AN EXPANSION FOR NUTS! SKIRMISH

NUTS! WEIRD WAR TALES

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Weird World War II Expansion

An expansion for the NUTS! WWII Skirmish system

Introduction

The sinister reputation of the German war machine in World War II lends itself well to the weird, pulp influenced word. It also takes the pulp miniature gaming to a level of total war, which makes it much easier to war game. As such, after playing a handful of games of NUTS! within the standard WWII backdrop, I felt it was time to explore the possibilities.

The NUTS! rules system is a very good skirmish rule set for role playing style miniature gaming. It is simple, yet offers more than your average I-go-you-go rule set. Because of this I decided to use these fantastic rules as a basis for my weird World War II action. This supplement will use the NUTS! rules and simply add in some weird elements. Elements to be added include Zombies (of course, but these are not your average zombies), monsters, werewolves, armoured walkers, armoured troopers, rocket troopers, and vampires. Hopefully these additions will allow for players to bring their weird World War II games to life

This expansion was produced with neither the permission of Two Hour Wargames, Dream Pod 9, West Wind Productions, nor any other miniatures games manufacturer that may produce related material. As such, it is likely that this system steps on more than one piece of intellectual property. No challenge is to any such organizations is intended, and this expansion is merely to allow players to move their WWII skirmish into a realm of super-natural super-science!

It should also be noted that the zombie rules presented here were not derived from Two Hour Wargames' All Things Zombie (ATZ) rules set. Due to the obvious crossover in concept however it is possible that some rules here collide with the ATZ rules, which was not intended (I have never read those rules at all!).

Background

In the darkest of dungeons the German war machine sets about its research in attempt to further the cause of the Reich. There they develop not only super weapons and armour, but also super natural weapons and killing machines… As a consequence, this alternative history World War II takes on a distinctly difference flavour from the World War II we all grew up learning about.

In this version of history the Germans and Allies bring armoured walkers to the battlefield along with their tanks. Initially the armoured walkers were designed to provide infantry support only (as were tanks in the real conflict) but quickly they

took on a purpose all their own and were deployed on every front throughout the war.

Along with the armoured walkers, the Germans and allies introduced armoured fighting suits. These suits basically made each soldier that wore them into very maneuverable light armoured vehicles, and ultimately filled the gap between armour and infantry! Soldiers were not only fitted with armour however, but also rocket packs. Rocket packs allowed infantry to move even more quickly to the battlefield than paratroopers. As well these rockets allowed troopers to move around the battlefield with great speed, and they often turned the tide of many battles!

Outside of the super-science advancements of this Weird War universe there was also a great focus on the super-natural. The Germans employed minions of undeath in their struggle to dominate the world, and it is even rumoured that Hitler himself joined their ranks… Vampires, along with German scientists learned how to raise the dead as well, a breakthrough that would ultimately ravage the Russian countryside for decades to come. The Germans also developed other atrocities to deploy on the battlefield, most of which have no known documentation…

But the allies also dabbled in the super-natural. The Soviets learned to cross the genes of wolves with soldiers to make the ultimate fighting infantry! They lent this super-natural super-science to their allies in the west as well, who in turn created their own beasts for war!

And so, read the rules below to add this super-natural and super-science aspect to your WWII games! If you do, you will surely not be disappointed!

Weird WWII (Dawn of the Dead 2004) Zombie Rules
(LeicheKampfer)

Shambling zombies with a desire for barins are scary, but sprinting, growling Dawn of the Dead 2004 (DotD2004) zombies are absolutely terrifying. Running from or through a crowd of shambling zombies who can barely stay upright is certainly a fright, but running from zombies that can run faster than you is utterly horrible. So, this supplement for NUTS! in the Weird WWII era will outline rules for DotD2004 zombies. If you feel the shambling variety of zombies are more to your tastes, please use the zombie rules found in **All Things Zombie**, which is another great set of rules also from **Two Hour War games**. Zombies follow all of the rules for infantry as outlined in the NUTS! infantry rules except where outlined below.

Zombie Special Abilities

Zombies only care about eating flesh and nothing else. They don't care about being shot at, punched, or knifed. As such they are never outgunned, never duck back, and never take a received fire test. They will never take a being charged test or a wanting to charge test and will be considered to pass 2D6 for both whenever required. Finally, a zombie can never be surprised.

Zombie Rep

All zombies have a rep of two. Those Dawn of the Dead 2004 zombies are extremely vicious with no regard for their personal well being. This makes up for skill, and so they have a relatively high rep for something that is dead!

Zombie Activation

Zombies always activate every turn. Zombies always activate last, except in the case where the opposing player does not activate, in that case zombies activate first (and last).

Movement

Zombies move 8" normally but always **fast move** toward targets as per the rules outlined in NUTS! If a zombie is on the table and has no targets in sight it moves in a random direction 1D6 inches.

When zombies have sighted a living target the zombies will move as fast as possible (they will use the **fast move** rule) directly towards them. If in the mean time another target appears that is closer to the zombie than the previous, the zombie will go after the closer target. If a target that was being followed goes out of line of sight from a zombie, the zombie will continue to move toward and loiter around the area that the target was last seen.

Support levels for zombies
Rural: 2
Urban: 3

In Sight tests

Zombies do not take in sight tests the same way characters and regular grunts do. Whether they pass or fail simply depends on the game-play circumstances.

A zombie that has a line of sight to a character or grunt that has moved will automatically count as passing 1D6 for their in sight test. Movement includes any activity, such as loading a weapon, taking a shot with a rifle, or popping up.

When shots are fired (or anything loud occurs, such as vehicles driving):

1) All zombies on the table who are not chasing someone already will move toward the shots as fast as they can.

2) Roll 2D6 on the zombie arrival table against the zombie support level.

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2   **Zombie Arrival Table**
Rolled vs. the Zombie Support Level (2-rural, 3-urban)

Pass 2D6
- 1D3+1 Zombies find their way to a random table edge. They appear at the beginning of the next zombie activation and should fast move toward the gunfire.

Pass 1D6
- 1 Zombie finds its way to a random table edge. It appears at the beginning of the next zombie activation and should fast move toward the gunfire.

Pass 0D6
- Pass 0D6: No zombies arrive

Melee against a zombie

Zombies are always assumed to pass 2D6 when required to take a Wanting to Charge test or a Being Charged test.

Zombies attack unarmed, but have no regard for their own well being and so use their body parts as weapons. Whether bludgeoning with their arms or biting and clawing they represent a considerable opponent. When in melee they count as being armed with a handheld knife or bludgeon, which can target a single opponent and has an impact of one.

When zombies fight in groups things naturally get much worse than when they are taken on one-on-one. To represent this for every two zombies in the fight, each zombie's rep goes up by one.

Example: Ivan is fighting two zombies in hand to hand combat. He is a skilled rep 5 fighter who knows how to use a shovel with a sharpened edge. The zombies are each rep two, however since there are two zombies in the fight they would be considered rep three for this melee. On the next turn, Ivan manages to win the melee, but he is charged by three zombies. The three zombies are still considered rep three, but if there were four zombies, each one would be considered rep four. So, if you are fighting eight zombies in melee (each would have a rep of six) you had better have made peace with your maker!

Winning Melee against a zombie:

If a character or grunt wins melee, use the 'Zombie Melee Damage Table' to resolve the outcome of the fight.

1	Zombie Melee Damage Table

Score equal to or less than impact of weapon
- **Severed Head**. The zombie will never walk again!

Score higher than impact of weapon but equal to or less than Rep of zombie
- **No effect**. Your weapon finds its mark, unfortunately the rotted flesh there doesn't mean a whole lot to the zombie…

Score greater than the rep of the casualty
- **Knocked down**. You hit that zombie hard enough that you sent it to the ground! Good for you, but try to be more accurate next time!

Losing Melee to a zombie

Losing melee to a zombie is never good. Any character or grunt that is **obviously dead** or **out of the fight** as a result of melee with a zombie immediately joins the ranks of the walking (or rather running) dead. If a character or grunt loses a combat and the result is a **knocked down** there is a very good chance that they have been bitten, and so infected, as zombies like to bite after all!

Immediately after the round of melee is resolved (i.e. after the grunt or star is knocked down) the grunt rolls 1D6 against their rep and checks the 'They Can Sure Bite' table. For 'Stars' the rules are a

little different, they are the stars of the show after all! The first time during a game that a star is knocked down by a zombie they are considered to pass 1D6 on the 'They Can Sure Bite' table. The second time they are knocked down they follow the rules as normal.

1	**They Can Sure Bite** Rolled vs. rep of target trooper

Pass 1D6
- Somehow you managed to avoid the teeth, you may be scratched, but it is just a scratch!

Pass 0D6
- You have a chunk out of your arm the size of a small melon. After D6 turns the losing character or grunt will turn zombie, until then you maintain control. Make those last moments count!

Breaking off melee

When living opponents break off melee against a zombie, the zombie gets a free attack against the target unless the zombie is prone from being knocked down. In the case that there are two living targets breaking off melee the zombie attacks only one randomly chosen living opponent. The attack is carried out as though the zombie had won a round of melee.

Shooting Zombies

Shooting zombies is worked out the same way as shooting infantry, please see the NUTS! rules for information on this. To determine the damage to the zombie, if it was put down for good, or merely ignored the shot roll on the Zombie Ranged Damage Table.

1	**Zombie Ranged Damage Table**

- Score equal to or less than impact of weapon
  - **Knocked down**. You hit that zombie hard enough that you sent it to the ground! Good for you, but try to be more accurate next time! The shooting star or grunt has a chance to put the zombie down for good. Roll 1D6 vs. their rep. Passing 1D6 means that the zombie was relieved of its head and it will not walk again. Passing 0D6 means that the zombie will spring to its feet in its next activation!

- Score higher than impact of weapon but equal to or less than Rep of zombie
  - **No effect**. Your weapon finds its mark, unfortunately the rotted flesh there doesn't mean a whole lot to the zombie…

- Score greater than the rep of the casualty
  - **No effect**. Your weapon finds its mark, unfortunately the rotted flesh there doesn't mean a whole lot to the zombie…

Weird WWII Vampire Rules

Vampires follow all of the rules for infantry as outlined in the NUTS! infantry rules except where outlined below.

Generating Vampires

Use the **Random Vampire Generation** chart when using vampires in your games to generate their Rep. That is unless you simply want a super vampire. If so, feel free to give your vampire a Rep of 5, but make sure your opponent doesn't mind!

Random Vampire Generation			
Roll	1	2-4	5-6
Rep	3	4	5

Vampire Special Abilities

Vampires are the lords of the undead, those who rule the night. As such, their vision is not impeded by dark conditions in any way. Furthermore, a vampire on the table will have control over all zombies on the table. In this case the vampire player controls all zombies directly, and so they do not have to follow the zombie movement rules outlined in the zombie rules section.

In the event that there are two or more vampires on opposing sides, they must battle for control of the zombies. For each vampire vying for control roll 2D6 vs. their rep, the vampire that passes the most dice wins. If the vampires pass the same number of dice, repeat the process until one vampire passes more than the others.

Vampires and In Sight tests

Vampires take in sight tests with 2D6 instead of 1D6, counting the best outcome as the outcome of the test.

Vampires and Movement

Vampires that fast move do not count as fast moving when they shoot. They do count as fast moving when they are shot at, but not when they shoot.

Vampires in Melee

Vampires, whether stars or grunts can choose their outcome for Wanting to Charge and Being Charged checks unless they are being charged by or charging someone using a stake as a weapon. When they are being

charged or are charging by someone wielding a stake, vampires must make the wanting to charge and being charged checks as normal. Furthermore, vampires can also choose their outcome on the Wanting to be a hero table.

Vampires are strong. When in melee, vampires fight with a lethal impact of 2 when unarmed. If a vampire is armed, the impact of their weapon is equal to the standard impact of their weapon plus their unarmed impact of two.

For example, a vampire with a sword or sharpened shovel would have an impact of four in melee. The person duke-ing it out with them better be a damn good fighter…

Vampires attacking armoured vehicles or armoured troopers are considered to have an Armour Piercing Rating of one.

Shooting at vampires

Vampires are never outgunned unless they are being targeted by stakes shot using a bow or a crossbow. If vampires are targeted with stakes from a bow or crossbow they are always considered to be outgunned. Furthermore, vampires do not make a received fire check unless they are being targeted by a stake fired with a bow or crossbow.

Ranged attacks against vampires work the same way as shooting at any grunt or star. Damage should be determined by rolling on the Vampire Ranged Damage Table.

1	**Vampire Ranged Damage Table**

	- Score equal to or less than impact of weapon
	  • **No effect*** Your shot found its mark; unfortunately vampires cannot die from gunfire. If the weapon used against the vampire was a bow or crossbow firing a stake, the vampire should be considered out of the fight.
	
	Score higher than impact of weapon but equal to or less than Rep of zombie
	  • **Knocked Down**. You hit that vampire hard enough that you sent it to the ground! Good for you! If you used a weapon other than a crossbow or bow shooting stakes then you should reconsider your choice of weapons. If you used a crossbow or bow shooting stakes, you missed the heart… Better luck next time!
	Score greater than the rep of the casualty
	  • **No effect*** Your shot found its mark; unfortunately vampires cannot die from gunfire. If the weapon used against the vampire was a bow or crossbow firing a stake, the vampire should be considered out of the fight.

Weird WWII Werewolf Rules

Werewolves follow all of the rules for infantry as outlined in the NUTS! infantry rules except where outlined below.

Generating Werewolves

Use the **Random Werewolf Generation** chart when using werewolves in your games to generate their Rep. That is unless you simply want a super werewolf. If so, feel free to give your werewolf a Rep of 5, but make sure your opponent doesn't mind!

Random Werewolf Generation			
Roll	1	2-4	5-6
Rep	3	4	5

Werewolf Special Abilities

Werewolves are the blessed with animal vision. As such, their vision is not impeded by dark conditions in any way. Werewolves cannot die at the hands of anything but silver bullets.

Werewolves and In Sight tests

Werewolves take in sight tests with 2D6 instead of 1D6, counting the best outcome as the outcome of the test.

Werewolves and Movement

Werewolves that fast move do not count as fast moving when they shoot. They do count as fast moving when they are shot at, but not when they shoot.

Werewolves in Melee

Werewolves, whether stars or grunts can choose their outcome for Wanting to Charge and Being Charged checks. This is true no matter who is charging them or being charged and includes vampires and monsters. Furthermore, werewolves can also choose their outcome on the Wanting to be a hero table.

Werewolves are strong. When in melee, werewolves fight with a lethal impact of 2 when unarmed. If a werewolf is armed, the impact of their weapon is equal to the standard impact of their weapon plus their unarmed impact of two.

For example, a werewolf with a sword or sharpened shovel would have an impact of four in melee. The person duke-ing it out with them better be a damn good fighter…

Werewolves attacking armoured vehicles or armoured troopers are considered to have an Armour Piercing Rating of one.

Shooting at werewolves

Vampires are never outgunned unless they are being targeted by a gun that is shooting silver bullets. If werewolves are targeted with by a gun shooting silver bullets they are always considered to be outgunned. Furthermore, werewolves do not make a received fire check unless they are being targeted by a gun shooting silver bullets.

Ranged attacks against werewolves work the same way as shooting at any grunt or star. Damage should be determined by rolling on the Werewolf Ranged Damage Table.

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1   **Werewolf Ranged Damage Table**

Score equal to or less than impact of weapon
- **No effect*** Your shot found its mark; unfortunately werewolves cannot die from standard gunfire. If the weapon used against the werewolf was a fire arm shooting silver bullets, then they should e considered obviously dead.

Score higher than impact of weapon but equal to or less than Rep of zombie
- **Knocked Down**. You hit that vampire hard enough that you sent it to the ground! Good for you! If you used a weapon other than a crossbow or bow shooting stakes then you should reconsider your choice of weapons. If you used a crossbow or bow shooting stakes, you missed the heart… Better luck next time!

Score greater than the rep of the casualty
- **No effect*** Your shot found its mark; unfortunately vampires cannot die from standard gunfire. If the weapon used against the werewolf was a fire arm shooting silver bullets, the werewolf should be considered out of the fight.

Weird WWII Monster Rules

Monsters are any horrible beings that could be used in war. Frankenstein monsters, ravenous ghouls, and demonic beasts fall into this category. Naturally there are so many different types of monsters that detailing the special abilities for every possible type is beyond the scope of this supplement. Therefore, players should decide before a game what extra abilities (beyond those outlined below) should be applied to a monster. For example, players may decide that a mummy cannot fast move at all, or that a swamp monster is not impeded by swampy difficult terrain and in fact can fast move through it. Monsters follow all of the rules for infantry as outlined in the NUTS! infantry rules except where outlined below.

Generating Monsters

Use the **Random Monsters Generation** chart when using monsters in your games to generate their Rep. That is unless you simply want a super monster. If so, feel free to give your monster a Rep of 5, but make sure your opponent doesn't mind!

Random Monster Generation			
Roll	1	2-4	5-6
Rep	3	4	5

Monsters and Movement

Monsters that fast move do not count as fast moving when they shoot. They do count as fast moving when they are shot at, but not when they shoot.

Monsters and In Sight tests

Monsters test take in sight tests with 2D6 instead of 1D6, counting the best outcome as the outcome of the test.

Monsters in Melee

Monsters, whether stars or grunts make the Wanting to Charge and Being Charged checks with 3D6 instead of two, counting the best two outcomes. This is simply because they are terrible and they know it!

Monsters are strong. When in melee, monsters fight with a lethal impact of 2 when unarmed. If a monster is armed, the impact of their weapon is equal to the standard impact of the weapon plus their unarmed impact of two.

For example, a monster with a sword or sharpened shovel would have an impact of four in melee. The person duke-ing it out with them better be a damn good fighter…

Monsters attacking armoured vehicles or armoured troopers are considered to have an Armour Piercing Rating of one.

Shooting at Monsters

Monsters are shot at as normal. Whenever damage is rolled for a monster, their rep is considered to be their rep plus one. For example, a Russian ghoul with a rep of four would be considered to have a rep of five whenever damage is rolled against them on the ranged combat table.

Weird WWII Armoured Troops

(PanzerKampfSoldat)

During the weird WWII era many factions in the war fielded troops in experimental heavy armour. These troops were not quite walkers, but they were not quite normal infantry either. Armoured troops follow the normal rules for infantry except where outlined below.

Generating Armoured Troopers

Use the **Random Armoured Trooper Generation** chart when using monsters in your games to generate their Rep. That is unless you simply want a super Trooper. If so, feel free to give your Trooper a Rep of 5, but make sure your opponent doesn't mind!

Random Trooper Generation			
Roll	1	2-4	5-6
Rep	3	4	5

Armoured Troops Special Abilities

Armoured troops are basically just infantry in large armoured suits. As such they do not really have any special abilities per se. However, since they are in armour, they are considered to have either an armour rating of one (for light armoured troops) or an armour rating of two (for heavily armoured troops).

Armoured Troops in Melee

Armoured troops, whether stars or grunts make the Wanting to Charge and Being Charged checks with 3D6 instead of two, counting the best two outcomes. This is simply because they are not worried about puny bayonets!

Infantry Charging Armoured Troops

The rules outlined in the NUTS! rulebook for attacking vehicles (page 29) should be used when infantry soldiers attempt to charge armoured troopers. The only difference is that the armoured troopers must take a being charged check and not an In Sight check.

An exception to this is when infantry that attacks with an armour piercing rating charges an armoured trooper (such as vampires or monsters). In this case, normal infantry charge rules apply.

Fighting Armoured Troops

Armoured troops typically have enhanced strength. When in melee, armoured troops fight with a lethal impact of 2 when unarmed. If an armoured trooper is armed, the impact of their weapon is equal to the standard impact of the weapon plus their unarmed impact of two.

For example, an armoured trooper with a sword or sharpened shovel would have an impact of four in melee. The person duke-ing it out with them better be a damn good fighter…

Armoured troopers attacking armoured vehicles or other armoured troopers are considered to have an Armour Piercing Rating of one.

Damaging Armoured Troops

Only weapons with an Armour Piercing Rating can damage an armoured trooper. As a consequence of this, when an infantry soldier wins a melee against an armoured trooper they must make a **Who Wants to be a Hero** check instead of the normal melee damage check. Of course, they must also have a satchel charge or Molotov cocktail, if not then they should probably make for the hills!

Shooting At Armoured Troopers

Shooting at armoured troops should be worked out exactly as shooting at vehicles. See the Basic Training vehicles section of the NUTS! rulebook.

Weird WWII Rocket Troopers

(FliegerKampfSoldat)

Rocket troopers are fast, and if they so choose they can use their rocket packs to either jump or fly during a battle. Rocket troopers follow the normal rules for infantry as outlined in the NITS! rulebook except where outlined below.

Generating Rocket Troopers

Use the **Random Rocket Trooper Generation** chart when using monsters in your games to generate their Rep. That is unless you simply want a super Trooper. If so, feel free to give your Trooper a Rep of 5, but make sure your opponent doesn't mind!

Random Trooper Generation			
Roll	1	2-4	5-6
Rep	3	4	5

Movement

Rocket troopers can move fast, and even fly! Players must declare whether a rocket trooper is flying, jumping, or simply walking at the beginning of their activation. It might be useful to use markers to designate this, or perhaps use a miniature in a flying, jumping, or walking pose to designate their action.

Whether jumping or flying a rocket trooper can move 18" during a single turn. Rocket troopers that jump can move their normal move on the ground (8") either before they jump or after.

Rocket troopers that fly through the air are hard to hit with firearms! As a consequence, rocket troopers that have jumped are considered to be in cover for the remainder of the current turn. Rocket troopers that are flying are considered to be in cover until they land.

Shooting at Rocket Troopers

Rocket troopers are targeted in the same way as normal infantry (except that they are considered to be in cover if they have jumped or flown as outlined above). When determining damage to a rocket troopers, use the Rocket Trooper Ranged Damage Table.

1	**Rocket Trooper Ranged Damage Table**

Score equal to or less than impact of weapon
- **Obviously Dead** No matter if the trooper is flying or standing, they are no longer among the living.

Score higher than impact of weapon but equal to or less than Rep of zombie
- **Knocked Down**. If the trooper is flying or jumping they will crash. They will drop to the ground where they are and immediately take an impact 2 hit. Roll on the melee damage table to resolve the damage due to the hit.

Score greater than the rep of the casualty
- **Out of the Fight** If the trooper is flying when taken out of the fight, they will crash and die, thus they should be considered obviously dead.

Weird War Walkers

Where they walk, men will die…
(PanzerKampfLaufer)

Walker rules for NUTS! And all CR 2.0 based gaming systems that use the NUTS! vehicle rules. These rules cover strictly walkers. In the case that a walker is able to transform into a wheeled or tracked vehicle, the walker will retain the same stats as outlined in the walker force details, however it will follow the applicable rules in the NUTS! rulebook for wheeled or tracked vehicles.

WALKER DETAILS

For info on the walker profiles, please see the **Walker QRS** section below.

OPEN TOPPED OR FULLY ENCLOSED

Depending on the type of walker, or its specific configuration, it may be open topped or fully enclosed. Players are free to choose any models available (such as Dream Pod 9's 15mm weird war walkers or West Wind games' 28mm walkers) and some of them may be open topped or closed. It is important for players to ensure that the configuration of each vehicle is clear on the gaming table before the game begins.

In the same way as tanks, walkers that are not buttoned up (i.e. a Walker Commander that is sitting half outside of the vehicle) is considered to be in an open topped vehicle for the crew member sitting outside. Any model in an open topped vehicle can take small arms fire and counts as being in cover for the purposes of resolving hits.

WALKER DETAILS

Walkers, like tanks, have certain standard characteristics. Each walker has a certain weapon, armour, and maneuverability that can be represented in a similar way to tracked and wheeled vehicles. The following is an example of a Soviet Medium walker produced early in 1943.

Walker	Armour	1st Gun	2nd Gun	AA MG	Hull MG	Speed	Crew
Soviet Medium Walker	3/2	4	Grenade	N	Y	24/16	3

Armour

This is the overall armour of the vehicle. When only one number is given, the vehicle has a single armour value around its entire body. When two numbers are represented, the first is the front and bottom armour, the second is the side and rear armour. The top armour can be calculated by dividing the side armour rating by two and rounding down.

1st Gun and 2nd Gun

As walker's typically had two main guns (or at least two different guns), the first and second gun slots have been designated. If a number value is represented in the slot, then this is the Armour Piercing Rating of the weapon. In some cases a vehicle may have Grenades. In these cases, firing the grenades is resolved exactly the same way as throwing a grenade while the gunner's rep is used.

AA MG

AA MG refers to the anti-aircraft machine gun. This weapon was the primary weapon for many of the early walkers including the German Loki and the British Cavalier, where their role was primarily infantry support. This machine gun may be fired by the walker commander when the walker is not buttoned up. If the vehicle has one, this column will contain a Y. Note all machine guns are treated as medium machine guns unless otherwise noted.

Hull MG

The hull mounted machine gun is typically fixed in direction and is always fired by the gunner. It may be fired in a 45 degree arc making up the front of the vehicle. If the vehicle has one, this column will contain a Y. Note all machine guns are treated as medium machine guns unless otherwise noted.

Speed

The two numbers here represent the vehicles top speed on roads and on cross-country terrain respectively.

Crew

The number of crew members per vehicle.

REPUTATIONS AND CREWS

Crews and what they do.

Walker Commander
- The walker commander takes the 'IN SIGHT' check for the walker,
- Operates the AA MG when the walker is not buttoned up,
- And takes the CLANK test whenever required.
- Furthermore, the commander takes on the Gunner roles if no gunner is included in the walker's compliment.

Driver
- The driver takes the RUN OVER test,
- The LOSE CONTROL test,
- And the WILL ITS STAND test whenever required.

Gunner
- Declares the target (along with the specific part of the target, such as the body or the turret) and rolls on the FIRING MAIN GUN table to see if a hit is scored.
- Operates the hull mounted machine gun,
- And takes on the role of the walker commander in the event of incapacitation.

BASIC MOVEMENT

A walker may move up to its maximum speed as when active. Treat the walker as a group made up of its crew. The vehicle may be activated if the walker commander's Rep allows it. Should the walker commander be absent or incapacitated the vehicle may move if the Driver's Rep allows it.

STOMP THOSE SOLDIERS!

During movement a walker may nominate to step on a soldier that lies within their path. The walker's driver must first maneuver their walker into base-to-base contact with the target soldier. Once in the proper position, the target of the attack must roll on the DON"T LET"EM STOMP YA! table below to avoid being stomped by the attacking walker.

2	**"DON'T LET'EM STOMP YA!" vs Target's Rep**
	A 'Star' may choose their reaction

Pass 2D6
- If the target is armed with an Armour Piecing Weapon they will stand and fire.
- Targets not armed with an Armour Piecing Weapon will dodge 3" out of the way without injury and count as in Duck Back mode.

Pass 1D6
- Walker's driver rolls 1D6 and adds their Rep. If they roll an 8 or higher the target is suitably stepped on. The driver rolls for damage against the target on the RANGED COMBAT DAMAGE TABLE counting the impact as the Armour Rating of the walker.

Pass 0D6
- The walker stomps its target ruthlessly. The driver rolls for damage against the target on the RANGED COMBAT DAMAGE TABLE counting the impact as the Armour Rating of the walker.

GROUPS

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

STOPPING

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

Example – A Soviet Medium walker with 24" movement moves 10" forward and stops. It fires its main weapon and decides to resume movement. This would reduce its total movement by 2" so it could be moved up to another 12" if desired.

REVERSING DIRECTION

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

TURNS

A walker may make as many turns and through any angles desired when active. This is primarily due to the great maneuverability of the machines. However, if the vehicle makes two separate turns during one turn of activation, the Driver

must roll on the "Walker Losing Control Table" below. This is always true, even if the walker has stopped and started in between each turn.

---

2   **"LOSING CONTROL" vs Walker Driver's Rep**
Add +1 to driver's rep for this roll

Pass 2D6
- Walker continues at same speed making turn without problems.

Pass 1D6
- The turns and then walker veers away outward from the direction of the turn by one body width. If a solid body is hit, the walker's driver must make a roll on the WILL IT STAND table.

Pass 0D6
- The walker turns and then veers away outward from the direction of the turn by one body width and then falls over. In this case the fall will cause irreparable damage to the walking mechanism, rendering the vehicle unusable. Each crew member rolls 1D6. If they pass, they bail out, if they fail, they fall and are out of the fight.

RUNNING OVER AND THROUGH THINGS

Walkers may run over or around things such as buildings, trees, non-armored vehicles, tank traps, trenches, etc. To do so the driver of the vehicle must declare their actions and roll on the WALKER RUN OVER table.

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1   **" WALKER RUN OVER" TABLE vs Walker Driver's Rep**
+1 to Driver's rep for maneuverability of walker

Pass 1D6
- If traveling at half speed or less, the walker maneuvers around target with no trouble and continues through
- If traveling at over half speed the walker hangs up on the obstacle and stops movement. Next activation the walker will maneuver around the object and continue through. One crew member (determined randomly) may fall, roll 1D6, if pass then carry on, if fail then the crew member is knocked prone until the next activation.

Pass 0D6
- If traveling at half speed or less the walker hangs up on the obstacle and stops movement. Next activation the walker will maneuver around the object and continue through. One crew member (determined randomly) may fall, roll 1D6, if pass then carry on, if fail then the crew member is knocked prone until the next activation.
- If traveling over half speed, the walker may fall! Driver rolls on the "WILL IT STAND" table.

DRIVER DISABLED

If the driver of a walker becomes disabled for any reason while the walker is moving, it will fall over immediately. Each remaining crew member must roll 1D6, if 1D6 is passed they fall prone and cannot act until next activation. If 0D6 are passed, the fall has knocked them unconscious and they are out of the fight. If the walker is stationary when the driver is disabled, the vehicle will simply stop movement altogether and stand there 'dead in the water'. In this case the walker may still make use of its weapons, or, if another driver can make it to the walker, it may be piloted again.

FIRING

Firing machine guns is carried out exactly the same way as outlined in the infantry section of the rules.

2	**PLACE ROUND TABLE vs. Gunner's Rep**

-1 to Gunner Rep if range is greater than 48"

Pass 2D6
- Hit target aimed for

Pass 1D6
- Missed target if firing walker 'Fast Moved'
- Hit target if at a range of 12" or less.
- Otherwise the shot is considered at hit. If the target vehicle or walker has a turret, place the round by rolling a D6. On a 1 or 2 the turret* is hit, otherwise the main body is hit.

Pass 0D6
- Miss, target ignores fire.

* Turret hits increase armour of target by 1

Firing the 1st or 2nd gun is carried out by first nominating a target. The gunner (or walker commander depending on the crew compliment) then rolls on the FIRING THE 1st or 2nd GUN table to determine the success of the hit. If a hit is scored role on the PENETRATION TABLE for walkers and tanks, or on the appropriate RANGED COMBAT DAMAGE table when firing at infantry.

2	**PENETRATION RESULTS TABLE**
	2D6 vs Difference between APR and AR

Pass 2D6
- The round penetrates the walker and all crew are killed.

Pass 1D6
- The round disables the vehicle; it may no longer move or shoot. Each crew member must roll a single D6 vs. the difference. If this passes 1D6, the crew member is dead, otherwise they must bail out.

Pass 0D6
- The round fails to penetrate but causes a clank test.

THE 1st and 2nd GUNS AND AMMUNITION TYPE

Since the guns included on walkers are typically self-loading, no loading is required by crew members. As a consequence of this however the player must decide before the beginning of the battle if the ammunition that is present in the self loader is either high explosive or armour piercing. The player may choose a single type of ammunition and must use only that type for the remainder of the battle.

All other rules for walkers are identical to those found in the BASIC TRAINING – Vehicles and Buildings section of the NUTS! rulebook.

Zombie QRS

2

Zombie Arrival Table

Rolled vs. the Zombie Support Level (2-rural, 3-urban)

Pass 2D6
- 1D3+1 Zombies find their way to a random table edge. They appear at the beginning of the next zombie activation and should fast move toward the gunfire.

Pass 1D6
- 1 Zombie finds its way to a random table edge. It appears at the beginning of the next zombie activation and should fast move toward the gunfire.

Pass 0D6
- Pass 0D6: No zombies arrive

1

They Can Sure Bite

Rolled vs. rep of target trooper

Pass 1D6
- Somehow you managed to avoid the teeth, you may be scratched, but it is just a scratch!

Pass 0D6
- You have a chunk out of your arm the size of a small melon. After D6 turns the losing character or grunt will turn zombie, until then you maintain control. Make those last moments count!

1

Zombie Melee Damage Table

Score equal to or less than impact of weapon
- **Severed Head**. The zombie will never walk again!

Score higher than impact of weapon but equal to or less than Rep of zombie
- **No effect**. Your weapon finds its mark, unfortunately the rotted flesh there doesn't mean a whole lot to the zombie…

Score greater than the rep of the casualty
- **Knocked down**. You hit that zombie hard enough that you sent it to the ground! Good for you, but try to be more accurate next time!

1	**Zombie Ranged Damage Table**

- Score equal to or less than impact of weapon
  - **Knocked down**. You hit that zombie hard enough that you sent it to the ground! Good for you, but try to be more accurate next time! The shooting star or grunt has a chance to put the zombie down for good. Roll 1D6 vs. their rep. Passing 1D6 means that the zombie was relieved of its head and it will not walk again. Passing 0D6 means that the zombie will spring to its feet in its next activation!

- Score higher than impact of weapon but equal to or less than Rep of zombie
  - **No effect**. Your weapon finds its mark, unfortunately the rotted flesh there doesn't mean a whole lot to the zombie…

- Score greater than the rep of the casualty
  - **No effect**. Your weapon finds its mark, unfortunately the rotted flesh there doesn't mean a whole lot to the zombie…

Vampire QRS

Random Vampire Generation			
Roll	1	2-4	5-6
Rep	3	4	5

1	**Vampire Ranged Damage Table**

- Score equal to or less than impact of weapon
  - **No effect*** Your shot found its mark; unfortunately vampires cannot die from gunfire. If the weapon used against the vampire was a bow or crossbow firing a stake, the vampire should be considered out of the fight.

Score higher than impact of weapon but equal to or less than Rep of zombie
  - **Knocked Down**. You hit that vampire hard enough that you sent it to the ground! Good for you! If you used a weapon other than a crossbow or bow shooting stakes then you should reconsider your choice of weapons. If you used a crossbow or bow shooting stakes, you missed the heart… Better luck next time!

Score greater than the rep of the casualty
  - **No effect*** Your shot found its mark; unfortunately vampires cannot die from gunfire. If the weapon used against the vampire was a bow or crossbow firing a stake, the vampire should be considered out of the fight.

Werewolf QRS

Random Werewolf Generation			
Roll	1	2-4	5-6
Rep	3	4	5

1

Werewolf Ranged Damage Table

Score equal to or less than impact of weapon
- **No effect*** Your shot found its mark; unfortunately werewolves cannot die from standard gunfire. If the weapon used against the werewolf was a fire arm shooting silver bullets, then they should e considered obviously dead.

Score higher than impact of weapon but equal to or less than Rep of zombie
- **Knocked Down**. You hit that vampire hard enough that you sent it to the ground! Good for you! If you used a weapon other than a crossbow or bow shooting stakes then you should reconsider your choice of weapons. If you used a crossbow or bow shooting stakes, you missed the heart… Better luck next time!

Score greater than the rep of the casualty
- **No effect*** Your shot found its mark; unfortunately vampires cannot die from standard gunfire. If the weapon used against the werewolf was a fire arm shooting silver bullets, the werewolf should be considered out of the fight.

Monster QRS

Random Monster Generation			
Roll	1	2-4	5-6
Rep	3	4	5

Armoured Trooper QRS

Random Armoured Troop Generation			
Roll	1	2-4	5-6
Rep	3	4	5

Rocket Trooper QRS

Random Trooper Generation			
Roll	1	2-4	5-6
Rep	3	4	5

<table>
<tr><td>1</td><td colspan="1"><i>Rocket Trooper Ranged Damage Table</i></td></tr>
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1

Rocket Trooper Ranged Damage Table

Score equal to or less than impact of weapon
- **Obviously Dead** No matter if the trooper is flying or standing, they are no longer among the living.

Score higher than impact of weapon but equal to or less than Rep of zombie
- **Knocked Down**. If the trooper is flying or jumping they will crash. They will drop to the ground where they are and immediately take an impact 2 hit. Roll on the melee damage table to resolve the damage due to the hit.

Score greater than the rep of the casualty
- **Out of the Fight** If the trooper is flying when taken out of the fight, they will crash and die, thus they should be considered obviously dead.

Additional Weapons
(those not outlined in NUTS!)

Weapon	Range	Target	Impact
Stake	H-to-H	1	1
Bludgeon	H-to-H	1	1
Single Edged Blade*	H-to-H	1	2
Bow	18"	1	1
Crossbow	18"	1	2

*This does not included small blades such as non-fixed bayonets or knives. It only includes large blades such as swords and things like sharpened shovels.

Walker QRS

1	**VEHICLE "IN SIGHT" CHECK vs. Walker Commander**

-1 to Rep if buttoned up
-1 to Rep if the "In Sight" is taken from the Gunner Position
+1D6 if shooter is hidden

Pass 1D6
- All stationary walkers may fire immediately, the highest passing die shoots first while ties are resolved simultaneously.
- Moving walkers may stop and fire after all stationary vehicles have fired.

Pass 0D6
- Walker cannot fire.

WALKER FIRING THE 1st or 2nd GUN

2	**PLACE ROUND TABLE vs. Gunner's Rep**

-1 to Gunner Rep if range is greater than 48"

Pass 2D6
- Hit target aimed for

Pass 1D6
- Missed target if firing walker 'Fast Moved'
- Hit target if at a range of 12" or less.
- Otherwise the shot is considered at hit. If the target vehicle or walker has a turret, place the round by rolling a D6. On a 1 or 2 the turret* is hit, otherwise the main body is hit.

Pass 0D6
- Miss, target ignores fire.

* Turret hits increase armour of target by 1

WALKER PENETRATION TABLE

2   *PENETRATION RESULTS TABLE*

2D6 vs Difference between APR and AR

Pass 2D6
- The round penetrates the walker and all crew are killed.

Pass 1D6
- The round disables the vehicle; it may no longer move or shoot. Each crew member must roll a single D6 vs. the difference. If this passes 1D6, the crew member is dead, otherwise they must bail out.

Pass 0D6
- The round fails to penetrate but causes a clank test.

WALKER CLANK TEST

2   *CLANK TEST vs. Walker Commander's Rep*

-'Star' may choose her reaction

Pass 2D6
- Under gunned walkers will retire out of sight.
- Walkers unable to return fire will carry on.
- Walkers who are able will return fire, turning on the spot to do so.

Pass 1D6
- Walkers under gunned will retire out of sight.
- If the walker's main weapon is facing the attacker it will return fire.
- If the walker's main weapon is not facing the attacker it will carry on.

Pass 0D6
- Walker will retire out of sight.
- Under gunned walkers will runaway.
- If the walker is fired on by a weapon that can penetrate it, it will run away.

WALKER RUN OVER TABLE

1	**"WALKER RUN OVER" TABLE vs Walker Driver's Rep**

+1 to Driver's rep for maneuverability of walker

Pass 1D6
- If traveling at half speed or less, the walker maneuvers around target with no trouble and continues through
- If traveling at over half speed the walker hangs up on the obstacle and stops movement. Next activation the walker will maneuver around the object and continue through. One crew member (determined randomly) may fall, roll 1D6, if pass then carry on, if fail then the crew member is knocked prone until the next activation.

Pass 0D6
- If traveling at half speed or less the walker hangs up on the obstacle and stops movement. Next activation the walker will maneuver around the object and continue through. One crew member (determined randomly) may fall, roll 1D6, if pass then carry on, if fail then the crew member is knocked prone until the next activation.
- If traveling over half speed, the walker may fall! Driver rolls on the "WILL IT STAND" table.

WALKER WILL IT STAND

1	**"WILL IT STAND" Walker Table vs Walker Driver's Rep**

Pass 1D6
- If the walker is attempting to stand, the walker stands up and may move and fire during its activation as normal.
- If the walker is attempting to remain standing, the pilot manages to keep the vehicle under control, it continues to stand and may continue its activation.

Pass 0D6
- If the walker is attempting to stand the walker driver fails to bring the vehicle to a standing position. It remains prone, unable to move or shoot until another attempt can be made during the driver's next activation.
- If the walker is attempting to remain standing, they fail and the vehicle falls prone. The driver along with the remaining crew must roll 1D6 (the driver adds +1 to their rep for this roll). For each crew member, if 1D6 is passed they fall prone and cannot act until next activation. If a crew member passes 0D6, the fall has knocked them unconscious and they are out of the fight.

WALKER LOSING CONTROL

2	*"LOSING CONTROL" vs Walker Driver's Rep*

Add +1 to driver's rep for this roll

Pass 2D6
- Walker continues at same speed making turn without problems.

Pass 1D6
- The turns and then walker veers away outward from the direction of the turn by one body width. If a solid body is hit, the walker's driver must make a roll on the WILL IT STAND table.

Pass 0D6
- The walker turns and then veers away outward from the direction of the turn by one body width and then falls over. In this case the fall will cause irreparable damage to the walking mechanism, rendering the vehicle unusable. Each crew member rolls 1D6. If they pass, they bail out, if they fail, they fall and are out of the fight.

DON'T LET'EM STOMP YA!
(Use this instead of the OVERRUN table for vehicles)

2	*"DON'T LET'EM STOMP YA!" vs Target's Rep*

A 'Star' may choose their reaction

Pass 2D6
- If the target is armed with an Armour Piecing Weapon they will stand and fire.
- Targets not armed with an Armour Piecing Weapon will dodge 3" out of the way without injury and count as in Duck Back mode.

Pass 1D6
- Walker's driver rolls 1D6 and adds their Rep. If they roll an 8 or higher the target is suitably stepped on. The driver rolls for damage against the target on the RANGED COMBAT DAMAGE TABLE counting the impact as the Armour Rating of the walker.

Pass 0D6
- The walker stomps its target ruthlessly. The driver rolls for damage against the target on the RANGED COMBAT DAMAGE TABLE counting the impact as the Armour Rating of the walker.

Standard Walkers of the Weird War!

USSR

Walker	Armour	1st Gun	2nd Gun	AA MG	Hull MG	Speed	Crew
Soviet Medium Walker	3/2	4	Grenade	N	Y	24/16	3
Soviet Heavy Walker	4/2	9 (EKC*)	Grenade	Y	Y	18/12	3

* The EKC, electro-kinetic cannon was an anti-tank weapon that had minimal recoil and so could be mounted on walkers. It was used to devastating effects on the battlefield.

GERMANY

Walker	Armour	1st Gun	2nd Gun	AA MG	Hull MG	Speed	Crew
PzKfLr I	2/1	3	Grenade	N	N	24/16	2
PzKfLr II	2	3	Grenade	Y	N	24/16	2
PzKfLr III	3/2	4	Grenade	N	Y	18/12	3
PzKfLr IV	4/2	4	APW 9	Y	Y	18/12	3

BRITAIN

Walker	Armour	1st Gun	2nd Gun	AA MG	Hull MG	Speed	Crew
Bremmy Light	2/1	n/a	Grenade	Y	Y	24/16	2
Thatcher	2	n/a	Grenade	Y (turret)	Y	18/12	2
Thatcher II	2	4 (turret)	Grenade	N	Y	18/12	2

USA

Walker	Armour	1st Gun	2nd Gun	AA MG	Hull MG	Speed	Crew
Bleary M13A	2/1	n/a	Grenade	Y (turret)	Y	24/16	2
Bleary M13A2	2/1	3 (turret)	Grenade	Y	N	18/12	2
Shortstreet M15A	2	4 (turret)	Grenade	N	Y	18/12	2
Shortstreet M12A2	2	Flamethrower (turret)	Grenade	N	Y	18/12	2