

Retro Boom v0.4

by Brandon Fraley | Test Rules | 12/27/2013 |
Special Thanks to Craig Cartmell and Phil Yates

Playing The Game

The game is played in Turns, each containing a series of 'Initiatives'. At the beginning of each turn, both Players roll a die. The Player that rolls highest has the first Initiative. Reroll ties. The Player with the Initiative rolls to activate a Unit and execute that Unit's action, until a Unit "fails" to activate. At that point the opposing player then begins a new Initiative and may attempt to activate Units until every Unit has acted. Each Unit may only activate once per turn.

Units

Each player has one or more Units. A Unit is made up of a number of Teams. Team refers to any individual stand of models or Vehicle. All Teams are categorized as either Infantry, Gun, or Tank Teams. Each Unit has a Training level and each Team in the Unit will be equipped with specific weaponry.

Actions

To activate a Unit, a Player makes a Training Check for that Unit, rolling a d6 against the Unit's Training.

- Unit Training Table

Level	Training Check	To Hit
Green	5+	2+
Veteran	4+	3+
Elite	3+	4+

If the Training Check is successful, Teams in that Unit may carry out any one of the following 'Success' or 'Fail' actions. If the check is failed, only the Fail actions are available. Teams do not all have to take the same actions. For example, some Teams may take Aimed Fire, while other Teams Run.

- Success Actions

Fire and Move	Unit may Fire and then Move.
Move and Fire	Unit may Move and then Fire at a +1 penalty To Hit.
Run	Unit may Move twice. (must reroll successful Saves when hit)
Aimed Fire	Unit fires with a -1 Bonus To Hit.
Assault	Unit may choose which Teams move 12" into Close Combat and which Teams stay in place to offer suppressing fire.
Barrage	Artillery Units may fire a barrage.

- Fail Actions

Move	Unit may make one Move action.
Fire	Unit may make one Fire action.
Overwatch	Unit readies and may Fire at an enemy Unit moving through their field of fire.

Moving

When given a Move order, Infantry teams may move up to 6", Gun teams 3", and Tank teams 12". Infantry Teams move through terrain and obstacles freely. Gun Teams cannot move through Very Difficult Terrain. Tank teams must roll a 2+ when crossing Difficult Terrain, or a Training Check when

crossing Very Difficult Terrain. A failure in either causes the Team to cease movement and become suppressed at the point of contact with the terrain.

Unit Cohesion

Infantry and Gun Teams move in any direction as long as they end their movement within 6" of their Platoon Leader (PL), or within 6" of another Team from their Unit who is within 6" of their PL. Teams may be left out of cohesion as long as at least 50% of the Unit is in cohesion with the PL, and when Teams out of cohesion move, they must take the shortest path to get back into cohesion with the PL.

Firing

Units given a Fire order declare an enemy Unit as their target. Units may split their fire amongst more than one enemy Unit, though Teams may not. The target must be within line of sight of the firing Teams, and within range of their weapons. Infantry Teams have a 360° field of fire. All other Teams may only fire within their forward 180° arc, rotating to face the target. To fire outside this arc would first require a Move action to rotate the firing Team. A tank's turret follows these same rules. Teams may not fire through friendly Teams, though Gun and Tank Teams may fire over Infantry Teams. Each Team firing rolls a number of d6 equal to their weapon's Fire Points rating (FP), trying to equal or exceed the required number To Hit. The To Hit number depends on the Training of the target Unit, as well as the following modifiers:

- Firing Modifiers

Target Concealed	+1
Target Gone to Ground	+1 (Teams that did not move or fire)
Target at Long Range (up to 2x range)	+1 (half FP rounded down)
Firing Unit Moved	+1
Reaction Fire	+1
CC observing for barrage	+1
Aimed Fire	-1
Overwatch Fire	-1

If the To Hit number is 7 or more, the shooting will automatically fail. If 1 or less, rolls of 1 will still fail, however that unit will need to reroll successful Saves for that round of shooting.

For each success, the target Unit must allocate one die to a Team in that Unit that is within range and line of sight of at least one firing Team, not adding a second die to a Team until all valid Teams in the Unit have at least one hit allocated. Weapons with the 'AT' trait should roll their FP dice separately, as all successful hits from that weapon must be allocated to a single Team.

The following lists the order in which Teams must be allocated hits; Teams in the open, Teams in Soft Cover, Teams in Hard Cover, Teams that are Gone to Ground.

Weapons with the 'AT' trait may declare which type of Team they are shooting at in the targeted Unit

before they roll To Hit. Teams of that type must be allocated hits before Teams of other types.

"Gone to Ground" is determined on a Team by Team basis. However, if a Team in the firing Unit can see one Team in the target Unit that is not Gone to Ground, the entire Unit loses its +1 To Hit bonus. Before rolling To Hit, if the targeted Unit has not been activated, or is on Overwatch but has not yet fired, it may declare that the Unit is Going to Ground. It then may not move or fire for the rest of the turn, but its To Hit number is increased by 1. It may still fire Reaction Fire later in the turn, but at that point will no longer be Gone to Ground.

Reaction Fire

Teams may fire at an enemy Unit moving within 8" of them, even if they are not on Overwatch, at a +1 penalty To Hit. However, Teams may never fire more than once per Initiative.

Saves

After the Firing Unit has rolled To Hit, and all successful hits are allocated, the targeted Unit rolls the dice allocated to each Team, trying to equal or exceed that Team's Save number.

Team Type	Open/Soft Cover	Hard Cover
Infantry Team	3+	2+
Gun Team*	5+	3+
Tank Team	See Armor Saves	

*Gun Teams that don't Move or Fire use Inf. saves. Teams that fail this roll are considered combat ineffective and removed from the table.

Armor Saves

Tank Teams may be either Armored (Tanks, Half Tracks, Self Propelled Artillery) or Soft Skinned (Trucks, Jeeps). Soft Skinned Teams roll for saves like Infantry Teams when hit with non-AT weapons, and roll saves like Gun Teams when hit with AT weapons. Armored Teams may only be harmed by Teams firing AT weapons. Hit Tank Teams roll saves according to their armor thickness (listed in the Team's Attributes). For each failed save, the firing Unit rolls against the Vehicle Damage Table.

- Vehicle Damage Table

# of Failed Saves	Result
1-3	No Effect
4-5	1 Suppression
6	Destroyed

Failed saves inflicted from fire 16" or closer causes +1 to the Vehicle Damage roll.

If firing from behind a line drawn across the front of the Team's hull or turret, use that Team's Flank armor rating. If the target tank is exposing the front of its hull but the rear of its turret, or vice versa, roll a die to see which it hits; 1-3=Hull, 4-6= Turret.

Cover & Terrain

Terrain can offer cover to Units. Soft Cover, such as forests, conceals the Unit, offering a +1 bonus to their To Hit number. Hard Cover, such as buildings

and stone walls, conceal as well, but also improve Infantry and Gun Teams' Save number by -1.

In order for a Unit to be concealed, every Team in the Unit must be concealed from the Firing Unit. If even one Team is not concealed, that Team will reveal the position of the entire Unit to the enemy. Units may see into Area Terrain (such as forests, fields, buildings), but not beyond it. Anything inside Area Terrain is considered Concealed.

Linear Obstacles (such as walls, fences) only offer concealment or protection if touching the obstacle from the opposite side of the incoming fire. Walls or bocage that are taller than Teams block line of site.

Infantry Teams that did not move during their last activation are Concealed even in the Open.

Suppression

For every 3 FP's that successfully hit a Unit (regardless of whether or not the Team successfully Saved them) that Unit must place a suppression marker next to one of its Teams. These Teams must have been valid targets to the shooting.

Suppressed Teams may not fire, and Units with suppressed Teams take a +1 penalty to their next Training Check to activate per suppression marker. If every Team in a Unit is suppressed, Teams may become double suppressed, etc. When a suppressed Team is destroyed, simply move their suppression markers to another Team in the Unit.

If a suppressed Unit successfully makes its next Training Check, all suppressed Teams immediately become unsuppressed and may act fully. If the Training Check is failed, one suppression marker is removed and the Unit is issued an order from the Fail Actions list.

Morale

At the end of a turn, once all Units have activated, if any Unit took casualties that reduced it to less than 50% of its starting number of Teams, that Unit must make a Training Check to see if it stays to fight. If the Check is failed, the Unit is considered destroyed, and all remaining Teams from that Unit are removed from table. This Unit will have to repeat this each turn it takes more casualties.

At the end of a turn, any non-Tank Unit that has been reduced to a single Team is considered destroyed and removed from the table.

Assaults

When issuing an Assault order, first choose which Teams in the assaulting Unit will stay behind to provide suppressive fire (Gun Teams must stay behind). These Teams fire at the assaulted Unit as normal, following all the normal firing rules and restrictions, removing casualties and adding suppression. Once the shooting is resolved, Teams that did not fire may Move up to 12" as to be in base to base contact with the assaulted Unit, or as close as possible (at least one Team must make contact in order for the assault to continue). The assaulted Unit may choose to use Overwatch fire or Reaction fire to shoot at the incoming Teams. This fire is resolved as normal. If during this fire, at least

5 FP's hit successfully, the assault is halted, and assaulting teams either stop where they are, or if in base to base contact, move as to provide a 2" gap in between enemy Teams. If assaulted by Armored Tank Teams, the assaulted Unit must inflict 2 suppression and/or destroyed results on the assaulting Unit to halt the assault.

If fewer than 5 FP's hit (or 2 suppression/destroyed results for tanks), the assault lands and each Team within 2" of an enemy makes a Training Check, removing an enemy Team within 2" of the assaulting Team. No saves are rolled.

After the assaulting Unit attacks, the assaulted Unit chooses whether to counter attack or break off. To counter attack, the Unit must make a successful Training Check. They may then move any Teams not in base to base contact up to 4", as to be in base contact or as close as possible (Gun Teams still may not move during assaults, but may fight back if in base contact with, or within 2" of, the enemy). The counter attacking Unit now may make Training Checks for each Team within 2" of an enemy Team, removing an enemy Team for each success. If this Unit failed its Training Check to counter attack, it must break off.

Units that break off move 1d6" away from the attacking Unit. The attacking Unit then may move 1d6". Teams within 2" of an attacking Team (except armored Tank Teams) are immediately destroyed.

If suppressive fire destroys all assaulted Teams within contact range of assaulting Teams, the assaulting Unit may move an additional 1d6" with which to close with the enemy.

Both side continue counterattacking until one Unit either breaks off or is eliminated entirely. Once the assault is complete, any Unit that takes at least one casualty during the assault takes 1 suppression marker for each casualty.

When assaulting Tank Teams, Infantry and Gun Teams roll a number of Training Checks equal to their Tank Assault rating. For each success, the assaulted Tank Team will roll an armor save, followed by the attacker rolling on the Vehicle Damage Table for each failure. Tank Teams may not assault Tank Teams.

Leaders

Each Unit has a Platoon Leader, and every company has a Company Commander. Infantry PLs can move freely throughout their ranks, being placed anywhere on the table as long as Unit cohesion is maintained. Infantry PLs may improve the performance of one Team in their Unit, once per Initiative. They may command a Team to move an additional 4", as to end their Move within 2" of the PL. They may direct a Team's fire, rerolling missed To Hit dice from a Team within 2" of the PL. They may also move suppression from a Team within 2" of the PL to another Team in the Unit. Units without PLs may not move towards visible enemy.

Company Commanders (CCs) also have these abilities. In addition, once per Initiative, they may allow a Unit to reroll a single Training Check. If the

result of a failed rerolled Training Check is that the Unit is removed from the table, the CC will be removed as well. If at least 50% of a Company's starting number of Units are destroyed, at the beginning of each turn, a Training Check is rolled against the CC's training. If the roll is failed, the CC calls for the company to retreat and the battle is lost. If the CC is not on the table when this Check is required, it is automatically failed.

When a CC is the target of an attack, he will automatically join a Unit within 6" of his position, and is considered a part of that platoon until the end of the attack.

Once per Initiative, the CC may appoint a Team within 2" to be the new PL of that Unit whose PL has been killed. Replace that Team with a PL Team.

Indirect Fire

Artillery have the ability to attack Units outside of their line of sight (though still within range and their forward arc) by firing a "barrage". Teams firing a barrage over an obstacle must be as far away from the obstacle as the obstacle is tall. If not observing for themselves, the enemy must be in line of sight of either the Unit's PL, Observer, or the CC. To fire a barrage, the Unit must have made a successful Training Check to activate, and any Teams firing or Observing may not move. The Observer or PL must choose a Team on which to range in. This is a simple To Hit roll, applying all the same modifiers.

If the roll to range in succeeds, place a 6"x6" template over the targeted Team, aligning the template to be perpendicular to the most center point of the firing Unit. If the roll fails, the opponent may move the template up to 6", still aligning the template to be perpendicular to the most center point of the firing Unit. For each Team under the template, roll the barraging weapon's FP dice (+1 FP if more than 4 guns firing, 1/2 FP, rounded down, if fewer than 3 guns, single guns may not fire barrages) to see if the barrage hits that team. Each Team hit at least once rolls one save. Every 3 FP dice that hit add suppression as normal, however an additional suppression is added simply for being ranged in for a barrage.

Artillery Units with at least two guns may also fire smoke. Firing smoke works the same way as firing a barrage, except the observing Team does not need to target a specific Team, and after the Unit attempts to range in, the template is replaced with a 6"x6" area of smoke. Smoke is treated as area terrain, which conceals everything inside it, and blocks line of sight.

Some artillery Units have designated Forward Observer (FO) Teams. FOs activate with the artillery Unit, but may choose to execute different actions than the rest of the Unit. FOs do not need to stay in Unit cohesion. Firing at FOs will never result in suppression. Lastly, FOs in concealing terrain are considered Gone to Ground, even if they move, fire, or observe.

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Example weapons stats:

Name	Range	FP	TA	Notes
Rifle	16"	1	1	Inf.
SMG	8"	2	1	Inf.
.30 cal MG	16"	3	1	Gun, moves as inf.
MG34	18"	3	1	Gun, moves as inf.
MG42	20"	4	1	Gun, moves as inf.
Bazooka	8"	3	3	Inf., AT
Panzerfaust	4"	3	4	Inf. AT
Panzerschrek	10"	4	4	Inf. AT
60mm mortar	24"	2 (1 in barrage)	1	Gun, moves as inf. AT, may fire over friendly teams in direct fire.
81mm mortar	40"	2 (1 in barrage)	1	Gun, moves as inf. AT, may fire over friendly teams in direct fire.
57mm	20"	4	2	Gun, AT, Counts as in hard cover against non-AT weapons from the front.
105mm	100"	5 (2 in barrage)	2	Gun, AT, Artillery, Counts as in hard cover against non-AT weapons from the front.
Pak40	32"	4	2	Gun, AT, Counts as in hard cover against non-AT weapons from the front.
15cm Nebelwerfer	100"	0 (1 in barrage)	1	Gun, AT, Artillery. May reroll range in attempts.
75mm	24"	4	NA	Tank, AT
7.5 cm KwK 40	32"	4	NA	Tank, AT
8.8 cm KwK 36	40"	5	NA	Tank AT
Vehicle MG	16"	2	NA	Tank

M4 Sherman	Armor: 5+ Flank: 5+	75mm gun, 2 x vehicle mgs (hull and coax)	
StuG III G	Armor: 4+ Flank: 6+	7.5 cm KwK 40, hull mounted MG	May only fire one weapon per initiative. Reroll failed armor saves from inf. AT weapons.
Panzer IV	Armor: 5+ Flank: 6+	7.5 cm KwK 40, 2 x vehicle mgs (hull and coax)	Reroll failed armor saves from inf. AT weapons.
Tiger I	Armor: 3+ Flank: 4+	8.8 cm KwK 36, 2 x vehicle mgs (hull and coax)	Moves 8". Rerolls training checks to move through terrain.