Trenches of Valor Expansion Kit 1

[1.0] INTRODUCTION

The Trenches of Valor Expansion Kit provides additional rules and counters to enhance the gameplay possibilities for daring World War I trench raids.

You must own a copy of Victory Point Games' Trenches of Valor to use this Expansion Kit. Whenever there is a conflict between the rules in this Expansion Kit and the game's rules, the Expansion Kit rules take precedence.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 11" x 17" map [2] with tables
- 12 3/4" square game pieces
- 1 Rules booklet

Map 2

This Expansion Kit includes a new map (#2). While all of the scenarios in the Standard Game are played on Map 1, be sure to check each new scenario included in this Kit to see if it is played on Map 1 or 2.

[11.0] NEW UNIT NOTES

The specific unit types in this Expansion Kit represent:

Leader (L*): During trench raids of WW1, leaders were equipped more lightly for combat, often with only a standard issue pistol or revolver. Their task during a raid was to keep a semblance of order amid the chaos, stay focused on and direct it toward the objective (for the raiders) or ascertain and thwart the raiders' plans (for the defenders). Their great, on-the-spot benefit was their ability to coordinate activities and directly lead their men to exert themselves.
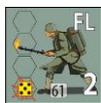
Engineer (E)s: These represent units armed primarily with heavy explosives, just right for taking out a heavily defended, entrenched position. Although these are highly trained and skilled forces, their heavy equipment burden slows them down.

Flamethrowers (FL): Invented in their modern form by Germany prior to the war, they found their first marked success in the trenches in 1915. It was their use in mobile flamethrower units at the battle of Verdun in 1916 that proved them a force to be reckoned with. Flamethrower assault squads of six men (two per machine) were added to stormtrooper battalions. If the equipment didn't explode during use, these soldiers were still prime targets for irate defenders who despised the psycho-logical impact of this weapon.

[12.0] LEADERS

One Leader counter is provided for each nationality and is used as indicated in this Expansion Kit's scenario set up instructions.

General Rule

A Leader can be used just as any other unit, taking its one **Action** per turn in the normal manner.

In addition, it may "**Command**" **one** (and only **one**) *other* **friendly unit per turn** to perform a **Double Action** (an exception to Rule 5.0) as described below.

[12.1] The Attack-Move Double Action:

One unit that begins that Player Turn in the same hex as its Leader can perform its normal Attack Action (7.0), and then be **commanded** to immediately conduct a free Move Action (6.0).

[12.2] The Move-Attack Double Action:

In lieu of conducting an Attack-Move Double Action that Player Turn, *one* friendly unit that is moved from, through, or into the same hex as its Leader may, at the conclusion of its Move Action (6.0), be **commanded** to immediately perform a free Attack Action (7.0).

[12.3] Incorporating Leaders into the Standard Game Scenarios:

If both players agree, Leaders can be included in the original Trenches of Valor scenarios (10.0). Find the scenario below and use the revised Victory Point value (where listed) for play balance.

1. Pope and Pioneer Posts

Defending: British

1 **Leader**: any Trench hex with a defending unit

Raiding: German

1 **Leader**: 0107

2. The Railway Salient

Defending: Germans

1 **Leader**: any Entry hex

Raiding: British

1 **Leader**: 0201 or 0212

Victory: 15 VPs (increased by 1 VP; *Standard Scenario errata = 14VPs)*

3. Pinetree Knob

Raiding: German

1 **Leader**: 0306 or 0308

4. *Troy* and *Thunder* Patrol

Raiding: Canadian

1 **Leader**: 0103 or 0111

5. Loos Raid Counterattack

Defending: Germans

1 **Leader**: 0308

Raiding: British

1 **Leader**: 0301

6. Coming up Shortt

Raiding: Canadian

1 **Leader**: 0205

Victory: 11 VPs (increased by 1 VP)

[13.0] EXPANSION KIT SCENARIOS

In addition to the new scenarios included in this Expansion Kit, some feature Raider reinforcements and use the following Rule:

[13.1] Raider Reinforcements: When a scenario's set up instructions list a unit or units as "Reinforcements," during Set Up those pieces are placed, face-down, on the Game Turns Remaining Track for that turn.

Arrival: At the beginning of the owning player's Player Turn of that Game Turn, arriving reinforcements are placed in any hex(es) of row 01xx that do **not** contain defender units or uncut wire. If no valid placement hexes exist, then those reinforcements are **eliminated** instead.

Actions: Newly placed reinforcement units may take Actions normally on the turn of their arrival.

7. Basserville Outpost Barbeque

Map: 2

Defending: New Zealanders

1 **R** + 1 **LMG**: 0301

1 **R** + 1 **LMG**: 0407

2 **Dugouts**: anywhere on hex row 06XX

1 **G** + 2 **H** + 1 **R**: arranged as desired inside either or both Dugouts

Raiding: Germans

1 **Cut Wire** each: in any 3 Wire hexes in the line closest to No Man's Land

1 **L** + 1 **FL** + **3 G**: arranged as desired in any cut Wire hex or hexes

2 **R**: any hex or hexes on row 01xx

Time: 5 Game Turns

Score: 5 VP for each of hexes 0301 and 0407 if Raider occupied at scenario's end;
1 VP for each Trench hex with a Raider unit in it at scenario's end

Victory: 13 VPs

Special Rule: *No* units are allowed to exit the map into No Man's Land (as per 6.6).

Historical Notes: In July of 1917, the New Zealand Division captured the village of Basseville as part of the preparations for the 3rd Battle of Ypres. It was driven out again after a few days of hard house to house fighting. On the evening of the 28th, just before dusk, the German artillery opened a heavy barrage against the New Zealander's lines now *outside* of the village. Although a defensive artillery and machinegun barrage was soon called in by SOS rockets from the defenders, a raiding party of some 60 Germans attempted to cross No Man's Land. With the help of a flamethrower, some of them managed to capture one outpost, while adjacent sections held out or withdrew temporarily.

8. Point du Jour

Map: 1

Defending: Canadians

4 **Dugouts**: anywhere on hex row 05xx

1 **LMG** + 1 **G** + 1 **R**: 0307

1 **LMG**: 0212

1 **H** + 1 **MG** + 2 **R**: one unit is placed inside each Dugout

1 **L** + 1 **R** + 2 **G**: Arranged as desired at Entry hexes A and/or G

Raiding: Germans

1 **Cut Wire** each: 0102, 0107, 0112

3 **G**: 1 in each Cut Wire hex

1 **G** + 1 **H**: arranged as desired in any Cut Wire hex or hexes

1 **L**: in 0102 or 0112

Time: 9 Game Turns

Score: 2 VP for each **Dugout** cleared.

Victory: 7 VPs

Special Rules: Place a **Special Terrain** marker in 0207; it represents a **Trench** hex connected to 0307 and 0107.

The three **Cut Wire** hexes also contain trenches connected to adjacent Trench hexes (0203, 0207, and 0212, respectively) and to No Man's Land.

No Defender units may be revealed from Entry hexes or Dugouts before Turn 4.

Historical Notes: After a heavy bombardment on the Canadian 2nd Brigade front, in the early morning of 9 April 1918, five strong German parties attempted to break into the Canadian trenches along old communication trenches that crossed No Man's Land. The two parties going for the 7th Battalion were driven off, but two of the three parties coming against the 8th Battalion managed to get some way into their first trench.

Some machine-gunners were taken prisoner and a few dugouts cleared before Captain Mathers led a small counterattack to the rear from his now cut-off outpost against the first raiding party. He rescued the machine-gunners and took several Germans prisoners. The second raiding party met a small group under Lieutenant Thrasher and was driven away. Twelve days later, patrols from the 7th Battalion would use that same communication trench to attack some German outposts *(see Scenario 4 in the Standard Game).*

9. Canadians of Valor

Map: 2

Defending: Canadians

1 **MG** + 1 **R**: 0407

3 **R** + 2 **LMG**: Any Trench hex(es) on row 04xx

5 **G**: Entry hex E

Raiding: Germans

1 **Cut Wire** each: 0202, 0209, 0210

3 **R** + 2 **G** + 2 **H**: arranged as desired in 0104 and/or 0107

1 **L** + 1 **R** + 2 **G** + 2 **E** + 1 **LMG***: Any 4 of these units arrive as reinforcements (13.1) on Game Turn 7; the remaining 3 units arrive on Game Turn 5 – *Note, the Game Turn marker counts **down***

Time: 12 Game Turns

Score: 1 VP for each Trench hex and 2 VPs for each Crater hex with a Raider unit in it at scenario's end

Victory: 7 VPs

Special Rules: *No* units are allowed to exit the map into No Man's Land (as per 6.6).

Place **Special Terrain** markers in 0301 and 0309 to represent **Mine Craters**. These two hexes are still treated as Trench hexes, but are *not* considered connected to adjacent Trench hexes.

*The German LMG only pays 1 MP to enter a mine crater hex.

Historical Notes: On the evening of 26 April 1916, the Canadian 1st Infantry Brigade was surprised by at least two small mines being blown below their trenches. A sudden heavy enemy artillery barrage cut communications with the companies in the forward trenches. In the confusion, several attempts were made by small groups of Germans, some of them (according to some reports) dressed in khaki uniforms, to occupy the gaps in the front created by the mines. 2nd Battalion, on the right of the brigade front, was hit particularly hard. The Germans gained a temporary footing in one trench and later in one forward sap, after several attempts had broken down under heavy machinegun and rifle fire. After both attempts, however, Allied bombing parties were quickly organized to drive them out again.

10. Bullecourt Counterattack

Map: 1

Defending: Australians

1 **L**: 0307

1 **MG*** + 1**R**: 0304

2 R: Entry hex A

1 **G** + **Special Terrain** marker: 0506

1 **R**: 0203

Raiding: Germans

1 **G**: 0310

1 **FL** + 3 **G**: 0311

4 **R**: arrive as reinforcements (13.1) on Game Turn 4 *(and see Special Rules)*

Time: 7 Game Turns

Score: 1 VP for each of hexes 0301, 0302, 0303, 0304, 0305, 0306, 0307, and/or 0506 containing raider units at scenario's end;

*2 VPs for eliminating the defender **MG** unit

Victory: 5 VPs

Special Rule: *No* units are allowed to exit the map into No Man's Land (as per 6.6). *Which they couldn't do anyway as there is no Cut Wire to exit through.*

Raider reinforcements are placed in any open hex(es) of row 06xx (not 01xx).

The **Special Terrain** marker in 0506 represents a **Bombing Post**. Any **G** unit (Defender or Raider) attacking from that hex **subtracts one** (-1) from its die roll.

Historical Notes: The Second Battle of Bullecourt, one of many attempts on the German Hindenburg Line, left the 6th Australian Brigade holding on to a thin sector of the German trenches after the initial attacks on the 3 May 1917. Platoon Commander Lieutenant Wharton and Sergeant Telfer, both of the 2nd Australian Infantry Battalion, were on a patrol in the early morning of 4 May along the former front German trench when they ran into the advance party of a counterattack launched by the 120th Infantry Regiment. A few grenades were thrown at the Germans, who quickly retreated back. After this, the two Australians hurried back to their unit. The Germans pursued them, supported by a flamethrower, but were stopped by the men of 2nd Battalion and grenades thrown from an outpost held by 1st Battalion. A second wave tried to attack across the open but was cut down by machinegun and rifle fire.

11. Jacob's Wall

Map: 2

Defending: Americans (use **British** pieces)

1 **H** + 1 **R**: as desired on any Trench hex(es) on row(s) 03xx or 04xx

1 **Dugout** with 1 **R** inside: 0301

1 **Dugout** with 1 **R** inside: 0407

1 **Dugout** with 1 **R** inside: any Trench hex*

1 **Dugout** with 1 **H** inside: any Trench hex*

*(but see 3.1)

Raiding: Germans

1 **Cut Wire** each: any two Wire hexes in the line closest to No Man's Land

2 **Special Terrain** markers*: any two non-adjacent hexes not containing any units or dugouts

2 **E**: one in each Cut Wire hex

3 **G** + 1 **R**: as desired in any open hex(es) on row 01xx or 02xx (but *not* in Cut Wire hexes)

Time: 8 Game Turns

Score: 3 VP for each **Dugout** cleared; 1 VP for each defender unit eliminated, but not if it was eliminated by an attack from a non-adjacent Raider unit

Victory: 14 VPs

Special Rules: The two **Special Terrain** markers are part of the **Artillery Box Barrage**. The two hexes containing these markers cannot be entered by any units.

Limited Visibility: No attacks are allowed at ranges above 2 hexes.

Alternate History Variant: *Players might want to give the defenders more to fight with, allowing for some nearby defending units to come to the rescue through a hole in the box barrage.*

Place:

1 **L** (American) in any Trench hex on hex rows 03xx – 05xx;

3 **R** + 1 **H** American units in any one Entry hex during the defender's set up

4 Decoys in any other Entry hex

The Raiding Player sets up only one **Artillery Box Barrage** (Special Terrain) marker during set up and it cannot be placed in either Entry hex containing Hidden units.

Change the Victory Goal to 12 VP.

Historical Notes: The American Expeditionary Force started arriving in France in the summer of 1917, but it was no sooner than the end of October that German intelligence first heard of a US unit in the front lines, rumored to be in a quiet sector near Nancy in Lorraine. Major Bedall of the 7th Bavarian Landwehr Infantry Regiment was ordered to immediately carry out a raid to welcome the Americans to the war. Since Bedall and his Regiment had spent almost a year in the same sector of the front, he had already prepared a number of plans for raids against various points of the French lines opposing them. One such plan, code named Jacobsbrunnen ("Jacob's Well"), prepared in April 1917, was used. It had already been rehearsed a number of times, but was always cancelled before being executed. A total of 17 artillery batteries were used to support the raid. Some 200-250 soldiers and officers were to take part in the raid, including 43 stormtroopers of the division's elite assault unit, and 18 pioneers of the 24th Pioneer Battalion. Some units however were used in a feigned raid against a nearby objective, and some artillery diverted to feign an attack on a third objective. Of the remaining Germans participating, many were used as flank protection or in reserve, with a total of some 50 being in the three raiding parties that went into No Man's Land on the night between 2 and 3 November. Pioneers cleared a path through the wire obstacles in the early morning at the moment the heavy artillery barrage shifted to form an impregnable box to isolate the defenders. On the receiving end of the raid was F Company

of 16th Infantry Regiment, of the US 1st Division, assigned to the 18th French Division to gain experience in trench warfare. The company had arrived in the trenches late on the evening of the 2nd November, and although the men were veterans from the expedition to Mexico, they were far from prepared for what was about to happen. The raiding parties overran the frontline, bombing their way along a few trenches, destroying dugouts and taking prisoners. Few defenders managed to get outside of their dugouts. The raiders returned with 11 US soldiers (including 2 NCOs) as prisoners, leaving three American and two German dead behind. One German soldier was wounded and captured by the Americans. Soon postcards were available showing the captured Americans lined up.

12. Kiwis in the Snow

Map: 2

Defending: Germans

3 **Dugouts**: one each in 0509, 0611, and 0613

2 **G**: as desired in any Trench hex(es)

1 **G** + 1 **MG** + 3 **Decoys**: as desired among Entry hex(es) E, F, and/or G

2 **H** + 2 **R**: as desired among Entry hex(es) B, and /or C

1 **G** + 1 **R**: as desired inside any Dugout(s)

Raiding: New Zealanders

1 **Cut Wire**: 0307

2 **R**: 0309

1 **L** + 1 **E** + 5 **G** + 1 **R**: as desired between hexes 0308 and/or 0408

Time: 11 Game Turns

Score: 2 VPs per **Dugout** cleared; 3 VP for ever entering each of entry hexes B, C, and/or G (*even if just moving through*)

Victory: 17 VPs

Historical Notes: As darkness fell on the cold night of 7 January 1917, Captain Bennett of the New Zealand 2nd Rifles Battalion led 2 officers, 80 men, plus 4 sappers (engineers) on their Division's first raid of the year. The target was a

strongly held sector of the enemy trenches known as "Lozenge" in the Lys area. Under cover of a heavy artillery and mortar barrage, the raiders crept across No Man's Land using a purpose-built bridge to cross a small canal, and then through a hole cut in the German wire created by mortar fire. They then split up into three raiding columns and quickly waded through the four foot deep ditch full of ice cold water before entering the trench.

The blocking party on the right flank quickly ran into a small counter-attack, lost its commander, and had to be reinforced by grenadiers from the center party. They then ran into a machinegun further on their right that was successfully engaged with more grenades. The center party proceeded to clear three concrete dugouts with some defenders taken prisoner and killed in the process. The left party found their part of the trench, including the dugouts, devastated by the artillery bombardment. They discovered 16 bodies and enough live defenders to add, after the fighting, another 26 dead and return with 19 prisoners.