EN TRENCHED!
1914–1915

ARMY BOOK:

FOR THE KAISER!
(THE GERMAN FORCES)
CONTENTS:

Prologue: page 2

Unit page overview: page 3

German infantry: page 4

German officer: page 5

German cavalry: page 6

Mounted German officer: page 7

Maschinengewehr 08 team: page 8

15 cm schwere team: page 9

Marksman: page 10

Kleif flame-troopers: page 11

Gas troopers: page 12

Stretcher bearers: page 13
Germany was a young nation in comparison to it’s competition; united by the Prussian: Kaiser Otto von Bismarck with holdings in Africa and Asia but still with great ambition. However, the Kaiser looked upon Europe and stated that the world would come to war again and that it shall start somewhere in the Balkans.

The prediction became reality when the Austrian Duke Franz Ferdinand was killed by a Serbian; with an alliance with Germany, the new Kaiser: Wilhelm II was forced into the conflict with great force, despite the ruler’s mental instability.

The army engaged with both Russia and France to cover their sides, to do this they invaded through Belgium as part of the Schlieffen plan, dragging Great Britain into the conflict. Germany, though lacking land; is determined to win this conflict by any method; even defying the documents of war for their own gain.

So then they became Entrenched
What story will you fight.
UNIT PAGE OVERVIEW

A unit page is displays the abilities of a unit and how capable it is, this is usually showed statistically. This page displays how to understand a unit page so you can use it in your games of Entrenched. Most of this is explained in the main rule-book but some of all things on a unit page were not explained.

UNIT NAME: BIO (gives info on the unit)

Weapon name:
Range:
Roll to hit:
Dice quantity:
Area of effect:

Wounds:
Response value:
Maximum movement value:
Save value:
Bravery value:

Emplacement weapon

Weapon tied to an ability, called an “ability weapon”

Gas weapon

ABILITIES:

These are rules exclusive to this unit.

Keywords: These are used to link units to other units, used to limit the effects of abilities. I.E: German, Alliance, Infantry. (Year of introduction)
German Infantry:
The spearhead of the German army and a pride of the Kaiser: with rifle, Bayonet and a stout heart these are a formidable opponent on the battlefield. This unit consists of 4 models on a unit base.

| Wounds: | 4 |
| Response value: | 4+ |
| Maximum movement value: | 3” |
| Save value: | 4+ |
| Bravery value: | 3 |

### Weapons

<table>
<thead>
<tr>
<th>Weapon name</th>
<th>Range:</th>
<th>Roll to hit:</th>
<th>Dice quantity:</th>
<th>Area of effect:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gewehr 98 rifle</td>
<td>4”</td>
<td>4+</td>
<td>DPW</td>
<td>N/A</td>
</tr>
<tr>
<td>Bayonet</td>
<td>MELEE</td>
<td>4+</td>
<td>DPW</td>
<td>N/A</td>
</tr>
<tr>
<td>Rifle Grenade</td>
<td>3”</td>
<td>4+</td>
<td>2</td>
<td>Tem 1</td>
</tr>
</tbody>
</table>

### Abilities

**German Confidence:**
This unit may re-roll one dice when firing their rifles in the shooting phase.

**Mad Minute:**
You may choose to subtract 1 bravery but add 1 to all hit rolls with ranged weapons that shooting phase. This may only be done once per game.

Keywords: German, Alliance, Infantry, German Infantry. (1914)
GERMAN OFFICER:
A voice of the Kaiser, their main job is to give orders to the troops and keep them motivated to win the battle; these people of high strength and high ability. This unit consists of 1 model on a unit base with a cloth cap.

<table>
<thead>
<tr>
<th>Weapon name</th>
<th>Range</th>
<th>Roll to hit</th>
<th>Dice quantity</th>
<th>Area of effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mauser C96</td>
<td>3”</td>
<td>3+</td>
<td>3</td>
<td>N/A</td>
</tr>
<tr>
<td>Sabre</td>
<td>MELEE</td>
<td>3+</td>
<td>2</td>
<td>N/A</td>
</tr>
</tbody>
</table>

ABILITIES:

SHOUTING DISTANCE:
If a German unit is within 6” of this unit, it does not have to take the response test in the response phase.

OF GREAT STATUS:
This unit does not have to take the bravery test and the response test.

Keywords: German, Alliance, Officer, German Officer. (1914)
**GERMAN CAVALRY:**

A great pride of any force; with their fero-breds and sharp swords. These men are the knights of the new German empire, ready to break the line. This unit consists of 4 models on horseback on a unit base.

<table>
<thead>
<tr>
<th>Weapon name</th>
<th>Range</th>
<th>Roll to hit</th>
<th>Dice quantity</th>
<th>Area of effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sabre</td>
<td>MELEE</td>
<td>3+</td>
<td>DPW</td>
<td>N/A</td>
</tr>
<tr>
<td>Reichsrevolver 79</td>
<td>3”</td>
<td>5+</td>
<td>DPW</td>
<td>N/A</td>
</tr>
</tbody>
</table>

**ABILITIES:**

**CAVALRY CHARGE:**
When this unit charges a unit of **Infantry** in melee combat, it may add 1 additional hit dice when attacking.

**HORSE’S FEAR:**
If this unit has been attacked by a **Machine-Gun** or **Artillery** unit, subtract 1 off the unit’s bravery during the morale phase.

Keywords: German, Alliance, Cavalry, German Cavalry. (1914)
Mounted German Officer:

This officer has a greater favour for speed and mobility, for leading the charge for Germany. This unit has one model on horseback on a unit base and is marked with gold details on his cap.

<table>
<thead>
<tr>
<th>Weapon name:</th>
<th>Range:</th>
<th>Roll to hit:</th>
<th>Dice quantity:</th>
<th>Area of effect:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sabre</td>
<td>MELEE</td>
<td>3+</td>
<td>2</td>
<td>N/A</td>
</tr>
<tr>
<td>Mauser C96</td>
<td>3”</td>
<td>4+</td>
<td>3</td>
<td>N/A</td>
</tr>
</tbody>
</table>

**ABILITIES:**

**CAVALRY CHARGE:**
When this unit charges a unit of Infantry in melee, it may add 1 additional hit dice when attacking.

**HORSE'S FEAR:**
If this unit has been attacked by a Machine-Gun or Artillery unit, subtract 1 off the unit’s bravery during the morale phase.

**SHOUTING DISTANCE:**
If a German unit is within 4” of this unit, it does not have to take the response test in the response phase.

**OF GREAT STATUS:**
This unit does not have to take the bravery test and the response test.

Keywords: German, Alliance, Officer, Mounted German Officer (1914)
MASCHINENGEWEHR 08 TEAM:

The Maschinengewehr machine gun was quickly developed to counter the Vickers, but powerful none the less. This unit consists of 3 models including the emplacement on a unit base.

### Abilities:

**Pinned:**

If this unit lands any hits on a Infantry unit, even if that hit is negated by a save; the target unit cannot perform attack actions unless it falls back out of range of the weapon. Place the “pinned” token next to the unit if this happens.

**Fixed Weapon:**

This unit can only fire the emplacement in one direction; you may rotate 90° by using 1” of movement, you may not use inches gained by running.

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**Keywords:** German, Alliance, Emplacement, Machine Gun, Maschinengewehr 08 Team. (1914)
15 CM SCHWERE TEAM:

Artillery is a great fear for any British or French unit, with it’s booming shot and sudden fall, enough to destroy anything. This unit has two models with the main weapon on a unit base.

**Weapon**

<table>
<thead>
<tr>
<th>Weapon name:</th>
<th>Range:</th>
<th>Roll to hit:</th>
<th>Dice quantity:</th>
<th>Area of effect:</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 Pounder Gun</td>
<td>10”</td>
<td>4+</td>
<td>5</td>
<td>Tem 2</td>
</tr>
<tr>
<td>Reichsrevolver 79</td>
<td>3”</td>
<td>5+</td>
<td>DPW</td>
<td>N/A</td>
</tr>
</tbody>
</table>

**Wounds:** 2

**Response value:** N/A

**Maximum movement value:** 2”

**Save value:** 6+

**Bravery value:** N/A

**ABILITIES:**

**STRIKE FROM ABOVE:**
This weapon ignores cover and if any pieces of light and heavy terrain that are within the radius of the artillery unit; remove the pieces of terrain from the battlefield.

**FIXED WEAPON:**
This unit can only fire the emplacement in one direction; you may rotate 90° by using 1” of movement, you may not use inches gained by running.

**HORSE TRANSPORT:**
If this unit is within 1” of a unit of **Cavalry**, the unit may have 4” maximum movement value but only when it is within 1” of the Cavalry.

**Keywords:** German, Alliance, Emplacement, 15 Cm Schwere Team (1914)
**MARKSMAN:**

The predator that strikes from the shadows with his sniper rifle, they hide with units or on the battlefield to kill specific target. This unit consists of 1 model with camouflage on a unit base.

<table>
<thead>
<tr>
<th>Weapon name:</th>
<th>Range:</th>
<th>Roll to hit:</th>
<th>Dice quantity:</th>
<th>Area of effect:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hunting rifle</td>
<td>7”</td>
<td>3+</td>
<td>1</td>
<td>N/A</td>
</tr>
</tbody>
</table>

**ABILITIES:**

**SHOOT TO KILL:**
When a unit lands a hit roll of 6, the target unit loses a wound and does not get to take a save roll.

**HIDING IN PLAIN SIGHT:**
You may choose to place this unit to one side, saying it is ‘hiding’. It may be deployed any time during the moving phase 5” away from the opponent’s deployment zone. And 3” away from the edge of the battlefield.

Keywords: German, Alliance, Infantry, Marksman. *(1915)*
KLEIF FLAME-TROOPER:

A flaming terror in a battle, burning troops as they push forward, there actions are brutal and they are shown no mercy. This unit consists of 3 units one with flamethrower on a unit base.

<table>
<thead>
<tr>
<th>Weapon name</th>
<th>Range:</th>
<th>Roll to hit:</th>
<th>Dice quantity:</th>
<th>Area of effect:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kleif Flamethrower</td>
<td>3”</td>
<td>3+</td>
<td>3</td>
<td>Tem 1</td>
</tr>
<tr>
<td>Reichsrevolver 79</td>
<td>3”</td>
<td>5+</td>
<td>DPW</td>
<td>N/A</td>
</tr>
</tbody>
</table>

STRUCK DOWN:
When this unit has only 1 wound, you may no longer use the Mauser C96.

FLAMMABLE:
Before using the Kleif Flamethrower roll a D6: if the dice lands on a 5 or 6, you may use the weapon. If it lands on a 1, you take 3 wounds, if it lands on anything else, you may not use the weapon.

Keywords: German, Alliance, Infantry, Klief Flame-troopers. *(1914)*
**GAS TROOPERS:**

Dreaded By each force alike, poison gas is a fighter that cannot be outran. Traveling on the wind, killing everything in it’s vicinity and released from a simple canister. This unit consists of 2 models on a unit base.

<table>
<thead>
<tr>
<th>Weapon name:</th>
<th>Range:</th>
<th>Roll to hit:</th>
<th>Dice quantity:</th>
<th>Area of effect:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chlorine Gas</td>
<td>1”</td>
<td>KILLS</td>
<td>N/A</td>
<td>Tem 2</td>
</tr>
<tr>
<td>Reichsrevolver 79</td>
<td>3”</td>
<td>5+</td>
<td>DPW</td>
<td>N/A</td>
</tr>
</tbody>
</table>

**ABILITIES:**

**SELF PRESERVATION:**

When this unit attacks with **chlorine gas**, move the unit 4” in the opposite direction of the gas.

Keywords: German, Alliance, Infantry, Gas Troopers. *(1915)*
**STRETCHER BEARERS:**

The stretcher bearer is only used in this game in the ‘war of attrition’ game type. The job of this unit on the battlefield is to pick up units who have been wounded and send them up the brutal triage system. This unit has two models on a unit base.

| Wounds: | 2 |
| Response value: | 4+ |
| Maximum movement value: | 5” |
| Save value: | 5+ |
| Bravery value: | 2 |

**Weapon name:**

**Range:**

**Roll to hit:**

**Dice quantity:**

**Area of effect:**

NONE

**ABILITIES:**

SEE MAIN RULE BOOK: PAGE 19.

**Keywords:** German, Alliance, Infantry, Stretcher Bearers. (1914)
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SITE.COM/VINCEREGAMES.

Pictures feature the Langemarck German military cemetery
Instruction:

Rulebook:
• Print double sided with all numbered pages as listed in the contents page, please print the templates, counters and markers.
• 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

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