

Date: Monday, November 16, 1998 9:06:56 AM
From: DocDecision@ndti.net
Subj: Re: NUTS!
To: evingerm@epix.net
cc: decisiongi@aol.com

*NUTS
error*

> From: Matt Evinger <evingerm@epix.net>
> To: decisiongi@aol.com
> Subject: NUTS! error?
> Date: Sunday, November 15, 1998 2:45 PM
>
> I have just purchased NUTS! (south).
>
> First:
> In the rules, it states you must separate the AT
START terrain cards,
> which are indicated by a red grid location circle.
> NONE of the terrain cards have a red grid location
circle.
> There is no indication on the cards or in the rules,
which
> cards SHOULD have red location circles. Please
provide a list
> of the appropriate cards.

All of the terrain cards which start in the "1" row.
Those are: S71, S74,
S75 in the American deck and S140 and S148 in the
German deck.

> Second:
> May a unit move into a grid location that does not
contain a terrain
> card?
> And if so, what happens if the terrain cards is
subsequently played, and
> the unit is not permitted (ie: mech on river terrain)

Yes and the mech would now be potentially cut off.
Think of it as a
temporary pontoon bridge that was destroyed.