TRENCH CLUB

Solo & Co-op Rules

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v01

Introduction

These solo rules allow you to play Trench Club without an opponent – your opponent is built into the game system. The solo rules make use of the Enemy Action Chart included in this download (which you may want to print on card stock). Rules are also included for two players to play cooperatively as allies against a common opponent. All of the standard rules for a 2-player game apply, except where superseded here.

Game Preparation

Choose which nation you'll be controlling, and which nation will be your opponent (referred to as "the enemy"). Distribute the 3 starting location tokens as in the standard 2-player game, and alternate unit placement between you and the enemy.

To determine how many and what type of units are distributed to each of the enemy's 3 face-down location tokens, first put all of that nation's military unit tokens and one of their flag tokens into an opaque cup or bag. Roll 2 dice for the first location. The difference between the 2 dice is the number of units distributed to that location (reroll doubles). Pull that many tokens from the cup, and place the corresponding units at that location (note that the tokens have two different sides; always use the front side with the rounded punch borders). If the flag token is drawn, randomly choose one of the Special Forces units to be placed at the location (if you don't have Special Forces miniatures use the flag token with the pole attachment as proxy).

Roll 2 dice again and do the same thing for the enemy's second location token. For the enemy's third location token, simply use all of the remaining tokens in the cup (if the cup is empty, there won't be any units at the third location).

If the enemy is the first player, it will move its largest army on the first turn. If the enemy is the second player, it will move its two largest armies on the first turn.

Enemy Actions

At the start of the enemy's turn, if there are any enemy Foot Soldiers adjacent to an entrance to a fort that's neutral or yours, have it move into the fort to conquer it. Those units may not move further during this turn. *Exception:* if one of your units is also adjacent to an entrance to that fort, the enemy Foot Soldier will *not* enter the fort.

Next, if an enemy Foot Soldier starts the turn 2 hexes away from an entrance to a fort that's neutral or yours, have it move adjacent to the fort entrance. It also will not move further during this turn.

Then, roll 1 die. Look at the listings under that die roll number on the Enemy Action Chart to see what each type of enemy unit will do during that turn. Start by doing the "Troop Transport Truck" action, then work your way down the unit types from top to bottom. *(You'll notice that each die roll column has an italicized name, which gives you an idea of the overall gist of that column's unit orders, but has no direct bearing on game play. Generally the orders are more aggressive the higher the number.)*

If one of the units of that type is unable to complete the action listed, then for that unit go to the action for that unit type in the next box to the left. If that one doesn't apply to that unit either, go to the one to its left and so on until you find one that works (if you have to go past the number 1 column, go to number 12). Remember that the newly found action only applies to the unit(s) of that type that can't perform the original action; if other units of that type can perform the original action then they do so. (Also remember to go back to the original column for the next unit type's action.)

If a unit has already been moved due to an earlier order this turn, this negates a lower order. So for instance, a Foot Soldier that was moved due to an order carried out by a Troop Transport, will not do the action listed for the Foot Soldier unit.

Notes on enemy actions

- If an action states an enemy unit must move *toward* something, it doesn't have to get all the way there to be considered to have completed the action. If it hasn't reached its destination this turn, it may still attack one of your units from its final movement hex. The next turn it won't necessarily continue moving toward that destination - it will follow whatever new order it is given on that turn *(exception: see next note)*.
- When an action shows  and the unit has 4 or 5 damage, it moves toward its own fort, and into it if possible. If the unit does not get all the way to the fort, it will continue to move toward (and possibly into) one of its own forts during its next game turn, and if necessary continue doing so on subsequent turns (you may mark it with a token as a reminder).
- The attack/movement priorities given in the next section should be followed. Otherwise, if there's a choice between different enemy movements or attacks ***which would satisfy the order***, the enemy will always perform its actions in the way most advantageous to them, i.e. causing the most potential damage to your units, giving the best protection for enemy units, etc. *(So for example, if the enemy has a choice of attacking either of two adjacent units, one that can do close combat and the other that can't, it would typically attack the one that can't shoot back.)* If two options for fulfillment of enemy orders seem equally advantageous, just pick one. And remember that the enemy will make some suboptimal moves. That's why they start the game with a Special Forces unit and you don't – they're stronger but you're (hopefully) smarter!
- If an enemy unit is unable to complete any of the orders on the Enemy Action Chart, have it move toward satisfying its original order (and it may fire at any eligible unit from where it ends up).
- If an enemy unit's order to "Participate in a flank or surround attack" would clearly be overkill (i.e. the attack on your unit by other enemy units would undoubtedly destroy your unit without this flank or surround attack), it will not do the overkill attack. Instead, treat this the same as the unit being unable to complete the action listed - so go to the action for that unit in the next box to the left.
- If an enemy unit's given order just doesn't make any sense for the situation, treat this the same as the unit being unable to complete the action listed - go to the action for that unit in the next box to the left.

Attack/movement priorities

- When an enemy Artillery unit has a choice of eligible targets to fire at, it will use the following target hierarchy:
  one with 5 damage → the closest one → the one with the highest Hit # → the most experienced one → any other.
- When an enemy non-Artillery unit has a choice of eligible targets to attack, it will use the following hierarchy:
  one with 5 damage → the one with the lowest Hit # → the least experienced one → any other.
- If multiple enemy units are attacking one of your units, the enemy will use the following sequence:
  an enemy unit that cannot be hit back will attack first → then an enemy unit with the lowest Hit # will attack → then one with the least experience → then any other enemy unit.
- If an enemy unit's intended target is eliminated by another enemy unit's attack earlier in the enemy's turn, the unit may attack a different target (unlike the regular game).
- If an enemy unit has a choice of where to end its move (among equally advantageous options), the hierarchy is:
  forest (for Foot Soldiers and Tanks/Armored Cars only) → bridges → crossroads → road → meadow.
- For enemy units without close combat capability, keep them as far as possible from your units (while still completing their action).

Special Forces

- The enemy Gunboat, Railway Gun and Poison Gas Launcher use Artillery actions. The enemy Ground Attack Aircraft and Airship use Fighter Aircraft actions.
- The enemy Medic takes its action just before the Troop Transport Truck action. Move it and the enemy unit within the Medic's range that has the most damage (and at least 2 damage) so that the two are adjacent. If the Medic is going to make a repair this turn, the orders for the enemy unit it's going to repair may be negated (i.e. repair by the Medic takes precedence over that unit's orders given on the chart). If damaged enemy units are out of the Medic's range, move it toward them. If the Medic is unable to conduct a repair this turn, to the extent possible keep it out of range of your units.
- For enemy Gun Turrets, place them on the first 3 forts the enemy controls.
- The enemy Minelayer will leave a mine on its starting hex for each of the first 5 game turns (after that you may remove the Minelayer from play). For those turns it will move to a hex 5 hexes away from any of your units if possible; otherwise as near to 5 away as possible. Roll a die each time one of your units moves onto a mine or adjacent hex. On a roll of 1-3 the unit is destroyed (along with the mine).

Monetary Transactions

In the solo game - *unlike the regular game* - the enemy may repair a unit on the same turn that it entered a fort (your own units must still spend an entire turn in a fort before being repaired). If it can afford the repair cost, the enemy will immediately repair any unit with 3-5 damage that's in a fort.

After doing any repairs, roll a die to see if the enemy purchases any new units. If the die roll is greater than the # of war bonds the enemy has, the enemy will not purchase any new units this turn. Otherwise the enemy automatically purchases the single most expensive new unit it can afford. The newly-purchased unit is placed in the enemy fort nearest to your units (as long as none of your Foot Soldiers are adjacent to the fort's entrance).

The enemy may not possess more than 2 units of any one type (for the second unit of a type, you may use the miniature for the enemy nation's historical ally, i.e. France for Britain, Germany for Austria-Hungary and vice versa).

If the enemy has two units eligible for repair but can't afford to repair them both, it will repair the one with the highest Hit #. If the enemy can't afford a repair cost, the damaged enemy unit will leave the fort on the next turn if ordered to do so by the next turn's Enemy Action Chart die roll.

Playing Cooperatively

If two players want to play the game as allies instead of opponents, they may play cooperatively together against "the enemy" as their opponent. All of the above rules for the solo game apply, with the following exceptions.

During game preparation, one player will use units/miniatures from one allied nation and the other player will use units/miniatures from the other allied nation:

- One player will control his or her nation's **Troop Transport Truck, Heavy infantry, Heavy Mortar, Armored Car, Fighter Aircraft** and **Country-specific unit.**
- The other player will control his or her nation's **Anti-Aircraft, Infantry, Mounted Infantry, Howitzer/Field Gun, Tank** and **Country-specific unit.**

The players will share their 3 face-down starting location tokens as follows. Each player will get one of them on which only that player can place some or all of his/her units. The third starting location token is a joint one, on which both players may place units. As in the regular game, players can choose to leave starting locations empty if desired.

For the enemy's setup, add the token for the country-specific unit of their historically allied nation to the cup, so the enemy will start with two nations' country-specific units.

The players both do all of their movement and combat together during one turn (i.e. as if they both together comprise a solo player). So for instance, allied units of one nationality can provide flanking or surrounding units for the other nationality's attacks, troop transports of one nationality can carry allied units of the other nationality, etc.

War bonds earned by the players are combined into a common allied pool, so they must decide together how to spend them.

Forts captured by each player are combined together to determine whether the allies have been victorious (i.e. they've captured a total of 5 forts). The allies also win if they've destroyed all enemy units. The allies both lose if the enemy captures 5 forts, or if all allied units are destroyed, or if they give up.

Difficulty Levels

- ***Conscript*** (easiest): Do not include the enemy flag token and Special Forces unit during game preparation.
- ***Poilu*** (normal difficulty): As per the normal solo or co-op rules.
- ***Over the Top*** (harder): For each enemy-occupied fort, the enemy gets 5 war bonds (instead of 3).
- ***No-Man's-Land*** (harder still): Include ***2*** enemy flag tokens and Special Forces units during game preparation (with the normal 3 war bonds per fort).
- ***Shell Shock*** **(**hardest): Include 2 enemy flag tokens and Special Forces units, *and* the enemy gets 5 war bonds per fort.

Also, if you'd like to play at normal difficulty but don't want the enemy to use any Special Forces units, use the rule that the enemy gets 5 war bonds per occupied fort *instead of* starting the game with a Special Forces unit.

Enemy action sequence:

1. Foot Soldiers adjacent to neutral/your fort entrance conquer the fort – or stay in place if one or more of your Foot Soldiers are also adjacent to entrance.
2. Foot Soldiers that are 2 hexes away from neutral/your fort move to a hex adjacent to fort entrance.
3. Units with a previous 🛠 repair order, continue their way toward/into their fort.
4. Action Chart:

	1 Regroup	2 Strategic Withdrawal	3 Diversion	4 Reconnais-sance	5 Air Inter-diction	6 Counter-attack	7 Box Barrage	8 Creeping Barrage	9 Trench Raid	10 Surprise Attack	11 Coordinated Assault	12 Infiltration Tactics
Troop Transport Truck	Occupies crossroads	🛠 or moves away from your units	Moves toward the 2nd nearest cluster of transportable units	🛠 or transports all eligible infantry and artillery toward the nearest neutral/your fort		Transports all eligible infantry toward the nearest neutral/your fort	🛠 or transports all eligible infantry toward the nearest neutral/your fort	Transports all eligible infantry toward the 2nd nearest neutral/your fort	Transports all eligible infantry and artillery toward the nearest neutral/your fort	Transports all eligible infantry and artillery toward the 2nd nearest neutral/your fort		
Foot Soldier	Moves into forest		Attacks your artillery (Anti-Tank Gunner: moves within range of your Tank)	🛠 or attacks your Truck		Moves toward neutral/your fort entrance				Attacks your non-artillery unit (Anti-Tank Gunner: moves within range of your Tank)		
Artillery	Moves within range and attacks your Foot Soldier that's within 2 hexes of a fort entrance		Moves within range and attacks your unit with the 2nd highest Hit #	Moves within range and attacks your Truck	Moves within range and attacks your unit with the highest Hit #		Moves within range and attacks your Foot Soldier	🛠 (Gunboat: moves within range and attacks your aircraft)		Moves within range and attacks your most damaged hittable unit	Moves within range and attacks your Anti-Aircraft unit	
Tank/ Armored Car	🛠 or attacks your Truck		Attacks your Tank or Armored Car	Attacks your Artillery		Attacks your Anti-Aircraft unit	Attacks your Foot Soldier that's within 2 hexes of a fort entrance		Participates in a flank or surround attack	Attacks your Foot Soldier that's more than 2 hexes from a fort entrance		
Fighter Aircraft	Attacks your Tank or Armored Car	Attacks your unit in range with the highest Hit #	🛠 or attacks your Truck	Attacks your aircraft	Attacks your Foot Soldier	Attacks your Artillery	Participates in a flank or surround attack					Attacks the most damaged of your units that's within range
Anti-Aircraft Unit	Moves toward being within 3 hexes of your aircraft					🛠						

🛠: Moves toward and into its own fort if it has 4 or 5 damage (and if necessary continues to do so on following turn(s))

Enemy attack priorities (among eligible targets):

- **Artillery:** your unit with 5 damage → your closest unit → your unit with the highest Hit # → your most experienced unit → any other unit
- **Non-Artillery:** your unit with 5 damage → your unit with the lowest Hit # → your least experienced unit → any other unit

Enemy shared attack sequence: enemy unit that can't be hit back → enemy unit with the least experience → enemy unit with lowest firepower → other