

TRENCH CLUB: LEGACY – STARTING THE CAMPAIGN

Getting started

Before you start the Legacy campaign, you should be familiar with the Trench Club rules. We recommend playing at least one regular game, before you start the Legacy campaign. In the campaign, you will play multiple games (referred to as “battles” in these rules) which will build on each other. The actions you take will influence subsequent games. You will modify the game board, research new units, experience new game mechanisms, and more. Each battle will represent a half year in the Great War. The progress of the war will be tracked on the Legacy Board (the map of Europe).

The Legacy campaign

To start the Legacy read the rules below and then draw the first card (numbered with 0). Do not look at any other cards unless told so. Everything you need to guide you through the campaign will be on these cards. So don't worry too much about memorizing the rules below.

Scenario play

If you do not want to play the Legacy campaign or have finished it already, you can use the game materials to play individual games in different scenarios. Open the envelopes and follow the instructions on the sheet “Skirmish Game”. Spoiler alert: Please be aware, that this will give away all the surprises right away, which you would have otherwise discovered bit by bit during the Legacy campaign.

CARDS

When you are told to draw a card, turn it around and read it out loud to all players (unless told otherwise on the back of the card). When you see a miniature card symbol with a number/letter, then draw the according card immediately.



Example: Draw card “A” and read it out loud. Then draw card “1” and read it out loud. Then draw card “4” and read it out loud.

Note: Normally, each card is only used in one battle and then discarded (unless stated otherwise). If you are skipping numbered cards while looking for a card (e.g., you are asked to draw card 43 and doing so, you come across cards 41 and 42), you can put these skipped cards aside, too. It is very likely that they will not be used on the game since you have chosen a different path in the story.

There are different types of cards you will draw.

- **Instructions:** These cards will tell you how to set up and play this battle.
- **Briefing:** This will tell you your objective to win the battle. If the card back says, e.g., “Only to be read by the Central Powers” hand the card out to this team instead of reading it out loud.
- **Rules:** These are additional rules that only apply to this particular battle. Turn the rule card around and place it on the Legacy Board, so it is always visible.
- **Event:** Place this card on the Legacy Board, but only turn it around once the condition stated on the back of the card is met. It will remain a surprise to all players what will happen then.
- **News:** These larger cards will provide the narrative story, as you move through the war.



THE LEGACY BOARD

The Legacy Board will track your progress in the war between the battles.

Timeline: After a battle, the winner sticks his country flag on the respective field of the timeline.

Territories: Additionally, he can choose any territory (that is adjacent to one of his own or occupied territories) and stick a country flag there to indicate that he has conquered this territory. You can also conquer territories that an enemy has already conquered. Simply place your sticker over theirs. Each territory is marked with a number which indicates its value (victory points). When placing your flag sticker, place it next to the number, so it stays readable.

Technology: A card will tell you to choose a research technology track. Put a flag sticker on your chosen track. Over time, you will make technology breakthroughs and develop new unit types (again, the cards will tell you). If that happens, place a flag sticker on the according number (I-IV).

Shame: Fight noble and honorable. When you do something particularly ignominious you will be stigmatized with shame points. If a card tells to get a shame point, stick one of your flags on the "shame" counter. Their meaning will unfold in the course of the game, but you can think of this as your international reputation or how ruthlessly you turn to the dark side.

France won the battle

France occupied this territory

Great Britain got a shame point

The rules card for this battle

Declaration of war
• Peace: The game starts in peace

5 Event

Each nation has chosen a tech track.

Germany and France have already achieved their first tech advancement.

The event card for this battle

AVAILABLE UNITS

You can only purchase units of a type that has been in the campaign before already. E.g., when the game starts in 1915, there are no tanks available yet, therefore you cannot purchase them yet.

You will develop new unit types from your tech track over time. Keep the respective unit cards for the rest of the campaign. Only you can purchase these unit types during a battle. Players can always track who owns which unit type by the flag stickers on the Legacy Board.



Example: The card for the first technology advancement of the Infantry tech track.

When you receive such a card, open the sealed box with the according miniature. Also, put one of your flag stickers on the according field on the tech track on the Legacy board, to remember this is your unit now.

OFFICERS

Later in the campaign, officers will be introduced. You don't need to read the below rules now. You can look them up then.

Drawing a new officer: When you get a new officer, write your nation on the card, and come up with a name and a military rank. Customize the officer's photo with the provided sticker elements (face, uniform, hat). This officer will be yours until the end of the campaign.

Officers on the battlefield: At the beginning of each battle, each player can choose one of their officers to accompany them in battle. Pick the officer card of your choice and put it next to your unit chart. The officer is represented by one of your flag tokens on the battlefield. During setup, place the officer token just like one of your units. Officers can move with 1 movement point. They cannot attack or enter Forts (unless otherwise stated).

Killing an officer: If an officer is attacked during the game and receives at least 2 hits at once (in one attack from one enemy unit), the officer is injured and needs to flee. Remove the officer for the rest of this battle. You can use the officer again in your next battle. If an officer receives at least 7 hits at once, he is killed in action. Remove the flag token and rip the officer card to pieces.

Officer abilities: Officers can modify the game in three ways. The top box indicates how the officer alters the game during setup. The middle box shows an ability that you can use once per battle (at any time). Turn the officer card 90° to indicate that you have already used his ability during the battle to remember (or put a token on the middle box of the officer card). The bottom box indicates a permanent modification. This is in place as long as the officer is on the battlefield.

Gaining abilities: After each battle, each player can add 1 new ability to one of their officers. Choose an ability sticker and place it on one of the 3 ability boxes on any of your officer cards. This can be the officer you just had in play or any of your reserve officers in your deck. You can choose empty boxes for the officer or stick the new ability over an existing one to replace it. Setup abilities always must go in the top box, one-time abilities in the middle box and permanent abilities in the bottom box. The player who held the most Forts in the last battle chooses first, then continue in the order of Forts held.



20 Officer

Customize Photo

Name: Hans Hacker

Rank: Lieutenant

Faction: Germany

Reinforcements: If your team lost the last 2 battles, start the next battle with an additional Howitzer.

Use once during setup

Use once during game

Permanent ability

WINNING

After the battle

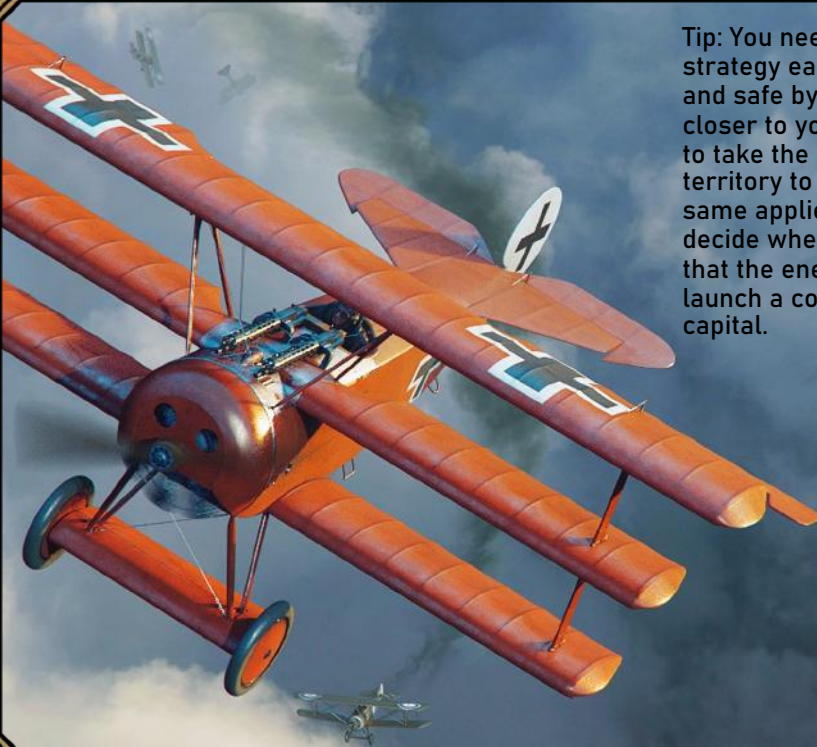
A battle is over immediately when a victory condition on the mission briefing is achieved or when a team gives up at the end of a turn.

- Add a sticker for the winner on the timeline AND on the map. You can only conquer a territory adjacent to one of your own or your occupied territories. Try not to cover the star with the sticker, so you can still read the number later.
- Each player adds an ability to one of your officers (in the order of number of Forts held)
- Check: During the game, if you earned a shame point, you should have added an according sticker. If you have made a tech development, you should have added a respective sticker
- Discard all cards but keep your tech units and officers.

Winning the war

If you conquer one of the enemy capitals, the war is immediately over, and you won. Draw the card indicated next to the capital on the Legacy Board (105 for Berlin or Vienna; 106 for Paris or London). *Note: You will need to get 5 territories deep into the enemy land to reach the capital.*

Otherwise, you play through the entire war, until a card tells you an armistice has been signed and the war is over. If no capital could be conquered, the winner is determined based on the occupied territory. Count the numbers in the stars of all territories your team has occupied. The team with the higher sum won. Note that the areas closer to your home border will give you more points (10), because they are easier to hold and annex.



Tip: You need to decide on your overall strategy early, whether you want to go broad and safe by starting occupying territory closer to your country or whether you want to take the risk to rush deep into enemy territory to go for the enemy capital. The same applies for the defender. You must decide whether to take back your territory that the enemy might occupy or rather launch a counterattack to rush for their capital.

After the campaign

After you have finished the campaign, you will receive a scenario sheet that allows you to play single game with all game materials, rules, etc. revealed during the campaign in different scenarios.

Reset and replay

The Legacy game will permanently modify the game materials. If you do not want that, cut out the stickers and lay them on the board instead of actually sticking them on. At the end of a battle, take a photo of the game board, so you can set it up like it was for the next battle.