

# Trenchfoot

*Trenchfoot* is a game of man-to-man combat in the trenches of World War I. Each player assumes the role of a commander of about a half dozen or dozen troops (depending on the side and scenario played) and will direct them in their attempts to overcome the opposing side's resistance.

## THE MAPBOARD

As you read this rule, examine the mapboard. It depicts a typical section of trench and nearby portions of no-man's land. A hexagonal grid has been superimposed on the map to regularize movement and placement of playing pieces. Each hexagonal cell (hereafter referred to as a hex) represents one yard of actual terrain, measured from side to side.

A variety of terrain features are represented on the map. The majority of the hexes are clear terrain, colored light brown. There are also a number of puddles of water, colored blue, and several sections of coiled concertina wire. Also prominent are a number of shell craters. Each crater is surrounded by a crater lip and contains a puddle in its center.

Running generally from left to right is the trench, bounded by black trench walls. In the trench there are several types of terrain in addition to clear terrain and puddles. To give the defenders easy access to different parts of the trench, wooden duckboards have been laid down in places. Since the trench is deeper than an average man's height, five firing steps (each 3 hexes long) have been carved out of the side of the trench to enable riflemen to fire across no-man's land. There is a circular weapons pit thrust forward from the main trench with firing steps all around its faces. Finally, four dugouts, colored dark brown, have been constructed to provide protection during barrages. Each dugout has a single entrance, from the trench; those entering a dugout hex from any other direction will be on top of the dugout, in clear terrain. The dugouts are individually identified with a letter from A to D.

## PLAYING PIECES

The game includes 240 playing pieces, most representing individual soldiers of various nations; the rest are informational markers used during play. Soldiers are color-coded as listed below.

### Counter Colors

Feldgrau (gray-green)	Germany
Blue	France, Austria-Hungary
Golden Brown	Japan, Turkey
Olive Green	Serbia, Bolivia
Dark Green	Russia
Light Green	Italy
Khaki	Great Britain, U.S.A., Paraguay

The nationality and type can be further identified by the silhouette on the counter. A complete illustration of all counter silhouettes appears on the game chart enclosed. There are five different types of soldiers. All countries have officers (armed with pistol and sabre or pistol alone), riflemen (armed with rifles), and grenadiers (armed with hand grenades and

entrenching tools). Bolivia, Paraguay, and the United States also have soldiers armed with automatic rifles (BARs), and the U.S. has soldiers armed with shotguns. Each counter is also marked with a letter for identification.

## PLAYING THE GAME

*Trenchfoot* is played in a series of turns, each representing about one second of real time. Each turn is divided into eight discrete phases, conducted in the following order.

1. *Initiative Phase*: Each player rolls a die to determine which moves first. The player with the high die roll is allowed to choose whether he wishes to move first or second.

2. *First Movement Phase*: One of the players (as decided in the initiative phase) moves his pieces.

3. *Second Movement Phase*: The remaining player moves his pieces.

4. *Grenade Explosion Phase*: All grenades thrown the previous turn now explode.

5. *Aimed Fire Phase*: Both players conduct any aimed fire they wish.

6. *Grenade Throwing Phase*: Both players may throw grenades. The player who moved first throws grenades first.

7. *Quick Shot Phase*: Both players conduct any quick shots they wish.

8. *Melee Phase*: Any melees which are occurring in this turn are resolved.

All actions in one phase must be finished before the next phase can begin; for instance, the player moving second cannot move any of his soldiers during the first movement phase. After all eight phases have been completed, the next turn begins.

## PLOTTING ACTIONS

Both players must plot (write down) the general actions of their men for several turns in advance. A piece of ruled paper is sufficient for plotting actions. Divide the paper into columns with each column corresponding to one of the player's soldiers and each line corresponding to one turn of the game. Write the letter identification for each soldier at the top of his column.

At the beginning of the game, the defending player (the player who occupies the trench) must plot three turns worth of action for each of his men. The attacker must plot six turns worth of action for each of his men. At the end of the third turn the defender will have completed all of his plotted actions and must then plot six more turns of action. At the end of the sixth turn the attacker will have completed all of his plotted actions and must then plot six more turns. This continues until the end of the game.

**Types of Actions:** There are two general types of actions: planned actions and optional actions. Each soldier must have one, and only one, planned action plotted per turn. During the phase in which a player is to move his soldiers certain optional actions may be added to the plot before any movement is done. Which optional action may be added (and whether any optional action may be added at all) depends upon which

planned action has been plotted for the turn. In any case, no more than one optional action may be added to a soldier's plot each turn. Some optional actions are in addition to the planned action, and others substitute for the planned action.

A further complication is that a soldier may fall down during the course of his movement, becoming prone, and may be unable to get up for several turns. Many planned actions may not be performed while prone, and other optional actions must be substituted.

All of the possible planned and optional actions are listed below, along with a description of the nature and restrictions of the action. Following the name of the action is a one or two letter code in parentheses which is the recommended abbreviation to use when plotting. All of this information is repeated on the game chart in tabular form for ease of reference.

**Planned Actions:** These actions are plotted in advance for each soldier, in six-turn blocks. *Walk*, *trot*, *run*, *jump*, and *leave trench* are movement actions and are further explained in the movement rule. *Aim* and *load* are further explained in the fire combat rule. *Pull pin* and *throw grenade* are further explained in the grenade rule.

*Walk (W):* A soldier given this order must expend 1 or 2 movement points in movement.

*Trot (T):* A soldier given this order must expend 3 or 4 movement points in movement.

*Run (R):* A soldier given this order must expend 5 or 6 movement points in movement.

*Jump (J):* This action is used to get into a trench. The soldier expends 2 movement points in movement and then jumps. See the movement rule for an explanation of jumping.

*Leave Trench (LT):* This action is used to climb out of a trench. The soldier expends 1 movement point moving from a hex in a trench to an adjacent hex outside a trench. After this he is considered to be prone.

*Aim (A):* The soldier aims his weapon, watching for enemy soldiers in front of him, and may fire if a target presents itself.

*Load (L):* The soldier loads ammunition into the magazine of his weapon.

*Pull Pin (PP):* A grenadier may pull the pin on a grenade in preparation for throwing it. A grenade will not explode unless its pin has been pulled.

*Throw Grenade (TG):* A grenadier may throw a grenade at any time (although it will not explode unless the pin has been pulled).

*Lie Down (LD):* The soldier lies down; place a *prone* marker on him. Soldiers may wish to lie down to take advantage of cover.

*Stand Up (SU):* A soldier who is prone attempts to stand up; if he is successful, remove the *prone* marker. See the falling down rule.

*Draw Sabre (DS):* An officer armed with both a sabre and a pistol may holster his pistol and draw his sabre. An officer is always considered to have either his sabre or his pistol in his hand, whichever one he drew last. At the beginning of the game all officers are considered to have their pistols in their hands.

*Draw Pistol (DP):* An officer who has previously drawn his sabre may return it to his scabbard and draw his pistol.

*Stand Still (SS):* The soldier remains still and does nothing (although optional actions are possible).

**Optional Actions:** These actions may be added to or sub-

stituted for planned actions at the beginning of a player's movement phase for each turn. *Crawl* is further explained in the movement rule. *Quick shot* and *rechamber* are further explained in the fire combat rule. *Melee* is further explained in the melee rule.

*Crawl (C):* A prone soldier may record *crawl* as a substitution for any plotted action except *load*, *pull pin*, *throw grenade*, *stand up*, or *stand still*. A crawling soldier must expend 1 or 2 movement points in movement.

*Quick Shot (QS):* A quick shot is a quick, unplanned, and largely unaimed shot. It has less chance of hitting than does an aimed shot, but is often the only type of fire available to a soldier. A quick shot may be plotted as an optional plot in addition to a planned action of *walk*, *trot*, *run*, *stand still*, or *draw pistol*, and does not interfere with these actions in any way. It may be plotted as a substitution for *aim* or *jump*.

*Rechamber (RC):* *Rechamber* is the act of working the action of a rifle or shotgun to move a round from the magazine to the firing chamber. *Rechamber* may be plotted as an optional plot in addition to a planned action of *walk*, *trot*, *run*, or *stand still*, and does not interfere with these actions in any way. It may be plotted as a substitution for an *aim* plot.

*Melee (M):* *Melee* may be recorded as an optional plot in addition to a planned action of *walk*, *trot*, or *run*, and does not interfere with these actions in any way. It may be plotted only if the soldier's movement will place him adjacent to an enemy soldier.

**Prone:** There are three ways to become prone: lying down, falling down, and leaving a trench. When a soldier becomes prone, place a *prone* marker on him. Any soldier without a *prone* marker is assumed to be standing up. A soldier who is prone remains so until he stands up. Soldiers who are prone are unable to perform several actions, and if plotted to do so must either substitute an allowed optional action or do nothing. Prone soldiers may not *walk*, *trot*, *run*, *jump*, *leave trench*, *lie down*, or *draw sabre*. They may not plot the optional action *melee*.

## MOVEMENT

During his movement phase (either the first or second movement phase, depending on the result of the initiative phase), a player must move all of his soldiers who are plotted to perform a movement action. Movement actions are *walk*, *trot*, *run*, *jump*, *leave trench*, and *crawl*.

Soldiers move from hex to hex, expending movement points to enter each hex. It costs 2 movement points to enter a crater lip hex, and 1 movement point to enter any other hex. A soldier who enters a concertina wire hex expends all his remaining movement points and ends his movement for the turn in that hex.

The number of movement points a soldier must expend in a turn depends on his plotted action. For example, a soldier plotted to trot must expend either 3 or 4 movement points; he might do this by moving one hex into clear terrain (1 movement point), from there to a crater lip (2 points), and from there into the inside of the crater (1 point, for a total of 4).

A soldier may never enter a hex already containing another soldier, and may never enter the same hex twice in a turn.

**Trenches:** A trench (including the weapons pit) may be entered only by jumping, and may be left only by executing a *leave trench* action.

To jump, a soldier first expends two movement points in

movement (to get a running start) and then leaps. Roll a die, halve the result, and round fractions up. The result is the number of hexes the soldier jumps. The leap is in a straight line which is a continuation of the last portion of the running start. If a soldier would land in a hex occupied by another soldier, he lands in an adjacent hex instead. Roll a die and consult the grenade scatter diagram printed on the map to determine where he lands; however, if his original landing point was in the trench, he must land in the trench; if his original landing point was outside the trench, he must land outside the trench.

To leave a trench, a soldier must begin the movement phase next to the trench wall. He climbs the wall, expending one movement point, and is then considered prone in an adjacent hex outside the trench.

## FALLING DOWN

After each soldier moves (or stands up or throws a grenade), the player must determine if he falls down. The falling down table gives a soldier's chance of falling down (roll the number given or less), depending on the action he performed. Several other factors make it easier to fall down, and are expressed as modifiers to the die roll. These modifiers are cumulative. For instance, the basic die roll for a trotting soldier to fall down is 1; if he also is demoralized and moves through a puddle, he will fall down if he rolls a 3 or less.

A soldier who falls down is prone; place a *prone* marker on him. A soldier falls down in whatever hex he is in after movement, unless he passed through a puddle, in which case he is moved back to the last puddle hex he was in. A soldier who falls down in a concertina wire hex immediately receives one wound point.

**Standing Up:** A soldier who is prone may stand up only if that action has been plotted for him. Note that it is possible to fall down again immediately upon attempting to stand up. If a soldier attempts to stand up but is unsuccessful, he may immediately substitute a *stand up* action for his next turn's plot, regardless of what it is.

## FIRE COMBAT

There are two types of fire combat: aimed shots and quick shots. Aimed shots be conducted by a soldier plotted to aim during the turn. Quick shots may be conducted by a soldier plotted to fire a quick shot (as an additional or substitute action) during the turn.

A soldier who is aiming is not required to fire; a soldier who is plotted for a quick shot is required to fire, even if he has no target.

All aimed shots are conducted during the aimed fire phase, and all such shots by both players are considered to be simultaneous. All quick shots are conducted during the quick shot phase and all such shots by both players are considered to be simultaneous. Note that since the quick shot phase comes after the aimed fire phase it is possible for a soldier to be wounded or killed by aimed fire and be prevented from firing a quick shot.

**Resolving Fire Combat:** Each weapon type in the game has three fire tables: one each for aimed fire, quick shots at up to ten hexes of range, and quick shots at over ten hexes of range. Range is determined by counting the shortest path of hexes between the firing soldier and the target soldier, including the hex the target is in but not the hex the firer is in. Thus, a soldier firing at an adjacent enemy soldier would be firing at

a range of one hex. Note that range only affects quick shots, not aimed shots.

After determining the correct table to be used, roll one die. The die roll, when referenced against the table, will yield one of three results.

**Kill:** The target soldier is killed and is removed from play permanently.

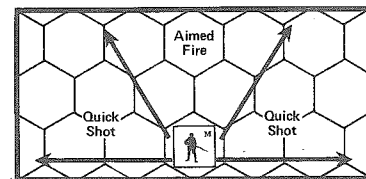
**Wound:** The target soldier is wounded. Roll one die, the number being the number of wound points the soldier takes. Regardless of the number of wound points the soldier takes, place a light wound marker on him. Mark the number of wound points the soldier has suffered on his column of the player's plotting sheet. If he is wounded again later in the game, add the additional wound points suffered to his total. As soon as a soldier takes five wound points, he falls down (but may later stand up again); after this point, he automatically falls down again each time he suffers an additional wound, regardless of how many additional wound points it causes. Once a soldier takes a total of ten wound points he is unconscious from his wounds and is removed from play.

Wound results in parentheses count as misses if the target is under cover (see below).

**Miss:** The shot misses the soldier and has no effect.

**Facing and Arc of Fire:** A soldier is always considered to be facing in a specific direction; for the sake of definition, this is toward the top of the counter. The top of the counter must always be oriented toward one of the six corners of the hex the soldier occupies, as shown in the diagram below.

A soldier's arc of fire (the area into which he can shoot) is also illustrated in the diagram. The arc of fire for aimed fire is the narrow band toward the soldier's front. The arc of fire for quick shots includes the arc of fire for aimed fire and additional areas on both sides.



Each soldier's facing (and thus his arc of fire) may be changed at the end of a player's movement phase, regardless of his plotted action.

**Line of Sight:** Even if a target is in a soldier's arc of fire, he may not fire if his line of sight is blocked by trench walls, dugout walls, or other soldiers. The line of sight is a straight line from the center of the firing hex to the center of the target hex.

**Soldiers:** A soldier may not fire through a hex containing another soldier; if the line of sight passes through any part of a hex containing a soldier, it is blocked. However, a standing soldier may fire through a hex containing a prone soldier; soldiers outside the trench may fire through hexes inside the trench; and soldiers on firing steps may not fire through hexes outside the trench containing prone soldiers.

**Trenches:** A soldier outside the trench may see into the trench (including the weapons pit) only if adjacent to the trench wall; conversely, a soldier in the trench may see only those soldiers outside the trench who are adjacent to the trench wall. Soldiers standing on firing steps whose plotted actions are *aim* or *quick fire* may see and be seen by soldiers outside the trench; soldiers not plotted for one of these actions may not see or be seen from outside the trench. Soldiers inside the trench may see other soldiers inside the trench as long as the line of sight does not pass through the trench

wall (i.e., soldiers can't see through the wall).

**Dugouts:** A soldier in a dugout may not see or be seen by any soldier outside the dugout.

**Cover:** A soldier who is prone inside a crater is considered to be under cover (unless being fired at from within the same crater); treat all parenthetical wound results as misses. A soldier standing on a firing step and plotted to aim or quick fire is considered to be under excellent cover (unless being fired at from inside the trench); add one to the fire die roll and treat all parenthetical wounds as misses. A soldier on a firing step who is not aiming or quick firing may not be fired upon from outside the trench at all.

**Multiple Shot Weapons:** Automatic pistols may fire two shots a turn and automatic rifles (BARs) may fire four shots a turn. This number of shots may be fired only if the soldier is aiming. If so, the first shot is resolved as an aimed shot and the rest are resolved as quick shots (in the quick shot phase). The firing soldier must specify the target of all of his shots before any are resolved. If the soldier is not aiming, but is executing a quick shot, then one less than the stated number of shots may be made, all as quick shots. (An automatic pistol could fire once, a BAR could fire three times.)

**Loading and Rechambering:** Each time a weapon fires, it uses one bullet; to keep track of this, place a mark on the soldier's plot each time he fires. The number of bullets in the weapon initially is indicated by the scenario information. When a weapon has expended all of its bullets, it is necessary to reload. The time required to reload a weapon depends on the specific type of weapon. After a soldier has finished reloading a weapon, the soldier must also rechamber a round (if the weapon requires rechambering normally) before a shot may be fired.

After a rifle or shotgun has been fired, a new round must be placed in the chamber by working the weapon's mechanism before it may be fired again. This is done by plotting the optional action *rechamber*. Different weapons require different amounts of time to rechamber (1 or 2 turns).

Turns spent loading and rechambering need not be consecutive. The length of time required to load or rechamber each type of weapon is given on the weapon information chart.

**Colt .45 Automatic:** The U.S. Army's Colt .45 caliber automatic pistol was widely known for its great stopping power. As a result, whenever a wound is inflicted on a soldier by a Colt automatic the soldier automatically falls down, regardless of the number of wound points suffered.

## MELEE

Melee takes place between adjacent enemy soldiers in the melee phase if one of them has plotted *melee* as an optional action. If the soldier initiating the melee moves during the first movement phase, the soldier being attacked may not move away during the second movement phase. When a soldier who has plotted *melee* moves adjacent to an enemy soldier, he may stop moving even if he has not used all his movement points.

**Melee Resolution:** Each player rolls a die and adds his soldier's melee value to the result. Melee value is determined by the weapon with which the soldier is armed, and is listed on the melee value table. Note that all grenadiers are armed with entrenching tools for melee purposes. All prone soldiers are treated as unarmed, regardless of their weapon. If the two die rolls, after modification, are the same or differ by only one, the melee has no effect on either soldier. If the

difference is two or more, the player with the lower modified roll suffers the effect listed on the melee table. Kill and wound results are treated identically to kill and wound results from fire combat.

If a soldier plotted to melee is adjacent to two enemy soldiers, the player chooses which one he fights. If two soldiers plotted to melee are adjacent to the same enemy soldier, they both fight him separately and simultaneously.

If a soldier was in melee on the previous turn and still faces the same opponent, he may substitute a *melee* plot for his planned action, regardless of what it was (if he is standing up).

**Melee and Fire:** A soldier who is approached for melee by an enemy soldier may fire a plotted quick shot at him, but may not perform aimed fire. If the player fires a quick shot he is considered unarmed during the turn's melee; a player may decide not to fire a quick shot in order to use his weapon in melee. The pistol is an exception; an officer armed with one may use it for a quick shot and for melee in the same turn.

## GRENADES

Grenadiers, and only grenadiers, may throw grenades. First the grenadier must pull the pin on the grenade. The grenadier may then throw the grenade on the next, or any subsequent, turn. A grenadier who holds a grenade after the pin is pulled, however, melees as if unarmed, and if the grenadier falls down he is assumed to have dropped the grenade in the hex he falls in.

When a grenadier throws a grenade, the owning player picks a target hex which may be anywhere on the board. The distance the grenade is thrown affects its chances of scattering to a different hex. There is no chance of scatter if the grenade is thrown to a distance up to six hexes, a one third chance of scatter up to fourteen hexes, and a two thirds chance of scatter over fifteen hexes. If the grenade scatters, roll a die and consult the grenade scatter diagram on the map to find the direction of scatter. Then roll one die to determine how many hexes it is moved in the indicated direction, the number rolled being the number of hexes moved. When the final hex is known, place an explosion marker in the hex.

The grenade does not explode the turn in which it is thrown, instead exploding in the grenade explosion phase of the next turn. When the grenade explodes, all soldiers within four hexes of the explosion are subject to injury. Roll the die once for each such soldier and consult the grenade table. Note that the farther away from the explosion, the less chance there is of a soldier being injured. If the soldier is prone, add one to the die roll.

If a grenade explodes in the trench (including the weapons pit) it affects only those soldiers in the trench, and soldiers separated from the explosion by bends in the trench wall are not affected. If a grenade explodes outside the trench, it affects only those soldiers outside the trench. If a grenade explodes in a shell crater it does not affect any soldier who is prone outside the shell crater. If a grenade explodes outside a shell crater, it does not affect any soldier prone inside a shell crater or behind the crater lip.

## DEMORALIZATION

In some scenarios, one or more sides may be listed as demoralized. The effect of demoralization is to make it easier to fall down, as shown on the falling down table.



## THE SCENARIOS

The following scenarios present situations from each theater of World War I, as well as two pre-war scenarios and two scenarios from the Chaco War fought from 1932 to 1936 between Bolivia and Paraguay.

In each scenario, troops from one nation (or two) attack across no-man's land against an outnumbered force of troops occupying the trench line. Twenty-two scenarios are included, but many more are possible and should be easy for players to design.

Each scenario description lists the forces available to each side, what weapons they are equipped with, where the defender sets up (the attacker always enters on the first turn onto any hexes on the no-man's land board edge), and any special rules in use.

Unless specified in the scenario, each soldier is assumed to be carrying an unlimited amount of ammunition or grenades.

In all scenarios, victory goes to the player who has the last man left on the board.

## PRE-WAR SCENARIOS

### Scenario 1: The Storming of Port Arthur, 1905



During the Russo-Japanese War, the Japanese quickly defeated the Russian field army in Manchuria and besieged Port Arthur, the major Russian base. After a lengthy siege and bombardment, the Japanese launched an assault.

**Defenders: Russians.** 8 riflemen armed with Moissin-Nagant bolt action rifles (5-round magazines). Each rifleman has only one magazine, which is in the rifle. Two Russians are placed initially in each dugout.

**Attackers: Japanese.** 14 rifleman armed with Arisaka Type 38 bolt action rifles (5-round magazines), 1 officer with a Nambu Model 1904 automatic pistol (8-round magazine) and a sabre.

### Scenario 2: The 1913 China Maneuvers



Prior to the outbreak of World War I, the colonial powers in China held a sort of dress rehearsal, with the purpose of testing the readiness of their troops to deal with another Chinese insurrection like the Boxer Rebellion. The Germans played the part of a hypothetical Chinese insurgent force and also provided a contingent of troops to aid in the assault on the "Chinese". Also involved in the assault were French, British, and Americans. The Japanese provided some troops for the assault force and also served as referees.

**Defenders: Germans.** 8 reserve riflemen armed with Mauser Model 89 bolt action rifles (5-round magazines), 1 reserve officer armed with a Luger automatic pistol (8-round magazine) and a sabre. *Japanese.* 1 officer serving as umpire. Set up anywhere within the trench system.

**Attackers: British.** 6 riflemen armed with SMLE bolt action rifles (10-round magazines), 1 officer armed with a Webley 6-shot revolver. *French.* 6 riflemen armed with Lebel 1886 bolt action rifles (8-round magazines). *Americans.* 4 riflemen armed with 1903 Springfield bolt action rifles (5-round magazines). *Germans.* 8 riflemen armed with Mauser Model 89 bolt action rifles (5-round magazines), 1 officer armed with a Luger

automatic pistol (8-round magazine) and sabre. *Japanese.* 2 riflemen armed with Arisaka Type 38 bolt action rifles (5-round magazines), 1 grenadier serving as umpire.

**Special Rules:** As this was purely an exercise, live ammunition was not used and there were no actual casualties. Each side is provided with an umpire to move as it desires, and while all combat is conducted normally, no casualties are suffered unless the firing soldier or the melee is in sight of one of the two umpires. Both Japanese riflemen receive -1 to the die roll on all fires. As the French did not take the exercise seriously and were lethargic throughout, treat them as demoralized. As the German assault troops insisted on moving in formation at all times, they may not trot, run, or voluntarily go prone, and the attacking player must attempt to keep them generally together in some sort of line or column.

## WORLD WAR I SCENARIOS

### Scenario 3: "Wipers", September, 1914



After the German First and Second Armies were stopped at the gates of Paris in the First Battle of the Marne, the Germans and the Allies began the "Race to the Sea", making successive attempts to outflank each other. One of the first tastes of trench

warfare came when the Germans attacked the British around Ypres.

**Defenders: British.** 5 riflemen armed with SMLE bolt action rifles (10-round magazines), 1 grenadier. Two soldiers are set up initially in each of three dugouts.

**Attackers: German.** 10 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with a Luger automatic pistol (8-round magazine) and sabre, 1 grenadier.

### Scenario 4: The Belgrade Offensive, November, 1914



The first Austrian offensive against tiny Serbia had been bloodily repulsed, but in November the Austrians tried again. This time the Serbians were forced to give ground, and by December 3rd the Serbian capital had fallen.

**Defenders: Serbians.** 6 riflemen armed with Berthier bolt action carbines (3-round magazine). Each rifleman has only 2 clips of ammunition, one of which is in the carbine initially. Two riflemen are set up initially in each of three dugouts.

**Attackers: Austrians.** 12 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with a Steyr automatic pistol (8-round magazine) and sabre.

### Scenario 5: The Attack on Lodz, November, 1914



In mid-November, Mackensen's newly formed German 9th Army attacked in the center of the Eastern Front and nearly surrounded the Russian First and Second Armies. The Russian Grand Duke Nicholas reacted quickly, however, shifting the Fifth Army north to hit the exposed German southern flank. It nearly succeeded in surrounding the Germans, but was stopped by the 25th Reserve Corps at Lodz.

**Defenders: Germans.** 4 reserve riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 2 reserve

grenadiers, 1 reserve officer with a Luger automatic pistol (8-round magazine) and sabre. The defenders are initially placed in any dugout or combination of dugouts.

**Attackers: Russians.** 10 riflemen armed with Winchester Model 95 lever action rifles (5-round magazines), 1 officer armed with a Nagant 7-shot revolver and a sabre.

#### Scenario 6: The Fall of Tsingtau, November, 1914



Early in the war the Japanese and a small British contingent bottled up the German colonial troops in China in their small coastal enclave at Tsingtau. After a lengthy siege, the Japanese launched their assault.

**Defenders: Germans.** 4 reserve riflemen armed with Mauser Model 89 bolt action rifles (5-round magazines), 1 reserve officer armed with a Luger automatic pistol (8-round magazine) and sabre, 1 reserve grenadier. Set up in any dugout or combination of dugouts.

**Attackers: Japanese.** 14 riflemen armed with Arisaka Type 38 bolt action rifles (5-round magazines), 1 officer armed with a Nambu Model 1904 automatic pistol and sabre, 1 grenadier.

**Special Rule — Sabre Duel:** As soon as the German officer can see the Japanese troops, he may challenge the Japanese officer to a sabre duel, which the Japanese officer will accept. Once the challenge is made, no soldier of either side may move until the duel is concluded. Both officers are moved to the center of the map, between the two forces, and conduct melees until one has been incapacitated (killed or seriously wounded). If one officer is left standing after the duel, the other side's troops are demoralized for the remainder of the scenario, and may not conduct any action at all on the turn following the conclusion of the duel. (Historically, the Japanese officer won the duel, and his men then quickly overran the German redoubt.)

#### Scenario 7: Putnik's Counteroffensive, December, 1914



Having received a supply of badly-needed ammunition, Putnik's Serbians went over to the attack and threw the Austrians back from much of their captured territory.

**Defenders: Austrians.** 5 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 grenadier. Two Austrians must be placed initially in dugout D. Other Austrians may be placed in any dugout or combination of dugouts.

**Attackers: Serbians.** 12 riflemen armed with Berthier bolt action rifles (5-round magazines), 1 officer armed with a 6-shot revolver and sabre, 2 grenadiers.

#### Scenario 8: Winter Battle of Masuria, February, 1915



As the northern arm of a giant pincer attack designed to pocket much of the Russian army, the German Eighth Army attacked Russian positions around the Masurian Lakes in conditions of intense cold and heavy snow.

**Defenders: Russians.** 4 riflemen armed with Moissin-Nagant bolt action rifles (5-round magazines). All 4 Russians are placed initially in any one dugout.

**Attackers: Germans.** 8 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with a Luger automatic pistol (8-round magazine) and sabre.

**Special Rule — Intense Cold:** To duplicate the effects of the cold and snow, treat both sides as demoralized.

#### Scenario 9: Gorlice-Tarnow, May, 1915



In the spring of 1915 the German command decided to withdraw strong forces from the west and launch a knock-out blow against Russia. The Eleventh Army along with the Austrian Fourth Army struck the Russian Third Army on May 3, following the most intense artillery preparation on the Eastern Front to date. The Russians soon caved in and the breakthrough was accomplished.

**Defenders: Russians.** 6 riflemen armed with Winchester Model 95 lever action rifles (5-round magazines), 1 officer armed with a Mauser automatic pistol (10-round magazine) and sabre, 1 grenadier. Two Russian soldiers must be placed initially in each dugout.

**Attackers: Germans.** 8 riflemen armed with Mauser Model 98 bolt action rifles, 1 officer armed with a Luger automatic pistol (8-round magazine) and sabre, 1 grenadier. **Austrians.** 6 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines).

**Special Rule — Demoralization:** Because of the sorry state of the Austrian army by this point, all Austrians are treated as demoralized. Due to the intensity of the preparatory bombardment, all Russians are treated as demoralized.

#### Scenario 10: First Battle of the Isonzo, June, 1915



With Italy's entry into the war on the side of the Allies, the scales seemed to tip heavily against the Central Powers. However, a formidable barrier stood between the Italians and the Austrian positions: the Isonzo River. In June, the Italians hurled their first major assault at the Austrians entrenched on the dominating high ground on the far banks.

**Defenders: Austrians.** 5 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 grenadier. Two Austrians are placed initially in each of three dugouts.

**Attackers: Italians.** 10 riflemen armed with Mannlicher-Carcano bolt action rifles (6-round magazines), 1 officer armed with Glisenti automatic pistol (7-round magazine).

#### Scenario 11: Nasiriya, June, 1915



In Mesopotamia, British Imperial forces began advancing up the Tigris River valley against scattered Turkish resistance. In June the leading British force, the 6th Indian Division, repulsed a large Turkish counterattack at Nasiriya.

**Defenders: Indians (use British).** 4 riflemen armed with SMLE bolt action rifles (10-round magazines), 1 grenadier. All five soldiers are initially placed on any combination of firing steps and/or in the weapons pit.

**Attackers: Turks.** 12 riflemen armed with Mauser Model 89 bolt action rifles, 1 officer armed with a Mauser automatic pistol (10-round magazine) and sabre, 1 grenadier.

**Special Rule — Turkish Demoralization:** If the Turkish officer is killed or seriously wounded, the Turkish troops become demoralized. The Turkish troops will not move forward on any turn while the Turkish officer is hiding in a shell crater.

#### Scenario 12: "By Suvla's Waves", August, 1915



The initial British, French, and ANZAC landings at Gallipoli were stymied, in large part due to the energetic and inspired defense of the Turkish division commander Mustapha Kemal, later to become the moving force behind the creation of modern Turkey. In an attempt to bypass the Turkish defenses, the Allies landed at Suvla Bay in August and launched English, Irish, and ANZAC battalions against the surrounding, dominating high ground.

**Defenders: Turks.** 4 riflemen armed with Mauser Model 89 bolt action rifles (5-round magazines), 1 officer with a Mauser automatic pistol (10-round magazine) and sabre, 1 grenadier. All six Turks are placed initially on any combination of firing steps and/or the weapons pit.

**Attackers: Irish (use British).** 13 riflemen armed with SMLE bolt action rifles (10-round magazines), 2 grenadiers. **British.** 1 officer armed with a Webley 6-shot revolver.

#### Scenario 13: "They Shall Not Pass!", February, 1916



1916 was to be the year the Germans knocked France from the war. The plan was to attack in a sector where the French could not afford to give ground and thus suck the French army into a gigantic battle of attrition. The plan worked, but the Germans lost sight of their original purpose and, in trying to achieve a breakthrough their plan did not require, bled their own army white as well.

**Defenders: French.** 5 riflemen armed with Lebel Model 1886 bolt action rifles (8-round magazines), 1 officer armed with a six-shot revolver, 1 grenadier. The French are initially placed in any combination of dugouts.

**Attackers: Germans.** 11 reserve riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 reserve officer armed with a Luger automatic pistol (8-round magazine) and sabre, 2 reserve grenadiers.

#### Scenario 14: Fifth Battle of the Isonzo, March, 1916



Stymied four times the previous year in their attempts to breach the line of the Isonzo, the Italians renewed their efforts to help relieve pressure on the French at Verdun.

**Defenders: Austrians.** 5 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 grenadier. The Austrians are placed initially in any dugout or combination of dugouts.

**Attackers: Italians.** 12 riflemen armed with Mannlicher-Carcano bolt action rifles (6-round magazines), 1 officer armed with a Glisenti automatic pistol (7-round magazine).

#### Scenario 15: The Brusilov Offensive, June, 1916



As both the Czarist army of Russia and the Austrian Imperial Army seemed to be disintegrating, General Alexei Brusilov, perhaps the most able of the Russian generals, put together one last major offensive which nearly drove Austria from the war.

**Defenders: Austrians.** 4 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with

a Steyr automatic pistol (8-round magazine) and sabre, 1 grenadier. The Austrians are initially deployed two each in any three dugouts.

**Attackers: Russians.** 5 riflemen armed with Moissin-Nagant bolt action rifles (5-round magazines), 9 unarmed riflemen, 1 officer armed with a Mauser automatic pistol (10-round magazine) and sabre, 1 grenadier.

**Special Rules:** All Austrians are demoralized. Due to a near-total breakdown in the Russian supply system, only about a third of the Russian troops went into action armed. Unarmed soldiers picked up the weapons of fallen comrades and continued the advance. The Russian player must designate which riflemen are armed at the beginning of the scenario. Unarmed riflemen will not advance farther than the armed riflemen. When an armed rifleman is killed, invert his counter in the hex to mark where the rifle is. An unarmed rifleman may pick up the rifle by ending a turn of movement in the hex, at which point the inverted counter is removed.

#### Scenario 16: The Somme, July, 1916



After the most massive artillery preparation in history, the British attacked and suffered catastrophic casualties.

**Defenders: Germans.** 4 reserve riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 2 reserve grenadiers. The six Germans are initially placed two each in any three dugouts.

**Attackers: British.** 12 riflemen armed with SMLE bolt action rifles (10-round magazines), 1 officer armed with a Webley 6-shot revolver, 1 grenadier.

#### Scenario 17: Arras, April, 1917



In the spring of 1917 the British launched a major offensive at Arras, which again suffered crippling casualties for little gain. The high point of the offensive was the capture of much of Vimy Ridge by Canadian troops.

**Defenders: Germans.** 4 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 German grenadier. The Germans are initially placed in any dugout or combination of dugouts.

**Attackers: Canadians (use British).** 7 riflemen armed with SMLE bolt action rifles (10-round magazines), 1 officer armed with a Webley 6-shot revolver.

#### Scenario 18: Tenth Battle of the Isonzo, May, 1917



Encouraged by the rapid disintegration of the Austrians on other fronts, the Italians again attempted to breach the Isonzo.

**Defenders: Austrians.** 6 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 grenadier, 1 officer armed with Steyr automatic pistol (8-round magazine) and sabre. Place two men in each of three dugouts.

**Attackers: Italians.** 13 riflemen armed with Mannlicher-Carcano bolt action rifles (6-round magazines), 1 officer armed with a Glisenti automatic pistol (7-round magazine), 2 grenadiers.

**Special Rule – Austrian Demoralization:** All Austrians are demoralized.

### Scenario 19: Caporetto, October, 1917



Alarmed by the gains made by the Italians along the Isonzo, and concerned with keeping Austria in the war, the Germans shifted seven divisions south and formed the Austro-German Fourteenth Army under General Otto von Bulow. In a thunderous attack the Germans and Austrians routed the Italian Second Army. This battle is also known as the twelfth battle of the Isonzo.

**Defenders: Italians.** 5 riflemen armed with Mannlicher-Carcano bolt action rifles (5-round magazines), 1 officer armed with a Glisenti automatic pistol (7-round magazine), 2 grenadiers. Two soldiers are initially placed in each dugout.

**Attackers: Germans.** 2 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with a Luger automatic pistol (8-round magazine) and sabre. **Austrians.** 6 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with a Steyr automatic pistol (7-round magazine) and sabre, 1 grenadier.

**Special Rules:** All Austrian and Italian troops are demoralized. The Germans have infiltrated through Italian lines and appear anywhere along the edge of the map in the Italian rear.

### Scenario 20: The Ludendorff Offensive, May, 1918



With Russia finally out of the war, the Germans were able to shift massive numbers of troops back to the west in a final attempt to win the war before newly-arriving American reinforcements tipped the scales inevitably against them.

**Defenders: British.** 9 riflemen armed with SMLE bolt action rifles (10-round magazines), 1 officer armed with a Webley 6-shot revolver, 2 grenadiers. Three British soldiers are placed initially in each dugout.

**Attackers: Germans.** All German and German reserve soldiers are used. All riflemen are armed with Mauser Model 98 bolt action rifles (5-round magazines), and both officers are armed with Luger automatic pistols (8-round magazines) and sabres.

### Scenario 21: Belleau Wood, June, 1918



With the Ludendorff offensive blunted and more U.S. troops arriving, the Allies began to take the offensive and American soldiers received their baptism of fire. One of the first U.S. actions was the capture of Belleau Wood by the Marine Brigade.

**Defenders: Germans.** 6 reserve riflemen armed with Mauser Model 98 bolt action rifles, 1 reserve officer armed with a Luger automatic pistol (8-round magazine) and sabre, 2 reserve grenadiers. Three German soldiers are placed initially in dugout D; the remainder are placed in any other dugout or combination of dugouts.

**Attackers: Americans.** 10 riflemen armed with 1903 Springfield bolt action rifles (5-round magazines), 1 officer armed with a Colt .45 automatic pistol (7-round magazine), 2 grenadiers, 2 soldiers armed with shotguns (5-round magazines), 1 soldier armed with a BAR (20-round magazine).

## CHACO WAR SCENARIOS

### Scenario 22: Nanawa, 1933



The Bolivian Army, under the command of the Prussian general Hans Kundt, attempted a drive on the Paraguayan capital of Asuncion to end the war quickly. It stalled at the Paraguayan fortification of Nanawa and soon settled down to trench warfare.

When the Bolivian assault finally came, it was after an inadequate artillery preparation and suffered tremendous casualties.

**Defenders: Paraguayans.** 5 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 automatic rifleman armed with a BAR (20-round magazine). The defenders are placed initially on any firing step, the weapons pit, or any combination of the above.

**Attackers: Bolivians.** 11 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with a 6-shot revolver and a sabre, 1 automatic rifleman armed with a BAR (20-round magazine), 1 grenadier.

### Scenario 23: Canada Strongest, 1935



With the war carried deep into Bolivian territory, the last battleworthy Bolivian regiments were concentrated under Cavalry Corps *Toro* and prepared for a counteroffensive. The Paraguayans struck first, however, cutting off the dismounted Bolivian cavalrymen from their only source of water.

**Defenders: Bolivians.** 8 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with a 6-shot revolver and sabre, 1 grenadier. The defenders are placed initially two each in dugouts A and C, and three each in dugouts B and D.

**Attackers: Paraguayans.** 11 riflemen armed with Mauser Model 98 bolt action rifles (5-round magazines), 1 officer armed with a 6-shot revolver, 1 automatic rifleman armed with a BAR (10-round magazine), 1 grenadier.

**Special Rules:** To cover the effects of extreme thirst, treat all Bolivians as demoralized. There are no puddles on the map (treat as clear terrain).

## GAME CREDITS

*Designer:* Frank Chadwick.

*Developer:* John Harshman.












































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# SOLDIER TYPES

# TRENCHFOOT

<i>Nationality</i>	<i>Officer</i>	<i>Rifleman</i>	<i>Grenadier</i>	<i>Nationality</i>	<i>Officer</i>	<i>Rifleman</i>	<i>Grenadier</i>	<i>BAR Gunner</i>	<i>Shotgun</i>
German				American					
German Reserve				British					
Austrian				French					
Turkish				Russian					
Japanese				Bolivian					
Italian				Paraguayan					
Serbian									

## FALLING DOWN TABLE

<i>Plotted Action</i>	<i>Die Roll to Fall</i>
Run, Jump	2
Trot	1
Walk, Stand up	0
Throw Grenade	-1
Any other action	No chance

## Die Roll Modifiers

In engaging in melee that turn (plotted or not) . . . . .	-1
If plotted to rechamber . . . . .	-1
If in a puddle at any time during the turn. . . . .	-1
If wounded . . . . .	-1
If demoralized . . . . .	-1

## FIRE COMBAT TABLE

<i>Die Roll</i>	<i>Pistol</i>			<i>Rifle or BAR</i>			<i>Shotgun</i>		
	<i>Aimed</i>	<i>QS (1-10)</i>	<i>QS (11+)</i>	<i>Aimed</i>	<i>QS (1-10)</i>	<i>QS (11+)</i>	<i>Aimed</i>	<i>QS (1-10)</i>	<i>QS (11+)</i>
1	Kill	Kill	(Wound)	Kill	Kill	Wound	Kill	Kill	Wound
2	Wound	Wound	Miss	Kill	Wound	(Wound)	Kill	Kill	Wound
3	(Wound)	(Wound)	Miss	Wound	(Wound)	Miss	Wound	Wound	(Wound)
4	Miss	Miss	Miss	Wound	Miss	Miss	(Wound)	(Wound)	Miss
5	Miss	Miss	Miss	(Wound)	Miss	Miss	Miss	Miss	Miss
6	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss

- Notes: 1. Wound results in parentheses are changed to a miss if the target soldier is under cover.  
2. Add 1 to the die roll if the target soldier is under cover on a firing step.

## GRENADE TABLE

<i>Die Roll</i>	<i>Distance from Explosion</i>				
	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
1	Kill	Kill	Wound	Wound	Wound
2	Kill	Wound	Wound	Wound	Miss
3	Wound	Wound	Wound	Miss	Miss
4	Wound	Wound	Miss	Miss	Miss
5	Wound	Miss	Miss	Miss	Miss
6	Miss	Miss	Miss	Miss	Miss

Die Roll Modifier: If the target soldier is prone, add 1.

## MELEE TABLE

<i>Difference</i>	<i>Effect on Loser</i>
0 or 1	No Effect
2 or 3	Wound
4 or more	Kill
<b>Melee Values</b>	
<i>Weapon</i>	<i>Value</i>
Unarmed or prone	0
Pistol	1
Shotgun, BAR, Sabre	2
Bayonet, Japanese sabre	3
Entrenching tool	4

## GRENADE SCATTER TABLE

<i>Die Roll</i>	<i>Range</i>		
	<i>Short (1-6)</i>	<i>Medium (7-14)</i>	<i>Long (15+)</i>
1 or 2	No scatter	Scatter	Scatter
3 or 4	No scatter	No scatter	Scatter
5 or 6	No scatter	No scatter	No scatter

## WEAPON INFORMATION CHART

<i>Weapon</i>	<i>Shots per turn</i>	<i>Rechamber</i>	<i>Reload</i>
SMLE bolt-action rifle	1	1 turn	2 turns per clip*
All other bolt-action rifles	1	2 turns	2 turns
Lever-action rifles	1	1 turn	1 turn per round†
Shotgun	1	1 turn	1 turn per round†
Automatic rifle (BAR)	4**	Not needed	2 turns
Automatic pistol	2**	Not needed	2 turns
Revolver	1	Not needed	2+ turns††

## Notes:

\*The ten-round magazine of the SMLE (Short Magazine Lee Enfield) is loaded by inserting two five-round clips. The rifle can be fired after loading only one clip if the player chooses.

\*\*This is the number of rounds that can be fired if aiming; one round less can

be fired if plotted only for a quick shot. When aiming, only the first round fired counts as aimed; remaining rounds count as quick shots.

† The weapon can be fired after loading only one or a few rounds if the player chooses.

†† The first turn of reloading is spent ejecting used cartridges. In each subsequent turn of reloading, one round is inserted. Reloading may be halted at any time, but if the gun is fired, another turn must be spent ejecting used cartridges before more rounds can be inserted.



## PLANNED ACTION SUMMARY

Trenchfoot

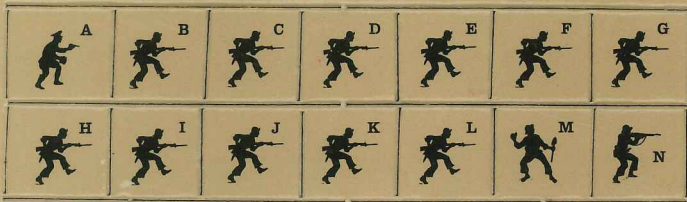
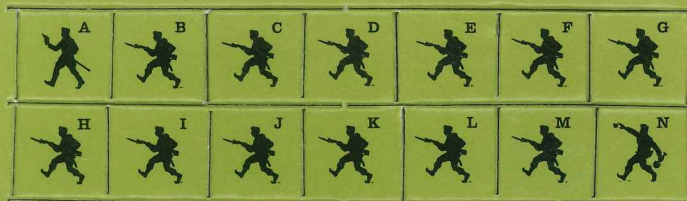
<i>Planned Action</i>	<i>Abbreviation</i>	<i>Movement Points</i>	<i>Prone</i>	<i>Standing</i>	<i>Quick Shot Possible?</i>	<i>Optional Action</i>	<i>Substitute Action</i>
Walk	W	1 or 2	no	yes	yes	M, RC	C
Trot	T	3 or 4	no	yes	yes	M, RC	C
Run	R	5 or 6	no	yes	yes	M, RC	C
Jump	J	2	no	yes	sub	none	C
Leave Trench	LT	1	no	yes	no	none	C
Aim	A	none	yes	yes	sub	none	RC, C
Load	L	none	yes	yes	no	none	none
Pull Pin	PP	none	yes	yes	no	none	none
Throw Grenade	TG	none	yes	yes	no	none	none
Lie Down	LD	none	no	yes	no	none	C
Stand Up	SU	none	yes	no	no	none	none
Draw Sabre	DS	none	no	yes	no	none	C
Draw Pistol	DP	none	yes	yes	yes	none	C
Stand Still	SS	none	yes	yes	yes	RC	none

### Explanation

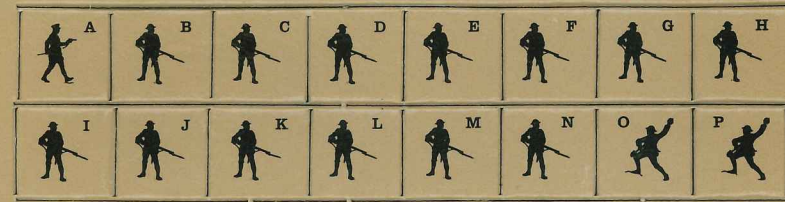
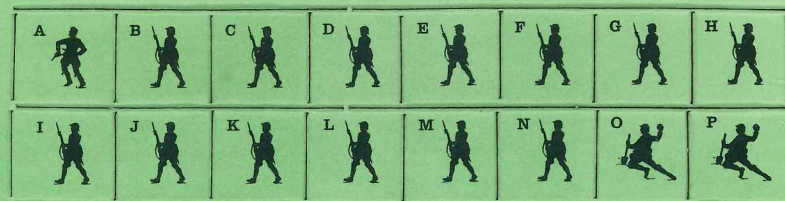
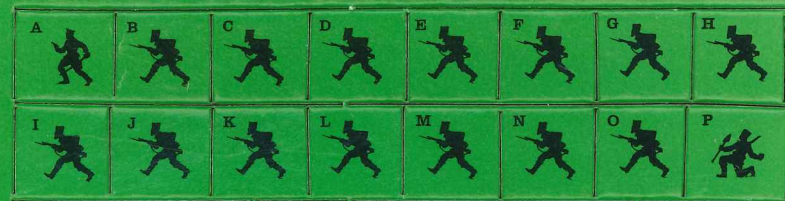
This table explains several features of the various planned actions. The first two columns give the name and abbreviation of the action. The third gives the number of movement points a soldier performing the action must expend. The fourth and fifth state whether the action can be performed by prone or standing soldiers. The sixth indicates whether the action allows an optional plot of *quick shot*; *yes* means a quick shot may be added to the planned action, while *sub* means a quick shot may be substituted for the planned action. The last two columns indicate which other optional actions may be plotted, in addition to the planned action or as a substitute for it.

Abbreviations for the optional actions are C = crawl, QS = quick shot, RC = rechamber, and M = melee.

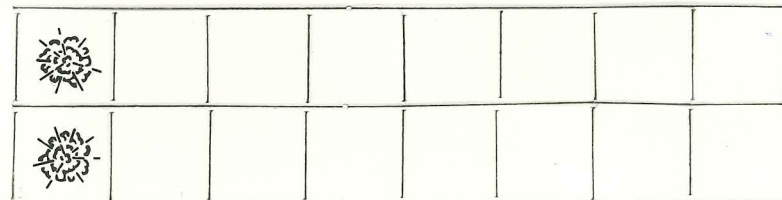
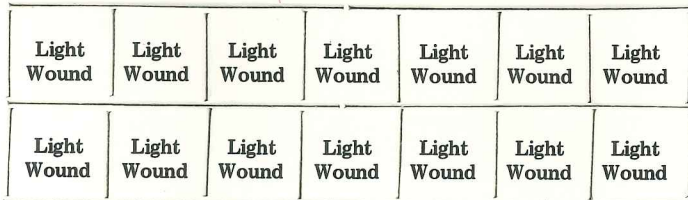
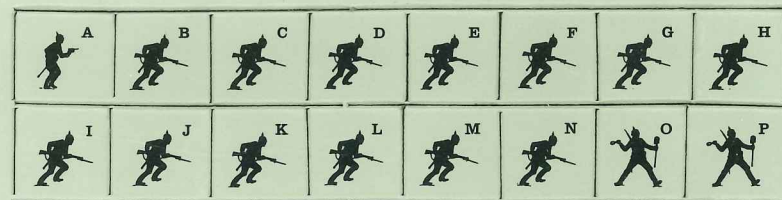
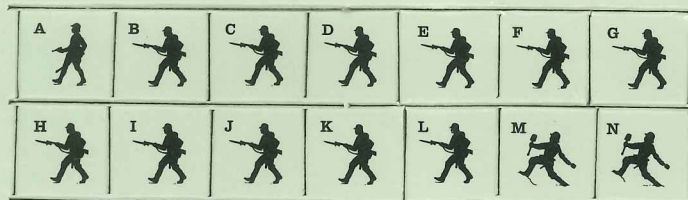
# TRENCHFOOT: Sheet A



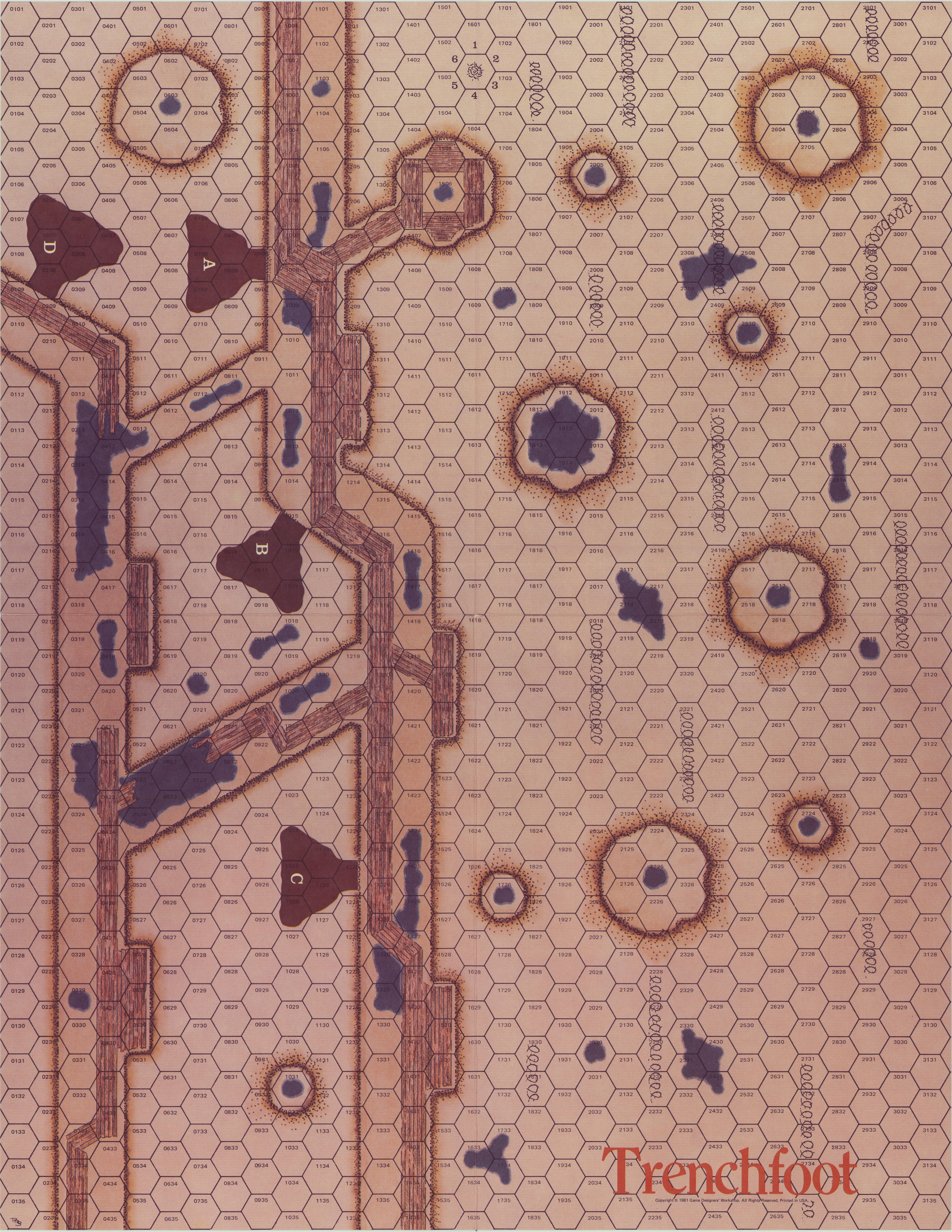
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Prone	Prone	Prone	Prone	Prone	Prone	Prone



# TRENCHFOOT: Sheet B







Trenchfoot

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