

ENTRENCHED!

1914-1915



2 players

Recommended

age: 12 onwards



**BATTLES OF THE WESTERN
FRONT**

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PROLOGUE:

Clouds of blood and death gather over Europe, for Franz duke Ferdinand II, heir to the Austro-Hungarian throne has been shot dead by a Serbian; sprigging it ally: Germany, into action. They go on to attack the allied nations of Russia and France, allied with Serbia; with them marching through Belgium as part of the Schlieffen plan, dragging the British Empire into the conflict.

The armies of Germany, France and Britain charge each other on the border, Constructing trenches along the way not to be shredded by machine guns and artillery; stuck in stalemate, forming the western front.

Later, weapons of great and deadly power would be developed to break the stalemate between the two side, flamethrowers and deadly chlorine gas killing hundreds of thousands of troops on the front.

They were Entrenched,
What story will you fight.

PREFERENCE

Entrenched is a table-top game that simulates ground combat during the early years of the First World War, (the 4th of August, 1914 to the 31st of December, 1915). This game revolves around players attempting to achieve their objectives by ordering troops and performing actions in the setting of the Western Front during WW1.

It is recommended that you use 1:76 (20 millimetre) WW1 scale models on square or rectangular

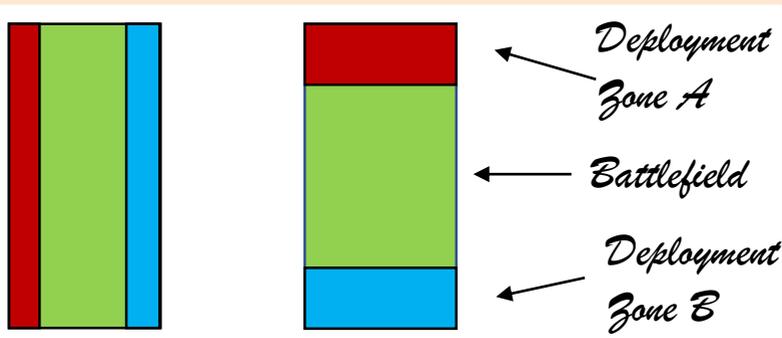
bases. You will also require:

- A tape measure (with inches and feet)
 - 10 six sided dice (D6)
- D6 dice of 2 other colours (health and response dice),
the quantity varies on the size of your army
- Terrain (optional), tutorials for how to make it can be found on the internet. Good as it can make for more interesting games
 - Tokens, at the back of the file
 - Templates; at the back of the file
 - One of two Entrenched army book.

SECTION I: MAIN
RULES

STARTING THE GAME

Firstly, mark the battlefield using the battlefield markers template in each corner, the standard size is 2 feet long by 1 foot wide; place any pieces of terrain you want to use this game on the battlefield. Secondly, you and your opponent decide whether they want to go first or second; if you don't want to go second, you will need to roll for superiority to go first instead. Roll 1 D6 each once and whoever rolls the highest wins. Place one of either colour D6 on the number according to the unit's **wounds**, these are called the 'wound dice' and are changed when the unit takes damage. Then, begin deployment. The first player places one unit first in his/her deployment zone, then the second player deploys one of your deployment zone. The deployment zone is either at the width or height of the battlefield; if deploying at width, the zone is 4 inches (") protruding out. whilst if your deployment zones is at height, the zone protrudes out 8", mark the zone using the DZ markers in thirds to show where it is.



TAKING TURNS

You and your opponents take turns, the player who has been selected, goes first; then, the opponent goes next. When you both completed your turn, repeat this cycle until the designated turns have passed for that game-mode (see page: 14) . The turns in all game-mode will usually be an even number.

Each turn is divided into five stages:

- 1): **The response stage**, where your units respond to the commander's orders.
- 2): **The movement phase**, where you move your units and do terrain checks.
- 3): **The ranged phase**, where your units fire rifle, machine gun and cannon.
- 4): **The melee phase**, where your units charge to rip the enemy; hand to hand.
- 5): **The morale phase**, where your units hold themselves or run in cowardice.

PHASE 1: RESPONSE

The response phase determines whether your units respond to your orders.

This determines whether that unit can move and fight. This is ignored on the first turn of both players.

The **response value** is seen in the army book corresponding with that unit (“**Entente In Arms**” for the French and British; “**For the Fatherland**” for the German units), the value is determined with a D6. If the dice’s roll is greater or equal to the response value, it may be used in that turn, if not: you may not use the unit to move or attack yourself, these units are classified as ‘inactive’. However, when provoked they will attack the opponent’s unit in counter-fire (see page 10) and counter melee.

The dice rolled for response should be placed next to the unit’s side, like the wound dice. The ‘inactive’ units may become ‘active’ on your next turn as the roll is not permeant for the whole game.

When this is performed, you may move on to other phases.

PHASE 2: MOVEMENT

This phase involves you moving your troops and other units around the battlefield, units in Entrenched have a **maximum movement** value stat in inches (“), which can be found in their specific army book.

The first thing you will need to do is measure the length of your movement; you may not measure your movement before the movement phase and you should measure from the front of the base and then move that miniature in that quantity of length and direction in a straight line only. A unit may only move once and may not move more than 3” near your opponent’s unit.

Running

If you want to extend your distance, you can order your units to run: Roll a D3 (divide a D6 into 3: 1,2 = 1; 3,4 = 2; 5,6 = 3). Add the number to the movement stat and measure. This roll is not constant for the entire game.

Falling back

If you want your units to fall back in the opposite direction, that unit may not shoot or perform melee combat until your next turn.

PHASE 2: MOVEMENT

Checks

Checks are done corresponding to moving through different pieces of terrain which are designated at the start of the games, which will hinder a unit's movement.

This is resolved by rolling a D6 and if that unit meets that value, they may continue moving; if they don't, they stop moving and may not continue moving that turn. The various checks are listed in the table below.

Check name	Applicable examples of where to apply	Roll to pass
Bog check	Mud, swamplands and thick snow	3 or higher
Wire check	Barbed wire	5 or higher
Vaulting check	Moving over fences and chest high walls	2 or higher
Wade check	Rivers and deep muds	4 or higher

PHASE 3: RANGED COMBAT

Ranged combat involves units shooting rifles, machine guns and artillery. Weapons have three factors: the **weapon range** (in “), the **hit roll** and the **quantity of dice**; which is done per how many wounds the unit has if it is a squad (listed in the book with the term: **DPW**). If the unit is one model, the dice value will be consistent if wounds are taken. All weapons are fired in this round if they are in range. The first thing you need to do is measure the range which is determined by line of sight, if the unit can see it it may be shot if the weapon is within range, this is ignored if the unit has the **artillery** keyword. Then you roll your hits the value of which being listed in the army books. A unit may only shoot once.

Hit rolls

The hit roll is determined by how many troops are in the unit as shown by the number listed on the health dice, this does not apply for one unit models by the values of the weapon. If your dice roll the value (listed in the book) for that weapon or higher, the unit your shooting is wounded. And your opponent must perform a save roll.

MORE ON NEXT PAGE

PHASE 3: RANGED COMBAT

Save rolls

The save roll is determined by how many hits your opponent has landed on your unit (5 saves for 5 wounds). If the dice rolled match the **save value** of the unit listed in the army book, the hit is negated. A weapon may only be used once per turn

Cover

Cover is designated at the start of the game to pieces of terrain as light or heavy. This means that when your units are behind them and are not exposed to the enemy's fire; when they are taking a save roll against the enemy; they may add an additional +1 to all save rolls if they are in light cover and +2 when in heavy cover. Some weapons will negate cover but most will comply.

Counter-fire

Counter fire occurs when you opponent charges (see next page) at one of your unit. That unit being attacked may fire at that unit with one weapon during your opponent's turn, before he/she attacks.

Area of effect weapons

Weapons with an area of effect means that a unit's weapon use one of the two template. **Template 1** has a-

MORE ON NEXT PAGE

PHASE 3: RANGED COMBAT

Templates

diameter of 2” and is mainly used for grenades, explosives and mortars; **Template 2** has a diameter of 3” and is used for artillery. If it is used, you select an area to fire upon and any hits landed by the weapon are received by **every** unit within the template, including your own. For example: three wounds dealt by a mortar using Template 1 means that any units within the weapon’s range and are within the radius of Template 1, all receive 3 wounds. This is represented as Tem 1 (Tem meaning template) and Tem 2

Gas

Gas weapons utilise the **compass template**, roll a D6 to decide where it moves, when it is released by a unit. Place a gas token to represent the gas cloud and move it 6” each player’s turn in that direction. If a unit is within the template listed in the book in the shooting phase, it needs to take a response roll for that unit, which is done per unit. If any failed, the gas **Stuns** or **Kills** that unit. If a unit is **Stunned**, it cannot attack for the next 2 turn and has the stunned token next to it, if it **Kills** that unit, the unit dies and is removed from play. Gas weapons are represented by a yellow border around that weapon and have stun or kill instead of dice quantity.

PHASE 4: MELEE COMBAT

Melee combat is when units charge into the fight with bayonets and clubs, melee weapons are listed by having the word ‘**Melee**’ instead of a range statistic. The first thing to do in this phase is choose an enemy unit to attack, then your units can charge 3”: called a charge action, regardless of what happened in previous phases; all units may not charge through heavy terrain or if they are suppressed. Then you need to place your unit next to the target, base to base, they may only use one melee weapon per turn and may not attack base to base diagonally, if that is the case, move it to the side of the unit. Then you perform the **Hit Rolls** for the weapon and your opponent performs the **Save Rolls** to protect their units from being killed (as seen on pages 9 and 10). Then your opponent attacks back performing his/her hit rolls with his/her units’ melee weapons and then you perform your save rolls for your units; this cycle is repeated each turn, with the player who’s turn it is, rolling first until a unit is killed or if either unit withdraws. Most melee weapons are dice per wound (DPW).

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PHASE 4: MELEE COMBAT

Counter-melee

Counter-melee is done when you are being attacked by a unit performing a charge action

When a unit has used a melee weapon in the previous round, it cannot perform counter melee. **Artillery** units may not counterfire using their main gun (the artillery piece itself), they will have to fall back on whatever weapons they have.

Flanking

Flanking bonuses are given when a unit is being hit from anywhere but the direction the unit is facing. if the unit approaches from the side, if they get one additional damage dice.

Melee

If a unit does not have a melee weapon, it may use their fists melee weapon listed below.

Weapon name:	Range:	Roll to hit:	Dice quantity:	Area of effect:
Fists	MELEE	6+	DPW	N/A

PHASE 5: MORALE

The morale phase is when your units decide to stand and brave the battle or run in cowardice. This is resolved firstly by counting all of the wounds taken by a unit. Then subtract the number of wounds taken from the **Bravery** value (listed as always in the army book). If the bravery value is equal to or less than zero, roll a D6. If the D6 is greater or equal to the response value, the unit stays in the battle. If not the unit withdraws from the battle in cowardice and is removed from play. Then the bravery value is reset for the next morale phase. Then the turn has passed, and control is taken by the opponent who will then complete his/her five phases.

TURNS CONTINUED

Turns are taken between the two players, when both players have taken their turns, one Round has passed; the game ends when the select turns have passed, if victory is not achieved, the game is declared a stalemate. It is best that you choose an even number of turns so that each player gets his/her fair share of turns. However, each game-mode has a maximum or minimum turn count you need to decide on at the start of the game.

SECTION 2: GAME- OPERATIONS TYPES, ARMY BUILDS AND

ARMY BUILDING

To play Entrenched, you need to assemble an army of 1:76 scale models. Whether you command the Mighty Germans, Gallant French or the lions of the British empire, you need to follow the basic rule of army composition; which are here to make the game balanced and accurate to the war it is based on.

1. All units have points values, a form of currency to give each player a chance to win a battle; game-types have points limits to establish a barrier for how big your army can be, this should be decided by all players before deployment.
2. Don't go over the point limit for the battle.
3. A army may consist of 3/10 cavalry, 2/10 emplacements, 2/10 officers and 1/10 miners but no more.

GAME-TYPES INTRO

A game type establishes how you will play your game and what the main goal of that game is. It could be a battle to the death, a task to capture a point or secret plans to be obtained, the game-type you will play will be decided at the start of the game.

GAME-TYPES

1): Assault

(See page 13) Recommended round limit: 10-16 (See page ..) Recommended point limit: 300-2000

The goal is simple, eliminate all of your opponent's units on the battlefield. If all the turns pass yet both players still have units in play, the person who killed the most units point-wise: wins.

2): Control and defend

Recommended round limit: 14-18
Recommended point limit: 600-1600

Players have to take control points (as marked by a piece of terrain), placed at the start of the game on the map (you may not place control points in a deployment zone). Each command point held for one of the player's turns gives them one victory point. A point is held when one player's unit is within 3" of the control point. If units from both players armies are within range of the point; the point is 'contested' and no one will receive a victory point. Victory points are rewarded every cycle after the morale phase. Whoever has the most command points when all the turns past, wins.

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GAME-TYPES CONTINUED

If all of your or your opponent's units are killed, you/your opponent wins. If the allotted turns pass, yet the two players have an equal quantity of victory points, the game is considered a draw.

3): Capture

Recommended round Limit: 10-18

Recommended point Limit: 600-2000

Each player has a "objective" (as marked by a counter or such) placed at the start of the game in the middle of one player's deployment zones. If a player's unit is within 1" of the control point in their turn, the 'objective' is captured and is carried by the unit; place the token next the unit. If the unit is killed, place the flag where he was so it may be picked up by another unit. If the unit carrying the objective makes it to their deployment zone, wins. If all of your or your opponent's units are killed, you/your opponent wins. If the allotted turns pass, yet the objective has not been delivered by any unit; the game is considered a draw.

MORE ON NEXT PAGE

GAME-TYPES CONTINUED

points, the game is considered a draw. If one player has a greater quantity of command points when all turns have passed, than the other; the player wins.

4): War of attrition

Recommended round limit: 12-24

Recommended point limit: 900-3000

The players divide their forces into 3 waves which can only be deployed one wave at a time. The goal is to either destroy the opponent's army or for one of your units to remain in the enemy deployment zone for 2 rounds.

If a unit is killed it is not removed from the board, it remains for one more round and is classified as **wounded**. You may use stretcher bearers (see the army books for more detail) to retrieve that unit. If a stretcher bearer unit reaches a wounded unit, it can carry it; if it is to be healed. you need to reach your deployment zone, if so the unit is classified as 'in care'; that unit is removed from the battlefield. You may bring 'in care' units back to the battle by rolling a D6

MORE ON NEXT PAGE

GAME-TYPES CONTINUED

for each unit individually. If the dice lands on a number equal or greater than the wound value, the unit can join the next wave. All this is done after the morale phase.

OPERATIONS

Operations are different to game-types as they portray various operations during WW1, some are stringed together into a series of battles, called campaigns. Some of these operations do not use standard game-types and will require certain pieces of terrain and specific armies.

The following pair operations consist the ‘Blood of Ypres’ Campaign, listed in the operations section are the following:

- Skirmish at Langemarck.
- The Siege of Hooge.

CAMPAIGN: BLOOD OF YPRES

Campaign Prologue:

The forces of the central powers as part of the Schlieffen plan, forced themselves through Belgium, holding itself at an area around the town of Ypres, collectively forming the Ypres salient. This was a point of fierce tension as if the line fell, the supply ports of Calais and Dunkirk would fall to the powers and France would most likely crumble after.

This forced the Entente to seize the locations of Ypres in order to maintain control, turning this into the deadliest game; who wins, controls the France and the result of WW1.

This would lead to the tradition or utilising experimental new weapons and breaking the rules in the name of victory: with the first appearance and utilisation of the lethal flamethrower.

SKIRMISH AT LANGEMARCK

Prologue:

One of the first pushes of the German Empire was through Dutch territory to claim France and secure the flank. However the French and British were more than happy to secure the Belgium area. This led to the battle of Ypres, a bloody battle spanning three incarnations. One of the key locations was Langemarck, a village on the surrounding area and defended by BEF's 7th division; primed and ready to defend against the German 4th and 5th divisions.

Entente forces	Central forces
BEF Infantry: X5	German Infantry X4
BEF Officer: X1	German officer X1
British Cavalry: X2	German Mounted officer X1
Vickers MG Team X2	German Cavalry X2
2 Inch Mortar Team X1	Maschinengewehr 08 Team X1
18 Pounder Team X1	15 Schwere Team: X1

SKIRMISH AT LANGEMARCK

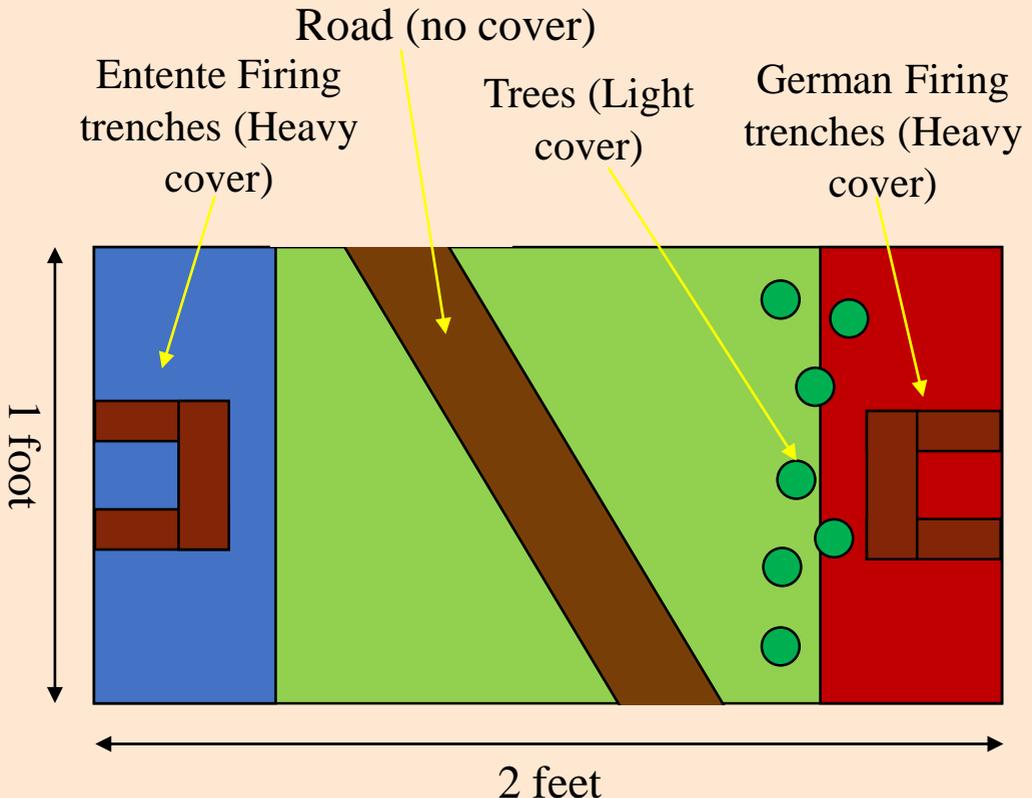
Entente objectives:

- Defend your deployment zone, if a enemy unit stays in your zone for 2 rounds, your opponent wins

Allied objectives:

- If all of your units are killed, your opponent wins.

Battlefield:



THE SIEGE OF HOOGE

Prologue:

On the east most side of the city of Ypre, Hooge was greatly important to the entente and the allies forces, on one of the main roads in the city. This was where the German's revealed their cards, using a deadly weapon that caused great fear amongst British and French troops; the flamethrower. A major strategic point was the manor house, now ruined by the entente's shelling. Now it is time for the British to attempt to run the Germans down.

Entente forces	Central forces
BEF Infantry: X4	German Infantry: X5
BEF Officer: X1	German Officer: X2
British Cavalry: X3	German Cavalry: X2
Mounted BEF Officer: X1	Maschinengewehr 08 Team: X3
Vickers MG Team: X2	Kleif Flame-trooper Team: X2
18 Pounder Team: X1	15 Schwere Team: X1

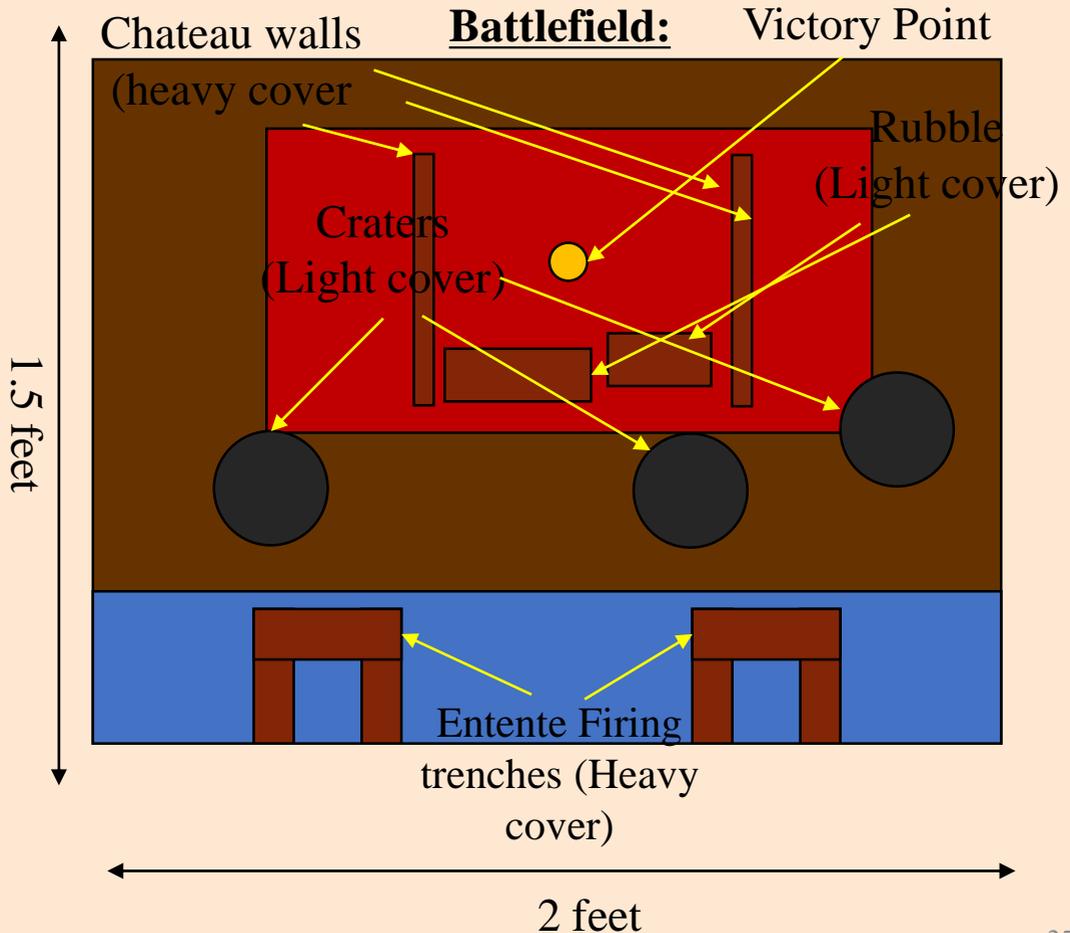
THE SIEGE OF HOOGE

Entente objectives:

- If all of your units are killed, your opponent wins.

Allied objectives:

- Defend the point, if your opponent is within 1" of the point for 2 turns, your opponent wins.



**SECTION 3:
OUR
MISCELLANEOUS**

POINTS TABLE:

Unit name	Points value
BEF Infantry	40 Pts
BEF Officer	50 pts
British Cavalry	70 Pts
Mounted BEF Officer	100 Pts
Vickers MG Team	60 Pts
2 Inch Mortar Team	65 Pts
18 Pounder Team	90 Pts
Clay Kickers	60 Pts
Flag Signaller	40 Pts
French Infantry	50 Pts
French Flag Bearer	35 Pts
French Officer	60 Pts
French Cavalry	80 Pts
Mounted French Officer	100 Pts
German Infantry	50 Pts
German Officer	60 Pts

Unit name	Points value
German Cavalry	70 Pts
German Mounted Officer	100 Pts
Maschinengewehr 08 Team	55 pts
15 Schwere Team	80 Pts
Marksman	60 Pts
Kleif Flame-trooper Team	50 Pts
Gas Trooper Team	60 Pts
Stretcher Bearers	60 Pts

For the statistics of all of these units for Entrenched, please examine “Entente In Arms,” and “For the Kaiser!”

TERMINOLOGY APPENDIX:

Allies, Alliance, Allied:

The alliance originally between Germany, Austria-Hungary and Italy (Later including the Ottoman Empire (Italy would leave the alliance to join the Entente), not to be confused with the axis forces of World War 2.

Entente:

The alliance originally between the British, French, Russian and Serbian empires (later including Italy and Japan).

BEF:

British Expeditionary Force, the main land army for the British empire.

Plan, Schlieffen:

The plan devised by the German army to enter France to capture Paris.

Ypres:

A town in Belgium that played a major part in the first world war. Is pronounced: eep-r.

Langemarck:

A village in the region of Ypre, is now the location of the German military cemetery (the only in Belgium).

Hooge:

A location in Ypre, the first battlefield to see the flame-thrower in action.

Vincere:

Latin for “conqueror”.

FOR MORE GO TO:

[HTTPS://WILLIAMSAULL.WIX
SITE.COM/VINCEREGAMES.](https://williamsaull.wixsite.com/vinceregames)

**Pictures feature the Bayernwald replica German trench and the
Menin Gate**

Instruction:

Rulebook:

- Print double sided with all numbered pages as listed in the contents page, please print the templates, counters and
 - Markers seperately.
- Print using A5 paper, this is for the sake of the rulebook being compact; you may use modified A4 paper.
- Please feel free re-enforce the Templates, Tokens and counters using cardboard and/or card.
 - Do not print this page

PLEASE DO NOT DISTRIBUTE THIS
GAME ON THE INTERNET ON
ANOTHER SITE WITHOUT
PERMISSION, DESPITE THIS BEING
FREE

Templates

TEMPLATE 2

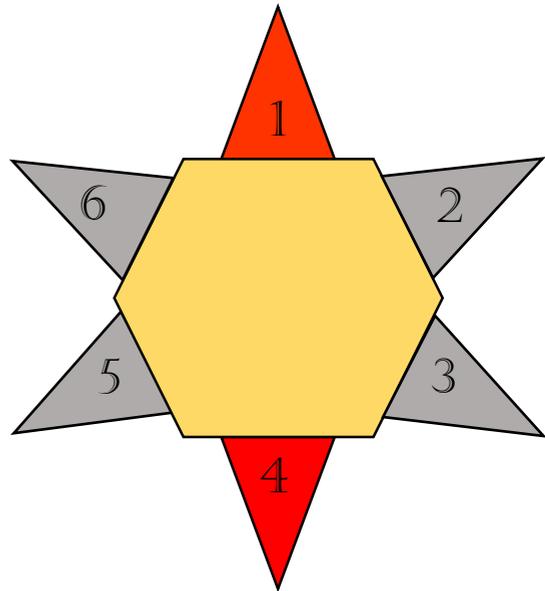
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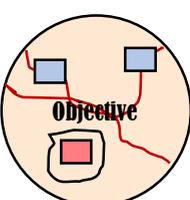
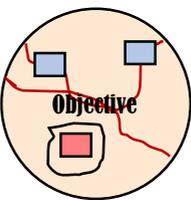
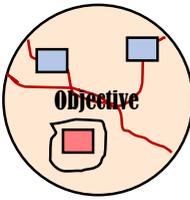
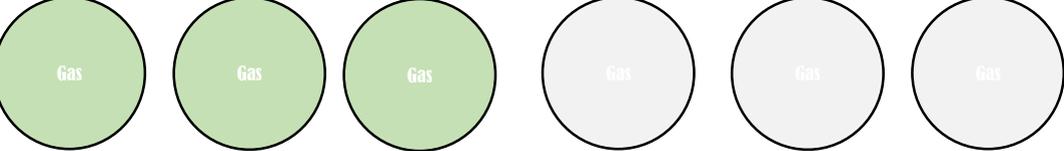
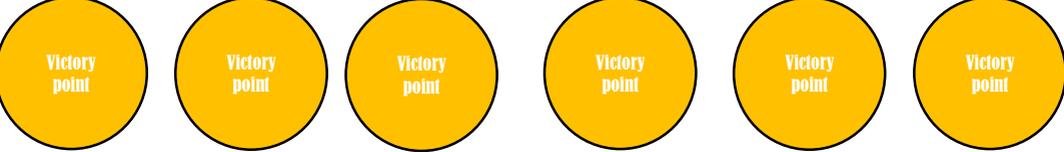
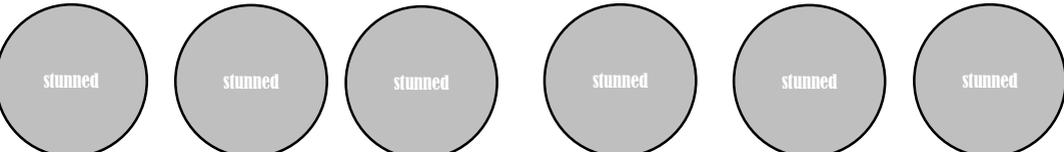
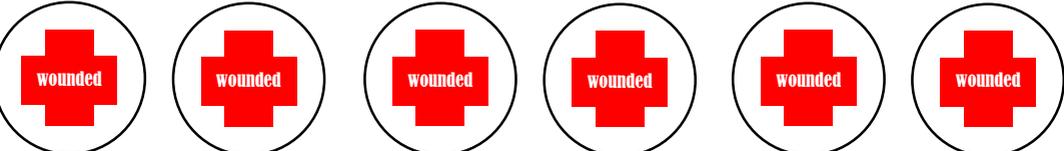
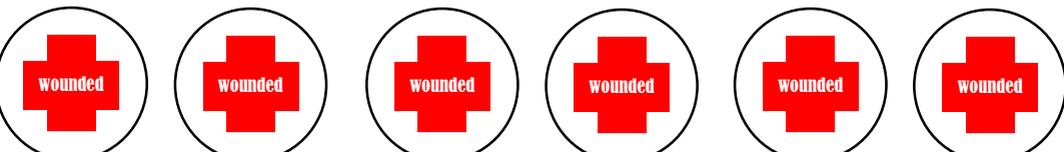
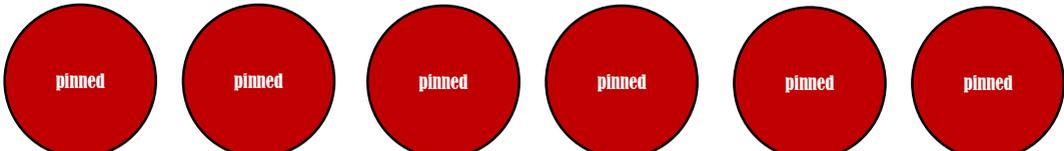
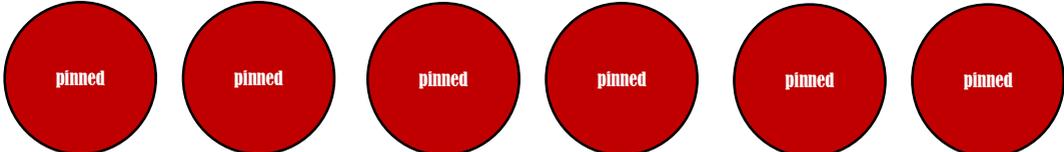
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TEMPLATE 1

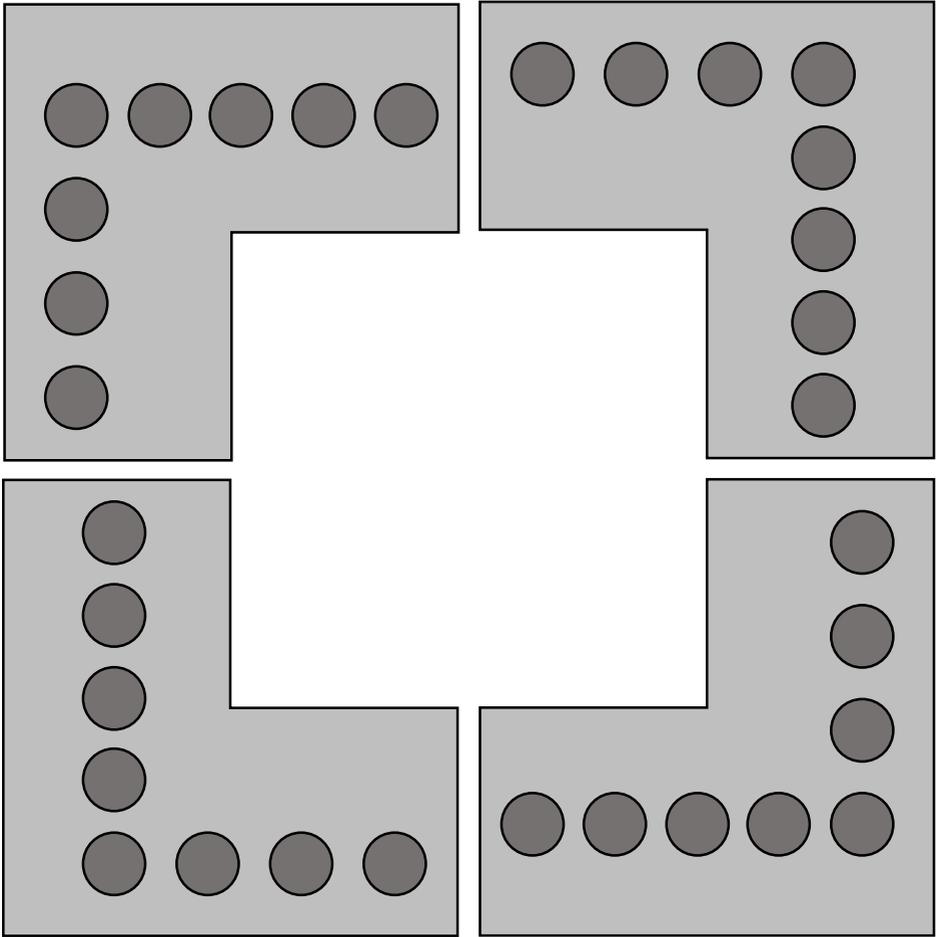
COMPASS



Tokens



Markers



BATTLEFIELD MARKERS

DEPLOYMENT ZONE (DZ) MARKERS

ENTENTE



ALLIES

