

# ***Retro***

**Tactical WWII Wargame Variant Rules**



**Minden Games**

**2nd Edition**

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**Tactical WWII Wargame Variant Rules**

**2nd Edition**

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## Tactical WWII Wargame Variant Rules

*Retro* is a tactical World War II infantry combat variant rules set. Gamers may utilize these rules, and the components of Avalon Hill's *Squad Leader*<sup>TM</sup>, *Advanced Squad Leader*<sup>TM</sup>, or other popular tactical wargames to recreate World War II battles in a simplified, playable format. Though *Retro* enables you to make use of *SL* and *ASL* components and modules, it is not endorsed nor authorized by Avalon Hill or other publishers. *Retro* should be viewed as an unofficial variant to these fine games, and presumes that players own official modules and rules.

*Retro* rules originally appeared in issues #1-4 of *Panzerschreck* wargame journal. Following this, the first edition of *Retro* was published, combining these four initial installments into one entity, thus enabling players to have access to all the rules without needing to flip through various issues of the magazine. Next came *Retro Armor Listings*, a follow-up booklet that added additional *Armor* rules and formulas to the basic system. The booklet you now hold, the second edition of *Retro*, is a combination and refinement of these two publications in a single volume.

Gamers may be pleased to know that the basic *Retro* system has remained virtually untouched in this second edition. Playability and simplicity remain the foundations of the variant. Besides tightening up the wording in a few places, the main differences between editions one and two are the inclusion of several optional rules, and, in a couple places, minor additions or modifications. Differences between the first and second editions are listed in the appendix on page 47.

This booklet is divided into three parts. Part I contains the complete rules to the variant. Part 2 contains that which originally formed the bulk of the *Armor Listings* booklet. Part 3 contains game and DYO tables, scenarios, appendix, and index.

As evident in the various sections of the rules, the basic goal of the variant remains to provide players—experienced and inexperienced alike—with simple rules so that they may play with the various components without having to immerse themselves in hundreds of pages of rules or overly extended play time. It is worthwhile to note that *Retro* has eased a number of gamers into the joys of the system for the first time.

The variant itself may be considered a “framework” system. In other words, it gives gamers the framework of a workable, simplified, and internally consistent system, but lets them decide for themselves its final form. Want to add modifiers for night fighting or urban hesitation rolls? Want to do away with snipers or concealment rules altogether? Go for it! After all, it's your game, and if you have fun tinkering and customizing the sturdy platform provided here, so much the better.

Just remember, *Retro* is certainly not for the gamer who thinks “more is better” when it comes to chrome and realism, but is mainly for those who believe that, at times, “less is acceptable”. We hope you enjoy what *Retro* has to offer.

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# RETRO

## Tactical WWII Wargame Variant Rules

### Part 1: Rules

#### Introduction

Over twenty years ago, way back on page 32 of the original *Squad Leader* Designer's Notes, it says:

Should you wish a certain scenario to be cleaner, simply remove everything but squads, crews, leaders, and machine guns... and dismiss the rest as *excess impedimenta* of the infantry, the "Queen of Battle."

Since that time, we have had *Cross of Iron*, *Crescendo of Doom*, *G.I.: Anvil of Victory*, and of course that marvelous addition (way of life?) of Avalon's Hill's *Advanced Squad Leader* and all its many modules, dozens of playing boards, and thousands of counters. Through the years, layer upon layer of refinement has produced what is arguably the most comprehensive playable game system ever published. The key word here is *playable*. It is to no one's credit to produce a game that is simply complicated, but never played. The combination of "complicated, but not much of a game" might be the easiest but least satisfying of design achievements. (The fact that the history of our hobby is strewn with long forgotten titles of this sort of game attests to this.) But the game is not only complex, "realistic", and involved, it is a fun, neat game. Hence its continued popularity.

To my knowledge, most every *SL/ASL* rule modification adds to its complexity, not subtracts from it. Rules are added, but rules are not taken away. Weapon effects are ever more differentiated, never simplified.

While "more is better" is certainly the prevailing opinion among gamers, there is a case to be made for its simplification. This seemingly heretical notion does not imply dissatisfaction with the game; it simply means that there may be times that having a simpler format would be a great advantage.

An example comes to mind. At the college where I work, a friend and I have, in the past, set up and played various wargames in a corner of my office, playing them mainly over lunch. Games were left set up if not completed, with moves done in between classes or when time allowed. In typical "I go/you go" games, the opponent did not have to be there when a move was done. It was just a matter of saying "Your move", when passing in a hall, and the other would make his move when time allowed. No problem. And quite fun.

Well, we wanted to play *Advanced Squad Leader* this way, but needless to say it took some "simplification" to pull it off. Taking the earlier suggestion to "remove everything but squads, crews, leaders, and machine guns" seriously, and crafting the sequence of play into discreet, non-interactive turns, took some doing, but this is the result. Yes, it is a bare-bones system. Yes, the "I go/you go" sequence of play gives one more the feeling of *Panzerblitz* (Panzerbush?) than *Squad Leader* at times. But, on the other hand, *Retro* does play quickly. It does retain the basic components, ratings, and outlook of the original system. Most importantly, it gives one another way to use all of the neat modules that

are available! Since the variant is simpler to get into, those more inclined to play and enjoy an Avalon Hill classic than all-out *ASL* may be more apt to give the system a try, thereby giving them a taste of what the full game system offers.

*Retro* is offered to gamers with the hope that it will be recognized for what it is, and no more: a fun variant that provides one more way to enjoy this great game system.

A note on the rules that follow. A working knowledge of basic *Squad Leader/Advanced Squad Leader* concepts is presumed, and these common concepts are not explained. Unless noted otherwise, assume that regular game concepts are in effect, e.g. Line of Sight, counter ratings, the mechanics of rallying, abbreviations and terminology, DR meaning "dice roll", dr meaning "die roll", and so forth remain unchanged if not mentioned. It is presumed that gamers have purchased the official rules and modules already and have access to them.

The simplified sequence of play, a new *Infantry Fire Table*, and the "hesitation" rule are the biggest modifications of this variant. The changes provide an "I go/you go" sequence that cuts down on dice rolls by making morale checks unnecessary. It should come as no surprise that plenty of "detail" has been left out of this variant. Any time one addresses a system contained in hundreds of pages of rules in such a small space, there will, of course, be things that fall through the cracks. We have tried to make reasonable decisions throughout *Retro*, but feel free to make your own mutually agreeable modifications if you see fit. (But remember: keep it simple, or else the purpose of the variant is lost!) Disagreements during play? In that grand tradition, resolve any such questions with "the friendly roll of a die".

Gary Graber  
Toronto

## I. SEQUENCE OF PLAY

Each complete turn consists of the following phases, conducted in this order:

1. *Player A*
  - A. Rally phase
  - B. Movement phase
  - C. Fire phase
  - D. Defensive Fire phase
  - E. Close Combat phase

2. *Player B*

Repeats phases A through E

When both Player portions have been completed, the game turn is over. Specific rules for each phase are given below.

### A. Rally

Only the player whose turn it is may conduct activity in this phase. Regular rally rules apply, e.g. a broken 4-6-7 with a -1 leader rallies on a roll of 2-8.

Repair of Support Weapons (SW) may be attempted in any hex containing an unbroken SMC (single-man counter) or MMC (multi-man counter). Roll one die per broken SW; it is repaired on a dr of 1, and permanently removed on a dr of 6. Rolls of 2-5 mean the weapon remains broken but in play.

On any rally DR, a Hero is created if a natural two is rolled (see section IX).

### B. Movement

Regular movement rules for SMC and multi-man counters MMC apply; see the *Terrain Chart* for movement costs to enter different hexes. (See Section X for rules for vehicular movement.)

**HESITATION:** Observe the following when moving SMC/MMC:

- a. a SMC/MMC must stop when it moves adjacent to an unbroken enemy unit;
- b. the first *open* hex that a unit(s) moves into that is within *normal* range of any non-broken enemy MMC or MG (including vehicular), the unit(s) must immediately roll one die:

**5 or less:** *no effect*; unit(s) may continue moving (subsequent open hexes do not need to be rolled for by the unit(s) this turn)

**6 or more:** *Halt*; unit(s) may not enter the open hex, but must remain in the hex they were entering it from and may not move further this movement phase.

#### Modifiers:

- Leadership drm applies (if leader present with unit(s)); each leader may modify a maximum of one Hesitation roll per turn.
- +1 if enemy MG within normal range;
- +1 if *closer* than half normal range of non-broken enemy squad/MG
- +1 if checking unit(s) include *any* green/ conscripts
- -1 if *all* checking units are Elite/SS

*Example: Two 1<sup>st</sup> line German squads with an 8-1 leader move from a building into an open hex. The open hex is six hexes away from an unbroken Russian squad with a LMG. There will be a -1 modifier due to the leader, and a +1*



modifier due to the MG, so on a roll of 1-5 they can move into the open hex, but on a 6 they must remain in the building hex and cannot move any more this phase. Had one or both of the German units been conscript, they would need to remain in the building on a roll of 5 or 6; had they both been Elite or SS squads, they could have entered the hex automatically.

**Multiple Hesitation Rolls:** Each time a specific hex is entered by a counter or counters, it is subject to a Hesitation roll. You may move units "one at a time" instead of all at once into a hex, but if a Halt result is rolled, it stays in effect for that hex the rest of the turn. That is, all subsequent attempts to enter the hex receive automatic Halt results as well. It is possible that one unit rolls and successfully moves into a hex, only to see another unit later that same phase halt when attempting to enter that same hex. Players may use blank counters to indicate "halt" hexes. *Examples: Say there are three German squads (8-3-8, 4-6-7, 4-3-6) and an 8-1 leader in a building hex. The squads want to move into an adjacent open hex which is within Hesitation range of an enemy squad. There are several different ways in which to proceed. (1) Move all the squads and the leader, and make one dr (-1 leader modifier, +1 conscript modifier), needing a roll of 1-5 to avoid being Halted. (2) Move the Elite squad by itself first (automatic entry in this case because of the elite modifier), then move the remaining two squads (-1 leader modifier, +1 conscript modifier), so a roll of 1-5 is needed. (3) Move the 4-6-7 first by itself (dr of 1-5 needed), move the elite unit with the leader (automatic entry), move the conscript (1-4 needed). There are several other ways as well. Note that, in example (3), that if the 4-6-7 is required to Halt, nothing else can enter the hex this turn (even the elite unit with leader) since the Halt result stays in effect in that hex for the rest of the turn.*

### C. Fire

Units (infantry and vehicular alike) that have not moved this turn (nor received a Halt result attempting to move) may fire. Usual fire combat calculation is used. The firing player may select the order that his fire and combat is resolved. Fire Groups may be formed as usual.

Fire combat is resolved on the *Infantry Fire Table* given in these rules. The DR may be modified by leaders and terrain.

The results of fire combat are as follows:

- KIA = Killed in Action. All personnel in the target hex are eliminated.
- # = Morale check. All personnel in the target hex with a morale rating of this number or lower are broken (other units unaffected).
- \* = ELR check. An ELR check is taken, in addition to any other result of the roll. (see section VIII).
- -- = no effect.

Armor combat is resolved during this phase as well (see section XI).

Units that are already broken are eliminated if broken again.

**ROUT:** Units that are broken by fire combat while in open ground (or adjacent to an enemy hex) must immediately Rout. They must immediately (after being broken) move to a non-open ground hex; routing units have a MF of 4. Routing units must stop upon entering the first non-open hex; during rout movement, they may not move closer (in hex range) to unbroken enemy units. A routing unit that enters an open ground hex that is in LOS and normal range of an unbroken enemy is eliminated. If the routing unit cannot reach non-open

ground, it is moved its full rout move towards the nearest non-open hex, where it must remain until rallied or eliminated.

Units firing at Point Blank range (adjacent) have their firepower doubled.

Units firing at Long Range (over normal range/up to double normal range) have their firepower halved.

No Advancing, Area, Spray, or other types of fire are allowed.

*Example: Two German squads with a total firepower of 8 fire on a brush hex containing an American 6-6-6, a 6-6-7, and a 9-1 leader. An unmodified "5" DR is thrown on the 8 Firepower column, resulting in a "8" as the result of the attack. This means that all personnel counters with a morale factor of eight or less are broken, so the 6-6-6 and the 6-6-7 become broken, while the leader is not affected. If a "7" DR had been thrown, the "6\*" result would have broken the 6-6-6, but left the 6-6-7 unaffected. In addition, the "\*" indicates that the American would need to take an ELR check.*

#### **D. Defensive Fire**

If there is any enemy unit, SW, Gun, or vehicle within three hexes of a non-broken defender in LOS during this phase, the defender automatically fires if within range.

If more than one target available, fire at closest one; if still more than one option, fire at hex with most enemy units; if still tied, randomly decide target.

*Example: Two British squads attempted to move into open terrain from building T6 on board 24, but due to a bad Hesitation die roll had to were not able to. There are two German 4-6-7 with a LMG in T9; since the British squads are within three hexes, the defending Germans will fire during the defensive fire phase. Had there been a British squad in, say, the building in S8 during this phase, it would be the target since it is closer to the Germans.*

#### **E. Close Combat**

During the Close Combat phase, any unbroken SMC or MMC may move one hex (even if previously moved/fired this turn), provided it satisfies one of the two following conditions:

- (1) the entered hex is not an open hex that is in normal range of unbroken enemy MMC/MG, or
- (2) the entered hex is enemy occupied.

After all Close Combat phase movement is completed, Close Combat is resolved if units from opposing sides occupy the same hex. Normal stacking limits remain in effect for each side, though both sides can be stacked to the limit and be in the same hex for Close Combat.

To resolve Close Combat, count up fire factors of the opposing forces in the same hex (LMG contribute their fire factors, other SW are disregarded; leaders and heroes have a strength of one), figure the odds for the attacker and for the defender, and each side makes a DR on the *Close Combat Table*. Leadership DRM apply. TEM do not apply. A roll within the Kill range means the enemy is KIA; a roll higher means no effect. It is possible that both sides are KIA in the same Close Combat phase.

If neither side rolls a KIA, the units in the hex stay in melee until the next Close Combat phase (i.e. during the original defender's turn), when Close Combat is resolved once again (*Exception: Vehicles may withdraw from Close Combat during their turn if they wish*). Additional units may enter a Close Combat hex in the usual manner.

*Example: Two French 4-5-7 squads occupy T3 of board 24, surviving the defensive fire of a German 4-6-7 with a LMG in S3. During Close Combat, the French squads move into S3. Odds for the French roll are 8-7, or 1-1. The French need a DR of 5 or less to gain a KIA result. The odds for the Germans are 7-8, or 1-2, so they need a DR of 2-4 to eliminate the French units.*

See section XI for rules when vehicles and infantry are in Close Combat

## II. MORALE

The standard procedures of checking morale remain the same, e.g. a unit that fails a morale check is flipped over to its broken side, and a broken unit that fails a morale check is eliminated. There are, however, some special cases for morale.

**DESPERATION MORALE:** A broken squad that is within normal fire range of any unbroken enemy squad or MG has a +2 penalty applied to its rally attempts. Desperation Morale (DM) never affects unbroken squads, nor does it affect leaders. *Example: A broken British 4-5-7 squad stacked with a 7-0 leader is trying to rally. Its normal morale rating is seven, but since there is an unbroken enemy 8-3-8 within three hexes, it receives the Desperation Morale penalty and must roll a five or lower to rally. The 7-0 leader would still rally on a seven or lower.* DM is cumulative with other morale modifiers.

**SELF-RALLY:** Any squad that has its broken side morale rating enclosed in a square has the ability to self-rally. That is, it may attempt to rally without a leader present. There is a +1 modifier on self-rally attempts. No self-rally may be attempted in a hex containing an unbroken leader.

**COWERING:** When infantry fires without a leader directing the attack, there is a chance that the attack will suffer from Cowering. If, on any *Infantry Fire Table* roll that is not leader-directed, natural doubles are thrown, Cowering occurs. *Effects:* Resolve the current attack using the next lower column of the IFT. *Example: Seven factors are firing without the direction of a leader, and a "6" (double three) is rolled on the 6 column of the IFT. Cowering occurs, and the attack is resolved on the 4 column of the IFT, with the result of "no effect".* Cowering never occurs when an attack is being directed by a leader. Cowering affects all units except berserk, British Elite and 1<sup>st</sup> Line, and Finnish units.

**SPECIAL JAPANESE REDUCTION:** Japanese units are treated differently than squads of other nationalities. Japanese squads do not "break" when they fail a morale check, but they undergo step reduction. *Procedure:* If a Japanese unit fails a morale check, flip it over as usual. This new side is not, however, a broken side, but simply an unbroken (but step reduced) side of the squad. Since it is not broken, there is nothing to rally. If an already step reduced squad fails another morale check, replace it with a full strength half squad. If this half squad fails a morale check, flip it over and consider it broken (and so it may be rallied). *Example: An elite Japanese 4-4-8 squad fails a morale check, and is flipped to its 3-4-8 side. This in turn fails a morale check, and becomes a 2-3-8 half squad. This half squad, upon failing a morale check, is flipped to its broken side.*

## III. MOVEMENT ALLOWANCES, PORTAGE, AND STACKING

**MOVEMENT ALLOWANCES:** All unbroken MMC have a MF of 4. All unbroken SMC have a MF of 6. Broken units have a MF of zero. Vehicles have a MF as printed on their counter.

**LEADER ASSISTED MOVEMENT:** MMC that begin a movement phase stacked with a leader have a MF of 6 if they remain with the leader the entire movement phase.

**PORTAGE:** Each squad may carry and use one Support Weapon (SW). Any  $\frac{1}{2}$ " counter weapon with its own counter is considered a SW. Leaders may not carry nor use SW. A hero may carry and use one SW.

**STACKING:** A maximum of three squads, three SW, plus three leaders may stack in a single hex. Heroes (and any SW they carry) do not count against stacking limits. If the stacking limit is exceeded at the end of any movement phase, the excess is eliminated (owner's choice).

For stacking, portage, etc. purposes, a half-squad is treated as a squad, and a crew is treated as a squad in this variant. *Example: A squad and two half-squads occupy a building hex. Another squad wants to join them. It cannot, unless one of the units already there leaves.*

In addition to infantry, one vehicle and one ordnance counter may stack in a hex. Stacking limits apply at the end of the movement phase. Of course, while resolving Close Combat, a hex may temporarily contain up to three squads of each side, until the Close Combat is resolved.

#### IV. MACHINE GUNS

Unbroken MMC may fire Machine Guns (MG), one MG per MMC. MG may not be dismantled.

**MG RATE OF FIRE:** If a fire attack DR involving a MG has a colored dr equal to or lower than the MG's multiple Rate of Fire (ROF) number, the MG may attack again during the phase (same or different target, as desired). The multiple ROF rule also applies to MGs used in Defensive fire. Squads may fire a MG and use their own fire factors as well.

**BREAKDOWNS:** All MG suffer breakdown if a natural 12 DR occurs when they fire. A broken MG is flipped to its broken side; repair may be attempted during the Rally phase (see section I).

See the *Support Weapon Generation Table* to determine how many MG are to be distributed in Design Your Own scenarios.

#### V. OTHER SUPPORT WEAPONS

Besides MG, other SW include Flamethrowers, Demolition Charges, Panzerschrecks, Bazookas, Panzerfausts, PIATS, and Anti-Tank Rifles. (For Mortar rules, see section XIII.)

**FLAMETHROWERS:** FT may be carried and fired by any unbroken MMC or hero. No leader modifier applies. At a range of one hex, a FT has a firepower factor of 24; at a range of two, it has a FP factor of 12. Against trucks, halftracks, and tanks with an armor factor of 6 or less, roll two dice: at a range of 1, the vehicle is destroyed on a roll of 2-9; at range 2, on a roll of 2-7. Tanks with an armor factor above six cannot be destroyed by a FT.

**DEMOLITION CHARGES:** DC may be carried and placed by any unbroken MMC or hero. A DC is placed by the carrying unit during the movement phase. It may be placed in any hex adjacent to the carrying unit by expending movement factors equal to the cost of normal entry of that squad into the target hex. DC may not be thrown. A DC explodes during the Fire phase in the target hex with a FP factor of 30; no leader modifier applies. If placed in a hex

to attack a vehicle, roll two dice: the vehicle is destroyed on a roll of 2-6 (*DR modifiers*: if vehicle has armor rating of 4 or less, -2; if armor rating of 14 or more, +2).

**PANZERSCHRECKS/BAZOOKAS:** May be carried and fired by any unbroken MMC or hero. Against vehicles, roll two dice, and consult the Kill ranges below to see if the target is destroyed. Against infantry, roll at the proper range and if a DR within the Kill range occurs, a Panzerschreck hit is resolved on the 12 column of the *IFT*, and a Bazooka hit on the 8 column. No leadership modifier applies. Panzerschrecks are only available during 1944-45 scenarios.

Range	Pzsk	Bazooka
1	2-9	2-10
2	2-8	2-9
3	2-7	2-8
4	2-4	2-6
5	--	2-4

**PANZERFAUSTS:** May be carried and fired by any unbroken MMC or hero. They have no effect against infantry targets. No leadership modifier applies. Use spare counters to represent Panzerfausts. Their To Kill number against vehicles is as follows: range 1= 6, range 2= 5, range 3=2. *Procedure:* Roll two dice when resolving Panzerfaust fire; if To Kill number or less is rolled, the target is destroyed. *Example:* A Panzerfaust fires at a Russian halftrack at a range of two hexes. The halftrack will be eliminated on a roll of 2-5. Once used, a Panzerfaust counter is discarded. Panzerfausts are only available during 1944-45 scenarios.

**PIATS:** May be carried and fired by any unbroken MMC or hero. Against vehicles, roll two dice: at a range of 1, a roll of 2-9 destroys the vehicle; at range 2, a 2-7 destroys the vehicle; at range 3, a 2-5 is needed. Against infantry, roll at the proper range, and if a DR within the Kill range occurs, resolve the PIAT hit on the 8 column of the *IFT*. PIATS take the place of ATR for the British during 1944-45.

**ANTI-TANK RIFLES:** May be carried and fired by any unbroken MMC or hero. Against infantry targets, the firepower and range of the weapon are those printed on its counter. Against vehicles, use the Armor combat rules.

**OTHER SW BREAKDOWNS:** Non-MG SW suffer breakdown if a natural 11 or 12 DR occurs when they fire. A broken SW is removed from play for the rest of the scenario.

Consult the *Support Weapon Generation Table* to determine how many SW a side gets in Design Your Own scenarios.

## VI. SMOKE AND SEWERS

**SMOKE:** Any squad with a smoke exponent may try and lay smoke in lieu of moving. If the smoke dr is less than or equal to their smoke exponent, a smoke counter is successfully laid. If the dr is higher, no smoke is generated, and no movement is allowed. Units rolling for smoke may fire as normal. If a squad attempts to lay smoke, it may not have moved or attempted (but failed) movement this phase. *Example:* An American squad tried to move into an open hex, but a bad Hesitation die roll kept them for moving. This squad may not try and lay smoke this turn.

If smoke is placed, it may be put in the squad's own hex, or any hex adjacent to it, as desired. One smoke counter (maximum) may be generated by a squad per turn, and only one smoke counter per hex is allowed.

There is a +1 TEM into, out of, or through a smoke hex. Smoke never drifts. Smoke counters stay on the board for three turns, and then are removed.

**SEWERS:** Sewer movement is conducted as regular movement. SMC and MMC that start their movement phase in a sewer hex may use sewer movement. Make a dr to see what happens, one dr per sewer hex attempting such movement.

1-4 = successful; units may "come up" in any enemy unoccupied sewer hex within three hexes of the starting hex.

5-6 = lost; units must come up in any hex within six hexes of the starting hex, at defender's choice (or, if an opponent is not there to decide, you may, optionally, play that the units come up at the sewer hex most opposite from the hex you wanted to emerge from).

No units may stay underground in sewers.

## **VII. MISCELLANEOUS COUNTERS: SNIPERS, WIRE, ENTRENCHMENTS, BUNKERS AND CONCEALMENT**

**SNIPERS:** Use the Sniper Activation Number (SAN) of the scenario being used. (If no SAN listed, assume it to be "4" for the defending side, "3" for the attacking side, or "4" for both sides if attacker/defender labels do not apply.) After initial set up, each side may place one Sniper counter anywhere on the board. During fire and defensive fire DR, when the natural SAN number of the enemy is rolled, the firer immediately rolls one die. A result of 2-6 means no effect. A result of one means that something he owns is hit. To determine what is hit, the player owning the Sniper may select two target hexes; the target hexes must contain at least one enemy SMC/MMC, and must be within six hexes of the Sniper counter. Roll a die to see which of the two targets is "hit"; an "even" result means that the closer of the two has been hit (if equidistant, or if the opponent not present, randomly decide what hex is hit). Once the "hit" hex has been determined, randomly decide which SMC/MMC is affected. If a SMC is affected, he is KIA; if a MMC is affected, it breaks (it is eliminated if already broken). Sniper counters may not be moved during the scenario. No "sniper checks" are allowed. If there is no enemy within six hexes of a Sniper, then SAN are ignored if rolled. If only one enemy hex is within six hexes, that hex is automatically the one affected.

**WIRE:** Wire may only be placed during initial set up when required by the scenario. Only one Wire counter may be placed in a hex. There is no movement penalty for entering a Wire hex, but there is a +2 penalty for leaving a Wire hex. Wire gives a +1 TEM to SMC/MMC in its hex. An unbroken squad may attempt to remove Wire in lieu of moving/firing that turn. Roll one die to determine removal: 1-2 means Wire is removed; 3-6 means no effect.

**ENTRENCHMENTS:** All Entrenchments are considered "foxholes". They may only be placed during set up when required by the scenario. Only one Entrenchment counter may be placed in a hex. They may only be placed in Open or Brush hexes. Entrenchments carry no movement penalties, but give a +2 TEM to all SMC/MMC therein.

**BUNKERS:** Bunker counters represent bunkers and pillboxes. They may only be placed during set up when required by the scenario. They do not affect

stacking limits. There is a +1 movement cost penalty for entering and leaving a Bunker. All SMC/MMC in a Bunker hex get a +3 TEM. This TEM is not cumulative with other TEM. Bunkers have no further effect.

**CONCEALMENT:** Concealment counters may only be placed during set up when required by the scenario. They do not affect stacking limits. Counters in the same hex as Concealment counters may be inspected at any time (unless players agree otherwise before play). Units that fire into a hex containing a Concealment counter fire at one-half their normal firepower; normal TEM applies. The Concealment counter is removed when any unit within the hex moves, halts due to hesitation, fires, or is fired upon where the result of this fire is anything except a "no effect" result. *Example: An 8-3-8 unit fires at a Brush hex containing a Concealment counter. It rolls on the "4" column of the IFT. A result of 5 or lower will remove the Concealment counter, in addition to any damage such a roll causes.*

### VIII. EXPERIENCE LEVEL RATINGS

Whenever a "\*" result occurs from fire combat, the defending hex must take an ELR check. This check must be taken even if no other effect occurred to the target hex. *Example: a DR of 7 on the "8" column (6\* result) was rolled against two German 4-6-7 squads. Though the squads do not break, an ELR check must still be taken. Procedure: Make a DR, and if the roll is higher than that side's ELR rating, it must immediately replace one squad in the defending hex (determine randomly if more than one present) with a squad of lesser quality. (See the Unit Values table for details of how specific squads break down.)*

**SPECIAL ELR DR RESULTS:** Certain nationalities as specified below may receive special results (Berserk or Surrender) from the ELR DR.

**BERSERK:** Only Russian and Japanese squads may go Berserk. When making a ELR DR, all Russian SMC/MMC in the hex go Berserk on a DR of 2, and one Russian SMC/MMC (determine randomly) goes Berserk on a DR of 3. All Japanese SMC/MMC in a hex go Berserk on a DR of 2-3, and one Japanese SMC/MMC (determine randomly) on a DR of 4. (See Section IX for Berserk rules.)

**SURRENDER:** Only Italians and Axis minors may involuntarily Surrender. All SMC/MMC in the hex Surrender on a ELR DR of 2, and one SMC/MMC (determine randomly) Surrenders on a DR of 3. Surrendered units are immediately removed from the board. They count the same as KIA as far as victory conditions are concerned.

**ELR RATINGS:** When using published scenarios, add six to normal ELR ratings to determine Retro ELR ratings. *Exception: ELR ratings greater than 10 are considered 10. Example: In Scenario 1, the Russians have a Retro ELR rating of 9, and the Finns 10.*

When playing DYO scenarios, you may use the following default values for each nationality if you wish. These are simply guidelines, and depending on the scenario you may wish to vary them depending upon the specific situation.

- 10: Japan
- 9: Germany, Britain, Finland
- 8: USSR, USA, France
- 7: Allied minors
- 6: Italy, Axis minors, others

## **IX. HEROES, COMMISSARS, JAPANESE LEADERS, AND BERSERK SQUADS**

**HEROES:** A Hero SMC is automatically created in the affected hex on any original DR of 2 on any rally roll. He may carry and use SW as a squad does. A Hero and any SW he is carrying does not count against stacking limits. More than one Hero may occupy the same hex. Heroes have a MF of 6. A Hero may use his fire factor to attack, or may give a -1 DRM to a fire attack he participates in.

**COMMISSARS:** In any scenario prior to 1943, the Russian player may, during set up, exchange up to two leaders for two Commissars. (If an 8-0 leader is selected, bring in a 9-0 Commissar; if an 8-1 leader is selected, bring in a 10-0 Commissar; other leaders may not be selected for exchange.) *Effects:* A Commissar gives a -1 DRM to all rally rolls in his hex, and units in his hex disregard the effects of Desperation Morale. However, a unit that does not pass a rally roll while stacked with a Commissar suffers an ELR reduction, e.g. a Russian 4-4-7 becomes a 4-2-6. (A 4-2-6 that suffers reduction is eliminated.)

**JAPANESE LEADERS:** All Japanese leaders give the same game effects as Commissars.

**BERSERK SQUADS:** Berserk squads are only created after certain ELR check DR, and then only among Russians and Japanese squads. (A Japanese squad that goes Berserk may be termed a "Banzai" squad, but is treated as a Berserk squad.) A Berserk squad has a MF of 8. A Berserk squad must "charge" the nearest enemy squad during their movement phase. This means moving its full MF toward that enemy in an attempt to have close combat with it. They continue to charge the enemy until they engage in close combat or are eliminated. If Berserk squads survive close combat, they lose their Berserk status and return to normal. If a Commissar or Japanese leader goes Berserk, everything else in their hex goes Berserk too.

## **X. VEHICULAR DEFINITIONS AND MOVEMENT**

**COUNTERS:** There are four kinds of vehicles used: (1) Fully-tracked (AFV, tanks) have their movement factor contained in an elongated white oval on their counter; (2) Half-Tracks have their MF in a white "half-track" shape; (3) Armored Cars have their MF in a white circle; (4) Trucks have their MF in dual white circles.

**FACING:** Vehicles face in the usual manner, e.g. front of vehicle must point to a specific hexspine. Vehicles and their Guns face in the usual manner, e.g. the two hexes touching the hexspine are front, the two opposite to the rear are considered rear, with the rest considered side.

**COVERED ARC:** Guns may not fire in any direction, but only the direction their gun is pointing within its covered arc. Turrets may not turn independently. *Example:* A Gun is in hex H6, facing the hexspine touching hexes G6-H5. The Gun's covered arc is therefore: G6, H5, F5, G5, H4, E5, F4, G4, H3, D4, E4, F3, G3, H2, and so on.

**STACKING:** One vehicle per hex is allowed per hex at the end of any movement phase.

**SIZE:** Vehicles come in three sizes: Large, Average, and Small. Large vehicles have one or both of their armor ratings printed in *red*; Average have both printed in *black*; Small have one or both inside a *white circle*.



**AFV WEAPONS:** The main armament on AFV are termed Guns. Vehicular MG are treated and used as regular MG. Bow MG (whose firepower is listed first in the lower right-hand corner of the counter) have a normal range of 8. Coaxial MG (whose FP is listed second) has a normal range of 12. These MG may not be fired if the vehicle moved that turn. Guns and Bow MG may only fire at targets within their covered arc; Coaxial MG may fire in any direction.

**MOVEMENT:** Vehicles move by spending MF in the usual manner. However, there are no "starting/stopping" or "turning" penalties. A vehicle must stop if it moves adjacent to an unbroken enemy MMC or vehicle. Note that Reverse, Bypass Movement, Motion Status, Excessive Speed, etc. are not used. (See section XIII for optional Vehicle Hesitation rules.)

**ARMOR COMBAT:** A vehicle may only fire its Gun and/or MG if it has not moved that turn.

**TRANSPORT:** An AFV may "carry" one squad (plus one leader and one SW). While riding the AFV, the riders may not fire, but may be fired upon (treat as Open terrain). Halftracks and trucks may carry twice the amount, e.g. two squads, two leaders, and two SW. There is no extra cost to load/unload, but only unbroken units may do so. Also, units may not move any more the turn they are unloaded.

**AFV WITHOUT RADIOS:** If an AFV has, on its backside, a small "R" with a circle around it, it is not equipped with a radio, and is subject to the following movement penalty. To move during a turn, a radio-less AFV must first make a DR: 2-8 means it can move normally; 9-12 means it cannot move this turn. Armor leaders may modify the DR. Radio-less AFV may always fire normally.

## **XI. ARMOR COMBAT**

**FIRE PROCEDURE:** Guns and mounted MG are fired during the fire phase. MG are handled as regular MG. Armor combat using Guns, however, is resolved using these steps:

(1) *Calculate Range.* Count the range, in hexes, to the target, and find the appropriate column on the *Armor Combat Table*. Examples: Range of 9 hexes indicates column D; range of 30 hexes is column G.

(2) *Apply "Column Shifts" as necessary.* This will determine the Final Column used.

1 Left if target is Large

1 Left if target attacked from side/rear

1 Right if target is Small

2 Right if target is infantry

Left if target TEM is negative (e.g. 1 Left if in Open, etc.)

Right if target TEM is positive (e.g. 2 Right if in Wooden Building, etc.)

1 Right if firer not German/British/American

(3) *Subtract Armor Factor of target from Gun Factor of firer.* This equals the attack Difference. (Use the front AF if attacked from the front, and the side/rear if attacked from the side or rear.)

(4) *Find the To Kill number.* Cross-index the Final Column with the Difference to arrive at the "To Kill" Number.

(5) *Roll the attack.* Make a DR, modifying it if an armor leader directs the attack. If the result is equal to or less than the To Kill number, the target is eliminated. If the roll is higher, there is no effect.

(6) *Rate of Fire:* If the firer achieves ROF, it may attack again.

**OUT OF AMMUNITION:** A natural 12 DR on any Gun combat roll results in "no effect", plus the Gun is out of ammunition for the rest of the scenario. American Guns, however, may ignore this; they are never out of ammunition.

**AUTOMATIC TRACK HIT:** On Armor attacks where the To Kill number is listed as "—", a natural 2 DR is considered a "track hit", and the target is immobilized for the rest of the scenario, though it may continue to fire normally.

**ANTI-TANK SW, GUNS:** These are fired and resolved in the same way AFV Guns are fired and resolved.

**OVERRUN:** Vehicles may always enter hexes containing enemy infantry at no additional cost. If the entered hex is occupied by a lone SMC, a lone broken MMC, or one or more broken MMC but no unbroken MMC, are automatically eliminated if entered by an AFV during the AFV's movement phase. There is no additional cost to perform an overrun, and the tank can continue moving.

**INFANTRY ENTERING ENEMY ARMOR HEXES:** SMC and MMC may enter a hex occupied by an enemy AFV only if they first pass a morale check. If the unit rolls less than or equal to its morale rating, it may enter the hex; if it rolls higher, it is not broken, but may not enter the hex.

**ARMOR VS. INFANTRY CLOSE COMBAT:** When infantry and AFV occupy the same hex during the Close Combat phase, each unbroken MMC gets a DR versus the vehicle, with a roll less than its firepower rating eliminating it (no leader modification); a natural 2 automatically eliminates the AFV. *Examples: An 8-3-8 eliminates an AFV on a roll of 2-7, a 4-6-7 on a roll of 2-3, a 2-2-7 on a roll of 2.* The AFV in Close Combat gets one DR, with a 2 meaning all enemy infantry are eliminated and a 3-5 meaning one MMC is eliminated (determine randomly if more than one present). *Exception:* If the AFV does not have an operable MG, it eliminates one MMC on a DR of 2. Armor starting its turn in the same hex as enemy infantry may move out of the hex if they wish, but may not overrun that hex in that turn.

**WRECKS:** When a vehicle is destroyed, it is flipped over. A wreck gives an additional +1 TEM to non-vehicle units in the hex. There are no movement or stacking penalties for infantry or vehicles entering such a hex.

**ARMOR COMBAT EXAMPLES:** (1) A German 75L (Gun factor of 17) fires at the front of a Russian T-34 (front armor rating of 11) in the Open, at a range of ten hexes. Range is therefore column D, shifted one Left since the TEM is -1, so the Final Column is C. Subtracting the target's armor rating from the firer's Gun rating gives a Difference of 6 ( $17-11=6$ ). Cross-indexing the Final Column with the Difference give a To Kill number of 5, meaning the target will be destroyed on a roll of 2-5 (28% chance). (2) An Italian 90L (Gun factor: 20) fires at the front of a British Valentine V (front armor: 6) in the Open, with a -1 Armor leader directing the attack, at a range of 21 hexes. Range is column F, shifted one Left (TEM), one Left (Armor leader), and one Right (firer is not German/British/American), so the Final Column is E. The Difference is 14 ( $20-6=14$ ). The resulting To Kill number is 7 (58% chance of elimination). (3) A French B1-bis (Gun factor: 10) fires at the side of a German Pzkwf III (side armor: 1) which is in Woods, with a -1 Armor leader directing the attack, at a range of 14 hexes. Range is column E, shifted one Left (side attack), one Right (TEM), one Left (Armor leader), one Right (non-German/British/American firer), so the Final Column is E. The Difference is 9 ( $10-1=9$ ). The resulting To Kill number is 6 (42% chance of elimination).

**RULES NOT USED:** Bounding First Fire, Hull Down, Buttoned up, Crew exposed, acquired target bonus, bogs, motorcycles, horse-drawn wagons, and any other rules not mentioned are disregarded.

## **XII. ORDNANCE**

**COUNTERS:** Any 5/8<sup>th</sup> inch ordnance counter is considered a Gun. Each Gun counter is manned by a crew counter. If the crew is KIA, broken, or leaves the Gun, the Gun may not be fired.

**FACING AND MOVEMENT:** The facing of Guns is as vehicles, that is, towards a specific hexspine. They may fire only at targets within their covered arc. Ordnance covered arcs are determined the same as tank Gun covered arcs. Ordnance may be towed by any truck or halftrack. There is no cost to limber and unlimber ordnance, but a limbered Gun may not fire, and a Gun may not fire the turn that it was unlimbered. When towing ordnance, the vehicle suffers a +1 movement penalty for each hex it moves while towing, e.g. it cost a truck 5 MF to tow a Gun into an open hex instead of the normal 4 MF.

**VEHICULAR TARGETS:** When firing against vehicular targets, use the Armor combat procedure.

**INFANTRY TARGETS:** When firing against infantry targets, use the Armor Combat procedures, and assume the infantry have an armor defense of zero.

**INFANTRY FIRE VS. ORDNANCE:** Infantry fires at ordnance and its crew as though it were an infantry target. If a KIA results, the crew is eliminated, and the Gun removed from play. If the crew is broken, the Gun may not fire.

**ARMOR COMBAT VS. ORDNANCE:** Guns fire at ordnance as though it were an infantry target (i.e. with the 2 Right column shift that infantry receives). If a Kill results from Armor Combat, the crew and its Gun are eliminated.

## **XIII. OPTIONAL RULES: MORTARS, OFF-BOARD ARTILLERY, VEHICLE HESITATION, ARMOR DEFENSIVE FIRE, AND BATTLE HANDENING**

The following rules are considered optional. They may be used in any combination, as long as players agree on specifics before the start of play.

**MORTARS:** In game terms, all Mortars are SW and their fire is resolved on the IFT. Mortars on one-half inch counters are considered Light Mortars. Use printed minimum and maximum ranges of the Mortars; only a hex that is within range and within the LOS of the firer may be fired upon.

**Procedure:** The standard IFT firing rules and TEM are used, *except* a natural 2 is always considered a KIA.

-- Mortars under 70mm fire on the "2" column of the IFT

-- Mortars 70mm to 99mm fire on the "4" column

-- Mortars 100mm and over on the "6" column

**DR modifiers:** If the target range is 15 or less, there is no DRM; range of 16-30 has a DRM of +1, range of 31-45 has a DRM of +2, and range of 46+ a DRM of +3. No leader DRM modification is allowed. Rate of Fire ratings of Mortars are as usual. *Example: An American 81mm Mortar fires on a German unit in Woods at a range of 23 hexes. The Mortar fires on the "4" column of the IFT, with a DRM of +1 for range, and +1 TEM for Woods.*

**OFF-BOARD ARTILLERY (OBA):** OBA may only be used if called for by a scenario. For each OBA module in the scenario, the side receives one Radio counter. A Radio counter may be carried by any SMC or MMC, without affecting stacking. Only a leader, however, may use a Radio. During the Fire phase of a turn, a leader with a Radio may try and call in OBA fire against any hex within his LOS, provided the leader has not moved nor used (or will use) his leader modifier this phase. A successful call for OBA means a barrage will be delivered the turn after the request was gained. A leader who called for OBA on turn X may do whatever he wants on turn X+1 without affecting the barrage that occurs. All OBA is assumed to use High Explosive shells.

**Procedure:** The leader selects a target hex, and rolls against the rating on the Radio counter; no leader modifier is applied to this DR. If the roll is above the radio rating, there is no effect (or the Radio is removed if it breaks down). If the roll is successful (i.e. Radio Contact is established), note this for next turn, and place a blank counter in the target hex; nothing further occurs during the phase in which Radio Contact is established. During the *subsequent* fire phase, the player must make a die roll to determine if the OBA barrage is delivered on target:

- 1-2 means it is accurate, and the target hex is the impact hex
- 3 means it is off-target by one hex
- 4 means it is off-target by two hexes
- 5 means it is off-target by three hexes
- 6 means it is off-target by four hexes

*dr modifier:* if immediately previous barrage from this module was accurate, -1 to the above roll

If the OBA is off-target, roll one die to determine direction of the error (designate one hexside to correspond with a roll of one, then work clockwise around for sides two to six). Place the blank counter in the impact hex where the barrage lands.

The impact hex, plus all six adjacent hexes, are called the Blast area of the barrage. Each hex of the Blast area that currently contains units (of either side) must immediately roll on the IFT to determine effects; regular TEM apply. Roll once per affected Blast area hex and apply to all occupants there.

- Artillery of less than 100mm rolls on the "12" column of the IFT
- Artillery of 100mm to 149mm uses the "20" column
- Artillery of 150mm or larger uses the "30" column

After resolving these IFT rolls, the player makes a die roll to see if the OBA module is "used up" or if the module may be used again: 1-3 = module may be used again; 4-5 = module runs out; remove the corresponding Radio counter; 6 = roll again. There is theoretically no limit to the number of barrages a single OBA module can produce.

**OBA vs. Vehicles:** Any vehicle (friendly or enemy) in a Blast area hex that received a KIA in the resolution described above may also be eliminated, depending upon the vehicle's Armor rating. **Procedure:** Following a KIA result, roll one die, and double the number rolled. If the result is higher than the vehicle's Armor rating, the vehicle is eliminated. **Exception:** If a 6 is rolled, it automatically eliminates the vehicle regardless of its Armor rating.

**Infantry Hesitation Modifier:** All Blast area hexes contribute a +1 hesitation modifier for all SMC and MMC; this modifier applies until the next player's fire phase begins.

*Example:* On turn one during the British Fire phase, a British leader tries to establish Radio Contact to bring in a 105mm OBA barrage against a hex within his LOS. He rolls a "6", and so Radio Contact is established. A blank counter is placed in the target hex. On turn two, during the British Fire phase, the player rolls to see where the barrage lands; a 2 is rolled, so the barrage is delivered to the target hex. The impact hex is empty, but two adjacent hexes contain German units. These two hexes are attacked on the 20 column of the IFT. After resolving these, the British player rolls to see if the module is depleted; he rolls a 6, and so must reroll. The second roll is a 3, so the module may be used again. The player decides to call in more OBA, and makes a Radio roll again.

**VEHICLE HESITATION:** Following a similar procedure as infantry hesitation, vehicles must make a DR for hesitation when entering the first open hex that is within LOS and normal range of an enemy Gun. Vehicles never have to make a hesitation roll because of the presence of infantry or SW, only enemy Guns.

*Procedure:* The Gun factor of the enemy unit minus the Armor factor of the moving unit equals the "Vehicle Hesitation Value" (VHV) (*Exception:* VHV may never be greater than 9; VHV values of 9 or more are considered 9). Roll two dice, and if this number is less than the VHV, the unit halts (no armor leader modifier applies). If the number rolled is equal to greater than the VHV, the vehicle successfully enters the hex. *Fleeing DRM:* If the hex to be entered is farther (range in hexes) from the enemy Gun than the originating hex, the vehicle gets a +3 DRM, *provided*, if successful, any subsequent hex entered this turn does not decrease the original range in hexes. *Subsequent DRM:* A vehicle that passes a hesitation roll on turn  $x$  gets a +2 DRM on turn  $x+1$ , *provided* that the Gun that is causing the hesitation is the same one.

*Examples:* (1) A British tank (Armor of 8) tries to enter an open hex within LOS and normal range of a German tank (Gun factor of 13). The VHV is therefore 5 ( $13 - 8 = 5$ ). The British tank must roll a 5 or higher or it halts. (2) An unarmored German truck tries to move into an open hex in LOS and range of a Russian T-34; the VHV is 9, so the truck must roll a 9 or higher or it halts. (3) The same German truck tries to move into an open hex that is farther away than the hex it currently occupies; the VHV is 9, but because of the Fleeing DRM, the truck must roll a 6 or higher or it halts. If successful, the truck may not move into any hex that is closer (in hexes) than the original hex it occupied. (4) If the British tank passed its hesitation roll in example (1) and continues to move the next turn, and the same German tank causes a hesitation roll, the British tank gains a +2 DRM, and must roll a 3 or higher to avoid halting. Note that if, due to a changing situation, a different German Gun was causing the hesitation roll, the British tank would not get the +2 DRM.

**ARMOR GUN DEFENSIVE FIRE:** Armor may use its Gun in defensive fire against enemy vehicles during the Defensive Fire phase. This is in addition to any defensive fire against infantry using the vehicle's MG. *Procedure:* If there is an enemy vehicle within six hexes, and within the Covered Arc of a defending AFV during this phase, the AFV automatically will use its Gun against the enemy vehicle. If more than one target available, fire at closest one; if more than one equidistant, determine randomly. Note that this is in addition to normal AFV MG defensive fire, which is unchanged from regular *Retro* rules.

**BATTLE HARDENING:** On all ELR rolls, if the number rolled is that country's Battle Hardening number (BH#), one unbroken MMC (if present) is

replaced with a MMC of the next highest class (determine randomly if more than one unbroken MMC present). If there is no unbroken MMC in the hex, there is no effect. The BH# of Germans, Finns, US, British, and French units is 6. All other nationalities have a BH# of 4 (*exception: Japanese do not have a BH# and do not Battle Harden*). *Example: A US fire attack of 8 factors is directed against a German target containing a 4-6-7 and a 4-3-6. A 7 is rolled, breaking the 4-3-6, and necessitating a ELR roll. A 6 is rolled, and so the 4-6-7 is Battle Hardened, and replaced by a 4-6-8 squad. Had the 4-6-7 not been present, no Battle Hardening would have occurred, since there would be no unbroken MMC available. If the affected unit is already of its highest class, there is no effect.*

#### **XIV. SCENARIO GENERATION**

You may use existing module or campaign game scenarios, deleting units not used in *Retro*. Note that 6+1 leaders are never used.

You may create your own scenarios using Point Values of squads, and the rules given below concerning Leader Generation and Support Weapon Generation. Note that the tables given are suggestions for Design Your Own (DYO) creations, but may be modified if the scenario's author sees fit.

For play balance, after determining the board to be used, the defender's order of battle, and the victory conditions, you may use a bidding system to see who plays the attacker. Simply record secretly the total Point Value you bid to bid to be the attacker. Low bid plays the attacker (ties are broken by a die roll).

##### **A. Squad Costs**

See the *Unit Value Tables* to determine the cost of squads when designing DYO scenarios.

##### **B. Leader Generation**

In DYO scenarios, count the total number of squads for each nationality. (Consider two half-squads to equal a full squad for this purpose.) Divide this number by the country's *Leader Generation* rating, and drop fractions. The result is the number of leaders they get. Refer to the *Leader Generation Table* to see which leaders they receive.

**LEADER GENERATION RATINGS:** Germany 4, US Marines 4.5, Britain 5, Japan 5, US Army 5.5, France 6, Axis Minors 6, Allied Minors 7, USSR 8, Finland 8, Italy 8, others 9. *Modifications:* If over one-third of a nationality's squads are Green/Conscript, add one to its Leader Generation rating. If over two-thirds are Green/Conscript, add two. If over one-half are Elite/SS, subtract one. *Example: Germany has 41 squads, with less than one-third of them Conscript, and less than one-half Elite. 41 divided by 4 equals 10.25, rounded down to 10, so the Germans get ten leaders in this scenario. The Leadership Generation Table shows that these ten leaders will be: one 7-0, three 8-0, three 8-1, two 9-1, and one 9-2.*

##### **C. Support Weapon Generation**

Use the *Support Weapon Generation Table* to determine how many SW a nationality gets in a scenario. Use the ratings given for the country, and divide the number of squads by these ratings. Drop fractions. *Example: Continuing the above example, Germany has 41 squads, so starts with 8 LMG (41 divided by LMG rating of 5 equals 8.2, rounded down to 8), 4 MMG, and 3 HMG.*

**ANTI-TANK SW:** In scenarios involving vehicles, Panzerschrecks, Bazookas, Panzerfausts, and Anti-Tank Rifles are generated in the same way as regular SW. *Example: If the Germans had 41 squads, they would also get 5 Panzerschrecks, 17 Panzerfausts, and 6 ATR.*

**ASSAULT ENGINEER SW:** Flamethrowers and Demolition Charges are given only if a side has assault engineer squads in the scenario. If there are assault engineers present, divide their number by the FT and DC rating on the *Support Weapon Generation Table*, drop fractions, and that is how many of these weapons are in the scenario. *Example: The Russians have 9 assault engineers in a scenario, so they get one FT and two DC.*

#### **D. Design Your Own Variations and the Use of Vehicles**

The *Leader Generation* and *Support Weapon Generation* tables are meant to be guidelines for constructing your own scenarios. You may introduce variations if the situation calls for it, e.g. adding Commissars, 10-2 leaders, the use (or lack) of SW, armor leaders, and so forth. Vehicles may be introduced into a scenario by purchasing them in the usual manner, e.g. a PzKpfw IB costs 30, a PzJg Tiger costs 75, a Marder II costs 45, etc.

### **XV. HOUSE RULES**

Players are free to adapt these rules or utilize additional rules and variations (such as Weather Effects, Multi-Story Buildings, Fire, Night Combat, Vehicle Rarity, etc.) in whatever form they may agree on before play commences. Otherwise, the rules presented in the variant are assumed to be in effect.

Scenarios designed for *Retro* have used bidding for sides as part of the scenario. Besides introducing variation into the game (e.g. the same scenario can play quite differently depending on the result of the bid), bidding produces, in itself, a form of play balance. DYO scenarios may or may not include a bidding mechanism, at the players' choosing.

For official scenarios converted to *Retro* use, the introduction of bidding for sides goes a long way in establishing play balance. To introduce bids, determine the predominate squad type, and number of them, that the official scenario calls for the attacker to get. Players then can simply bid on the number of these squads they will play with, with the low bid playing the attacker. *Example: In Scenario 4, the Germans officially start with 13 8-3-8 engineers. Players may bid on how many of these units they would start with, the low bid playing the Germans.* Players are free to bid on whatever they like (leaders, SW, etc.); bidding on the predominate attacking squad type is merely a suggestion.

For campaign games and historical scenarios, players should agree beforehand on how to implement special situations not addressed in the variant (e.g. landing craft, new terrain, refit phase, etc.).

Players are reminded that *Retro* is primarily a tactical infantry game variant. Instead of leaving non-infantry out, rules for the use of tanks and guns are provided to allow players the option of including them in scenarios if they so desire. The variant presumes, however, that armor and ordnance, if present at all, are few in number and occupy a supporting role for the infantry, the "Queen of Battle".

## Part 2: Armor Listings

# Vehicle Lists

### Vehicle Lists Key

The Vehicle listings contained on page 24 through page 31 are divided by nationality and vehicle type. Explanations of the ratings are as follows.

#### *Vehicle Name*

The name for a particular entry may include several variations of the given vehicle. Unless a specific variation is mentioned, consider the vehicle name to include all versions of the said model. *For example, the German PzKpfw II entry applies to all versions of this tank (e.g. PzKpfw IIA, IIF, II(FI), and II(L) variations). The PzKpfw III series, on the other hand, has four entries; the PzKpfw III D and H lines apply to those specific variations, while the "III F,G" applies to both the F and G versions of the tank, while the III J+ applies to the J and later models. Or, the British Crusader line applies to all its models except the Crusader III, which has its own line. When an entry is followed by "All", it means that all vehicles of this type have these ratings. All German halftracks, for example, have a point cost of 42, while all German Anti-Aircraft halftracks have a point cost of 48, and so on. When an entry is followed by numbers (e.g. British Armored Car 40-41), the numbers refer to the model year. So, British Armored Cars from 1940-41 have a point cost of 29, from 1942-43 a cost of 39, and 54 points for models 1944 and later. If a vehicle version is not listed, players should agree on what constitutes its nearest equivalent, and use those values.*

#### *Type Abbreviations*

LT = light tank or tankette  
MT = medium tank  
HT = heavy tank  
AG = assault gun  
TD = tank destroyer  
SPA = self-propelled artillery  
ht = half-track  
ac = armored car  
sc = scout car  
apc = armored personnel carrier  
aatr = anti-aircraft truck  
tr = truck

#### *Pts*

Point cost per counter. This is useful when designing your own scenarios.

#### *Year*

Availability year. Vehicle is available from this date forward.

#### *Notes*

scarce = Vehicle was particularly scarce. Players should bear this in mind when designing their own scenarios. Other information may be given, such as the AFV's nickname (e.g. *Hummel* for the German PzA III/IV self-propelled artillery).



## German Vehicles

Vehicle	Type	Pts.	Year	Notes
PzKpfw I	LT	29	1939	
PzKpfw II	LT	37	1939	
PzKpfw 35, 38	LT	42	1939	
Aufk 38	LT	38	1944	scarce
PzKpfw III D	MT	41	1939	
PzKpfw III F, G	MT	47	1939	
PzKpfw III H	MT	53	1941	
PzKpfw III J+	MT	58	1942	
PzKpfw IV A, C	MT	44	1939	
PzKpfw IV D, E	MT	52	1940	
PzKpfw IV F+	MT	72	1942	
PzKpfw V D	MT	75	1943	<i>Panther</i>
PzKpfw V G	MT	89	1943	<i>Panther</i>
PzKpfw M15/42	MT	40	1943	scarce
PzKpfw P26/40	MT	52	1944	scarce
PzKpfw VIE	HT	89	1943	<i>Tiger</i> ; scarce
PzKpfw VIB	HT	105	1944	<i>King Tiger</i> ; scarce
StuG III	AG	51	1942	
StuH 42	AG	56	1942	scarce
StuG 75	AG	43	1943	
StuG 105	AG	49	1943	scarce
StuPz IV	AG	72	1943	scarce
PzJg Tiger	AG	75	1943	<i>Elefant</i> ; scarce
PzJg	TD	33	1940	
PzJg III, IV	TD	58	1943	<i>Nashorn</i>
Marder	TD	46	1942	
JgdPz 38	TD	53	1944	<i>Hetzer</i>
JgdPz IV	TD	62	1944	
JgdPz V	TD	80	1944	scarce
JgdPz VI	TD	92	1945	<i>Jagdtiger</i> ; scarce
sIG	SPA	50	1940	scarce
PzA II	SPA	43	1943	<i>Wasp</i>
PzA III/IV	SPA	49	1943	<i>Hummel</i>
FlakPz	SPA	39	1944	
FlakPz IV	SPA	63	1945	scarce
Halftrack (all)	ht	42	1939	
AA Halftrack (all)	ht	48	1939	
Scout Car (all)	sc	23	1939	
Armored Car 39-41	ac	31	1939	
Armored Car 42+	ac	45	1942	
Truck (all)	tr	16	1939	

## *Russian Vehicles*

<b>Vehicle</b>	<b>Type</b>	<b>Pts.</b>	<b>Year</b>	<b>Notes</b>
T-26	LT	30	1939	
T-37	LT	25	1939	
T-40	LT	30	1941	scarce
T-50	LT	38	1942	scarce
T-60	LT	28	1941	
T-70	LT	31	1942	
BT-5	LT	33	1939	
BT-7	LT	36	1939	
T-28	MT	43	1940	scarce
T-34	MT	58	1941	
T-34/85	MT	75	1944	
M4	MT	74	1944	<i>Sherman</i> lend-lease
T-44	MT	75	1945	scarce
T-35	HT	48	1939	scarce
KV-1	HT	54	1941	
KV-2	HT	60	1941	
KV-8	HT	79	1942	scarce
KV-1S	HT	61	1943	
KV-85	HT	72	1943	scarce
IS-2	HT	87	1944	
IS-3	HT	89	1945	scarce
SU-76	AG	47	1943	scarce
SU-85	AG	54	1943	
SU-123	AG	58	1943	
SU-152	AG	61	1943	
ISU-122,152	AG	66	1944	
SU-57	TD	40	1943	
SU-100	TD	59	1944	
Armored Car (all)	ac	21	1939	
Truck (all)	tr	16	1939	
AA Truck (all)	tr	34	1939	scarce



## American Vehicles

Vehicle	Type	Pts.	Year	Notes
M2	LT	42	1942	
M3	LT	44	1943	
M3 Satan	LT	65	1944	scarce
M5	LT	46	1942	
M24	LT	70	1944	
M3	MT	64	1942	
M4	MT	69	1943	<i>Sherman</i>
M4A3	MT	79	1944	<i>Sherman</i>
M4A (76)	MT	76	1944	<i>Sherman</i>
M4 (105)	MT	72	1944	<i>Sherman</i>
T1E3	MT	55	1944	scarce
Sherman Crab	MT	69	1944	scarce
POA-CWS	MT	72	1945	scarce
M26	HT	90	1945	<i>Pershing</i> ; scarce
M10	TD	65	1943	
M18	TD	71	1944	<i>Hellcat</i>
M36	TD	84	1944	scarce
M7	SPA	50	1942	
M8	SPA	52	1943	
M12	SPA	40	1944	scarce
M2	ht	35	1941	
M3	ht	58	1942	
M4	ht	41	1943	scarce
M15, 16	ht	60	1942	scarce
M21	ht	49	1944	scarce
T19	ht	40	1942	
T30	ht	41	1943	
AA Halftrack (all)	ht	63	1942	
Armored Car (all)	ac	47	1943	
Scout Car (all)	sc	40	1940	
Jeep (all)	tr	13	1943	
Truck (all)	tr	16	1940	



## ***British Vehicles***

<b>Vehicle</b>	<b>Type</b>	<b>Pts.</b>	<b>Year</b>	<b>Notes</b>
Mk. VI	LT	35	1939	
Tetrarch	LT	42	1942	
Stuart	LT	43	1941	
Stuart V	LT	46	1944	
Locust	LT	43	1945	scarce
A9	MT	42	1939	
A10	MT	40	1940	
A13	MT	42	1940	
Crusader	MT	45	1941	
Crusader III	MT	50	1942	
Sherman II,III,V	MT	68	1942	
Sherman IIA,C,VC	MT	76	1944	
Cromwell	MT	72	1944	
Challenger	MT	71	1944	scarce
Comet	MT	77	1945	
Sherman Dozer,Crab	MT	70	1944	
Matilda I	HT	26	1939	
Matilda II	HT	50	1940	
Valentine II	HT	42	1941	
Valentine V	HT	45	1942	
Valentine VIII	HT	49	1943	scarce
Valentine XI	HT	60	1944	scarce
Churchill I	HT	57	1942	
Churchill IV, V	HT	66	1942	
Churchill VI+	HT	72	1944	
Churchill AVRE	HT	75	1945	
Churchill Crocodile	HT	120	1944	
Deacon	TD	40	1942	scarce
Wolverine	TD	58	1943	
Achilles	TD	70	1944	
Archer	TD	60	1944	
Bishop	SPA	40	1942	scarce
Priest	SPA	49	1943	scarce
Sexton	LT	45	1944	scarce
Halftrack (all)	ht	28	1942	
AA Halftrack (all)	ht	66	1945	scarce
Arm.Pers.Carrier	apc	25	1939	APC's 1939-43
Arm.Pers.Carrier	apc	37	1944	APC's 1944+
Armored Car 40-41	ac	29	1940	
Armored Car 42-43	ac	39	1942	
Armored Car 44+	ac	54	1944	

Scout Car (all)	sc	29	1940	
Jeep (all)	tr	15	1942	
Truck 1939-42	tr	15	1939	
Truck 1943+	tr	18	1943	
AA Truck (all)	tr	40	1943	scarce

### ***French Vehicles***

<b>Vehicle</b>	<b>Type</b>	<b>Pts.</b>	<b>Year</b>	<b>Notes</b>
FT-17	LT	16	1939	
ARM 33, 35	LT	22	1939	
R35	LT	25	1939	
H35	LT	25	1939	
FCM 36	LT	25	1939	scarce
H39	LT	26	1939	
H35	LT	26	1940	
R40	LT	27	1940	scarce
D1, 2	MT	27	1939	scarce
S35	MT	31	1940	
B1-bis	HT	51	1939	
Valentine V	HT	31	1940	
Laffey	TD	28	1940	scarce
SPA (all)	SPA	43	1942	
Halftrack (all)	ht	11	1939	
Armored Car (all)	ac	24	1939	
Arm.Pers.Carrier	apc	13	1939	all
Truck (all)	tr	11	1939	
AA Truck (all)	tr	35	1940	

### ***Free French Vehicles*** (Main vehicles used under lend-lease)

*American:* M3 LT, M4 MT, M10 TD, M8 SPA, M2 ht, Jeep tr.

*British:* Crusader II MT, Scout Car (all), Arm.Pers.Carrier (all), Truck (all).

## *Japanese Vehicles*

Vehicle	Type	Pts.	Year	Notes
92	LT	24	1937	
94	LT	23	1937	
95	LT	21	1937	
95 HA-GO	LT	33	1937	
97	LT	28	1938	
2	LT	47	1944	
89	MT	35	1937	
97	MT	43	1939	
1	MT	48	1944	
1	SPA	44	1944	
4	SPA	53	1945	
Armored Car (all)	ac	24	1937	
Truck (all)	tr	15	1937	

## *Chinese Vehicles*

Vehicle	Type	Pts.	Year	Notes
VCL M1931	LT	27	1937	
L3/35	LT	19	1937	
PzKmpf IA	LT	23	1937	
Vickers MKE	LT	29	1937	
M3	LT	41	1944	
M4	MT	55	1944	
Arm. Pers. Carrier	apc	20	1942	all
Armored Car (all)	ac	28	1937	
Jeep (all)	tr	15	1942	
Truck (all)	tr	18	1937	



## *Italian Vehicles*

Vehicle	Type	Pts.	Year	Notes
L3	LT	20	1939	
L3 Lf	LT	48	1939	
L5	LT	20	1939	scarce
L6	LT	28	1941	
M11	MT	29	1939	
M13	MT	34	1941	
M14	MT	36	1942	
M15	MT	39	1943	
MR/35	MT	27	1943	
Semovente M40, 41	AG	35	1942	
Semovente M42	AG	39	1943	
Semovente M43	AG	47	1943	scarce
Semovente L40	TD	29	1942	
Semovente M41M	TD	32	1943	
Scout Car (all)	sc	30	1942	
Armored Car (all)	ac	26	1941	
Autoprotetto S37	apc	25	1942	scarce
Autocannone (all)	aatr	29	1941	scarce
Autocannone 90/53	aatr	53	1942	scarce
Truck (all)	tr	12	1939	

## *Polish Vehicles*

Vehicle	Type	Pts.	Year	Notes
TKS	LT	20	1939	
Vickers Edw/Ejw	LT	28	1939	scarce
7TP dw	LT	27	1939	
7TP jw	LT	33	1939	
H35	LT	25	1939	scarce
FT-17	LT	16	1939	
R-35	LT	25	1939	scarce
Armored Cars (all)	ac	20	1939	
De Dion-Bouton	aatr	30	1939	scarce
PF 621L	aatr	32	1939	scarce
302T	aatr	22	1939	
C2P	apc	12	1939	
C4P	ht	12	1939	
Taczanka	aatr	17	1939	horse-drawn wagon

### ***Belgian Vehicles***

<b>Vehicle</b>	<b>Type</b>	<b>Pts.</b>	<b>Year</b>	<b>Notes</b>
T-15	LT	26	1939	
ACG1	LT	33	1939	scarce
VCL Mk VI	TD	25	1939	scarce
T-13 II	TD	30	1939	
T-13 III	TD	35	1939	
VCL Utility B	apc	13	1939	

### ***Yugoslav Vehicles***

<b>Vehicle</b>	<b>Type</b>	<b>Pts.</b>	<b>Year</b>	<b>Notes</b>
M3	LT	45	1944	
T-32	AG	23	1939	scarce
M3 PaK	TD	49	1944	scarce
M3 FlaK	aatr	38	1944	scarce
AEC II	ac	58	1944	

### ***Dutch Vehicles***

<b>Vehicle</b>	<b>Type</b>	<b>Pts.</b>	<b>Year</b>	<b>Notes</b>
VCL M1936	LT	27	1940	scarce
CTLS-4	LT	22	1942	scarce
Armored Cars (all)	ac	31	1939	
Jeep	tr	15	1942	

### ***Misc. Allied Minor Vehicles***

<b>Vehicle</b>	<b>Type</b>	<b>Pts.</b>	<b>Year</b>	<b>Notes</b>
L5, L6	LT	22	1940	Greeks; Yugoslavs; scarce
M13/40	MT	33	1940	Greeks; Yugoslavs; scarce
CK P17, P19	ht	9	1939	Polish; Belgians; scarce
Nimbus	TD	23	1940	Danish; motorcycle
Trucks (all)	tr	16	1939	all allied minors



## Armor Leader Generation Guidelines

Each nationality may roll once on the *Armor Leader Table* per three AFV bought for a scenario. *Example: the German has five AFV, and is entitled to one roll; using two dice he rolls a 4, so gets a 9-1 armor leader. If this were in 1944, the same roll would have given a 9-2 armor leader.*

### Armor Leader Table

DR:	2	10-2
	3	9-2
	4	9-1
	5	8-1
	6+	—

### Modifiers

German, British = no change

French, Allied minors = +2

all other countries = +1

if scenario is in 1944+ = -1

## Optional "Rate Your Own" Vehicle Formulas

Before play begins, players may agree to use any one of the following three methods of determining costs for vehicles. First, they may use the BPV ratings given in *ASL*. Second, they may opt for the Points Rating given in this booklet. Third, they may employ the following formulas to determine vehicle costs.

The first method is fine for players who feel comfortable with the regular *ASL* cost procedure, and have all the published modules and rules.

The second method is fine for players wishing to simplify procedures, or for players without access to all published modules.

The third method, described below, may be used for determining vehicle costs for units not listed in this booklet, or for players who wish to have a consistent, given way to figure unit costs.

The formula given below is a simple, fairly accurate way to determine vehicle costs for all units contained in the game, as well as for units you might devise on your own. Note that, while generally producing costs for vehicles that are similar to the first two methods, there is some fluctuation from vehicle to vehicle. In other words, although overall values are fairly congruent to *ASL* values, costs for specific units might vary high or low a bit. This method is broken into two parts: (A) a formula for AFV, and (B) set costs for non-AFV vehicles.

### A. AFV Point Cost Formula

$$1/2 \text{ MF} + 1/3 \text{ WGT.} + \text{Frontal AF} + 1/3 \text{ MA}^* + 10 = \text{point cost}$$

That is, one-half the vehicle's Movement Factor, plus one-third its Weight, plus its Frontal Armor Factor, plus one-third of its Main Armament (in

mm), plus ten, equals the cost of that vehicle. (Round all fractions up.)

\* depending upon the Main Armament, there may be additions or subtractions, as follows:

if the gun has an asterisk, is not a Long barrel, or is HE (e.g. 37\*, 50, 105mm HE) = -5

if the gun has a L rating (e.g. 37L, 88L) = no change

if the gun has a LL rating *and* is size of 75+ (e.g. 75LL, 88LL) = +5

if the gun is HE = consider its gun size half of printed value (e.g. 150mm HE is considered 75mm)

if the Main Armament is a MG (e.g. PzKpfw IB, Mark VIB) = +5

any non-HE gun size greater than 100mm is treated as 100mm (e.g. 105L is considered "100L")

*Examples: A German PzKpfw VD Panther with a MF of 15, Wgt of 43 tons, frontal AF of 18, with a 75LL Main gun, would cost a total of 81 points (8 + 15 + 18 + 25 + 5 + 10 = 81). A German PzKpfw IV E with a MF of 14, Wgt of 21 tons, frontal AF of 6, with a 75\* Main gun would cost 50 points (7 + 7 + 6 + 25 - 5 + 10 = 50). An American M4 Sherman with a MF of 15, Wgt of 31 tons, frontal AF of 18, with a 75 Main gun, would cost 67 points (8 + 11 + 18 + 25 - 5 + 10 = 67). An American M7 SPA with a MF of 14, Wgt of 23, frontal AF of 3, and a 105mm HE Main gun (considered 53mm since HE) would cost 41 points (7 + 8 + 3 + 18 - 5 + 10 = 41). A British Matilda I with a MF of 6, Wgt of 27 tons, frontal AF of 6, and a MG Main gun would cost 33 points (3 + 9 + 6 + 5 + 10 = 33.). A German PzKpfw IB with a MF of 15, Wgt of 6 tons, frontal AF of 1, with a MG as Main armament, would cost 26 points (8 + 2 + 1 + 5 + 10 = 26).*

If you do not know the weight of a particular AFV, you may use the following values: *SMALL* = 10 tons, *MEDIUM* = 20 tons; *LARGE* = 45 tons, *VERY LARGE* = 65 tons. You can tell the size of an AFV by looking at its counter, e.g. two red values means it is Very Large, and so on. *ASL* Chapter H Vehicle Notes list actual AFV weight, by country, but if these are not available, you may use these standardized values.

*Fractions Notes:* Always round fractions UP. That is, 15 divided by 2 equals 8; or an AFV weighing 23.5 tons would have a Wgt of 24, etc.

*Further Main Armaments Examples:* A 75\* gun would have a -5 applied to it, as would a 75 gun. A 75L would receive no adjustment. A 75LL would get a +5. A 122L gun would be treated as a 100L; a 122 would be treated as a 100, and would be subject to a -5 subtraction. A 155 HE gun would be considered a 78, and subject to a -5 subtraction. An AFV with a only MG Main gun would get a +5 and nothing else.

## B. Non-AFV Vehicle Costs

To calculate costs for non-AFV, simply use these values. These costs apply to all vehicles of that category, no matter what nationality or year produced.

Truck = 16  
Jeep = 13  
Halftrack = 30  
Armored Car = 36  
Scout Car = 29  
Armored Personnel Carrier = 25  
if armed with MG or Gun = +15

### Rationale of "Rate Your Own" Formulas

The formulas used here are admittedly simplified models, and while they tend to produce values near previously published totals, there are cases when there are clear differences. It would have been possible to construct formulas that were complex enough to take into account all vehicular variables. This approach, however, would have been self-defeating as far as the *Retro* philosophy goes. The idea is not to pile complexity on complexity; presumably anyone playing with *Retro* rules is doing so to simplify the game system, not to make it more "accurate". The AFV formula, for instance, has few enough components that a player quickly can learn to figure out rough costs for a counter "in his head" just by looking at the piece. This has advantages for those who want to construct a quick "shoot 'em up" scenario, or simply want to compare the relative "value" of different pieces in the game without resorting to published data.

The set costs for non-AFV vehicles were problematic in that values varied widely (in some cases) depending on nationality and year of production. Seeing that *Retro* envisions itself primarily as an infantry game, the need of resorting to more involved tables was not thought necessary. Players are free, it should be stressed, to adapt these non-AFV values before play should they see fit to take into account more nuanced values. That is, a Polish armored car in a 1939 scenario might rate a value lower than the 36 point standard, while an American one in 1945 might rate higher. In these cases, use the standard rating as a starting point, and modify as you (and your opponent) think best before the beginning of play. Remember, the idea here is to help players *play* the game in a simplified manner. If these "Rate Your Own" guidelines help players toward this goal, and gives them some fun while doing it, they will have achieved their purpose.

## Part 3: Supporting Material

### I. Game Tables

#### Terrain Table

<u>Terrain</u>	<u>Inf.</u>	<u>Tracked</u>	<u>Half- Tracked*</u>	<u>Truck</u>	<u>TEM</u>
Open	1	1	1	4	-1
Orchard**	1	1	1	4	0
Road	1	½	½	½	DOT
Brush	2	2	2	6	0
Woods***	2	all	all	all	+1
Marsh	all	--	--	--	0
Wall	1+cot	1+cot	--	--	+2
Hedge	1+cot	1+cot	1+cot	--	+1
Wooden Building#	2	all	--	--	+2
Stone Building	2	all	--	--	+3
Gully/Stream##	2	2+cot	3+cot	6+cot	DOT
Shellhole	cot	cot	cot	4+cot	+1
Smoke	cot	cot	cot	cot	+1
Moving Uphill	1+cot	4+cot	4+cot	4+cot	0

\* including Armored Cars

\*\* also: Grain, Scrub, Hammada, Palms, Rice Paddies

\*\*\* also: Jungle, Bamboo

# also: Boccage, Crag

## also Wadi

all = all remaining MF

cot = cost of terrain

DOT = dependent on terrain in hex

-- = no entry allowed

Terrain not mentioned: use nearest equivalent (e.g. Swamp = Marsh, Beach = Open)

TEM are cumulative with other DRM unless specified.

## Infantry Fire Table

Roll	Fire Factors											Roll
	1	2	4	6	8	12	16	20	24	30	36+	
2	10	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	2
3	6*	10	10	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	3
4	--	6*	7	10	10	10	KIA	KIA	KIA	KIA	KIA	4
5	--	--	6*	7	8	9	10	10	KIA	KIA	KIA	5
6	--	--	--	6*	7	8	9	9	10	KIA	KIA	6
7	--	--	--	--	6*	7*	8	8	9	10	KIA	7
8	--	--	--	--	--	--	6*	7	8	9	10	8
9	--	--	--	--	--	--	--	6*	7	8	9	9
10	--	--	--	--	--	--	--	--	6*	6*	7	10
11	--	--	--	--	--	--	--	--	--	--	6*	11
12	--	--	--	--	--	--	--	--	--	--	--	12

### Key

KIA = all defenders eliminated

# = all defenders with equal or lower morale rating are broken (already broken

-- = no effect  
defenders are eliminated)

\* = must take ELR check

**DR Modifiers:** Leader directing attack (if applicable)  
TEM

**Range Modifiers:** Point Blank range (adjacent) double firepower  
Long range (over normal, up to twice normal) firepower halved

**Special ELR Results:** *Russians:* 2= all defenders go Berserk  
3= one unit goes Berserk  
*Japanese:* 2-3= all defenders go Berserk  
4= one unit goes Berserk  
*Italians & Axis Minors:* 2= all units Surrender  
3= one unit Surrenders  
*Battle Hardening (Optional):* Ger, Finn, US, Brit, Fr  
BH on roll of 6; other nations BH on roll of 4;  
Japanese do not BH

## Close Combat Table

<b>Odds:</b>	1-5+	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1+
<b>Kill Range</b>	2	2-3	2-4	2-5	2-6	2-7	2-8	2-9	2-10

**Procedure:** (1) Total fire factors for both sides (LMG are counted, other SW are not counted, and Leaders and Heroes have a strength of one). (2) Figure odds. (3) Roll two dice (leadership DRM applies). If roll is within the stated range of rolls, the enemy is eliminated. If the roll is higher, no effect. Close Combat rolls are considered to be simultaneous. See section XI for armor vs. infantry Close Combat.

## Unit Value Tables

These tables list unit values for Design Your Own scenarios. Cost per unit is given in parentheses. Half-squads cost one-half the amount, rounded up. Assault Engineers cost double. Rows beneath the unit show the progression of ELR reduction, e.g. a 6-5-8 SS squad suffering reduction goes to a 4-6-7, to a 4-4-7 if reduced again, and finally to a 4-3-6; a French 4-5-7 reduces to a 4-3-7; lowest units that are reduced are eliminated.

### AXIS UNIT VALUES

Germans						
						Crew: 2-2-8 (8)
Elite	SS	Elite	E (44-45)	1st	2 <sup>nd</sup>	Conscript
8-3-8 (16)	6-5-8 (15)	4-6-8 (13)	5-4-8 (13)	4-6-7 (10)	4-4-7 (7)	4-3-6 (5)
4-6-7	4-6-7	4-6-7	-	-	-	-
4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	-	-
4-3-6	4-3-6	4-3-6	4-3-6	4-3-6	4-3-6	-

Italians						
						Crew: 2-2-7 (6)
Elite	1st	1st	Conscript			
4-4-7 (10)	3-4-7 (6)	3-4-6 (5)	3-3-6 (3)			
3-4-7	-	-	-			
3-3-6	3-3-6	3-3-6	-			

Finns						
						Crew: 2-2-8 (8)
Elite	1st	Green				
8-3-8 (17)	6-4-8 (15)	5-3-8 (13)				
6-4-8	-	-				
5-3-8	5-3-8	-				

Axis Minors						
						Crew: 2-2-7 (6)
Elite	1st	Green				
4-4-7 (8)	3-4-7 (6)	3-3-6 (3)				
3-4-7	-	-				
3-3-6	3-3-6	-				

Japanese						
						Crew: 2-2-8 (10)
Elite	1st	2nd	Conscript			
4-4-8 (16)	4-4-7 (13)	3-4-7 (10)	3-3-6 (6)			
4-4-7	-	-	-			
3-4-7	3-4-7	-	-			
3-3-6	3-3-6	3-3-6	-			

## ALLIED UNIT VALUES

Russians						Crew: 2-2-8 (6)
Elite	Elite	1st	1st	Conscript		
6-2-8 (12)	4-5-8 (11)	4-4-7 (7)	5-2-7 (7)	4-2-6 (4)		
4-4-7	4-4-7	-	-	-		
4-2-6	4-2-6	4-2-6	4-2-6	-		

French						Crew: 2-2-8 (7)
Elite	1st	Green				
4-5-8 (12)	4-5-7 (8)	4-3-7 (6)				
4-5-7	-	-				
4-3-7	4-3-7	-				

British						Crew: 2-2-8 (8)
Elite	Elite	1st	2nd	Green		
6-4-8 (14)	4-5-8 (13)	4-5-7 (10)	4-4-7 (7)	4-3-6 (5)		
4-5-7	4-5-7	-	-	-		
4-4-7	4-4-7	4-4-7	-	-		
4-3-6	4-3-6	4-3-6	4-3-6	-		

Americans						Crew: 2-2-7 (7)
Elite	Elite	1st	2nd	Green	Pacific 2d	Pacific Gr
7-4-7 (14)	6-6-7 (14)	6-6-6 (11)	5-4-6 (7)	5-3-6 (6)	4-4-7 (7)	3-3-6 (4)
6-6-6	6-6-6	-	-	-	-	-
5-4-6	5-4-6	5-4-6	-	-	-	-
5-3-6	5-3-6	5-3-6	5-3-6	-	3-3-6	-

Americans (Marines)						Crew: 2-2-8 (8)
Elite	Elite	Elite	Elite			
7-6-8 (17)	6-6-8 (16)	5-5-8 (13)	4-5-8 (12)			
6-6-8	-	-	-			
5-5-8	5-5-8	-	-			
4-5-8	4-5-8	4-5-8	-			

Allied Minors						Crew: 2-2-8 (7)
Elite	1st	Green				
4-5-8 (12)	4-5-7 (8)	4-3-7 (6)				
4-5-7	-	-				
4-3-7	4-3-7	-				

Chinese/Red Chinese/Partisans						Crew: 2-2-7 (6)
Elite	Elite	1st	Conscript	Red	Partisan	
5-3-7 (9)	4-4-7 (8)	3-3-7 (5)	3-3-6 (3)	3-3-7 (6)	3-3-7 (6)	
3-3-7	3-3-7	-	-	-	-	
3-3-6	3-3-6	3-3-6	-	-	-	

## Leader Generation Table

<u>Country</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>LGR</u>
USSR	8-0	8-1	7-0	8-0	9-1	8-1	repeat		8
Germany	8-0	8-1	9-1	8-0	7-0	9-2	8-1	repeat	4
USA	7-0	8-1	8-0	9-1	8-0	8-1	9-2	repeat	5.5/4.5*
Britain	8-1	8-0	8-0	9-1	9-1	9-2	repeat		5
France	8-0	9-1	7-0	8-1	8-0	9-2	repeat		6
Italy	7-0	8-0	9-1	7-0	8-1	8-0	repeat		8
Japan	9-0	10-1	8-0	9-1	9-0	10-0	repeat		5
Finland	8-0	9-0	9-1	8-0	8-0	10-0	9-0	repeat	8
minors, axis	8-0	7-0	8-1	8-0	7-0	9-1	repeat		6
minors, allied	8-0	7-0	8-1	8-0	7-0	9-1	repeat		7

*Procedure:* Determine how many leaders a side is entitled to, and take the specific leaders in the order listed; "repeat" means start the sequence again.

*Examples:* If the USA were entitled to four leaders, they would be a 7-0, 8-1, 8-0, and 9-1; had they been entitled to a fifth leader, it would be another 8-0. If Britain got seven leaders, they would be 8-1, 8-0, 8-0, 9-1, 9-1, 9-2, and 8-1; had they gotten eight leaders, number eight would have been another 8-0.

\* = US Army is 5.5; USMC is 4.5

## Armor Leader Generation Table

Each nationality makes a DR on the table below for every three AFV in a scenario. *Example:* The German has five AFV, and is entitled to one DR; he rolls a 4, so gets a 9-1 armor leader. Had this been a 1944 or later scenario, the same roll would have given him a 9-2 armor leader.

### Armor Leader Table

DR	Leader
2	10-2
3	9-2
4	9-1
5	8-1
6+	none

### Modifiers

German, British = no change  
 French, Allied minors = +2  
 all other countries = +1  
 if scenario is in 1944+ = -1

## Support Weapon Generation Table

Country	lmg	mmg	hmg	.50		baz.			lt.	
				cal	atr	pzsk	pzft	ft*	dc*	mtr
USSR	8	13	19	24	10	--	--	6	4	8
Germany	5	9	13	--	6	7	3	4	2	9
USA	--	7	11	14	--	7	--	8	4	7
Britain	5	14	11	--	5	--	--	--	2	5
France	8	10	13	--	--	--	--	--	4	12
Italy	5	12	19	--	15	--	--	--	--	9
Japan	5	12	17	23	--	--	--	9	2	5
Finland	5	9	13	--	6	7	--	4	2	9
minors	9	11	17	--	--	--	--	--	--	--

\* number of assault engineers needed to get one of these SW



## Armor Combat Table

Diff.	Range										
	A	B	C	D	E	F	G	H	I	J	K
11+	11	10	9	8	7	6	5	4	3	2	x
10	10	9	8	7	7	6	5	4	3	2	x
9	9	8	8	7	6	5	4	4	3	2	x
8	8	7	7	6	6	5	4	3	3	2	x
7	7	7	6	6	5	5	4	3	3	2	x
6	6	6	5	5	5	4	3	3	2	2	x
5	5	5	4	4	4	3	3	2	2	--	x
4	4	4	3	3	3	3	2	2	--	--	x
3	3	3	3	3	2	2	2	--	--	--	x
2	2	2	2	2	2	2	--	--	--	--	x
1	2	2	2	--	--	--	--	--	--	--	x
0	--	--	--	--	--	--	--	--	--	--	x

**Key** # = To Kill number

-- = Track hit

x = no combat roll allowed (automatic miss)

If Column A or better, use Column A

If Column K or worse, do not roll (automatic miss)

Natural 12 DR is automatic miss and Gun runs out of ammunition

Natural 2 DR (if not a kill) is an automatic Track hit.

## Gun Factor Table

Factor	Gun(s)
5	ATR
6	RATR, 20L
7	20LL, 25LL
8	37*, 47*, 70*
9	37L, 57, 65*, 76*
10	40L, 45L, 47, 75*
11	37LL, 45LL, 47L, 50, 88*
12	76, 84*
13	50L, 75*, R76L, 88
14	75, 105
15	57L, 57LL
16	R76LL
17	75L, 76L, 85L, 152*
19	77L
20	88L, It90L
21	90L, 105L, 150, 152, 155
23	75LL, 76LL
25	122L
27	88LL, 100L, 150L, 155L

ATR= anti-tank rifle R= Russian It= Italian

If exact Gun cannot be matched, use nearest equivalent

## II. SCENARIOS

### SCENARIO A: Counterattack

#### **BOARD**

Mutually agree on a board (containing buildings) to use. If no agreement, use board number 2. After board selection, mutually agree on which half of the board (e.g. rows A-P or R-GG) will initially belong to the defender. If no agreement, determine randomly. Only full hexes are in play.

#### **GAME LENGTH**

Six full turns. Germans set up first, Russians move first.

#### **VICTORY CONDITIONS**

Players secretly bid to be defender before set up. The bid is the minimum number of buildings on the defender's half of the board that must be controlled by the defender at the end of the game. Last solely to occupy a building controls it; if multi-hex building, player who last had units inside of it without the presence of enemy units retains control. High bid plays the defender. If tied bid, randomly determine who plays the defender at the stated bid. If defender meets his bid, he wins, otherwise the attacker wins. *Example: Board 2 is used, with the defender owning the row R-GG half. The winning German bid was "4". Of the six buildings in his half of the board, the German must therefore retain control of at least four at the end of the game or the Russian wins.*

#### **FORCES AND SET-UP**

*Defender (Germans):* 4-6-7 (x10), LMG (x3), MMG, HMG, four Leaders (9-1, 8-1, 8-0, 8-0). *ELR:* 9. *SAN:* 4. Defenders must set up in (or adjacent to) building hexes anywhere on their own half of the board, in any combination desired. No units may set up in row Q.

*Attacker (Russians):* 4-4-7 (x16), 6-2-8 (x12), LMG (x3), MMG (x2), HMG, FT (x2), DC (x4), three Leaders (8-1, 8-0, 7-0). *ELR:* 8. *SAN:* 3. Attackers must set up either (a) anywhere on own half of board, and/or (b) in building hexes not occupied by defenders in defender's half of the board. Units may be set up in any combination desired. No units may set up in row Q.

#### **PLAY BALANCE**

*Defender:* add a 9-2 leader. *Attacker:* add a 9-1 leader.

#### **ALTERNATE ATTACKERS**

*Americans:* 6-6-6 (x13), 7-4-7 (x8), MMG (x3), HMG (x2), FT, DC (x2), four Leaders (9-1, 8-1, 8-0, 7-0). *ELR:* 8. *SAN:* 3.

*British:* 4-5-7 (x14), 6-3-8 (x8), LMG (x4), MMG, HMG (x2), DC (x4), four Leaders (9-1, 8-1, 8-0, 8-0). *ELR:* 9. *SAN:* 3.

## SCENARIO B: Escape

### SETTING

Early in the war in the east, the Russians find the front crumbling all around them. In this scenario, elements of a cut-off group must fight their way back to the east to avoid being pocketed by the advancing Germans.

### BOARD

Mutually agree of a board to use. If no agreement, use board 24. Next, determine which of the "short sides" of the board will be the Exit Edge. (The side opposite the Exit Edge is termed the Entry Edge.) If no agreement, determine randomly. Only full hexes are in play.

### GAME LENGTH

Nine full turns. Germans set up first, Russians move first.

### VICTORY CONDITIONS

The Russians win if they exit the bidden number of squads (or more) off the Exit Edge by the end of the game, or eliminate all German squads. The Germans win otherwise.

Players secretly bid the number of Russian squads they can exit off the Exit Edge by the end of the game. High bid plays the Russians. If tied bid, randomly determine who plays the Russians at the stated bid.

### FORCES AND SET-UP

*Defender (Germans):* 4-6-7 (7), 4-6-8 (2), LMG (x2), MMG, three Leaders (9-1, 8-1, 8-0). *ELR:* 10. *SAN:* 4. Of the fifteen German counters, up to five of the German's choice may set up anywhere on the Exit Edge half of the board. The remaining counters must be set up within four hexes of the Exit Edge itself.

*Attacker (Russians):* 4-4-7 (x16), 5-2-7 (x3), LMG (x2), MMG, two Leaders (8-1, 8-0). *ELR:* 7. *SAN:* 3. Must all be set up in any hex within eight hexes of the Entry Edge.

*Example:* Board 24 is used, with the edge by the "24" named the Exit Edge. Up to five German counter may be set up in hex rows B-P, with the remaining ones in rows B-E. After the Germans are placed, the Russians set up in rows Y-FF.

### PLAY BALANCE

*Defender:* Change one 8-0 leader to 8-1. *Attacker:* Extend Game Length to ten turns.

### ALTERNATE ATTACKERS

*French:* 4-5-7 (x16), LMG (x2), MMG, HMG, two leaders (9-1, 8-0). *ELR:* 7. *SAN:* 3.

*British:* 4-5-7 (x13), LMG (x2), HMG, three leaders (8-1, 8-0, 8-0). *ELR:* 8. *SAN:* 3

## SCENARIO C: Patrols

### BOARD

Mutually agree on a board to use. If no agreement, use board 17. Randomly determine which half of the board belongs to each player before bidding. Only full hexes are in play.

### GAME LENGTH

Seven full turns. Axis sets up and moves first.

### VICTORY CONDITIONS

Players agree (or randomly choose) who will play the Axis, and who will play the Allies. Each player then secretly writes down one of the Objectives listed below. If a player achieves his Objective he wins the game. If both (or neither) achieve their Objective, the game is drawn. After the game, written Objectives are revealed for verification.

### OBJECTIVES

- (1) Have your own half of the board free of any enemy squads while having at least one of your own squads in the enemy half of the board at game's end.
- (2) Eliminate at least twice as many enemy squads as your side has eliminated at the end of the game.
- (3) Exit one or more squads off the far edge of the enemy's half of the board.
- (4) Have twice as many of your squads in the enemy half of the board as enemy squads are in your half.

### FORCES AND SET-UP

*Axis (Germans):* 4-6-7 (x8), LMG, two Leaders (9-2, 8-1). *ELR:* 10. *SAN:* 3. Set up anywhere in own half of the board, exclusive of rows P, Q, R.

*Allies (French):* 4-5-7 (x10), LMG (x2), two Leaders (8-1, 8-0). *ELR:* 7. *SAN:* 3. Set up anywhere in own half of the board, exclusive of rows P, Q, R.

### PLAY BALANCE

Allow a player who has chosen Objective 3 to extend the game two turns. May be announced on any turn.

### ALTERNATE FORCES

*Axis (Italians):* 3-4-7 (x14), LMG (x3), two Leaders (8-1, 7-0). *ELR:* 6. *SAN:* 3.

*Axis (Finns):* 6-4-8 (x6), LMG, two Leaders (9-0, 8-0). *ELR:* 9. *SAN:* 3.

*Allies (Americans):* 6-6-6 (x7), MMG, two Leaders (8-0, 7-0). *ELR:* 8. *SAN:* 3

*Allies (British):* 4-5-7 (x8), LMG, two Leaders (9-1, 8-0). *ELR:* 9. *SAN:* 3.

*Allies (Russians):* 4-4-7 (x12), LMG (x2), 2 Leaders (8-0, 7-0) *ELR:* 8. *SAN:* 3.

### ALTERNATE TERRAIN/ALTERNATE SQUAD TYPES

Use a board that is completely Desert (do not use Finns in this case).

Choose to use Conscript/Green squads, and double the number of squads you get, and add two additional Leaders (8-0, 7-0).

## SCENARIO D: Jungle Advance

### BOARD

Choose any board that has predominately jungle terrain. Only full hexes are in play.

### GAME LENGTH

Six full turns; at the end of the sixth turn, roll to see if the game ends (1 = ends, 2-6 = play another turn). At the end of the seventh turn, roll again (1-2 = ends, 3-6 = play another turn). At the end of the eighth and subsequent turns, roll again: (1-3 = ends, 4-6 play another turn). Japanese set up and move first.

### VICTORY CONDITIONS

To win, the Japanese must eliminate over half of the enemy's squads by the end of the game *OR* no enemy squad is on the board within seven hexes of row Q at the end of the game. The British win if this is not accomplished. Players bid the number of Japanese 1<sup>st</sup> line squads (4-4-7) they feel they need to fulfill the victory conditions. Low bid plays the Japanese. Defender decides which half of board he will defend. Tie bids randomly resolved to see who plays the Japanese at the stated bid.

### FORCES AND SET-UP

*Defender (British):* 4-5-8 (x3), 4-4-7 (x6), 4-3-6 (x4), LMG (x3), three Leaders (9-1, 8-1, 8-0), two Bunkers. *ELR:* 8. *SAN:* 5. Must be set up within seven hexes of row Q on their own side of the board..

*Attacker (Japanese):* 4-4-7 (x?), LMG (x4), four Leaders (10-1, 9-1, 9-0, 8-0). *ELR:* 10. *SAN:* 3. Must be set up on their own side of the board but not closer than two hexes to row Q.

### PLAY BALANCE

*Defender:* Add two additional Bunker counters to initial force.

*Attacker:* The die roll at the end of turn six is assumed to be a "6" and play continues into turn seven.

### ALTERNATE DEFENDERS

*US Army:* 4-4-7 (x4), 3-3-6 (x17), MMG (x2), three Leaders (8-1, 8-0, 7-0), two Bunkers. *ELR:* 7. *SAN:* 5.

*US Marines:* 6-6-8 (x2), 5-5-8 (x6), MMG, three Leaders (8-1, 8-1, 8-0). *ELR:* 9. *SAN:* 5.

*Chinese:* 3-3-7 (x8), 3-3-6 (x20), LMG (x3), three Leaders (9-1, 8-1, 8-0), two Bunkers. *ELR:* 6. *SAN:* 5.

## SCENARIO E: Armor Advance

### BOARD

Select a board that contains buildings. Agree which half of the board will be the defender's half; the defender's side of the board is the side containing the most buildings if no agreement can be reached. Only full hexes are in play.

### GAME LENGTH

Seven full turns. Defender sets up first, attacker moves first.

### VICTORY CONDITIONS

Before play, the defender must write down the grid coordinate of any one building hex on his half of the board that is in rows H-P (or rows R-Z). The defender wins if this hex is *occupied* by friendly SMC/MMC at the end of the game. The attacker wins otherwise. Players bid to see who plays the attacker. Bids are in terms of the number of attacking squads noted by the "?" below. Low bid plays the attacker. Randomly resolve tied bids to determine who will play the attacker at the stated bid.

### FORCES AND SET-UP

*Attacker (German):* 8-3-8 assault engineers (x?), 6-5-8 SS (x3), three leaders (9-1, 8-1, 8-0), LMG (x2), MMG, FT (x2), DC (x4), PzKpfw III. ELR: 9. SAN: 3. Set up anywhere on own half of board, not within four rows of row Q.

*Defender (Americans):* 6-6-7 (x3), 6-6-6 (x9), three leaders (9-1, 8-1, 8-0), MMG, HMG, bazooka (x2), M1 40mm AA Gun, Bunker, Wire (x5). ELR: 8. SAN: 5. Set up anywhere in own half of board outside of row Q.

### PLAY BALANCE

*Attacker:* Defender must indicate his selected building hex at start of turn 3.

*Defender:* Add .50 cal MG.

### ALTERNATE ATTACKERS

*Italians:* 4-4-7 (x?), 3-4-7 (x7), three leaders (9-1, 8-0, 8-0), LMG (x3), MMG, Semoventi M42 da 75/18 (x2). ELR: 7. SAN: 3.

*Japanese:* 4-4-8 assault engineers (x?), 4-4-7 (x5), three leaders (10-1, 9-0, 8-0), LMG (x3), MMG, FT (x2), DC (x4), Type 94 Light Armored Vehicle (x3). ELR: 10. SAN: 3.

### ALTERNATE DEFENDERS

*British:* 6-4-8 (x3), 4-5-7 (x10), three leaders (9-1, 8-1, 8-0), LMG (x2), MMG, HMG, PIAT (x2), QOF 17-pounder Gun. ELR: 9. SAN: 5.

*French:* 4-5-8 (x3), 4-5-7 (x13), three leaders (9-1, 8-0, 7-0), LMG (x2), MMG, HMG, Canon de 75 mle 1897 Gun. ELR: 8. SAN: 5.

*Russians:* 6-2-8 (x3), 4-4-7 (x15), three leaders (8-1, 8-0, 7-0), LMG (x2), MMG, ATR (x2), 57mm PTP obr. 43 Gun. ELR: 8. SAN: 5.

## Scenario F: Desert Swirl

### SETTING

The fluid, swirling nature of desert battle caught the Italians off-guard, and a small group of detached defenders could not tell for sure where the next thrust would come from. It could come from any direction.

### BOARD

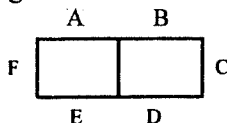
Select a board that is predominately desert. If no agreement, use board 29. Only full hexes are in play.

### GAME LENGTH

Variable number of full turns. After bidding for sides is completed, defender sets up first, anywhere on the board. Attacker will enter from any single board edge of his choosing. Attacker moves first.

### VICTORY CONDITIONS

Players bid how turns of the game they would play as attacker. Low bid plays attacker. Randomly resolve tied bids to determine who will play the attacker at the stated bid. To win, the attacker must either (1) eliminate all defending squads by the end of the game, or (2) exit 8 or more *squads* and/or *vehicles* off the board opposite their entry edge (see diagram; squads/vehicles exiting off edge C or F edge count *double*.) AND have fewer squads eliminated than the defender by the end of the game. Defender wins otherwise.



### FORCES AND SET-UP

*Attacker (British):* 4-5-7 (x10), LMG (x3), three leaders (8-1, 8-1, 8-0), Stuart I, Crusader I, Marmon-Herr. II ME armored car (x2). *ELR:* 9.

*SAN:* 2. Enter any board edge (labeled A through F above). Exit edge is opposite edge from entry edge (e.g. A-D, B-E, C-F are opposites).

*Defender (Italians):* 3-4-7 (x9), LGM (x2), two leaders (8-0, 7-0), Cannone da 47/32, Lancia IZM armored car, Wire (x5). *ELR:* 6. *SAN:* 3. Set up anywhere on either board.

### PLAY BALANCE

*Defender:* Attacker must enter edge C or F. *Attacker:* Consider sides A,F, E to be opposite of C, and B,C,D opposite of F.

### ALTERNATE DEFENDER

*Germans:* 4-6-7 (x6), LMG (x3), MMG, three leaders (9-1, 8-1, 8-0), 3.7cm PaK 35/36, PSW 222 armored car, Wire (x4). *ELR:* 9. *SAN:* 3.

### III. Appendix

The following changes have been included in this, the second edition of *Retro*.

- Rout*: New rule provisions added (p. 8)
- Expanded Close Combat movement*: New rule provision added (p. 9)
- Concealment*: New rule added (p. 14)
- Infantry Entering Enemy Armor Hex*: New rule provision (p. 17)
- Mortars*: New optional rule added (p. 18)
- Off-Board Artillery*: New optional rule added (pp. 18)
- Vehicle Hesitation*: New optional rule added (p. 20)
- Armor Defensive Fire*: New optional rule added (p. 20)
- Battle Hardening*: New optional rule added (p. 20)
- Vehicle Lists*: New reference section added (taken from *Retro Armor Listings*) (pp. 23-31).
- Armor Formulas*: New reference section added (taken from *Retro Armor Listings*) (pp. 32-34)
- Armor Leaders*: New table added (taken from *Retro Armor Listings*) (pp. 32, 39)
- Leader Generation Table*: Added Axis Minors line to table (p. 39)
- Support Weapon Generation Table*: Modifications to the "minors" line of the table (p. 39)
- Gun Factor Additions*: Values for 122L, 88LL, 100L, 150L and 150L Guns. added (taken from *Retro Armor Listings*) (p. 40)
- Scenario F*: New scenario added (taken from *Retro Armor Listings*) (p. 46)

Verbal modifications not affecting play have not been listed.

### Retro, 2<sup>nd</sup> Edition

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## Terrain Table

<u>Terrain</u>	<u>Inf.</u>	<u>Tracked</u>	<u>Half- Tracked*</u>	<u>Truck</u>	<u>TEM</u>
Open	1	1	1	4	-1
Orchard**	1	1	1	4	0
Road	1	½	½	½	DOT
Brush	2	2	2	6	0
Woods***	2	all	all	all	+1
Marsh	all	--	--	--	0
Wall	1+cot	1+cot	--	--	+2
Hedge	1+cot	1+cot	1+cot	--	+1
Wooden Building#	2	all	--	--	+2
Stone Building	2	all	--	--	+3
Gully/Stream##	2	2+cot	3+cot	6+cot	DOT
Shellhole	cot	cot	cot	4+cot	+1
Smoke	cot	cot	cot	cot	+1
Moving Uphill	1+cot	4+cot	4+cot	4+cot	0

\* including Armored Cars

\*\* also: Grain, Scrub, Hammada, Palms, Rice Paddies

\*\*\* also: Jungle, Bamboo

# also: Boccage, Crag

## also Wadi

all = all remaining MF

cot = cost of terrain

DOT = dependent on terrain in hex

-- = no entry allowed

Terrain not mentioned: use nearest equivalent (e.g. Swamp = Marsh, Beach = Open)

TEM are cumulative with other DRM unless specified.

## Infantry Fire Table

[illegible]

### Key

**KIA** = all defenders eliminated

# = all defenders with equal or lower morale rating are broken (already broken

-- = no effect

defenders are eliminated)

\* = must take ELR check

**DR Modifiers:** Leader directing attack (if applicable)

TEM

**Range Modifiers:** Point Blank range (adjacent) double firepower

Long range (over normal, up to twice normal) firepower halved

**Special ELR Results:** *Russians: 2= all defenders go Berserk*

3= one unit goes Berserk

*Japanese:* 2-3= all defenders go Berserk

4= one unit goes Berserk

**Italians & Axis Minors: 2= all units Surrender**

3= one unit Surrenders

**Battle Hardening (Optional):** Ger, Finn, US, Brit, Fr

BH on roll of 6; other nations BH on roll of 4;

Japanese do not BH

## Close Combat Table

<b>Odds:</b>	<b>1-5+</b>	<b>1-4</b>	<b>1-2</b>	<b>1-1</b>	<b>3-2</b>	<b>2-1</b>	<b>3-1</b>	<b>4-1</b>	<b>6-1+</b>
<b>Kill Range</b>	<b>2</b>	<b>2-3</b>	<b>2-4</b>	<b>2-5</b>	<b>2-6</b>	<b>2-7</b>	<b>2-8</b>	<b>2-9</b>	<b>2-10</b>

**Procedure:** (1) Total fire factors for both sides (LMG are counted, other SW are not counted, and Leaders and Heroes have a strength of one). (2) Figure odds. (3) Roll two dice (leadership DRM applies). If roll is within the stated range of rolls, the enemy is eliminated. If the roll is higher, no effect. Close Combat rolls are considered to be simultaneous. See section XI for armor vs. infantry Close Combat.

### Retro Reference Card

# Armor Combat Table

Diff.	R a n g e										
	A	B	C	D	E	F	G	H	I	J	K
11+	11	10	9	8	7	6	5	4	3	2	x
10	10	9	8	7	7	6	5	4	3	2	x
9	9	8	8	7	6	5	4	4	3	2	x
8	8	7	7	6	6	5	4	3	3	2	x
7	7	7	6	6	5	5	4	3	3	2	x
6	6	6	5	5	5	4	3	3	2	2	x
5	5	5	4	4	4	3	3	2	2	--	x
4	4	4	3	3	3	3	2	2	--	--	x
3	3	3	3	3	2	2	2	--	--	--	x
2	2	2	2	2	2	2	--	--	--	--	x
1	2	2	2	--	--	--	--	--	--	--	x
0	--	--	--	--	--	--	--	--	--	--	x

**Key** # = To Kill number

-- = Track hit

x = no combat roll allowed (automatic miss)

If Column A or better, use Column A

If Column K or worse, do not roll (automatic miss)

Natural 12 DR is automatic miss and Gun runs out of ammunition

Natural 2 DR (if not a kill) is an automatic Track hit.

## Gun Factor Table

Factor	Gun(s)
5	ATR
6	RATR, 20L
7	20LL, 25LL
8	37*, 47*, 70*
9	37L, 57, 65*, 76*
10	40L, 45L, 47, 75*
11	37LL, 45LL, 47L, 50, 88*
12	76, 84*
13	50L, 75*, R76L, 88
14	75, 105
15	57L, 57LL
16	R76LL
17	75L, 76L, 85L, 152*
19	77L
20	88L, It90L
21	90L, 105L, 150, 152, 155
23	75LL, 76LL
25	122L
27	88LL, 100L, 150L, 155L

ATR= anti-tank rifle R= Russian It= Italian

If exact Gun cannot be matched, use nearest equivalent