

House Rules for Nuts! Final Version

Version 1.0

by Jeff Glasco

1. For prone in a HE blast area, reduce the HE Impact of the attacking weapon by 2, then roll on the Ranged Combat Damage table for effects.

Discussion: This lessens but does not eliminate the chance for damage if prone. For example, a Rep 4 figure who is prone in the blast area of a grenade (HE impact value of 2) has 4/9 chance of not being out of the fight or dead (also a 5/9 or 55% chance of being killed or out of the fight). If the same figure was not prone, he would have a 70% of being killed or out of the fight.

2. Prone figures in the open can be shot at by a standing enemy within 1" and not count as prone.

Discussion: If you run up next to a prone figure and are shooting down on him, he really should not get the prone advantage when you are right next to him.

3. Prone figures may move 2". They may also attempt to fast move as per the rules.

Discussion: When I was an infantry officer, we did a lot of prone movement, getting up might get you shot.

4. In the attack mission, the player should start with his squad and three rolls on the reinforcement chart for his starting forces. The defender (NP) should start with the normal 3 PEFs. Both sides get +1 to their investment levels.

Discussion: If doing a deliberate attack, you get all of your forces up front then attack, but there is still the chance for some random reinforcements.

5. In the defend mission, the player should start with his squad and two rolls on the reinforcement chart for his starting forces. The attacker (NP) should start with four rolls on the reinforcement chart. Both sides get +1 to their investment levels.

6. In melee, a player may opt to fight to capture rather than kill his opponent. This is essential for those prisoner grab missions. To capture a prisoner, the enemy must be defeated in melee. If a figure wins by 2 or more successes, the enemy is subdued rather than killed. If the figure wins by 1 success, the enemy is OOF as normal.

Discussion: I got this from The Big Hurt, it makes taking a prisoner possible.

7. Allow platoon leaders or platoon sergeants to activate his own group and any other groups under his command if the leaders of those groups are within 12" and LOS. The leadership dice of the platoon leader or platoon sergeants can only be applied to the group that he is with. Only one leader die can be applied to a group at a time, use the die of the leader with the highest rank.

Discussion: This is from Nuts! 2nd edition and allows the platoon leadership to do their real jobs; I know I was once an infantry platoon leader.

8. Add the following modifiers to the number of dice rolled during an In Sight Check:

House Rules for Nuts! Final Version

Version 1.0

by Jeff Glasco

*Enemy is Prone, including crawling = -1d6

Discussion: Prone or crawling figures are harder to see, even if in concealment.

*Enemy is camouflaged = - 1d6

Discussion: This means extensive camouflaged such as a sniper suit or fighting positions or in a building where the defender has a long time to camouflage his position.

9. Add to Received Fire Test: Any figure within 4" and LOS to this figure will also take the test. Thus, even if a figure is not directly targeted, he can return fire against an enemy figure that shot at a figure within 4" of him.

Discussion: The new rules of only the figure fired on possibly returning fire just didn't work for me.

10. Additional and revised Vehicles and Guns:

Discussion: These revisions make armored cars a bit more useful and add in some new stuff which might actually show up in a game.

American Vehicles:

Vehicle	Front	Side	Top	APR	HE	AA	Hull	Coaxial	Speed	Crew
DUKW	---	---	---	---	---	---	---	---	20/8	2
M8 Armored Car	1	1	2/OT	6	5/2	HMG	---	MMG	28/16	4
M20 Armored Car	1	1	2/OT	None	---	HMG	---	---	32/16	5

German Vehicles:

Vehicle	Front	Side	Top	APR	HE	AA	Hull	Coaxial	Speed	Crew
234/1 Armored Car	4	2	1/OT	5 (ROF2)	---	---	---	MMG	32/16	4
234/2 Armored Car	4	2	1/OT	9	5/2	---	---	MMG	32/16	4
234/3 Armored Car	4	2	1/OT	9* or 12	6/3	---	---	MMG	32/16	4
234/4 Armored Car	4	2	1/OT	10	5/3	---	---	MMG	32/16	?
222 Light Armored Car	3	2	1/OT	5 (ROF2)	---	---	---	MMG	32/14	3

Guns	APR	HE	Crew	DV	Notes
7.5 cm IG	9*	6/3	4	3	Light Gun
15 cm IG	12*	12/4	6	3	Medium Gun