

# Retro Boom v0.6

by Brandon Fraley | Test Rules | 1/15/2014 |  
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## Playing The Game

The game is played in rounds, each containing a series of 'Initiatives'. At the beginning of each round, 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 round.

## 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+

### - Success Actions

Fire and Move	Teams may Fire and then Move.
Move and Fire	Teams may Move and then Fire at a +1 penalty To Hit.
Run	Teams may Move twice. (must reroll successful Saves when hit)
Aimed Fire	Teams re-roll failed To-Hit dice.
Assault	Unit may choose which Teams move 12" into Close Combat and which Teams stay in place to offer suppressing fire.
Dig In	Non-Tank Units counts as being in Hard Cover until moving.
Barrage	Artillery Units may fire a barrage.

### - Fail Actions

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

There is a chance that Units will be able to activate more than once per round. If there are 5 or fewer Units on the table, a roll of "6" will cause all Units that have already activated this round to be eligible to activate again before the end of the round. If there are 6-10 Units, a roll of "6" means another roll is made immediately, requiring a 3+ to allow Units to activate again. If there are more than 12 Units, the second roll must be a 5+. In all

these cases, the result of the first roll is used when determining which actions are available to the activating Unit, as normal.

## Moving

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

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 (10" for Tank Teams). Teams may be left behind 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 (Teams that did not move or fire)	+1
Target at Long Range (up to 2x range)	+1 (1/2 FP rounded down)
Firing Unit Moved	+1
Reaction Fire	+1
CC observing for barrage	+1
Target Moving in the Open	-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. When targeted by AT weapons, the following rules apply: Teams may only be forced to take a maximum of one suppression result per weapon fired; Non-Tank Teams may only be forced to take a maximum of one save per weapon fired; When firing at non-Tank Teams not in hard cover, AT weapons fire with half their Fire Points (rounded down).

The order in which Teams must be allocated hits is as follows; Teams in the open; in Soft Cover; in Hard Cover; 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.

Only non-Tank Teams may be "Gone to Ground". "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 round, but its To Hit number is increased by 1. It may still fire Reaction Fire later in the round, but at that point will no longer be Gone to Ground.

## Reaction Fire

Teams may fire at an enemy Unit moving within 18" 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 (VDT).

#### - Vehicle Damage Table

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

Tank Teams may only take a maximum of one suppression result per weapon fired. Hits inflicted from 18" or closer causes successful saves to be rerolled. 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 bodge 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 hits are saved) that Unit must place a suppression marker next to one of its Teams. Teams that are valid targets must be suppressed before non-valid targets.

Suppressed Teams may not fire, and Units with suppressed Teams take a penalty to their next Training Check to activate based of their percentage of suppressed Teams. If at least 25% of the unit is suppressed, apply a +1 modifier to the target number to activate, +2 for 50%, +3 for 75%. When a suppressed Team is destroyed, simply move their suppression markers to another Team in the Unit. If every Team in a Unit is suppressed, Teams may become double suppressed, however no Team may have more than two suppression markers.

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 round, 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 round it takes more casualties.

At the end of a round, 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 the shortest distance possible, 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 other than unsuppressed Tank Teams within 2" of an attacking Team 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 a Flank armor save, followed by the attacker rolling on the VDT for each failure. Tank Teams may not assault Tank Teams.

#### Leaders

Each Unit has a Platoon Leader, and every company has a Company Commander (CC). Infantry PLs can move freely throughout their ranks, being placed any where on the table as long as Unit cohesion is maintained. Once per initiative, Infantry PLs and CCs may improve the performance of one Team under their command. 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 only re-roll once if given the Aimed Fire order). They may 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. In addition to these abilities, CCs 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 is removed as well. Whenever a Unit is destroyed, if the remaining number of Units in the company is below 50% of what it started with, a Training Check is rolled against the CC's training. If left with one Unit, the roll is made at the end of each round. 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. Enemy must be in line of sight of either the Gun Team, the Unit's PL, Forward Observer (FO), or the CC. To fire a barrage, all 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 range-in roll 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 a number of Training Checks equal to the barraging weapon's FP rating (+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 (Flank armor for Tanks). If hit once, a failed save means the Team is suppressed (Tank Teams ignore single hits), if hit more than once, a failed save means the Team is destroyed (or rolled on the VDT) and another is suppressed.

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 the Unit rolls a Training Check to range-in. If successful, the template is replaced with a 6"x6" area of smoke. If unsuccessful, the opponent may move the template up to 6", as normal. Smoke is treated as

area terrain, concealing teams inside it, and blocking line of sight. Smoke is removed at the end of the round.

Some artillery Units have designated Forward Observer (FO) Teams. FOs activate with the artillery Unit, but do not need to stay in cohesion. Firing at FOs will never result in suppression. When attacked, FOs will automatically join a Unit within 6", and are considered a part of that platoon until the end of the attack. Lastly, FOs in concealing terrain are considered Gone to Ground, even if they move, fire, or observe.

#### Example Weapons Stats:

Name	Range	FP	TA	Notes
<b>Rifle</b>	18"	1	1	Inf.
<b>SMG</b>	9"	2	1	Inf.
<b>LMG</b>	18"	3	1	Gun, moves as inf.
<b>HMG</b>	22"	4	1	Gun, moves as inf.
<b>Bazooka</b>	10"	2	2	Inf., AT
<b>Panzerfaust</b>	4"	2	3	Inf. AT
<b>Panzerschreck</b>	10"	3	3	Inf. AT
<b>60mm mortar</b>	24"	2 (1 in barrage)	1	Gun, moves as inf. AT, may fire over friendly teams in direct fire.
<b>81mm mortar</b>	40"	2 (1 in barrage)	1	Gun, moves as inf. AT, may fire over friendly teams in direct fire.
<b>57mm</b>	24"	4	2	Gun, AT, Counts as in hard cover against non-AT weapons from the front.
<b>105mm</b>	100"	5 (2 in barrage)	2	Gun, AT, Artillery, Counts as in hard cover against non-AT weapons from the front.
<b>Pak40</b>	32"	4	2	Gun, AT, Counts as in hard cover against non-AT weapons from the front.
<b>15cm Nebelwerfer</b>	100"	0 (1 in barrage)	1	Gun, AT, Artillery. May reroll range in attempts.
<b>37mm</b>	20"	3	NA	Tank, AT
<b>75mm</b>	24"	4	NA	Tank, AT
<b>7.5 cm KwK 40</b>	32"	4	NA	Tank, AT
<b>7.5 cm KwK 42</b>	32"	5	NA	Tank, AT
<b>8.8 cm KwK 36</b>	40"	5	NA	Tank, AT
<b>Vehicle MG</b>	16"	3	NA	Tank. Coax MGs may only be fired if the main gun is not.

#### Example Tank Stats:

Name	Armor	Weapons	Notes
<b>M4 Sherman</b>	Front: 5+ Flank: 5+	75mm gun, hull and coax vehicle mgs	
<b>M3 Stuart</b>	Front: 5+ Flank: 6+	37mm gun, hull and coax vehicle mgs	Moves 14".
<b>StuG III G</b>	Front: 4+ Flank: 6+	7.5 cm KwK 40, coax mg	Reroll failed armor saves from inf. AT weapons.
<b>Panzer IV</b>	Front: 5+ Flank: 6+	7.5 cm KwK 40, hull and coax vehicle mgs	Reroll failed armor saves from inf. AT weapons.
<b>Panther</b>	Front: 3+ Flank: 5+	7.5 cm KwK 42, hull and coax vehicle mgs	Rerolls checks to move through terrain.
<b>Tiger I</b>	Front: 3+ Flank: 4+	8.8 cm KwK 36, hull and coax vehicle mgs	Moves 8". Rerolls checks to move through terrain.