 1 Hit per AR of vehicle.

ARMOR QRS:

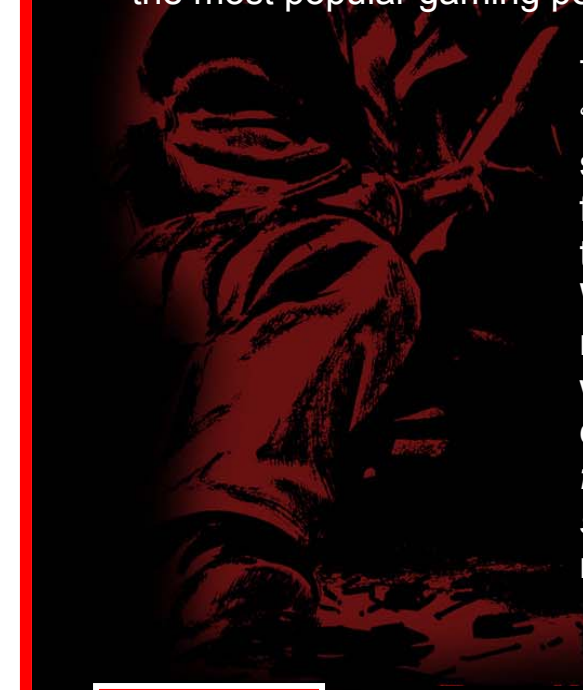
© 2005 Ed Teixeira

"NUTS!"

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

Half your squad is pinned down from light machine gun fire and two of your men are wounded and screaming for help. Another one of your guys is "hunkered down" behind that wall and isn't moving anytime soon. All hell's breaking loose around you and everyone is looking to you for answers. Right about now you're wondering what the heck you've gotten yourself into? Welcome to the world of "NUTS!"

"NUTS!" starts off in 1944 Europe and covers squad size actions. Want to play something larger? No problem as once you've learned the simple but elegant game mechanics you'll soon be running a platoon or more! All the info you need covering the infantry and armor of the major powers in Europe '44 is found here in "NUTS!" ***Free supplements*** will be made available that will cover the other war years and combatants. Everything you need to get started gaming in the most popular year of the most popular gaming period is right here, right now!



The campaign system generates your "Missions" and links them together in a simple yet realistic way. "NUTS!" also features a character advancement system that allows you to "personalize" your troops. Watch them progress from "green" replacements to "battle hardened" veterans while under your expert command.We've designed "NUTS!" to be played with any ***figures you already have and in any scale!*** So pull out those favorite figures, get ready to have some fun, and remember...

JUST PLAY THE GAME!

2HW 1019
$20.00