

NUTS! 3rd Edition Tank Combat Flow Chart by TonichNH 2009 revised JPB 4/2018

In-Active

Active

Opposed Tank Commanders take **Vehicle In Sight Test** *Modifiers: -1d6 if buttoned up.*

Vehicle In Sight Test winners

The group winning the In Sight will now act, from highest Rep to Lowest

Fire

DUCK BACK

if cannot fire

Vehicle Ranged Combat Test

Firing Main Gun roll 2D6 vs. aiming Gunners REP *Modifiers -1 REP at over 48"*

Pass 0D6

Pass 1D6

Pass 2D6

MISS

- Miss if target or shooter Fast Moved, low silhouette vehicle or over 48".
- Hit if 48" or less, but random location.
If target is vehicle = (1-2) Turret Hit, (3-6) Hit Hull or target hull down counts as missed instead.
If target is building = (1-4) Hit 2" below target, (5) Hit 2" Left, (6) Hit 2" Right.

Hit Target
If target hull down, hit turret. Otherwise, hull.

Hit

Vehicle Crisis Test

Victim Tank Commander Rep Rolls 2D6

Penetration Table

If the turret was hit add +1 to AR. Roll 2D6 vs. Difference of APR to AR/ DV.
Note: HE round rules, see NUTS 3rd page 55.

Don't forget OverKills

Pass 0D6

Pass 1D6

Pass 2d6

Pass 0D6

Pass 1D6

Pass 2D6

All vehicles **Hunker Down**

- Under gunned, empty chamber or unable to fire, vehicles **Duck Back**.
- If loaded, main weapon returns fire even if it must rotate turret.

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

- If round does not penetrate then vehicle takes **Vehicle Crisis Test**.
- Building occupants must take an **Infantry Crisis test**.

- Round disables the vehicle and each crewmember must take **Infantry Recover Test** next activation.
- Building area collapses and all take **Infantry Recover Test**.

- Surviving crewmembers must bail out.
- Building Occupants exit next activation.

If vehicle is within 4" and LOS of friendly just destroyed vehicle, do **Vehicle Crisis Test - Friend Brewed Up**.