

Rules of Game of Trenches

Trenches is a WWI-themed board game for two players.

Each player plays with four Soldiers and four Tanks. The 10x10 board represents trenches in a battlefield.

Pieces needed:

- 10x10 checkered board (a 10x10 International Checkers board is commonly used)
- 4 Soldiers for each player, 8 total (Chess Pawns are commonly used to represent Soldiers).
- 4 Tanks for each player, 8 total (Chess Rooks are commonly used to represent Soldiers).
- Up to 84 Debris pieces (Go Stones or Poker Chips are common used to represent Debris).

Each player will execute one movement per round until one of the players cannot complete a successful move, losing the game.

Tanks move horizontally, vertically or diagonally (similar to a Chess Queen). Upon completing a movement, Tanks will leave Debris on the square they started from.

Soldiers move similarly to how Tanks move. To complete a move, a soldier will launch a Grenade onto an empty square, vertically, horizontally, or diagonally from their landing square, which will lead to Debris on the affected square. Grenades are not represented in this game, only the Debris left by them is represented, using the same pieces as the ones used to represent Debris from Tank movement.

Soldiers cannot attack the squares immediately around any Tanks (up to 8 squares per Tank, on a 3x3 area around each Tank is protected from Soldier Grenade attack).

Debris are represented by special pieces placed on the board at the end of each movement. Squares affected by Debris are dead to the game and can no longer be interacted with in any way.

No movement can cross over a dead square and Grenades cannot be thrown over Debris; therefore pieces within an area completely surrounded by Debris cannot interact in any way with pieces outside of the surrounded area.

Typically in this game, Tanks are seen as "Defensive" pieces whereas Soldiers are seen as "Offensive" Pieces. Both pieces have balanced pros and cons: Soldiers are allowed to choose where they will leave Debris from their Grenades, however they have no protection and are easier to corner than Tanks are. Tanks in this game do not fire and will leave their Debris exclusively on the square where they start their round, therefore having less offensive flexibility, however they are protected from Soldier attacks on all squares immediately around them, and are harder to corner than Soldiers.

Soldiers and Tanks are allowed to move to a square adjacent to a Tank (although Soldiers cannot throw their Grenades - and therefore leave Debris - on any square immediately around any Tank, including their own Tanks).

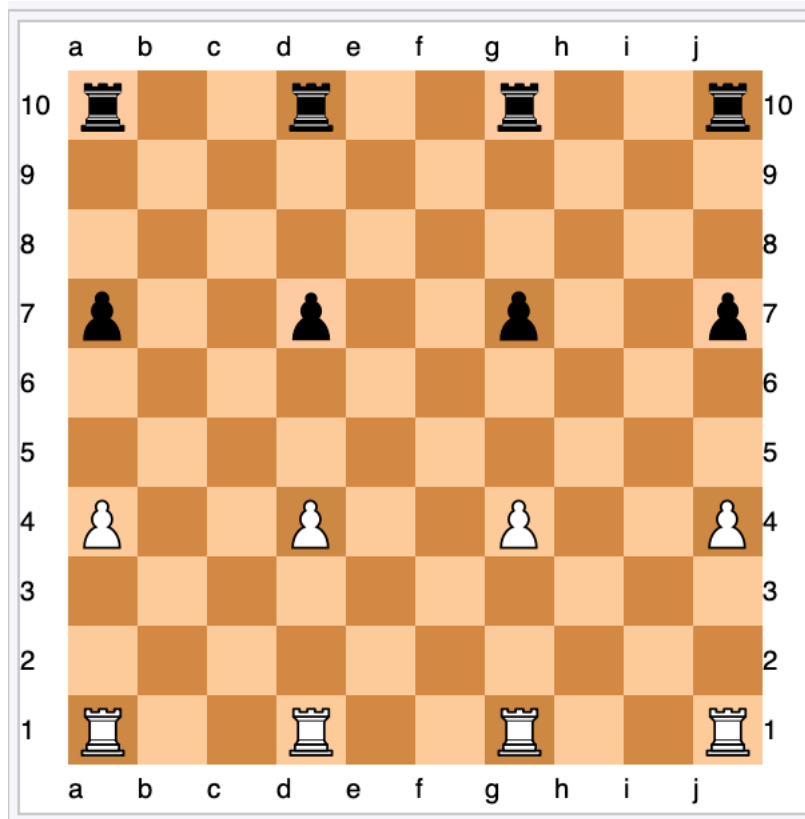
Since Tanks are allowed to move to squares adjacent to other Tanks, it is possible to corner a Tank on a 1x1 square using a Tank to "attack".

A Soldier is not allowed to move to a square from which it cannot legally throw its Grenade. Often times in this game, Tanks will be able to block a Soldier from moving by blocking the squares within that Soldier's range with its 3x3 protected square, where Grenades are not allowed. Therefore Tanks are able to temporarily paralyze legal moves from Soldiers. Tanks, on the other hand, are always allowed to move to any empty square within its range.

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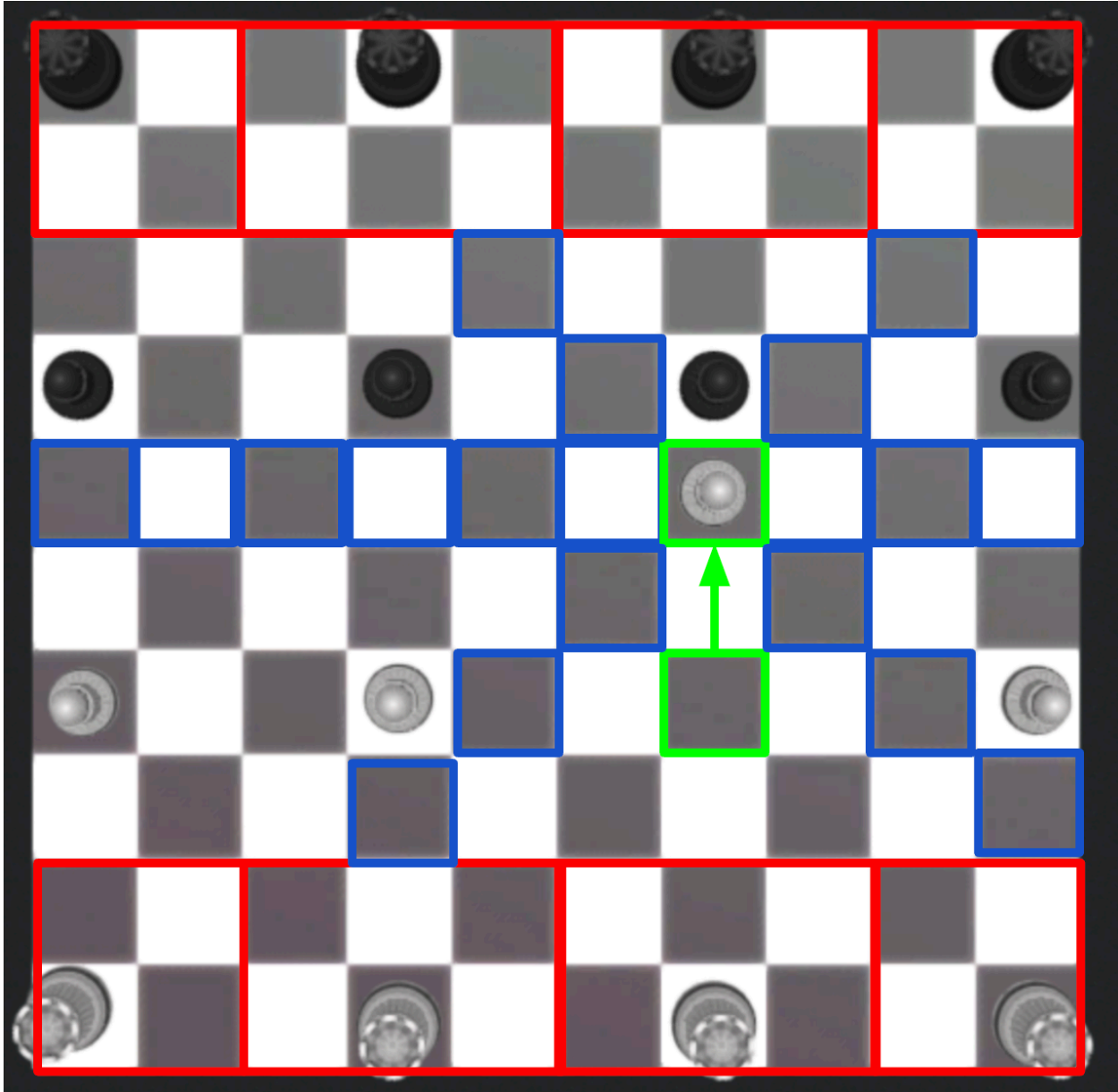
Once a player cannot move any of their pieces they will have lost the game. In other words, the winner of the game is the last player able to complete a successful move.

The game can be optionally scored by how many pieces are left on the board with a legal next possible move. The highest possible winning score is 8, with all pieces free to move. The lowest possible winning score is zero, as it is possible to have executed the last possible legal move just prior to victory.



Starting Position

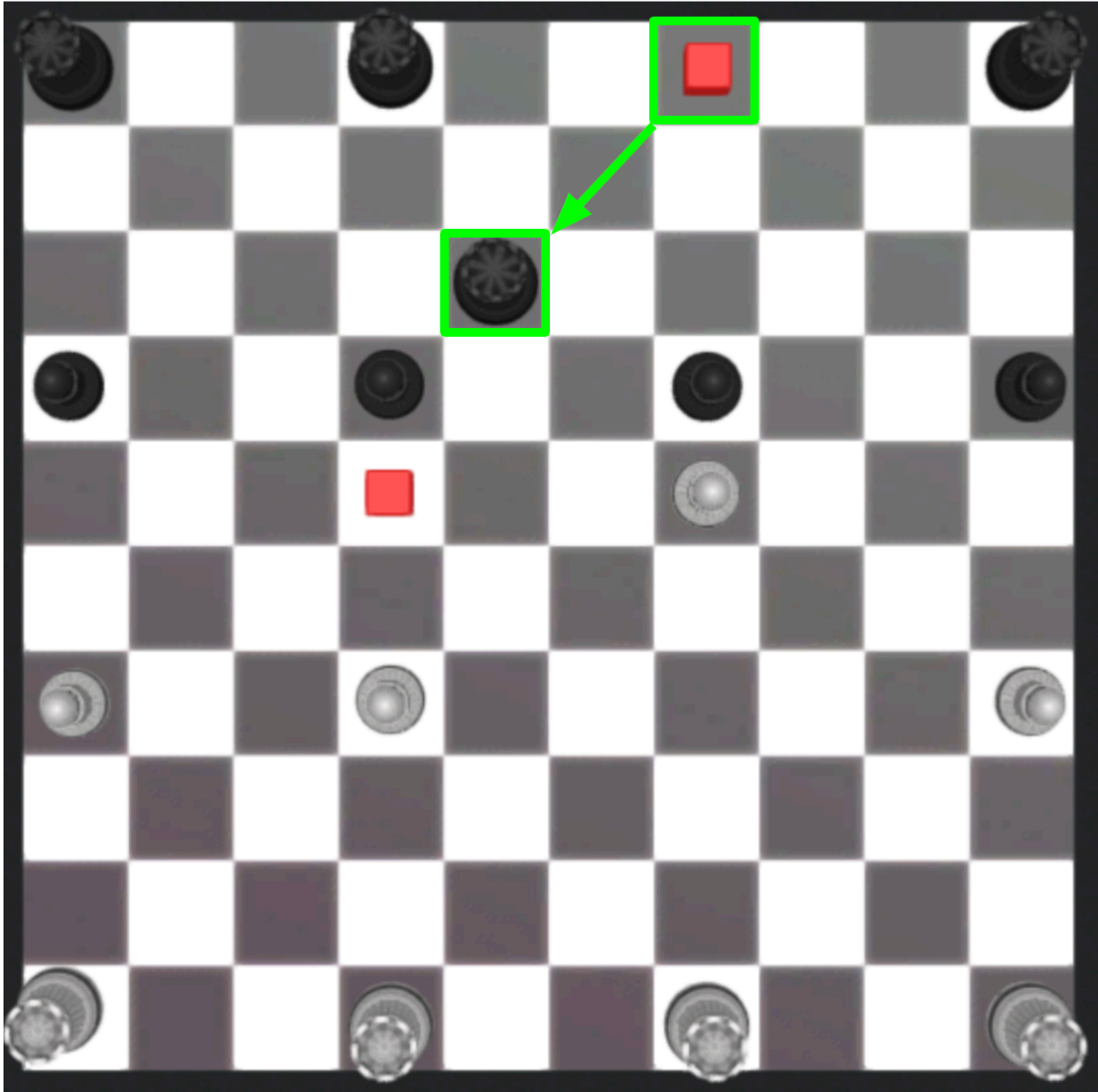
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Example of First Move by Light Soldier

Green shows initial and landing positions for a Light Soldier. Red shows areas where Tanks are blocking Grenades/Debris. Blue shows all possible positions for Grenades/Debris to complete the first move by Light Soldier.

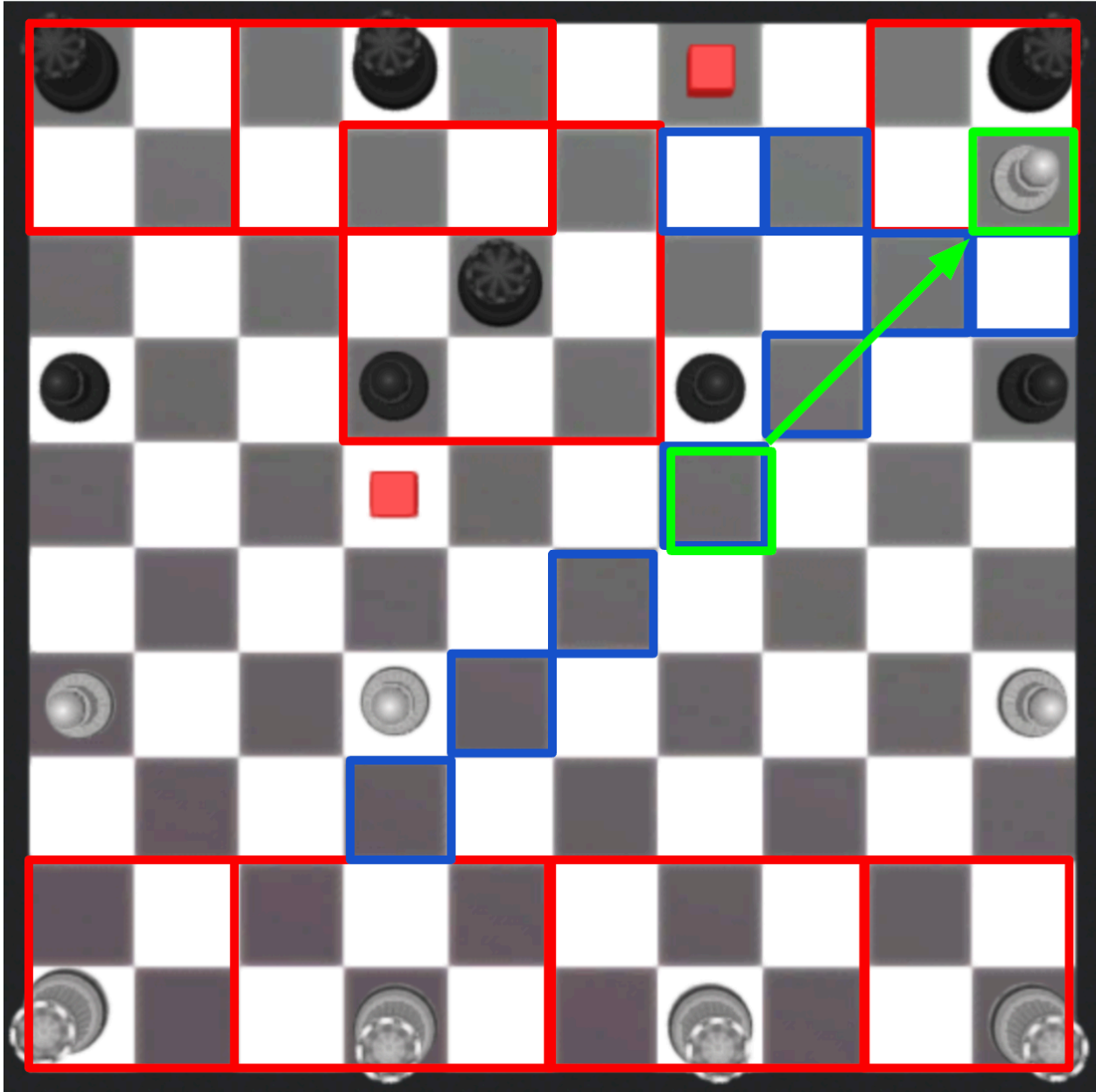
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Example of Second Move by Dark Tank

Green shows initial and landing positions for a Dark Tank. Debris left on initial position is mandatory for Tank movement.

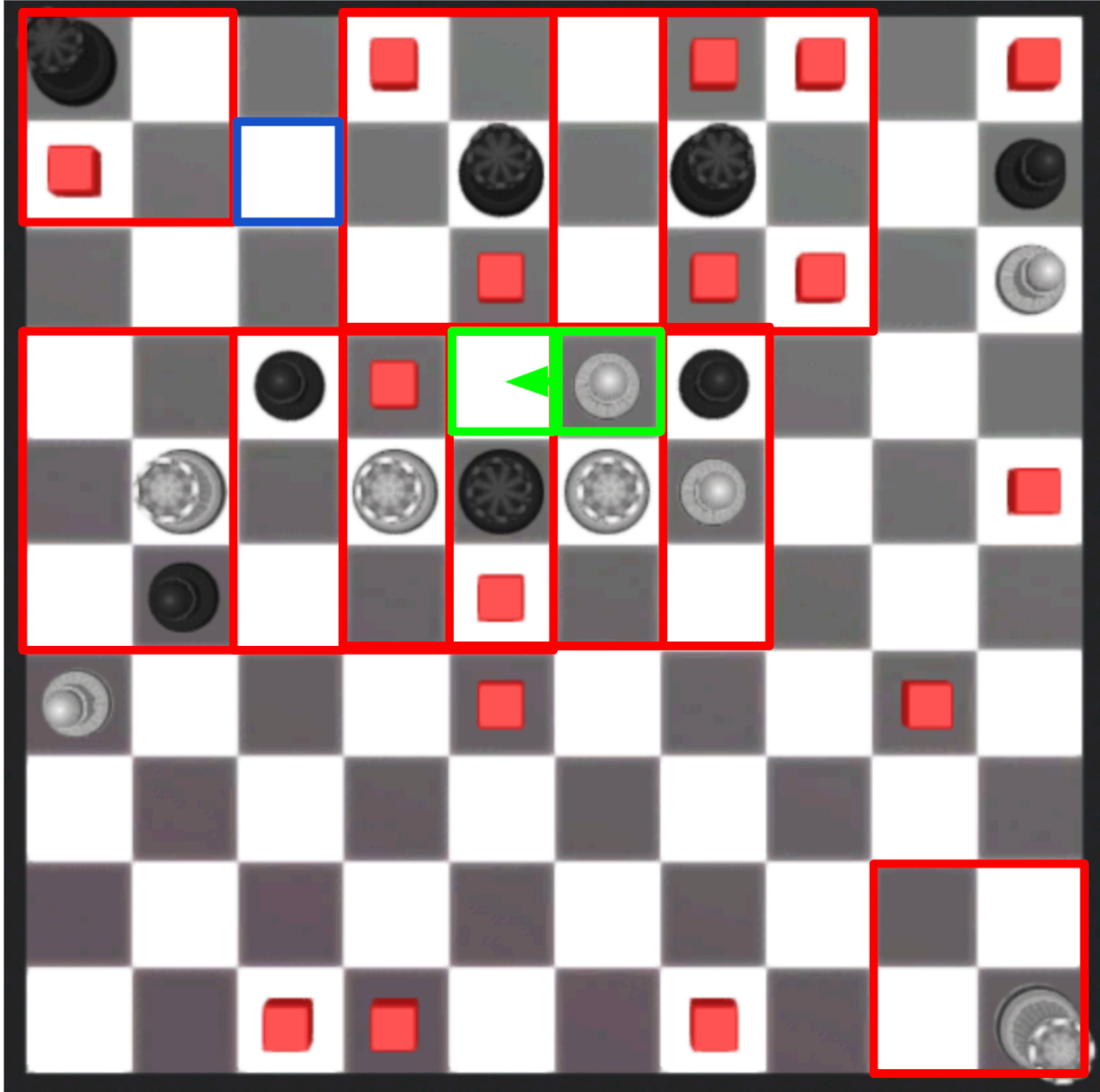
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Example of Third Move by Light Soldier

Green shows initial and landing positions for a Light Soldier. Red shows areas where Tanks are blocking Grenades/Debris. Blue shows all possible positions for Grenades/Debris to complete the third move by Light Soldier.

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Example of Light Soldier Restricted by Dark Towers

Green shows initial and possible landing positions for a Light Soldier. Red shows areas where Tanks are blocking Grenades/Debris. Blue shows the only legal position for Grenades/Debris to complete the move by Light Soldier. Notice that other available squares are within range of the same Light Soldier, however the highlighted square is the only from which a Grenade/Debris can be placed, therefore the only allowed move for the Light Soldier.