

House Rules for Nuts! Final Version

Version 1.2

by Jeff Glasco

1. The basic game uses a 3' x 3' table. This is fine for very dense combat, like in a major urban campaign, but is too small for a larger attack, like a platoon attack. A platoon attack would be on an average frontage of 100-150 yards, as 1" in the game = 2 yards, that is 72". Likewise, a squad defending zone might also be 100-150 yards. To reflect this, make the table 6' x 4'. Generate terrain for each 12" square area. That would look like this:

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24

*For a Patrol mission where the player is patrolling: put 3 PEFs in areas 1-12, the patrolling player sets up in areas 19-24.

*For an Attack mission where the player is attacking: put 3 PEFs in areas 1-12, the attacking player sets up in areas 19-24.

*For a Defense mission where the player is defending: put 5 PEFs in areas 1-6, the defending player sets up in areas 13-24.

*See rules 3 and 4 for increased forces if the overall table type is Urban.

Discussion: The battles seem far too cramped, especially with a platoon+ in play. This will allow more maneuver, especially for the attacker. I got this idea from a person named "John Paul" on the Two Hour War Games forum (see: <http://site.twohourwargames.com/forum/viewtopic.php?f=8&t=2708&sid=689cc91d51ddf1023c9cc26afe0be5fd>), also see the Italy After Normandy supplement rule book. I think the 4'x6' table (for 25mm figures) is the right size for a platoon sized battle. If you think that the forces are too sparse keep in mind that fairly modern American light infantry doctrine called for a single squad to defend 100 yards (48" on the table). World War Two doctrine called for a platoon to attack on a 100-150 yard frontage and defend on a 200-300 yard frontage. If playing an urban attack, you might reduce the table to 4' x 4' with the same number of forces and PEFs as that would produce

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about the right troop density for an urban attack. For non-urban terrain types, I would use at least a 4' x 4' table.

2. Disregard the PEF roll for buildings.

Discussion: This just put way too many enemy units on the table and produced defender density that was unhistorical (and too high).

3. In the attack mission, the player should start with his squad and two rolls on the reinforcement chart for his starting forces. The defender (NP) should start with the normal 3 PEFs + 1 PEF if defending in an overall area type of Urban. Both sides get +1 to their investment levels.

Discussion: If doing a deliberate attack, you get most of your forces up front then attack, but there is still the chance for some random reinforcements. You might get your entire platoon at the start of the attack or only part of it, which is reasonable given that platoons attacked with only 1 or 2 squads forward and the rest in reserve (which would come in as a reinforcement) This should give the defender about 2 starting units. Adding the fourth PEF for an overall Urban table reflects the higher defenses given to urban areas.

4. In the defend mission, the player should start with his squad and one roll on the reinforcement chart for his starting forces. The attacker (NP) should start 5 PEFs + 1 PEF if attacking in an overall area type of Urban. Both sides get +1 to their investment levels.

Discussion: If doing a deliberate defense, you get some of your platoon up front for the defense, but there is still the chance for some random reinforcements. Remember that platoons tried to keep some sort of reserve, which is represented by the reinforcement rolls. The fifth PEF for the attacker should give them about 3 starting units (0-5 total) which makes defending more difficult, which it should be as the attacker should be massing forces against specific parts of the defender's lines.

5. For Patrol missions, the player must spot all PEFs to be successful. He doesn't have to destroy all of the enemy forces, that is what an attack mission is for, nor does he have to scout the entire table.

Discussion: this seems like a more realistic patrol mission to me. You want to take the basic intelligence of where the enemy might be (the PEFs) and check them out to see what is there.

6. Measurements for 15mm figures. As stated in the Two Hour Wargames Forum, 1" equals 2 yards (see <http://site.twohourwargames.com/forum/viewtopic.php?f=8&t=2393>). That works fine with 25-28mm figures and produced a true ground scale. To have a true ground scale for 15mm figures, use a ruler that is reduced to 66% scale, that means that 2 actual inches on the table represent 3 game inches. You can easily make a 66% scale ruler on your computer by either

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making a regular ruler and printing it at 66% scale or through other ways on your computer (see here for how to do that: <http://www.g-design.us/cd/#inch>).

Discussion: This allows you to use 15-18mm figures and have the ground scale still be true for them. A normal 6' x 4' table then becomes only 48" x 32" (as 12 regular game inches are now only 8 actual inches), likewise a normal 4' x 4' table becomes only 32" x 32" (about the size of a card table).

7. 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. It also represents that you are far better off prone in an HE blast areas than standing.

8. Prone figures in the open can be shot at by a standing enemy within 2" and not counted 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.

9. Prone figures may move, crawl, is at half normal movement. Crawling characters can attempt a Fast Move, but at a -1d6 penalty and additional movement is based upon their crawl speed.

Discussion: When I was an infantry officer, we did a lot of prone movement, getting up might get you shot. This makes prone movement (crawling) about one-fourth the speed of walking, which seems about right to me. Also remember that you can use fast movement while prone (crawling). This rule comes out of All Things Zombie, Final Fade Out.

10. 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.

11. 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.

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

*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.

13. 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. Also apply a crisis test to any figure that is within 4" of a figure that is fired on.

Discussion: The new rules of only the figure fired on possibly returning fire just didn't work for me. This also allows a group to return fire and not just one individual. For the second part (taking a crisis test if a figure within 4" is fired on), if someone within 8 yards of me is shot at, that is close enough to me for me think about if I want to stick around or move to cover.

14. Roads in Terrain Generation: If a road is not generated on the battlefield due to buildings, roll 1d6 and a road is present in clear (1-3), woods (1-2), mountain (1). Randomly decide if runs north-south or east-west and which areas it enters in and exits out of.

Discussion: These roads represent the roads connecting major places not shown on the battlefield map.

15. For tied In-Sight checks rolls, the stationary groups wins the In-Sight Check.

Discussion: I think I saw this on the Two Hour Wargame Forum someplace. It means that you don't have to spend a lot of time rerolling tied In-Sight checks and gives the stationary side a bit of more of an advantage.

16. Assigning REPs to figures. Rather than rolling a REP for each figure after you assign it a position, roll all of the REP dice for the Squad, so if you have 12 squad members, roll 12d6, and then assign the dice to the specific figures. This allows you to give the highest REP to key figures such as leaders and machinegunners. Once you have assigned the REPS to your figures, then roll for their attributes.

Discussion: This helps the higher REP members of the unit be in the key positions. I had some issues with REP 3 figures being key figures, which didn't make sense. Through training, units figured out who was a better soldier and put them in key positions. With the attributes you can still have a flawed figure, such as a REP 5 assistant squad leader who has the Poser or Dumbass attributes, so roll attributes after you assign the figures to positions.

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17. Building sizes for 15-18mm figures should be 4" x 4" per area (especially if using a 2/3rds scale ruler).

Discussion: This puts the area size more in scale with the ground scale and the size of 15mm buildings.

18. I think the building density is too big for 12" terrain sections. For example a single three area building (three 6" x 6" areas) will take up 75% of a 12" terrain section! Rather than the number (1/2d6 for non-urban and 3+1/2d6 for urban) representing the numbers of buildings, have it represent the numbers of building areas in that section. Then roll on the building type until you have met that number of building areas. I would keep the building areas for non-urban areas to 1/2d6 (1-3 areas), but for urban section buildings 1 would use 1/2d6+1 for the number of areas (2-4 areas) as an urban 12" square section can only hold four building areas if each is 6" x 6". if you have to put the buildings an inch or two into another section to accommodate a road in between them, that is fine.

Discussion: That produces a maximum of four 1 area buildings in a 12" sector, which is really all it could hold. I am surprised that no one else had noticed this before. If (under the existing rules) you rolled a 5 or 6 for the number of buildings in an urban area you came up with six buildings (3 + 1/2d6). Even if they were all area one buildings, they still could not all fit in the 12" terrain section.

19. 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	4	2	1/OT	10	5/3	---	---	MMG	32/16	?

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Car										
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

20. The reinforcement chart allows you to field very reasonable reinforcements. However, odds and ends things do show up in battles now and then. If you roll a modified 10 or higher on the Reinforcement table, roll again. On a 1-5 you get a Fighting Vehicle, on a 6 you get something special that isn't on the chart. I'll leave it up to you to figure out what that "special" unit is, but it should be a single vehicle or a squad or smaller sized element. Examples of that could include a towed anti-tank gun and crew, a battalion or regimental infantry gun and crew, an engineer squad, the company commander and a few men from the company headquarters, an armored car, a self-propelled infantry gun, or another unit from the type of division the player's force is from.

Discussion: This allows for some sort of unique reinforcement. Just use whatever unique figures or vehicles you might have.

21. The Italy After Normandy has many good rules in it. I recommend the following:

- *Medics/Outgunned (page 3)
- *Hiding (page 8)
- *Plowed Fields (page 10)
- *Low Crops (page 10)
- *Heavy Mud/Soft Ground (page 10)
- *Foxholes and Ditches (page 11)
- *Ruins (page 11)
- *Rubble (page 11)
- *Barbed Wire (page 11)
- *Call For Surrender (page 15)
- *Mass Surrender (page 15)
- *After the Battle Recovery (page 15)
- *Hospitalization Returns (page 17)
- *Walking Wounded (pages 17-18)
- *Exhaustion (page 19)
- *Ending a Mission - Retreat (page 20)
- *Swimming (pages 40-41)
- *Mortars (page 45-48)

Discussion: The Italy After Normandy supplement book is very well done and worth purchasing.