

Retro

**Tactical WWII Wargame Variant Rules
5th Edition**



Minden Games

Retro: Tactical World War II Infantry Combat Variant Rules, 5th Edition
© 2016 Minden Games

Publisher: Minden Games
Author: Gary Graber
Website: minden_games.homestead.com

Individuals may photocopy, for personal use, the various game tables needed for play.
The mention of trademarks is not meant to challenge the status of those trademarks.

Printed by CreateSpace, an Amazon.com company.



Retro, 5th ed. is a tactical, squad-level World War II infantry combat variant rules set. Its goal is to provide players--experienced and inexperienced alike--with simplified rules to enable them to play and enjoy tactical wargames and modules without having to master hundreds of pages of instructions and a steep learning curve. You must own the necessary components (counters and mapsheets) of the “host” game to utilize *Retro*.

RETRO

Tactical WWII Wargame Variant Rules

Introduction

Retro is a tactical World War II infantry combat variant rules set. This 5th edition contains no substantive changes to the core rules of the 4th edition published in 2012. It does, however, provide several new optional rules, and new scenarios. You must own components (including counters and maps) of a “host” tactical game system to utilize *Retro*.

The variant was originally written assuming Avalon Hill’s *Squad Leader* as the host system. That system had grown over the years through subsequent expansions and modules, each one expanding the game rules to new heights of nuance, realism, and complexity. The *Retro* variant essentially reverses this trend. Instead of adding advanced rules and mechanisms, it goes in the other direction and simplifies and reduces complexity by minimizing rules, rule exceptions, special cases, large modifier lists, and system chrome. Many advanced features have been retained, though usually in simplified form, benefiting casual gamers.

Retro covers the various nationalities and theaters of the war, but in a simplified manner when compared to the original. A shortened and greatly modified sequence of play, a new *Infantry Fire Table*, new armor combat rules, and the *Hesitation* provisions are the biggest modifications of the variant. These help create an entirely new game by providing an “I go/you go” sequence of play that cuts down on dice rolls by making morale checks unnecessary. Similar streamlining has been applied to rules involving vehicles and AFV and other areas. It should come as no surprise that plenty of detail has been left out of this variant. Long rule sections, refined modifier lists, nuanced minor distinctions, and general system “dirt” have been pared down to a great extent. Such streamlining of hundreds of rules means that some of your favorites might have fallen through the cracks. We have tried to make reasonable decisions throughout; feel free to make your own mutually agreeable modifications as you see fit, though please remember to honor the “spirit of *Retro*” and keep it simple, or else the purpose of the variant will be lost.

For continuity, we will continue the *Squad Leader* tradition and use terminology that reflects its common concepts, procedures, and assumptions without explanation. If you are familiar with how that game is played, you will have no difficulty using this variant. Gamers have reported using *Retro* with other tactical World War II games from various publishers as well, with the variant “translated” and adapted to these other games. You should assume, however, that mechanics used in the original design, e.g. Line of Sight determination, counter ratings, use of leaders, the procedures for rallying, and abbreviations (SMC meaning a leader or hero, MMC meaning multi-man counter (squad, half-squad, or crew), DR meaning “dice roll”, dr meaning “die roll”, and so on), are in effect unless otherwise mentioned.

If you find yourself trying to discern the intent of the variant’s designer concerning any particular situation, stick with interpreting the variant rule “as

written”, in light of the rationale of the original rules. If one of your favorite “old rules” is unmentioned, you may presume that it was left out deliberately. You can always reintroduce these, or come up with interpretations of your own that suit your playing style.

As a framework system, *Retro* was designed to be flexible enough to cater to different tastes. This foundation provides a workable, simplified, and internally consistent system, but lets players decide for themselves its final form. Do you want to add modifiers for night fighting or urban hesitation rolls? Differentiate between bazooka models? Add turret counters? Do away with snipers or concealment rules altogether? Add Japanese tunnel provisions? Go for it! After all, it’s your game, and if you have fun tinkering and customizing the sturdy platform provided, so much the better.

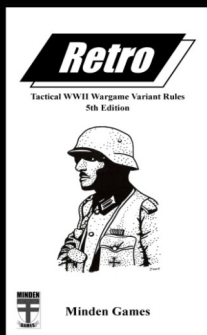
For the new optional rules that have been included in this edition, see section XVI, pages 26-31. Scenarios R-H through R-K have also been added to this edition.

Four decades ago, the original *Squad Leader* Designer’s Notes concluded by saying:

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.”

It is this spirit that *Retro*, since 2001, has sought to emulate. It is certainly not for the gamer who thinks “more is better” when it comes to chrome and realism and process, but is offered to those who believe that “less is acceptable”, and even preferable, in the name of playability. We hope you enjoy what *Retro* has to offer.

Gary Graber



Visit the Minden Games website for news about our line of wargames, *Panzer Digest* magazine, tactical naval simulations, and other products.

Retro 5th edition
Designer: Gary Graber

minden_games.homestead.com

Contents

Introduction	3
I. Sequence of Play	6
II. Morale	9
III. Movement Allowances, Portage, and Stacking	10
IV. Machine Guns.	11
V. Other Support Weapons	11
VI. Smoke and Sewers	12
VII. Miscellaneous Counters	13
VIII. Experience Level Ratings	14
IX. Heroes, Commissars, Japanese Leaders, and Berserk Squads.	15
X. Vehicular Definitions and Movement	16
XI. Armor Combat	18
XII. Ordnance	19
XIII. Optional Rules	20
XIV. Scenario Generation	23
XV. House Rules	25
XVI. Additional (5th Ed.) Optional Rules	26
<i>Retro, 5th Ed. Notes</i>	31
Game Tables	32
Incremental Infantry Fire Table	36
Unit Values Tables	37
Vehicle Unit Costs	39
Scenarios	40
Variant Game Markers	51
Minefield Record Table	52
Minden Games	53
Game Notes / House Rules	55
Index	56



Index

- AFV *see Armor*
- Anti-Tank Rifles 12
- Armor Combat 18-19
- Armor Combat Table 34
- Armor-Infantry Close Combat 19
- Armor Leaders 18, 35
- Armored Cars 16, 35
- Assault Engineers 24, 27, 35
- Banzai 15
- Battle Hardening 22
- Bazookas 12
- Berserk 14, 15-16
- Breakdowns, Support Weapon 11, 12
- Bunkers 14, 27
- Close Combat 9, 19
- Close Combat Table 33
- Commissars 15
- Concealment 14
- Cowering 10
- Debris 23
- Defensive Fire 8
- Demolition Charges 11
- Desert Dust 23
- Desperation Morale 9, 29
- Entrenchments 14
- Experience Level Ratings 14
- Fire 26
- Fire Combat 7-8
- Firepower Modification 8
- Flamethrowers 11
- Game Markers 51
- Gun Factor Table 34
- Gun Flash 23
- Guns *see Armor Combat, Ordnance*
- Halftracks 16, 39
- Heroes 6, 15
- Hesitation 6-7, 16, 21, 27
- House Rules 25, 55
- Incremental Infantry Fire Table 22, 36
- Infantry Fire Table 33
- Japanese Reduction 10
- Leader Assisted Movement 10
- Leader Generation Table 35
- Leaders, Japanese 15
- Machine Guns 11, 29
- Minefields 27-28, 52
- Morale 9-10
- Mortars 20
- Movement 10, 16
- Movement Allowances 10, 16, 29
- National Troop Characteristics 29
- New optional rules (5th ed.) 26-31
- Night Effects 23
- Off-Board Artillery 20-22
- Optional Rules 20-23, 26-31
- Ordnance 19-20
- Out of Ammunition, Armor 18
- Overrun 18
- Panzerfausts 12
- Panzerschrecks 12
- Paratroop drops 29-31
- PIATS 12
- Portage 10
- Radios, AFV 17-18, 31
- Radios, OBA 20-21
- Rally 6, 9, 22
- Rate of Fire 11, 18
- Repair, Support Weapon 6, 29
- Rout 8
- Rubble 29
- Scenario Generation, DYO 23
- Scenarios 40-50
- Scout Cars, Jeeps 16, 39
- Self-Rally 10, 22
- Sequence of Play 6
- Sewers 13
- Smoke 12-13
- Snipers 13
- Softened KIA Results 22
- Stacking 10, 16
- Support Weapon Generation Table 35
- Support Weapons 6, 11-12, 29
- Surrender 14
- Terrain Table 32
- Track Hits 18
- Transport 17
- Trucks 16, 39
- Unit Values Tables 37-39
- Vehicle Combat *see Armor Combat*
- Vehicle Definitions 16
- Vehicle Hesitation 16-17
- Vehicle Movement 16
- Vehicle Unit Costs 39
- Vehicles and Armor 16-19
- Weather Effects 22
- Wire 13-14