# TRENCH CRAWL - WORLD WAR II

QUICK REFERENCE SHEET - PAGE 1: EXPLORATION AND COMBAT

## TURN SEQUENCE

**1.** Explore forward if able. **2.** Determine enemy contact. **3.** Resolve combat. **4.** Move and fire as permitted.

Players alternate complete turns. Forward movement is normally achieved by exploring and occupying a new trench section.

## EXPLORATION DECK

**Hearts / Diamonds:** Straight trench **Clubs:** Right angle bend **Spades:** T intersection

**Jack, Queen or King:** Dead end regardless of suit. **Ace:** Normal card of its suit.

Place the new trench immediately. The Australian section occupies it as part of the same exploration action.

## CONTACT DECK

**First card:** Black = empty trench. Red = Italians present.

**If red, draw again:** 2-6 Rifle squad; 7-9 Machine gun; 10 Mortar; Jack Sniper; Queen Officer with escort; King/Ace Light artillery.

Further exploration stops until the enemy position is cleared.

## AUSTRALIAN SECTION AND FIRE

**Full strength:** 9 fire cards: 1 NCO, 1 Bren, 7 riflemen.

**Hits:** Riflemen score on 6-10. NCO and Bren score on 5-10. Face cards and aces never score hits.

**Casualty order:** Riflemen first, then Bren, then NCO.

**Saving throw:** Draw one card for each potential Australian casualty. Black or red 2-6 = saved. Red 7 or higher = casualty.

## ITALIAN FIRE POOLS

**Rifle squad:** 4 cards **Officer + escort:** 4 **Machine gun:** 5 **Mortar:** 6 **Light artillery:** 6.

**Sniper:** Special rule, 1 card per exchange.

Normal Italian weapons score hits on 6-10. Face cards and aces never score hits. Italian casualties are applied immediately.

## COMBAT EXCHANGES AND BREAK TESTS

**First exchange:** Surprise. Australians fire only.

If Italians hold, a second exchange is fought with both sides firing. A third exchange may follow. After the third exchange, any Italians still present automatically withdraw or collapse.

**Italian break test:** Test after an exchange if Italians suffer 2 or more casualties, suffer any Bren hit, or take casualties while surprised. Draw 1 card: **Black = break; Red = hold.**

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QUICK REFERENCE SHEET - PAGE 2: SPECIAL RULES AND VICTORY

## CHARGE

If Italians occupy the same trench section and at least **5 Australians** remain, the Australian player may declare a charge.

Each side draws cards equal to its remaining figures. Hits score on **5-10**. Australian saving throws apply; Italians receive no saves.

If any Australians remain after the charge, the Italians break automatically.

## SNIPER

A sniper draws **1 card** in each fire exchange and hits on **6-10**.

Resolve an Australian saving throw normally. If the hit is unsaved, remove either **1 rifleman or the Bren gunner**, at the Australian player's choice.

Snipers test to break normally and remain until broken, withdrawn, or removed by the three exchange limit.

## MORTAR AND LIGHT ARTILLERY - SUPPRESSION

Use the normal Italian fire pool and hit range.

Each **unsaved hit** causes **2 suppression markers** instead of an immediate casualty.

Each suppression marker reduces the Australian fire pool by **1 card**.

At any time, the Australian player may convert **2 suppression markers into 1 casualty**, restoring those two suppressed fire cards.

All suppression markers are removed automatically when the enemy position is cleared.

## CLEARING THE TRENCH

A trench is cleared when the Italian unit breaks, withdraws, or is destroyed. Remove all suppression and resume normal exploration.

If the Australians withdraw instead, the trench remains uncleared and blocks further advance.

## SOLO PLAY

Italian units hold their revealed trench, fire if able, and never counterattack, pursue, or voluntarily manoeuvre.

If they pass a break test, they always fight the next exchange. After the third exchange, any Italians still present withdraw, collapse, or disperse.

**Italian withdrawal:** Draw 1 card. Black = withdraw deeper or rearward if possible. Red = surrender, scatter, or abandon the position.

Mortars and artillery follow the same logic. Snipers withdraw on a failed break test or after three exchanges.

## VICTORY AND QUICK REMINDERS

**Victory:** The first Australian section to exit the far table edge through a continuous chain of connected trench sections wins immediately.

If exploration ends first, the section that has advanced furthest from the Australian entry edge wins.

**Decks:** Use two standard 52 card decks with jokers removed: one Exploration Deck and one Contact Deck. Discard every card after it is drawn; cards are never returned to the decks.

The Australian section operates as a single element. Preserve manpower and the Bren: losses accumulate as the crawl continues.