

Trenches of Valor – special Solo rules and extra scenario's by 'podgispotion'

Solo Rules:

For deployment of defenders, roll d6 for random placement in relevant hexes outlined in the scenario.

'Hidden' units such as those in dugouts will activate as per the rules if **within 6 hexes** to a raider and a **d6 roll is equal to or more than the range** in between the raider and defender, otherwise they remain inactive. Roll to try and activate hidden units once every every turn.

Once activated, defenders will always move towards their nearest raider, but stop when within their own firing range.

P.1 The Leipzig Salient

On the night of 5/6th June 1916, a raiding party of the 'Lonsdales' – 11th Battalion, 10th Border Regiment, led by Lt William Barnes, conducted a trench raid opposite the Leipzig salient. They were to capture prisoners and check the defences of the Granatloch quarry trench system, which they were to assault on July 1st - the opening day of the Somme offensive. Four officers, twenty five NCO'S and fifty five other ranks took part. They entered the enemy trenches after a short barrage, the wire being cleared using Bangalore Torpedoes. Details of the trench layout including dugout positions were noted and illustrated later. Some German prisoners were taken, although not all made it back to the British lines as their own counter barrage made things difficult. Lt Barnes and five other Lonsdales were killed on this raid. Lt Barnes was killed returning to no-mans land for a revolver he dropped...

Map 2

Defending: Germans

3 dugouts set up in 0403, 0407 and 0312

Special terrain features 1 and 2 set up in: 0211 and 0111

2 H + 2 G + 2 R and 4 decoys set up in entry hex(es) D and/or E, dugouts and 0111.

1 L + 1 G set up in 0211

Raiding: British

1 cut wire 0405

1 L + 1 H + 1 G + 1 R set up in 0405

3 G + 1 R set up in 0304

Time: 10 game turns

Score: 2 VPs per dugout cleared and 1 VP for ever first entering hexes 0610 to 0613.

Victory: 9 VPs

Special Rules:

The Special terrain features represent areas of a sap (treat as a trench hex) that is connected to 0310.

P.2 A Yankee in the trenches

R Darby Holmes, an American, as described in his book 'A Yankee in the trenches', joins the British army and once in France soon takes part in a trench raid with his adopted regiment the Royal West Surreys near Bully Grenay in the Arras sector during Spring 1916. Several assault groups each targeting different areas of the enemy line made up a total raiding force of about sixty men, the objective being to cause as much destruction to the enemy as possible. The raiders faced some initial resistance, but R Darby Holmes with nine of his platoon managed to bayonet and bomb their way along the traverses of their allocated trench system and destroy key positions with explosives. The retreat was sounded just in time as increasing numbers of

German defenders, who had now been alerted to the raid, threatened to overwhelm the raiders. The overall result of the operation was seen by the general staff to be a great success with over a hundred German casualties plus six machine gun posts, several dug outs and a mine shaft being destroyed. Nineteen raiders were killed or listed as missing...

Map 1

Defending: Germans

1 dugout sets up in 0309

Special terrain feature 1 sets up in 0212

1 MG sets up 0307

2 R set up in 0304 & 0413

1 G sets up in 0409

2 R + 2 decoys set up in 0309

3 G + 2 H + 5 decoys set up in entry hex(es) B and/or D

Raiding: British

2 cut wire hexes : 0108 and 0204

1 R + 3 G + 1 E set up in 0108

Time: 9 game turns

Score: 3 VP if dugout is cleared, 5 VP for the mine shaft to be destroyed and 3 VP for the MG position, 1 VP per German unit eliminated.

Victory: 13 VPs

Special rules:

The Special terrain feature represents the entrance to a mine shaft, used by the Germans to tunnel towards the British lines.

The German units in entry hexes B and D may not be activated until turn 4.

P.3 Welch Rarebit

Deployed north of the Ypres salient at Boesinghe, the 16th Welch Rgt were dug in along the Ypres-Yser canal facing the German trenches on the other bank. Opposing them

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was the 2nd Btn 388 Landwehr Rgt which had been badly mauled in the fighting around Arras. On the night of the 5th June 1917 a raid was planned by the British to kill or capture any enemy encountered to secure identification of this unit. Two parties, each composed of thirteen men and an officer from A and B companies crossed the canal on specially constructed roll mats and successfully entered the enemy trenches at two points under a trench mortar barrage and covering Vickers fire. The party commanded by Lt A.O. Jones managed to invest 40 yards of the enemy lines and secure three prisoners from a dugout. The other party met stiffer opposition and suffered casualties including their officer Lt J.O. Jones who was reported missing. After the raid, interrogation of the German prisoners revealed the identity of the enemy unit who proved to have poor morale and lack of confidence in their local commanders.

Map 1

Defending: Germans

3 dugouts set up in hexes 0306, 0308 and 0508

Special terrain feature sets up in entry hex A

1 R sets up in 0508

1R + 1 G + 1 H set up in entry hex G

2 R + 2 G + 1 H + 1 L + 4 decoys set up in hex(es) 0306 and/or 0308

Raiding: British

2 cut wire hexes: 0103 and 0111

1 L + 2 R + 2 G set up in 0103

2 R + 2 G set up in 0111

Time: 8 game turns

Score: 3 VPs per dugout cleared, 1 VP per German unit eliminated.

Victory: 14 VPs

Special Rules:

The Special terrain feature represents a wired section of trench which is impassable.

P.4 The Body Snatchers

At Roclincourt, in the Arras sector, the 9/14th Btn London Rgt (London Scottish) received orders for a trench raid to take place on the night of 29th/30th September 1916:

1. Capture prisoners
2. Obtain identification and
3. Any article of military use
4. Cause havoc among the enemy

A total of two officers, nine NCO's and over forty other ranks formed the raiding force. They were divided into two blocking parties, an advance party, a body snatching party and a covering party which included Lewis gun support. The raid was timed to last for a maximum of 15 minutes before the withdrawal was to be ordered. Breaches in the enemy wire had been made by trench mortars. Even though a diversionary barrage was prepared to fool the defenders, the raiders were detected and fired upon by the Germans. Once in the enemy fire trench, the left blocking party and body snatching party were met by eight defenders who were eventually overcome. Three Germans were taken prisoner but due to the terrain great difficulty was encountered getting them back to the British trenches. Two of the Londoners were wounded and two reported missing.

Map 1

Defending: Germans

1 R sets up in 0409

1 R + 1 G set up in 0311

2 H + 1L + 1R + 2 decoys set up in entry hex(es)A and/or G

Raiding: British

3 cut wire hexes : 0102 , 0107 , 0109

1 G + 1 R set up in 0102

1 G + 1 H set up in 0107

1 G + 1 R set up in 0208

1 G + 1 R set up in 0210

Time: 5 game turns

Score: 1 VP per German unit eliminated, 3 VPs per German prisoner exited.

Victory: 11 VPs

Special rules:

Germans may be taken prisoner if 'eliminated' in combat by an adjacent British unit. Place the prisoner unit under the eliminating unit or other unit if stacked in the same hex. Captors move and fight as normal but may be exited with their prisoner before turn three. If the captor is eliminated, the German unit regains its own actions.

P.5 Featherstone's Trench Raid

This scenario was taken from Donald Featherstone's Skirmish Wargaming book. The British raiders have been tasked with entering the enemy trenches to identify the German regiment facing them. Lt Lindsay and his chosen men drop into the trenches, a dugout reveals nothing but a glimmer of light is detected coming from a pillbox further down the trench. Lt Lindsay decides to investigate but will the Germans led by Hauptmann von der Tann foil his plans?

Defending: German

1 Dugout in 0310

Special Terrain Feature 1 in 0309

Special Terrain Feature 2 in 0403 +

1 MG , 2R , 1G

1L , 1H , 2R , 1G + 6 Decoys set up

in entry hexes C , D and/or Dugout in 0310

Raiding: British

1 Cut Wire : 0109 + 1L , 2H + 2G

Time: 9 Game Turns

Score: 3 VP if Dugout cleared, 5 VP

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if MG eliminated

Victory: Raider's must exit a German prisoner and score 7 VP's

Special Rules:

Special Terrain Feature 1 is a destroyed part of the trench line, units entering and exiting only pay 1 move point rather than 2.

Special Terrain Feature 2 is a protected MG position, add one (+1) to attack die rolls targeting this hex (in addition to trench hex's die roll modifier)

Taking a prisoner: A Raiding unit that 'eliminates' an adjacent Defender may stack the unit with it and move to exit. Exiting prisoners may take place before game turn 3. If the raiding unit is eliminated the prisoner may take actions as usual.

P.6 A raid on the 'Plague Boil'

NW of Epoye, 21st June 1917. German unit I.R. 159, after heavy fighting at Verdun in 1916 and more recently in Champagne, found itself opposite a French position nicknamed the 'Pestbeule'. Operation Rosenblute, a large scale trench raid, was planned with the aim of destroying this troublesome place. Sturmtrupp units were tasked with taking prisoners, capturing material and causing as much damage as possible. Each unit comprised of 4 NCOs and 20 other ranks and were well equipped with explosives and grenades to help destroy enemy bunkers and dug outs. Minenwerfer and artillery prepared the way for the assault and brought such heavy fire to bear that the men said they hadn't experienced such support fire since Verdun - the French trenches suffered terribly from it's effect. The sturmtruppen advanced shortly after, breaking through two trench lines before their

own support fire forced them back. Although coming under MG fire and an attack by a French assault group, many dugouts were destroyed and 27 of the dazed frontline defenders were taken prisoner with a similar number being killed. The French were well aware of sturmtrupp tactics by this period of the war so most of the defenders had been ordered back when the attack began. A counterattack was launched but too late to catch the retreating Germans. Although a success, the raid didn't have a long term effect on French operations.

Map 2

Defending: French

3 dugouts 0407 , 0310 , 0509

1 H + 1R + 4 Decoys deployed in one or more dugouts

MG: Special terrain feature 1 in 0308

Reinforcements arrive at the start of turn 4

3 R entry hex D ,

1L + 2R entry hex E

Raiding: German

1 Cut Wire each : 0208 , 0209

1E + 2G: 0107

2G + 1E + 1L: 0109

Time: 7 Game Turns

Score: 2 VPs per Dugout cleared ; 2VPs MG position eliminated

Victory: 11 VPs

Special Rules:

Special terrain feature 1 is a fortified French MG position, it has the same attributes as any other MG unit except Grenade fire against is at -2 modifier, Engineer fire at -1.

Because of the intensive fire support, French defenders may not move or fire in the 1st turn.