Sainter's team found that the mortar had successfully created a passage through the wire (as planned); and the surviving raiders were able to return safely to No Man's Land.

Jenkin's team ran into a party of German grenadiers forcing them to retreat back down the German trench line. On their way out, they ran into another group of enemy grenadiers, but managed to escape back to No Man's Land the way they had arrived.

3. Pinetree Knob

Defending: French

2 **Dugouts** (see 3.1): anywhere on hex row 03XX

1 **H*** + 1 **Decoy**: one inside each Dugout

1 **R**: 0203

1 **R**: 0212

4 **R** + 4 **Decoys**: any Entry hex(es) C, D and / or E

Raiding: German

1 **Cut Wire each**: 0102, 0107, and 0111

2 **H** + 2 **G**: 0306 and / or 0308

Time: 7 Game Turns

Score: 3 VPs per **Dugout** cleared; 1 VP for ever entering each of hexes 0203 and / or 0212 *(even if just moving through)*

Victory: 9 VPs

*Special Rule: The French **H** unit cannot leave its Dugout on Game Turn 1.

Historical Notes: As described in his book, *Infantry Attacks,* Erwin Rommel was ordered to lead part of the 2nd company of Württemberg Mountain Battalion on a raid against the French lines opposing them. Two outposts in an area called Pinetree Knob were picked as targets and carefully studied prior to the raid.

Twenty men were selected for the assault and moved behind the lines for special training. At 9:00 PM on the stormy night of 4 October 1916 the raiders ventured out into No Man's Land.

The main assault group of twenty men plus their officers slowly cut their way through the three lines of wire between the outposts, while two smaller wire-cutter teams prepared to open up exits in front of each outpost.

Once through the wire, the assault team had to wait for a small sentry patrol to pass by, then they leaped into the enemy trench and split up into two groups, quickly rushing towards the two outposts. At the first sound of battle, the two wire-cutter teams started working as quickly as possible to have the escape routes ready in time for the raiding force to withdraw.

Both outposts were overwhelmed after a few short exchanges of fire and hand grenades. The raiders made it back into No Man's Land just in time before many French riflemen arrived.

4. *Troy* and *Thunder* Patrol

Defending: German

1 **MG** + 1 **Special Terrain Feature marker***: 0409

1 **MG** + 1 **Special Terrain Feature marker***: 0503

1 **G**: anywhere on hex row 03XX.

1 **G** + 2 **R** + 3 **Decoys**: any Entry hex(es) C, D, E, F and / or G

Raiding: Canadian

1 **Cut Wire each**: 0103 and 0111

5 **G** + 2 **R**: divided as desired in hex 0103 and / or 0111

Time: 7 Game Turns

Score: 5 VPs per **MG** unit eliminated; 1VP for each *other* Defender unit eliminated

Victory: 10 VPs

*Special Rule: The Special Terrain Feature markers represent protected machinegun posts (the main targets of this raid).

They add one (+1) to attack die rolls targeting their hex (this is in **addition to** the Trench hex's die roll modifier).

Historical Notes: Three patrols from the 7th Canadian Infantry Battalion were sent out to attack two suspected German machinegun emplacements. The plan was to form two parties, each consisting of 1 officer and 5 men, each to simultaneously attack one enemy emplacement at the junction of Troy and Hazard trenches. A third party (1 NCO and 3 men) was to stop enemy reinforcements from counter-attacking.

The patrol parties assembled at 2:50 AM and entered the enemy trenches under the cover of a light artillery barrage, but they were soon discovered and had to retire after a short hand grenade battle without having reached any of their objectives.

5. Loos Raid Counterattack

Defending: Germans

3 **G**: 0301 (face-up, unhidden)

4 **R** + 1 **G** + 1 **H** + 6 **Decoys**: any Entry hex(es) D, E and / or F

Raiding: British

1 **Cut Wire each**: 0112 and 0211

3 **G** + 2 **R** + 2 **H**: as desired in hexes 0307, 0308, 0309, 0310, 0311 and / or 0312

Time: 7 Game Turns

Score: 1 VP for each hex in row 03XX that contains a Raider unit **at the end of Game Turn 4***

Victory: 9 VPs

*Special Rule: Check for VPs at the end of Game Turn 4 in addition to at the end of the game for units exited (as per 9.0).

Historical Notes: On 28 June 1917, one company from 2nd Durham Light Infantry and one company from the 11th Essex made a large combined raid against the German lines near Loos. The objective was to clear a long stretch of the front trench, then hold it against German counterattacks for an hour before retiring.

This scenario depicts only the northernmost end of the occupied trench where strong counterattacks were launched a short time before it was time before their hour to retire was up. German grenadiers bombed their way along the trench, while other units assaulted over open ground from the second trench against the British left flank.

The Germans assaulting over the open ground were stopped and suffered heavy casualties. A Victoria Cross was awarded at this action to 2nd Lieutenant Wearne of the 11th Essex when he led a few men out of the trenches and drove the German counter-attackers back with hand grenades.

6. Coming up Shortt

Defending: Germans

4 **Dugouts** (see 3.1): one each in 0303, 0308, 0502, and 0505

1 **R**: 0305

1 **MG**: 0311

3 **R** + 4 **G** + 2 **H** + 7 **Decoys**: any Dugout and / or Entry hex(es) A, C and / or G

Raiding: Canadian

1 **Cut Wire each**: 0105 and 0111

2 **G** + 1 **R**: 0111

2 **G** + 2 **R** + 1 **H**: 0205

Time: 8 Game Turns

Score: 3 VPs per **Dugout** cleared

Victory: 10 VPs

*Special Rule: Hex 0212 is a 'blind' trench. The hexsides between it and hexes 0311 and 0312 are impassable (use Special Terrain markers to indicated those hexes, if desired). Units can attack but not move across these hexsides.

Historical Notes: A complex raid on Vilmy Ridge consisting of six parties (a total of 43 men) from A and B Company of the 58th Canadian Infantry Battalion, led by Lieutenant A Shortt (an American, age 20, who had already been awarded a Military Cross), was carried out at 6:36 PM on 10 December 1916. Several days were spent planning and rehearsing, and right on schedule charges were blown to open up paths through the enemy wire, and all teams rushed forward.

An effective defender barrage opened up and caused some losses and confusion. The rightmost raiding parties, led by Sergeant Fitton, along the line found that the trench they had entered was a blind trench, blocked by wire, and they immediately came under fire from waiting defenders, including two machine-guns, one of which was silenced by grenades from Fitton's parties before they retired.

Since the group from the southern part had not arrived as planned, Shortt and one of his sergeants ran off to clear the southern part of the trenches, but met heavy opposition and were both killed.

Fitton received the Military Medal. Allied casualties included three men missing and nine wounded (two seriously).

Trenches of Valor
Raids Across No Man's Land, 1915-1918

Table of Contents

[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major "**Rules**" sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's components, procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "**Cases**" that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in **red** text.

References to **examples** of a Rule or Case are in **blue** text and this font.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

Trenches of Valor is a game of daring trench raids during The Great War (World War 1) with scenarios covering assaults by both sides along the Western Front (in France). In each scenario, one player is the attacking or "Raiding" Player, while the other is the defender. The Defending Player protects his trench lines and dugouts, and tries to repulse the Raiding Player's marauding units.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 11" x 17" map with tables
- 42 3/4" square game pieces
- 1 Rules booklet
- 1 Battlesson™ sheet

☞ *Not included is at least one 6-sided die needed for resolving battles.*

[2.1] The Game Map: The game map shows a typical WW1 trench line and its surrounding terrain. A hexagon grid has been superimposed to regulate troop movement and positions.

The game scale varies by scenario, but each hex is approximately 50 meters across, each unit represents from 2 to 10 soldiers, and each turn is 30 to 60 seconds of real time.

The Raiding Player sits along the red map edge, the Defender along the blue edge.

[2.2] The Playing Pieces: Most of the square playing pieces represent the military formations used by both sides. The German pieces are field gray, British and Canadian pieces are khaki, and French are blue.
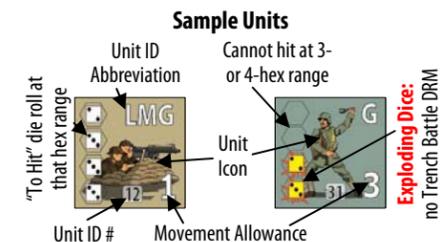
Sample Units

Abbreviations

H: Hand-to-Hand (close combat)	**G:** Grenadier
LMG: Light Machinegun	**MG:** Machinegun
R: Rifle	

The above pieces are called "**units**." They maneuver around the map battling each other and attacking or defending ground.

Sample Markers

| Dugout | Cut Wire | Game Turn |

The above playing pieces are called "**markers**." They provide additional information used to help organize play.

[2.3] Charts and Tables: The tables and their explanations are on the map itself. These include the Game Turn Track and Terrain Effects Chart.

[3.0] SET UP

Players need to select a scenario (see 10.0). After determining sides, lay out the map accordingly between them and then follow these setup instructions for that scenario. The **Defending** Player sets up first, then the **Raiding** Player.

Set up the Game Turn marker on the Game Turns Remaining Track in the box indicated; afterward, play is ready to commence with the first Game Turn and proceeds according to the Sequence of Play (see 4.0).

[3.1] Dugouts: The Defending Player must leave at least one vacant space between Dugouts placed on the map during setup.

[3.2] Hidden Units and Decoys: When defending units can be set up in different possible lettered Entry Areas or Dugouts, these units (along with some Decoys) are set up "hidden" from the opponent. **Hidden** pieces are setup on the map face-down; they can be freely examined by the Defend-ing Player, but not the Raiding Player.

Decoy units are pieces of the unused nationality in that scenario (either French or British) that are setup at the same location(s) so as to confuse the Raiding Player to actual troop dispositions.

Revealing hidden units and removing Decoys is explained in Case 6.5.

When playing solitaire, flip all of the real and Decoy units in a group face-down, mix them together and, without examining them, deploy them logically as indicated on the scenario instructions.

[4.0] SEQUENCE OF PLAY

Each turn consists of the following activities that must be conducted in order:

1. **Raider Player Turn:** Each Raider unit on the map may perform one "Action."

2. **Defender Player Turn:** Each Defending unit may perform one "Action."

3. **Housekeeping:** The Game Turn marker is moved to the next lower-numbered box on the Time Remaining Track. When it reaches the '0' (Game Over) box, cease play and determine the winner (see 9.0).

[5.0] ACTIONS

During his Player Turn, that player may conduct **one Action** with **each** of his available units. An Action consists of a unit either **moving** (including revealing / activating hidden units; 6.0), **attacking** (7.0), or **clearing** a Dugout (8.0).

Unlike *Chess*, in Trenches of Valor a player has the opportunity to activate **all** his units during his turn, and in any order desired, as long as each friendly unit performs only *one* Action per friendly Player Turn.

[6.0] MOVEMENT

General Rule

When a friendly unit conducts a Movement Action, it is moved from hex to adjacent hex in a continuous path of hexes.

There is no skipping or jumping over hexes allowed. Units may be moved in any direction or combination of directions. The path of a unit's movement may be as straight or as crooked as the moving player desires.

Players do not move the opponent's units.

Cases

[6.1] Spending "Movement Points:" A player may move each of his units up to the limit of its **Movement Allowance** (shown in the lower-right corner of that unit; note that some units have a Movement Allowance of '0' and thus cannot move). A unit expends **Movement Points (MPs)** from its Movement Allowance for each hex entered.

A unit's Movement Allowance cannot be exceeded during a Player Turn. A unit can move less than its full Movement Allowance in a given Player Turn, but it does not 'save' unused Movement Points for later use, nor can they be given to other units.

[6.2] Terrain Effects: See the Terrain Effects Chart on the map for hex entry costs and prohibitions. Note that units can only enter a Wire hex if there is a Cut Wire marker on it.

"Jumping" Trenches: A unit moving from hex 0203 to 0303 is "jumping" from one trench hex to another, unconnected trench hex. The total cost for this move is 2 Movement Points.
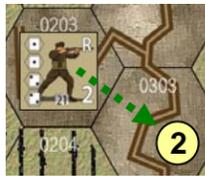
[6.3] Enemy Units: A player's **own** (i.e., "friendly") units can **never** enter or pass through a hex while it contains one of the opposing player's ("enemy") face-up units.

Note that a Raiding unit **can** enter a hex with a **Dugout** marker, providing there are no face-up enemy units also in that hex.

No "ZOCs:" Unlike some other wargames, friendly units can freely move next to and away from enemy units. There are no "Zones of Control" in Trenches of Valor.

[6.4] Stacking: Friendly units **can** enter or pass through a hex containing other friendly units, and an unlimited number of friendly units can coexist in the same hex (i.e., "be stacked together") at any time.

Players may freely inspect **all** of the face-up pieces in map hexes at any time.

[6.5] Revealing Hidden Units: A hidden unit is not technically "**in play**" until it is **revealed**. To reveal a hidden unit (and, thus, **activate** it as a functioning unit in the game), it must use a Movement Action and be flipped face-up at its Entry/Dugout Hex.

[6.5.1] Acclimation: Revealing a hidden unit consumes its entire Movement Allowance for that Player Turn. It cannot continue movement nor take any other Action on the turn it is thus activated.

[6.5.2] Muster Limit: Only one such unit per location per turn can be revealed. When there is a Dugout on an Entry Hex, those are two separate locations (place hidden units in the Dugout counter beneath it). Make sure it's clear which hidden units are at each of those two locations when they are in the same hex.

[6.5.3] Enemy Units: Enemy units ignore hidden (face-down) units and may freely stack with them. Hidden units **cannot** be activated if their location hex is currently enemy-occupied.

[6.5.4] No Hiding: Revealed units cannot become hidden; this status is only established during a scenario's setup.

[6.5.5] Removing Decoy Units: All of a player's Decoy units are removed from play once the last of his *real* hidden units is revealed during that scenario.

When playing solitaire, during the Defender's Player Turn, you may reveal hidden units in a location one at a time, removing Decoys as they appear and stopping once a real unit is revealed in that hex. More than one such hex per turn may be "searched through" in this manner.

[6.6] Exiting Units from the Map: Unless otherwise specified in a Scenario's Special Rules, only the Raiding Player can exit units from the map. Specifically, they can "retreat" off the map along the Raider's map edge (back into "No Man's Land").

[6.6.1] Procedure: It costs one Movement Point (1 MP) to exit the map (to an imaginary adjacent hex just off the board via a Cut Wire marker) and, once exited, these Raiding units are placed in the appropriate Raider Victory Point Box (9.0).

[6.6.2] Timing: Raider units cannot exit the map prior to Game Turn 3, as indicated on the Game Turn Track.

[6.6.3] No Return: Once exited from the map, that unit cannot return to play and is out of the game.

Movement Example: It is the Raiding Player's Turn and he is in command of the (blue) French units. Some different movement possibilities are shown in the following illustration. The cumulative Movement Point costs to enter that hex shown in the yellow circles.

Both units can spend 1 or 2 MPs and enter the hexes with those numbers in them via the routes shown with Green arrows.
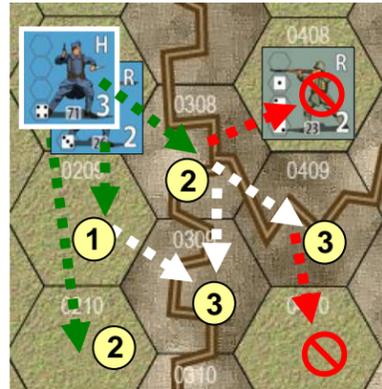
Only the French Hand-to-Hand ("H") unit has 3 MPs to spend in a single turn, and thus can move further as shown by the white arrows (it costs only 1 MP to move along a connected Trench Line). It cannot enter the hex containing the enemy unit, however, as that is prohibited, nor could it enter hex 0410 as that would cost a total of 5 MPs.

[7.0] ATTACKING

Attacking is completely voluntary. Units are never compelled to attack.

Procedure

A unit attacks an enemy unit by counting the **Range** (in hexes, excluding the attacking unit's hex and including the target unit's hex) and looking at the attacking unit's **To Hit** die symbol for that range.

[7.1] Range Limitation: If a unit does not have a To Hit die symbol for a particular range shown on its game piece, it cannot make an attack at that range.

Range Example: A Hand-to-Hand ("H") unit can only attack an adjacent enemy unit, while a Machinegun (MG) unit could attack an enemy unit up to 4 hexes away.

[7.2] One at a Time: Units attack individually and must indicate the individual enemy unit that they are targeting before resolving their attack.

[7.3] Resolving an Attack: After designating an attack (7.2), the attacker rolls a die and consults the attacking unit's To Hit die symbol for that range attack.

If the result is **less than or equal to** (≤) the To Hit die symbol, the outcome is a "**Hit**"

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and that enemy unit is eliminated and removed from play.

If the result is greater than the To Hit die symbol, the outcome is a "**Miss**" and has no effect.

[7.4] Terrain Effects: Attacking units add one (+1) to their die roll when the target unit is in a Trench hex, unless:

- That unit is attacking from an adjacent Trench hex (i.e., 1-hex range) across a **connected** Trench hexside, OR
- The attacking unit has an exploding yellow-die symbol for that range (e.g., it is a Grenadier unit).

[7.5] Unit Presence: Hidden units and those exited off the map (as per Case 6.6) **cannot attack or be targeted in an attack**.

Combat Example: Continuing from the previous example, the French Hand-to-Hand ("H") unit opted to move (so it cannot attack, as each unit can only perform *one* Action per turn). The French Player decides to attack with his Rifle ("R") unit, designating the German Rifle unit as its target, in lieu of moving it that turn.

The French Rifle unit is attacking at a distance of two hexes and, at that range, needs to roll a ⚁ or less to eliminate the German unit. Since the German unit is not in a Trench hex, there is no die roll modifier. The French player rolls a ⚀, and the German unit is eliminated.

Timing is Everything: in Trenches of Valor, the order in which units move and attack is up to their owner and a vital consideration. In the above example, had the Raiding Player decided to fire his Rifle unit first, his Hand-to-Hand unit could have then moved into hex 0408 since there would be no enemy unit there!

[8.0] CLEARING A DUGOUT

 When a Raider unit begins its Player Turn in a hex with a Dugout marker, it may use its Action that turn to "**clear**" it.

No die roll is necessary when clearing a dugout; success is automatic.

Effects of Clearing a Dugout

That Dugout counter is removed from play

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and is (usually) placed in the appropriate Raider Victory Point Box (9.0).

Any Defending units hidden in it (i.e., face-down in the same hex and beneath the Dugout marker) are also eliminated.

Important: Units eliminated "inside" a cleared dugout are not revealed at this time! The Raiding Player is not informed if "anyone was home" until the end of the game when victory is determined (9.0).

[9.0] VICTORY CONDITIONS

When the Game Turn marker reaches the '0' box on the Time Remaining Track, the games ends and victory is determined.

Procedure

The Raiding Player **ALWAYS** scores 1 **Victory Point (VP)** for each unit exited off the map back into No Man's Land (see 6.6).

The Raiding Player also scores VPs as listed in the Scenario Instructions.

The number of VPs that the Raiding Player must earn to win that scenario is listed in the Scenario Instructions. If the Raiding Player does **not** score sufficient VPs to win, then the Defending Player wins. There are no ties.

Alternate Victory Condition: Players can agree to play a scenario *twice*, each taking the Raiding side one time. The winner is the player who scored the most VPs as the Raiding side. If those scores are tied, then that match is won by the winner of the first of the two games (i.e., the second Raiding Player failed to beat the first Raiding Player's score).

[10.0] SCENARIOS

Trenches of Valor is played in scenarios. See **Rule 3.0** for general setup instructions.

Each scenario uses a few game pieces listed by setup location, quantity and unit types.

Example: "1 LMG + 1 R: 0203" means that one Light Machinegun unit and one Rifle unit set up in hex 0203.

The length ("Time;" i.e., which box the Game Turn marker is placed in on the Game Turns Remaining Track) and Victory Conditions vary for each scenario and are listed, along with its historical notes.

1. Pope and Pioneer Posts

Defending: British

1 **Dugout** with 1 **LMG** + 1 **R** inside: 0203

1 **Dugout** with 1 **LMG** + 1 **R** inside: 0212

1 **R**: anywhere on hex row 05XX

Raiding: German

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1 **Cut Wire** + 4 **G**: 0107

Time: 7 Game Turns

Score: 3 VPs per **LMG** unit eliminated and 1 VP per **R** unit eliminated.

Victory: 7 VPs

Special Rules: None.

Historical Notes: On 8 February 1917, the 1/4th Londons battalion took up positions in the trenches near Neuve Chappell. At about 7:00 PM the next day, they were targeted by well-directed heavy trench mortar and machinegun fire.

After half an hour, the enemy fire formed a box barrage (i.e., three or four barrages to form a box around a position) so as to isolate a part of the front line, containing Pope and Pioneer Posts. A raiding party of about a dozen men from the 13th Bavarian Regiment entered the British trenches, splitting up to attack both posts.

Lieutenant Webster, manning the Lewis Gun at Pioneer Post, was wounded and captured, but the attack on Pope Post failed. Three Germans were killed after being bayoneted by a Sergeant Gardiner, earning him a Military Medal.

2. The Railway Salient

Defending: Germans

3 **Dugouts** (see 3.1): anywhere on hex row 03XX; *these Dugouts are empty*

4 **G** + 2 **R** + 6 **Decoys**: any Entry hex(es)

2 **R**: any Trench hex(es)

Raiding: British

1 **Cut Wire each**: 0101, 0106, and 0112

2 **G** + 1 **R** + 1 **H**: 0201

2 **G** + 1 **R** + 1 **H**: 0212

Time: 6 Game Turns

Score: 3 VPs per **Dugout** cleared

Victory: 12 VPs

Special Rules: None.

Historical Notes: On 15 September 1916, the 6th Seaforth Highlanders carried out a raid against German trenches forming a salient across the Armentieres-Lille railway. Two groups of raiders were to strike simultaneously against opposite ends of the salient, then work their way along the trenches to its apex. Everything was wargamed on a scale model.

Each raiding group consisted of one Lieutenant (Sainter and Jenkins), one Sergeant, one Corporal, and ten Privates. Each group also included a blocking party of one NCO and three men. Two two-man teams were to move out in advance to place Bangalore torpedoes 30 minutes before the raid, to open up entrances through the enemy wire. Mortars were to open up an exit through the wire at the point where the two groups would meet.

The torpedoes (each 3 inches in diameter and 75 feet long) were blown on schedule, with the artillery barrage opening up to isolate the salient at the same time, surprising the enemy.

Reaching the exit point, after a total of six and a half pulse-pounding minutes in the German trenches,