NUTS! 2.0 POINTS

THE NECESSARY EVIL
11/09 Version 0

Points compiled from CR2.0 & 5150. Yellow designates Non-Sanctioned points created by John Paul Bakshoian and may be ignored.

Character Points		
Points	**Type**	**Comments**
25	Overall Leader	
10	Other Leader	
5	Medic	
2	Radioman	New ATTRIBUTE[1]: Rep 5 to use a radio, all others are at Rep 3.
30	Rep 6	
25	Rep 5	
20	Rep 4	
15	Rep 3	
10	Rep 2	
5	Rep 1	
Rep X 2	SNIPER	
1	Agile, Athlete, Fast, Crack Shot, Quick Reflexes, Stealthy	These ATTRIBUTES[2] aid movement, In Sight tests or shooting.
2	Born Leader, Lucky, Hard as Nails, Marksman, Nerves of Steel, Tough	These ATTRIBUTES either affect a Reaction Test, greatly influence those around them or increase chances To Hit with any weapon.

(1) Radioman ATTRIBUTE – trained to use console, portable and walkie-talkie radios. Not many soldiers knew how to work a broadcasting radio. Walkie-Talkies click on to talk & release to listen; Dial the portable to the known frequencies, etc. Radioman also knows how to troubleshoot poorly functioning radios and about ionosphere considerations. Use radio to signal air or mortar support, etc. There may be future rules about how radios are used.

(2) ATTRIBUTES – Traditionally, there aren't point costs for attributes. Attributes are great for adding character, but generally won't win or lose a battle for you. However, for those who want ATTRIBUTE points, here is a suggestion. Those Attributes not listed cost no points. This includes negative attributes (no bonus for negative attributes.) I kept these points low, so they won't throw off the game.

Weapons Points

Points	Type	Comments
2	Hand Held Weapon	
3	Two Handed Weapon	
3	Medium Cal Pistol	
4	Large Cal Pistol	
8	Machine Pistol	
5	Carbine	
4	BA Rifle	Bolt Action Rifle
5	Sniper Rifle	Special Bolt Action Rifle
6	Semi-Auto Rifle	M-1 Garand
6	Combat Shotgun	
24	LMG	
27	MMG	30 cal Browning
30	HMG	50 cal Browning
14	Flame Thrower	

Explosives & Hurlers

Points	Type	Comments
4	Molotov Cocktail	
6	Grenade	
4	Grenade Launcher	
37	Rocket Launcher	
37	Mortar, Light	60mm
59	Mortar, Medium	80mm
75	Mortar, Heavy	
12	Satchel Charge	
6	AP Mine	Blows up on victim and affects that 1"
30	AT Mine	

Rocket/Mortar Ammo

Points	Type	Comments
6	Rocket	
6	Light Mortar Round	
10	Medium Mortar Round	
18	Heavy Mortar Round	

Misc. Points

Points	Type	Comments
10	Radio	Covers entire tabletop (and many other adjacent tabletops depending on power and weather conditions.)
5	Phone Line	Point to point instant communication by phone. Must have phone line and small power source. If cut, no comm.
2	Signal Flares	Sends a flare hundreds of feet in the air. Can be color coded. Does not illuminate ground and lasts one round.
5	Night Flares	Illuminates (as daylight) 3'x3' of tabletop or entire tabletop if you prefer. Goes off on the round after it is fired and lasts 3 rounds.

(1) Allows for instant communication other radios on the table or other tables or HQ, Artillery HQ, etc. This is usually only of value if you have rules allowing instant off-table support or need for on-table coordination.

Building/Enhancements Defensive Values (DF)[1] Points

Points	Type	Comments
0	DV 1	Wood Frame house
1	DV 2	Softworks / Masonry
2	DV 3	
3	DV 4	Concrete
4	DV 5	
5	DV 6	Bunker
6	DV 7 etc	

(1) If you want to give your Special Terrain pieces points for protection, here is a grading system. This can be done per 1" or per "building", etc. And remember CONCEALMENT and COVER. DV is usually used for Tanks, Artillery, Satchels, etc.

Vehicles/Transport

All vehicles must include the following costs
- Vehicle
- Weapons
- Ammo[1]
- Crew, Example – Tanks require a commander, gunner, loader, and driver at least. Usually they would also have a machine gunner.

Vehicle/Transport Points

Points	Type	Comments
10	Mount	Horse
8	Horse Drawn Carriage	includes horses
5	Bicycle	
8	Motorcycle	
10	Motorcycle with sidecar	
10	Non-armored small vehicles	
20	Non-armored large vehicles	
40	Armored cars/half-tracks/AP	
100	Light Tank	Stewart
200	Medium Tank	Sherman
400	Heavy Tank	Tiger
600	S Heavy Tank	JagdTiger

Guns & Armor Piercing Weapon Points

Points	Type	Comments
30	Light APW	US 37mm ATG
50	Medium APW	57mm ATG
70	Heavy APW	76mm ATG
90	Super Heavy APW	German 88s
Gun Ammo[1]		
3	Light AP	
5	Medium AP	
7	Heavy AP	
9	SuperHeavy AP	

(1) I would usually not include ammo as part of this as each scenario is usually a set battle where the crew would be re-equipped for the next game and there is usually enough rounds to not worry even if you roll Tight Ammo.

Traps & Inhibiters Points

Points	Type	Comments
1	Single Trap	Grenade, Mine, Punji, etc
15	Mine Field – Antipersonnel	1 square inch worth
50	Mine Filed – Vehicle	1 square inch worth
10	Foxhole	½ square inch worth
15	Foxhole for HMG	1 square inch worth
30	Trenches (wide enough for 1 figure)	3 inches long
40	Trenches (wide enough for 2 figures to cross)	3 inches long
10	Barbed Wire	1 inch
20	Concrete or Metal Anti-Tank Obstacles	1 square inch worth

Offboard artillery Points

Points	Type	Comments
*	Covers 36"x36"	
	Or entire board	
*APW of Gun times the number of guns involved.		

Comments by Ed T.:
"1 - Allocate attributes as you wish. Obviously Dead is a real equalizer in the game.
2 - Give the attacker three times the number of troops against a well protected defender.
3 - Understand that THW games are meant to be played in a campaign so sometimes you may find yourself at the short end and have to leave the board while other times you may have a distinct advantage."

Also, if you start out a game with equal points and are using the re-enforcement tables, you will quickly go away from your equal points because the table tells you what to bring in.