

## ***HOW TO USE BOLT ACTION WITH NUTS CAMPAIGN BOOKS***

The NUTS system has some unique mechanics as a Mission Driven game, but you can easily use NUTS source materials and Campaigns to structure your Bolt Action games. We'll present some guidelines on how to do it, including:

- The Difference between NUTS and other games
- How to Solo Play Bolt Action using NUTS Mechanics
- How to use NUTS Campaign books to structure your Bolt Action games

### ***WHAT'S THE DIFFERENCE BETWEEN "MISSION DRIVEN" SOLO PLAY AND "POINT DRIVE" SOLO PLAY GAMES?***

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This is a preamble, please feel free to [jump right to the rules!](#)

There are two basic approaches to skirmish game design, Points Driven and Mission Driven. Both are equally valid, and many people are familiar with Points Driven games, the most popular of which is Bolt Action from Warlord Games.

Bolt Action is primarily designed for head-to-head competitive tournament play, with some bolt-on rules for campaign play and solo play. The rules seek game balance through a Points system that lets you purchase your units for a particular game.

The game, or Mission, is typically chosen from a set of standard templates, and while the Mission guidelines may include Objectives, victory is still

very much determined by which player scores the most Victory Points.

In contrast, the NUTS rules are designed as Mission Driven solo play rules, that also work equally well for Cooperative same-side and head-to-head gaming. That means there are no points, your force level is determined by the type of scenario, the platoon or squad organization, and Campaign modifiers.

As a Mission Drive game, NUTS focuses more on achieving in-game objectives than earning victory points to win.

Mission Driven game could present a range of Missions, anything from a Patrol mission to scout a certain area by the end of the game, or a difficult "Hold at all costs" Defense mission where you "win" by controlling a certain terrain piece or area of the table...so even if you lose most of your figures, you still win if you stop your opponent from achieving their objective. This means you could also have a greater range of Missions -- like rescuing a downed pilot, doing a raid to capture a prisoner, or speak with the locals to gain intel.

You can play a Mission Driven game with any tabletop system, and even set the scenario up using a point system in Bolt Action rather than a standard Squad or Platoon TOE as in NUTS -- but you only win if you meet the objective within a given time frame.

Then it's your choice of what you get after the Battle. You can use the NUTS "Reinforcements" rules, or use the *Bolt Action Campaign Rules* in the *Battle of France Campaign* book.

## **SOLO PLAY FOR BOLT ACTION AND OTHER RULES**

NUTS is designed with Solo play in mind that's more dynamic than the light *Solo Rules* presented in the *Bolt Action "Market Garden" campaign book* – and we want to leverage the idea of *Hidden Set-up* and do more with that rule.

NUTS takes the concept of *Hidden Set-up* at the beginning of a game a step further:

- Hidden Set-up markers not only represent the chance to encounter one or more units – or none at all
- Hidden Set-up markers can also move around using a simple scenario driven table to determine what they do.

There's also a random factor – your Hidden Set-up markers represent the *Potential* for you to encounter enemy units, not necessarily the units themselves. We'll get to how that works soon.

### **HIDDEN MARKER SET-UP**

- Rather than one Hidden Set-up marker per unit or force, you're going to place one marker per 250pts of the Enemy Force. So a 1000pt Enemy Force will have x4 markers.
- Allocate one Order Die per marker. When you draw an Enemy Order Die, roll on the NUTS Table to see what it does.
- You will place your Hidden Set-up markers on the table, out of sight of your forces, so no enemy figures are actually placed on the table to start with.

### **HIDDEN MARKER "TARGET VALUES"**

NUTS has more in-depth Campaign rules that uses Enemy Investment Level to determine how important a Campaign Area is to them – and how likely it is the Enemy will send units and reinforcements into any given Mission.

This is basically a "Target" number for d6 rolls on various tables.

You can use those rules from NUTS (*page 62*), or use the relative force quality of the Enemy Force to get your Target numbers for the tables in the NUTS system.

- Inexperienced = 3 or lower on a d6 roll
- Regular = 4 or lower on a d6 roll
- Veteran = 5 or lower on a d6 roll

### **HIDDEN MARKER MOVEMENT**

Once your markers are placed, they might move around based on the type of Mission you're playing. In NUTS terms these are treated as Potential Enemy Force markers and use the *PEF Movement rules (NUTS page 63)* for possible movement. If you're the Attacker, the enemy markers are less likely to move and more likely to resolve as units in defensive positions. Here's how it works:

- Allocate one Order Die per marker. When you draw an Enemy Order Die, roll on the NUTS Table to see what it does. It may stay in the same place, or move in some direction.
- Once Spotted and resolved, replace the marker with the appropriate unit.
- The unit will also use the *Non-Player Enemy Movement table (NUTS page 65)* for the rest of the game as well, but once engaged will typically just fight the closest enemy that makes sense.

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*E.g.: I draw an Enemy Order Die that I decide is for a Regular unit. I roll 2d6 on the PEF Movement table. My target number for a Regular unit is a “4.” I roll a 1, 6. Since I only rolled a “4” or less on 1d6, I get a “Pass 1” result. The PEF moves 4” towards your nearest unit, staying in Cover as possible.*

### RESOLVING HIDDEN MARKERS

You can use the Bolt Action solo rules, using card draws to determine which unit you encounter – but one of the nice mechanics of the NUTS system is the uncertainty it injects into your game. Here’s how we do it:

- When a PEF marker comes into Line of Sight of some of your figures (remember, the PEF markers may come to you!), roll 2d6 on the appropriate PEF Resolution Table against the Target Number of the average quality of your Enemy force (typically a 4) to see what you encountered.
- That could turn out to be enemy infantry, an MG nest, AFVs, a random event like an Artillery strike– or nothing but the jitters!

So you may not run into the full power of an Enemy Force, you might luck out and encounter fewer troops – maybe they got assigned someplace else, or just got lost on the way – who knows, it happened all the time in WW2.

## 2

### PEF RESOLUTION

*(Taken versus Target Number)*

# D6 PASSED	RESULT
2	<p><i>Contacted an enemy force.</i> Roll 1d6, counting a +1 if you are on an Attack Mission</p> <ul style="list-style-type: none"> <li>• (1) Something Happens, Roll 1d6 and remove the Marker                             <ul style="list-style-type: none"> <li>○ (1-2) The unit spotting the Marker is attacked by one Artillery Barrage.</li> <li>○ (3-4) The unit spotting the Marker is attacked by one Air Strike.</li> <li>○ (5-6) An Enemy Sniper Team attacks the Player’s units.</li> </ul> </li> <li>• (2-4) Place one unit/group on the Table.</li> <li>• (5) Place two unit/groups on the Table                             <ul style="list-style-type: none"> <li>○ Roll 1d6 again – if you roll a 5-6 place a vehicle, otherwise place infantry units that make sense</li> </ul> </li> <li>• (6) Place one unit on the table in a Defensive Position with Hard Cover</li> </ul>
1	<p><i>There might be something there.</i> Resolve all subsequent PEFs with 3d6 counting the lowest two scores. <i>If this is the last PEF and you have not contacted the Enemy, count as passing 2d6.</i></p>
0	<p><i>False alarm.</i> Just a case of nerves! Remove this marker and 1 unit and Order Die from the Mission. It didn’t make it to the fight! <i>If this is the last PEF and you have not contacted the Enemy, count as passing 2d6.</i></p>

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Here's how you can combine this aspect of Solo Play from NUTS into your Bolt Action games.

- Divide your force into approximate units. with one PEF per 250 points, so a 1000 point force = four markers
  - You can go 1-to-1 where each squad or vehicle is accounted for individually, or group them into sensible forces like a squad plus an MMG, etc.
  - Keep track of this “PEF Pool” with a card or marker.
- Once you spot a PEF, roll 2d6 on the PEF Resolution table and see what you encountered.
- If it's one or more enemy groups, pull cards or markers from your PEF Pool and place them on the table.
- Then proceed as normal. Once you encounter the enemy force, just place it on the table and shoot it out with Bolt Action or your rules of choice!



For more information on NUTS, visit [Two Hour Wargames](#)

### PUTTING IT ALL TOGETHER

Let's see how this works. For example, say you want to play a 1000 point game against a German Panzergrenadier force, you could assign your PEFs like this.

Group 1: PEF 1 – Infantry Squad + Veteran Leader

Group 2: PEF 2 – Infantry Squad + MMG

Group 3: PEF 3 – Infantry Squad + SdkFz 251/1 Halftrack

Group 4: PEF 4 – One Panther Tank

1. Next, place the Hidden Force (aka PEFs) on the table according to the rules – in a terrain feature overlooking something of interest, like a cross roads, bridge, village, etc.
2. Put dice or cards associated with these units into your dice or card pool.
3. Place your own units in the starting areas for your scenario.
4. During the Activation phase, whenever an Enemy Force die or card comes up, choose or determine which Hidden Force (PEF) Marker you will activate. If you want the Enemy Hidden Markers (PEFs) to move during the game before being spotted, use the NUTS PEF Movement tables, or just leave 'em where they are.

*E.g, I pull an Enemy die from the dice pool for activation and use the NUTS system to see what it does. I roll 2d6 against a generic target "REP" value of "4" (for "Regular" units in Bolt Action), looking to roll 4 or less on each die and roll a 2, 5. The Table says that's a "Pass One" result a the Enemy Hidden Marker "moves 4" directly towards the player ending in cover if possible."*

5. On my next move I have a unit that ends up in Line of Site of the Enemy Hidden Marker that

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previously moved, so now I'll check to see what it was by rolling on the PEF Resolution Table.

*E.g., I roll 2d6 against a target value of "4" for an average Regular force in Bolt action, looking to roll "4" or less on both dice. I roll a 1, 2, so I have "Contacted an Enemy Force."*

*I roll another 1d6 to see what that is, and roll a "6" – that means that I "Place one unit on the table in a Defensive Position with Hard Cover."*

*Then I randomly pull a card or marker to see which group has been encountered, and I pull Group 2, which is an Infantry Squad and an MMG team – in Hard Cover!*

*Note: Had I rolled, say, a 5,6 on PEF Resolution the result would have been a "False Alarm" and the Marker and Activation die would be removed from play.*

6. Game play then proceeds normally, keep using the Hidden Marker and PEF Resolution rolls until all of the force Groups have been resolved or removed.



## HOW TO USE NUTS CAMPAIGN BOOKS WITH YOUR BOLT ACTION GAMES

The NUTS Campaign books are designed to let you link your games together into a coherent campaign with a sense of advancing towards objectives using Campaign Map Area movement. Each NUTS Campaign Book describe how that works, and here's how to use them with Bolt Action.

### CAMPAIGN SET-UP

1. **What Nationality?** Decide which Army List to use.
2. **What Campaign?** The Campaign you pick will tell you
  - a. What Theatre of the War
  - b. What Year of the War
  - c. What your first Mission will be
3. **What Forces?** Once you've done that, decide what your Forces will be for your first Mission.
  - a. Unless otherwise stated in the Campaign, your first Mission will be a Patrol (500pts per side)
4. **Additional NUTS Flavor for your Games**
  - a. **Terrain** – The NUTS Campaign Areas describe the primary type of terrain – Clear, Mountain, Desert, etc.
    - i. When Preparing the Battlefield, at least half the terrain you place should reflect this.
  - b. **Weather** – The NUTS Campaign Areas describe the primary type of

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terrain, and the likelihood of Bad Weather that can impact your games.

- i. You can use the NUTS Weather rules (*NUTS Compendium page 69*)
- ii. Or, roll 1d6 during set-up, and on a “6” you have Bad Weather – Rain, Snow, etc.
  1. Use the Bolt Action Night Fighting Rules for Reduced Visibility checks.
- c. **Day or Night?** You can’t always fight during the day. If you want to add this element, roll 1d6 during Set-up, on a “6” your scenario is at Night.
  1. Use the Bolt Action Night Fighting Rules for Reduced Visibility checks.

### ***AREA MAP MOVEMENT***

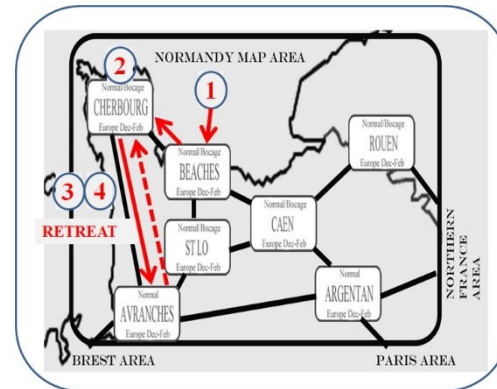
You can also use the NUTS Campaign Area Map movement found in each Campaign book to add extra flavor and detail to your Bolt Action games. This movement system gives you a sense of where your unit is fighting, and what their objectives are.

So rather than just “Now fight an Envelopment scenario,” you’ll be able to say, “My unit advances on Avranches from St Lo and attempts to do an Envelopment of an Enemy unit.”

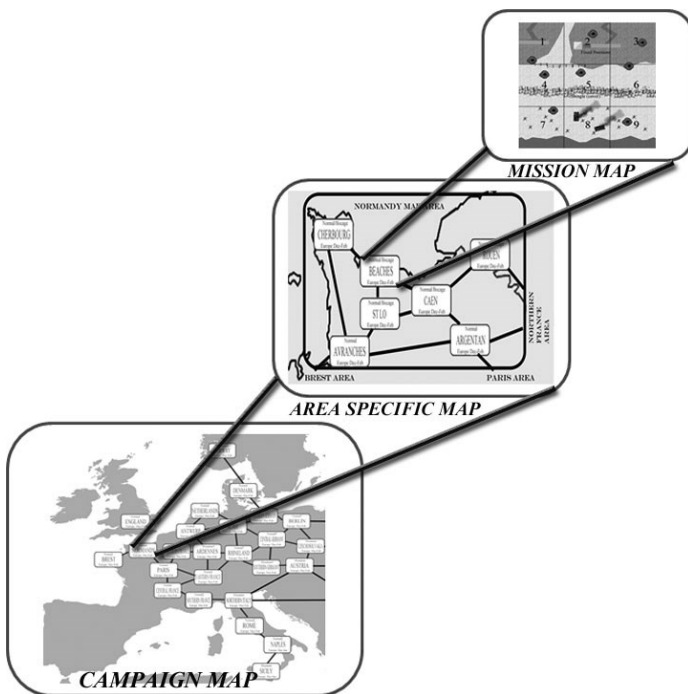
The maps also provide guidance on what type of terrain you’re likely to encounter,

The below example shows how Missions flow into a campaign with area map movement.

- Mission 1 – Beach Assault (Success)
- Mission 2 – Attack to Cherbourg (Success)
- Mission 3 – Attach to Avranches (Fail, retreat)
- Mission 4 – Defense in Cherbourg



*Sample Normandy Area Specific Map*



*Sample Campaign Map*

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### ***WHAT'S CAMPAIGN MORALE***

NUTS Campaigns and Missions use “Campaign Morale” and “Investment Level” to help keep track of how well you’re doing (or not).

- Campaign Morale is a measure of a side’s ability to keep fighting.
  - Both sides usually start at Campaign Morale 4
  - Each time you win the Enemy Morale will drop a point, and each time you lose your Morale will drop a point.
  - When a side’s Campaign Morale hits “0” they retreat and lose the Campaign.
    - If you want to represent this in Bolt Action, use the *Bolt Action Campaign Rules* in the *Battle of France Campaign* book. Your campaign lasts 5 scenarios, highest Victory Point scorer wins.
- Investment Level is the relative importance of your Campaign to the Generals. The higher the Investment Level the more likely that you’ll get reinforcements.
  - If you’re not using NUTS rules for Reinforcements, you can ignore this/

- Choose the row on the left side that equals your last Mission
- Roll 1d6 and check the appropriate Column to see what your Next Mission will be.
  - Subtract 1 from the roll if you lost the last Mission.

**1**      NEXT MISSION TABLE  
*-1 if you lost the last Mission*

Last Mission	Next Mission		
	1-2	3-4	5-6
<b>Patrol</b>	Point Defense	Manhunt	Meeting Engagement
<b>Manhunt</b>	Point Defense	Point Defense	Envelopment
<b>Meeting Engagement</b>	Point Defense	Envelopment	Double Envelopment
<b>Envelopment</b>	Point Defense	Double Envelopment	Demolition
<b>Double Envelopment</b>	Point Defense	Demolition	Demolition
<b>Demolition</b>	Point Defense	Demolition	Demolition
<b>Point Defense</b>	Hold Until Relieved	Patrol	Manhunt
<b>Hold Until Relieved</b>	Surrounded	Point Defense	Patrol
<b>Surrounded</b>	Surrounded	Hold Until Relieved	Patrol

### ***DETERMINING YOUR NEXT MISSION***

In the NUTS system your success or failure determines your next Mission in the game. You can use the NUTS system for this, or use a modification of the *Bolt Action Campaign Rules* in the *Battle of France Campaign* book.

When setting up your Next Mission, consult the Next Mission Table

## *SOLO GAMING BOLT ACTION USING NUTS! MECHANICS*

### *USING POINTS TO CREATE NUTS MISSIONS*

You may also like the NUTS system, but prefer the use of a Points system to create Missions and scenarios and for a competitive tournament. Not a problem, here's how you do it.

- Decide what size battle you want to have – 500 points, 1000 points, etc.
- Then look at your Army List by Nationality to see what kind of troops are available.
- Build your units using the Point System below based on the figure Reputation and Equipment.
  - E.g. A “Regular” Infantry figure, Rep 4 (4pts), armed with a Bolt Action rifle (3pts), and Grenades (1pt) = 8pts for that figure.

### *REPUTATION*

<i>POINTS</i>	<i>REPUTATION</i>
3	Rep 3
4	Rep 4
5	Rep 5
+1	Each point over Rep 5
X2	Star counts 2 x Current Rep

### *ATTRIBUTES*

<i>POINTS</i>	<i>ATTRIBUTE</i>
+1	Agile:
+1	Athlete:
+1	Ball Player:
+1	Born Leader:
+1	Brawler:
-1	Clumsy:
-1	Coward:
+1	Crack Shot:

-1	Dumbass:
+1	Fast:
-1	Greedy:
+2	Hard as Nails:
+1	Initiative:
+1	Knifeman:
+2	Lucky:
+1	Marksman:
-1	Near Sighted:
+2	Nerves of Steel:
-1	Poser:
+1	Quick Reflexes:
+1	Rage:
+2	Resilient:
-1	Runt:
-1	Shirker:
-2	Sickly:
-1	Slow:
-1	Slow to React:
+1	Stealthy:
+1	Steely Eyes:
+2	Stone Cold:
+1	Tank Killer:
+1	Tough:
-2	Unlucky:
-1	Wussy:

### *WEAPONS*

<i>SMALL ARMS</i>	<i>POINTS</i>
Assault Rifle (FG42) (SG-44)	4
BA Rifle or Carbine	3
Combat Shotgun	2
Large Caliber Pistol	2
Large Caliber SMG	4
Medium Caliber Pistol	2
Medium Caliber SMG	3
SA Medium Caliber Carbine	3
SA Rifle	4



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<i><b>MACHINE GUNS</b></i>	<i><b>POINTS</b></i>
BAR	5
HMG .50 cal. M2HB	9
HMG 12.7mm	8
LMG (Other)	6
MMG (MG-34/42 Heavy Barrel)	8
MMG (water cooled)	7
MMG M1917	7
MMG Vickers	7

<i><b>GRENADES &amp; MORE</b></i>	<i><b>POINTS</b></i>
Gammon Grenade	2
Grenade	1
Panzerbusche GL	2
Rifle Launched Grenades	1

<i><b>ANTI-TANK WEAPONS</b></i>	<i><b>POINTS</b></i>
AT Grenade, Tossed	7
Bazooka	9
Large Bore ATR	5
Panzerfaust 100	11
Panzerfaust 30	9
Panzerfaust 60	11
Panzerschreck	11
PIAT	9
Very Large Bore ATR (Pak 28/20)	6