The Grizzled
Armistice édition

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August 2nd, 1914

In the village square, the group of inseparable friends contemplate, stunned, the General Mobilization order plastered to the town hall. For many weeks now, the papers had become worrisome, but the brutality of the announcement surprises everyone. Without having any idea of the hell in which they'll be plunged, they promise each other that they'll survive and come back together no matter what happens. Unfortunately, the reality they'll have to face will be much worse than their deepest fears.

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Note of Intention

At the same level as literature and cinema, games are a cultural medium which is undeniably participative. There are no subjects it can't broach, though some are more delicate than others. The life of the Grizzled is one of those. Guided by the deepest respect that the suffering endured by these men has inspired in us, we've designed and tweaked this game with this constant concern.
In this earnest endeavor, we've chosen to focus on the individual, with his preoccupations and his daily fears. Without ever touching on the warlike aspect, *The Grizzled* offers each player the chance to feel some of the difficulties suffered by the soldiers in the trenches. Thus, the emotions around the table will often be intense.
The path to victory may seem difficult, but don't get discouraged! Persist and survive the Great War!

Homage

Some of the characters in this game were real people. Some are the ancestors of people who worked on this game. *The Grizzled* is an homage to all the people who lived through this tragic period.

How can we imagine a game about friendship and brotherhood other than with a real friend? Your joy and your enthusiasm, Bernard, are as vital to us as your talent.
Hasta siempre Tignous.

The key to success is knowing who to surround yourself with!



Game Contents



6 Grizzled Miniatures



1 Recruit token



1 Peace Card



1 Monument Card



6 Grizzled Cards



55 Campaign Cards



68 Trial Cards
45 Threat Cards
23 Hard Knock Cards



36 Order of the Day Cards



21 Recruit Cards



23 Helping Hand Cards



4 Player Aids



16 Support Tiles



4 Support Tiles for the Solo version



1 Mission Leader Token



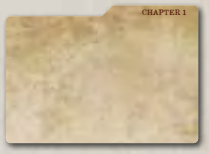
5 Morale Tokens



9 Warning Tokens



5 Speech Tokens



13 Dividing Tabs

Introduction

The Armistice Campaign is formed by an introductory Mission, **Boot Camp**, and 9 Chapters, each one unique, in which you will face the major events of the First World War. Each Chapter will influence the rest of the Campaign. In the end, the Victory and Negative points acquired will define the physical and mental state of the group after the war.

How to Play

Take the Deck of cards for the Chapter you would like to play, and place it facedown on the table. **Do not shuffle any of the Decks**, unless instructed to. Read each card in the order they are in for instructions.
The Campaign begins with an introductory Chapter, titled **Boot Camp**. This Chapter has a single objective: to be used as a tutorial to explain the rules of a basic *The Grizzled* game.
If it's your first time playing *The Grizzled* or you need a reminder of the rules, read the Basic Rules (p.4).
Boot Camp can be skipped by experienced players.
Read the Chapters Setup (p.4) and skip to Playing the Campaign (p.8).

Chapters Setup

At the beginning of each Chapter, each player chooses a Grizzled card and takes the Grizzled miniature that matches their card. For a 2-player game setup and special rules see Duo-Mode (p.15).

- Shuffle the Trial cards to create the following 2 Decks:
  - Trials Deck: place it on top of the Peace card
  - Morale Reserve: place it on top of the Monument card

The quantity of Trial cards on each of those 2 Decks will always be specified on the Briefing card of each Chapter.

- Place the Speech tokens near the play area.
- Randomly determine a player to take the Mission Leader token.
- Each player places their Grizzled card in front of them with their Good Luck Charm faceup.



Each player gets 3 Support tiles:
- 1 To the Left tile
- 1 To the Right tile
- 1 tile randomly drawn from the rest.



Note: When playing with 3 players, the double tiles are not used.

Place the number of cards specified on the Briefing card on top of the Peace card, forming the TRIALS DECK.







No Man's Land

The rest of the cards form the MORALE RESERVE, which is placed on top of the Monument card.







Basic Rules

Chapter Goal

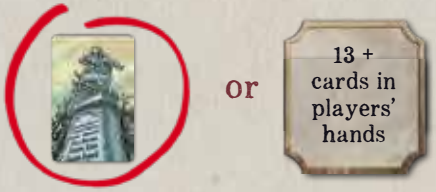
A Chapter is composed of successive Missions.
At the start of each Mission, players will be dealt a number of cards from the Trials Deck. During the Mission, players will try to succeed by playing all their cards to No Man's Land without having 3 identical active Threats revealed.

If the conclusion of the Mission did not trigger the end of the Chapter, Morale will Drop and cards will be transferred from the Morale Reserve to the Trials Deck and a new Mission will be played.

The players win the Chapter at the end of a successful Mission when the Peace card is visible AND they no longer have any cards in hand.



The players lose the Chapter, if during a Morale Drop phase, the Monument card becomes visible OR if the players have 13 or more cards in hand, collectively.



Start of the Mission

The Mission Leader chooses the Intensity of the Mission, which determines the number of cards each player will be dealt (except for the first Mission of a Chapter, which is determined by its Briefing). These starting cards are dealt from the Trials Deck one at a time, starting with the Mission Leader and proceeding clockwise.

If the Trials Deck runs out when dealing starting cards, simply stop dealing further cards. Some players may have less cards in hand than others. With a depleted Trials Deck on the table, if players manage to play all their cards without failing, they will win the Mission!

Players must never discuss, reveal nor show their cards.

Players will play their cards faceup into the empty area in the middle of the table called No Man's Land.

At the beginning of a Mission, the players place the Miniature of their Grizzled near No Man's Land to show they are active in the Mission.

End of the Mission

The Mission can end in 1 of 2 ways:

- either all of the players have withdrawn, in which case the Mission is then **Successful**.

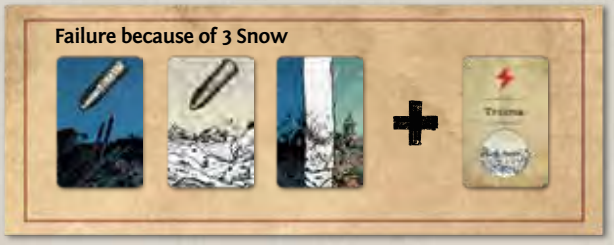
Examples of No Man's Land:



- or 3 identical Threats are present in No Man's Land, including the Phobias and Traumas of the non-withdrawn players, in which case the Mission is a **Failure**.

Examples of No Man's Land:





The Actions

During each player's turn, they will have to choose and perform 1 of the actions below:

Play a Trial card from their hand

There are 2 types of Trials card:



Threats: are played in No Man's Land.



Hard Knocks: are assigned to the player and immediately take effect.

and 6 types of Threats:



Use a Good Luck Charm



The player discards 1 of the cards from No Man's Land bearing the same type of Threat as their Good Luck Charm. The player's Grizzled card is then flipped facedown. To be able to reuse their Good Luck Charm, they'll have to recover it (see Support, p.7).

Make a Speech



If a player has a Speech token, it allows them to encourage their comrades and protect them from 1 of the 6 Threats. The active player chooses a Threat and announces it to the other players. All the players, except the one making the Speech, can then discard a single card (Threat or Hard Knock) from their hand which contains that specific Threat. If a player has more than 1 of those Threats, they can choose only 1 of them. Players who have already withdrawn do not benefit from the Speech. The Speech token is then discarded.

Withdraw...



By Withdrawing, the player chooses to no longer take part in the Mission and will thus no longer be able to take actions. All Hard Knocks they possess have no effect on the current Mission. Remove the respective miniature from No Man's Land and place it on its Grizzled card.

...and choose a Support tile

The player must secretly choose which player they will give Support to. To do this, they secretly choose 1 of their Support tiles (if any remain), which they place facedown on their own Grizzled card. All of the played Support tiles will be revealed at the end of the Mission. A player who no longer has any Support tiles can still Withdraw. They simply won't play a Support tile. If the player still has cards in hand, they can place them facedown on their Grizzled card to represent their withdrawal.

Mission Resolution

When the Mission is over, the unplayed cards are kept in hand, and the Hard Knocks remain assigned to each Grizzled.

1. Reveal Support

The players reveal the Support tiles they played on their Grizzled cards when they withdrew, and give them to their chosen player.



If the Mission was Successful:

The cards in No Man's Land are discarded.
If a player has received more Support than any others, that player benefits from the help of the group and can then:
Get rid of up to 2 Hard Knocks cards affecting their character AND recover their Good Luck Charm, flipping their Grizzled card faceup again.
In case of a tie, the effects are cancelled and no one gets support. Players keep the Support tiles they have received.



If the Mission was a Failure:

The No Man's Land cards are shuffled into the Trials Deck and will have to be faced again.
Only the tiles from players who have already Withdrawn are revealed and taken into account. In this case, if a player received more Support than any of the others, they may:
Get rid of a single Hard Knock card AND recover their Good Luck Charm, flipping their Grizzled card faceup again.



2. Check Hard Knocks Defeat Condition:

After the resolution of Support, any player with 4 or more Hard Knocks causes the group to fail and immediately ends the Chapter.



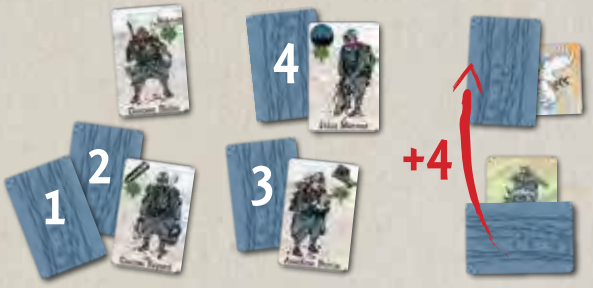
3. Check Chapter Victory Condition

If the Trials Deck is empty, the Peace card is visible, and the players no longer have any cards in hand, the Chapter ends in Victory!



4. Morale Drop

If the Chapter isn't over yet, the group's Morale drops:
Add up the total number of cards remaining in the players' hands. Transfer that number of cards from the Morale Reserve to the Trials Deck, with a minimum of 3 cards and a maximum of 6.



5. Check Chapter Defeat Conditions

• As soon as the group's Morale Reserve is empty and the Monument card becomes visible, the Chapter is lost!

or

• If the players have a **combined total of 13** or more cards in hand, they abandon all hope and the Chapter is lost!



6. Next Mission

If the Chapter is won or lost, read the Conclusion card from the Chapter. If not, the Mission Leader token moves to the next player to the left. The **former** Mission Leader gets a Speech token.

A new Mission begins...

Playing the Campaign

The Armistice Edition of The Grizzled comes with 13 Dividing tabs to help you track your progress and play the game in several connected play sessions instead of always a single gaming experience. Before starting the Campaign, take the **Victory Points**, **Negative Points** and **Saved Cards** Dividing tabs and place them in the box's top row indents to create a filing system to save your ongoing Armistice Campaign.
You don't have to play the Campaign through all in one sitting. The game can be saved to play another day (see Saving the Game p.13.).



Start the campaign by opening the first deck, **Deck of Campaign cards**, which contains the cards required to play the game as well as Boot Camp and Chapter 1. All other chapters are divided into their own decks and should be played in numerical order.

During the Campaign, each Chapter adds new mechanics and cards. At the beginning of each Chapter, set up the game, with Trial cards, Support Tiles, Good Luck Charms faceup, and Speeches normally (see Chapters Setup, pg.4). Rules for adding the new mechanics and cards are described in each Chapter's Briefing (including how to construct the Trials Deck and Morale Reserve).

At the end of each Chapter, any Hard Knocks assigned to a Grizzled are removed.



The Rewards

Read only at the end of Chapter 1.
At the end of a Chapter, don't immediately reset the game. Depending on the result of the Chapter, you will have the possibility of getting Helping Hand cards or potentially Ban cards. These effects will bring you precious aid in following Chapters.

Helping Hands

Each Helping Hand card is an advantage for the player who has it. Most of the time, these cards can only be used once and are then stored behind the Victory Points tab.





At the end of a Chapter, depending on the rules on the Conclusion card, you can obtain Helping Hand Hand cards from the Campaign Deck. The number of cards awarded are determined by the amount of cards left in the Morale Reserve. The Helping Hand cards can be distributed among players freely. In case you are not awarded with all the cards available at the end of the Chapter, you can choose the ones you gain. These cards are kept facedown.

Be Careful: Any Helping Hand card not awarded at the end of a Chapter count as Negative Points for the Campaign's global score. These leftover cards are stored behind the Negative Points tab.

Each player keeps their own Helping Hand cards for subsequent Chapters. These are stored behind the Saved Cards Dividing tab when Saving the Game (see p.13).
Helping Hand cards in a player's hand are ignored for Chapter Defeat Conditions purposes.
The Helping Hand cards are divided into 3 categories:

Action Helping Hands: Playing this type of Helping Hand card replaces the player's action. A player who has Withdrawn can thus no longer play an Action Helping Hand card.

Event Helping Hands: This Helping Hand can be played during a specific event, as explained on the card.

Friendship Helping Hands: Unlike the other Helping Hand cards, which are single-use, the Friendship cards are used immediately and remain in play for all subsequent Chapters (see Saving the Game, p.13).

NOTE: In case of conflict with another rule, the effects of a Helping Hand card take precedence. They will always help the players.

Ban a Card

When you lose a Chapter, you may Ban 1 card. Choose a Trial card from among those you still have in hand or from the Hard Knock cards assigned to players, and put that card behind the Negative Points tab. You will no longer have to face that Trial card in upcoming Chapters.

NOTE: Banning a card is not obligatory. Not doing so will improve your global score at the end of the Campaign.



The Orders of the Day

Read only before playing Chapter 2.
High Command has decided to get things back in hand, and players will have to answer to their demands.
From now on, at the beginning of each Mission, the Mission Leader must choose an Order of the Day card which will impose directives for the upcoming Mission:

- an advantage or restriction
- the minimum number of Trial cards to be dealt

The Order of the Day Deck



During setup, depending on the Briefing's instructions, you will create a Deck made up of Order of the Day cards. During each Mission, an Order of the Day card will be added to No Man's Land.



Difficulty and Name of the Order of the Day

Advantage or Restriction

Minimum Intensity of the Mission



Difficulty and Name of the Order of the Day

Advantage or Restriction

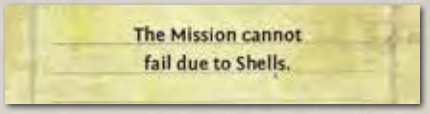
Cancellation Condition

Minimum Intensity of the Mission

Mission Start

At the beginning of a Mission, instead of choosing the amount of Trial cards for the Mission, the Mission Leader draws 2 Order of the Day cards, selects 1 of them, and reveals it to the other players. The remaining card is placed on top of the Order of the Day Deck (which means that this card and another one will be drawn by the following Mission Leader).

Place the chosen Order of the Day card in No Man's Land. This card shows the **minimum** amount of Trial cards each player receives, which varies according to the number of players. The Mission Leader may choose to increase this value to distribute more cards. Don't forget the Chapter Defeat Conditions! If the players ever have 13 or more cards in hand collectively, the game is lost! The Order of the Day card also describes an ongoing effect for the Mission.



Ongoing effect for the Mission

Duration of the Order of the Day

Most Order of the Day cards last as long as the Mission itself and are discarded after the Support phase. However, some cards remain in play until specific conditions are met.
Such conditions are shown in the card's Cancellation condition box, as shown below:



Example: When Withdrawing, a player can draw 3 cards from the Trials Deck to discard this Order of the Day.

These cards will impact the Chapter Defeat Condition!
When meeting the Cancellation Condition, if the Trials Deck doesn't contain enough cards, the Order of the Day is still cancelled.
If there is no Cancellation Condition, discard the Mission card after the Support.

A new Order of the Day card is drawn at the start of every Mission, even if the previous one wasn't discarded, stacking their effects.

This Order of the Day adds a Shell to No Man's Land until the Cancellation Condition has been met.



The Order of the Day cards are classified in 3 categories: Easy/Normal/Hard, but that has no influence on the Campaign.

In case of conflict with a Hard Knock, the Order of the Day has priority.

Recruits

Read only before playing Chapter 3.
Young Recruits will join the battlefield along with the Grizzled. Unfortunately, these Recruits aren't always up to the challenge!

Recruit Cards



Starting Hand: 3 cards.

Morale Tokens: This recruit has no Morale tokens.

Recruit's Effect: Special rule to be applied while this Recruit is in play.

Advantage: Bonus gained when the Recruit has played all of the cards in their hand.

Arrival of a Recruit

At the start of a Mission, after the Trial cards are dealt, a Recruit enters play if the following conditions are met:
- There are no Recruits in play
- The Recruits Deck isn't empty
- There are enough cards left in the Trials Deck to create the Recruit's starting hand

The Recruit card is placed between the Mission Leader and the player to their right. The Recruit remains in that position, even when the Mission Leader changes. Take the Recruit token and place it in No Man's Land to indicate the Recruit is currently in play. The Recruit's starting hand is drawn from the Trials Deck and placed faceup behind the Recruit.



Recruit's Actions

On their turn, the Recruit will choose an action, just like the other Grizzled. For example, during the Mission in which the Recruit arrives, they are placed to the right of the Mission Leader. Therefore they will take their first action after all the other players. The current Mission Leader decides what action the Recruit will choose from among the following:



Play a card from their hand:

- A Threat card is added to the No Man's Land.

- A Hard Knock is assigned to the Mission Leader (a Hard Knock is never assigned to a Recruit). Be careful: if the Mission Leader has already Withdrawn, the Hard Knock cannot be played during this Mission.

Withdraw:

- Remove the Recruit token and place it on their card to indicate they have Withdrawn.
- A Morale token is placed on the Recruit, and they no longer take part in the current Mission.
- During the Morale Drop, Morale tokens placed on the Recruit are counted as remaining cards in the hands of the Grizzled. However, the cards in The Recruit's hand are ignored.



The Recruit is not dealt cards at the start of a Mission.
The Recruit isn't affected by Support. Simply ignore it when giving out Support tiles.
Speeches have no effect on Recruits.
If a Mission fails and the Recruit has not yet Withdrawn, no Morale token is added to the Recruit.

Recruit's Departure

When the Recruit plays its last card, its training is over and it is transferred to a new sector. The Recruit card is discarded and the players immediately gain the Advantage described on the card. At the beginning of the next Mission, if the arrival conditions are met, a new Recruit enters play.
As long as a Recruit is in play, the game cannot be won.

The Traps

Read only before playing Chapter 4.



When a Grizzled or a Recruit plays a Threat card from their hand that has a Trap symbol, they must draw another card from the Trials Deck and **immediately** play it.

- A Threat card is added to No Man's Land. If a new Trap is revealed, it will be ignored.

- A Hard Knock card is assigned to the Grizzled who triggered the Trap, or to the Mission Leader if it was a Recruit (even if the Mission Leader has already Withdrawn).

Luck Symbol

Some Threat cards have a Luck symbol. If these are present in No Man's Land, they can keep Traps from triggering.

Each Luck symbol cancels one Trap symbol.



Clarifications

Actions

• Players must keep the cards in their hands secret, and only the actions of players may give indication to their contents.
• If they want, players can count the number of cards remaining in the Trials Deck and/or in the Morale Reserve.
• When a card is discarded, it is set aside for the remainder of the Chapter.
• When the Trials Deck is empty (the Peace card is visible), any card which should be drawn from it is ignored (following the effects of a Hard Knock, for example).

Hard Knocks

• The Hard Knock cards of a player who has Withdrawn no longer have an effect on the current Mission (ex: Trauma, Fragile, etc.).
• When a player no longer has any cards in hand, they can always Withdraw, no matter what Hard Knocks are active.
• In case of a conflict between the Hard Knocks:
– on the same player, the priority goes to the card that was played first.
– on different players, priority is applied to cards played by the active player.
• Mute Hard Knock: the player cannot play a Speech but can play a Support.
• Clumsy Hard Knock: The effect of the Clumsy Hard Knock does not trigger a Trap.
• The effect of a Hard Knock can sometimes force a player's action, which might compel them to Withdraw or perhaps make the Mission fail.

Speeches

• Speech tokens allow players to discard from their hand a Trauma or a Phobia with the corresponding Threat.
• The Speech tokens are all equivalent. The illustration is only used as inspiration.

Support

• The players can verbally recommend a specific Grizzled to be supported, but the tile played must remain secret.
• A player who no longer has any Support tiles can always Withdraw. The player simply doesn't play a Support tile.

Saving the Game

Between Chapters, you can save the progress of your game to resume the Campaign at a later time.

Place each Grizzled card, including Helping Hand cards, behind the Saved Cards tab. Place the cards in the same order as the players are sitting at the table. (This will help ensure Friendship links are maintained when the game resumes!)

Acquired Helping Hand cards must be placed behind the Victory Points tab. Those that weren't acquired go behind the Negative Points tab.

All Trial, Order of the Day, and Recruit cards are stored behind the corresponding Chapter's tab. Flip the Dividing tab to differentiate the Chapter currently in play.

All cards used in previous Chapters, and that are not in use in current play (such as Briefing cards), should remain stored behind the tab for the Chapters they belong to. These will not be used for the remainder of the Campaign.

Finally, all cards for future Chapters can also be stored behind their own tabs.



Replaying the Campaign

All cards are numbered. To restart the Campaign, you simply have to sort them in ascending order. The first cards are stored behind the Boot Camp tab, and the following ones behind the tabs for the corresponding Chapters.



One-shot Game

To play a game outside the Campaign, follow the Basic Rules (see p.4), and play until the Victory or Defeat conditions are met. You will need all of the Trial cards, Order of the Day cards, Recruits cards, and Helping Hand cards.

Preparation of the Trials Deck: 30 cards
Morale Reserve: Remainder of the cards (38 cards)

Order of the Day: Depending on the difficulty level desired, create the Order of the Day Deck (12 cards) according to the following chart:

Orders of the Day

	Easy	Normal	Hard
Beginners To learn the game	4	8	0
Grizzled Recommended version	4	4	4
Veterans For Daredevils	2	4	6

Traps

We strongly suggest you use the Traps, but for beginner games, you can ignore them. If you do, the **Aggressive** Hard Knock (147) must also be removed.

Recruits

To play with Recruits, create a Recruit Deck using 5 random Recruit cards. Playing with Recruits is optional.

Helping Hands

Each player draws 2 Helping Hand cards, and chooses 1 to keep, and play accordingly (see p.9) discarding the other.

The game is played normally, where your goal is to reach the Peace card and get rid of all the Trial cards.

You can also create your own scenario-based games by creating the Order of the Day and Recruit Decks yourself.

Solo Mode: One-Shot

The Solo Mode allows you to play a single game by yourself. To do this, you will need all of the Trial cards contained in the Campaign.

In the Solo game, you will play 3 Grizzled in turn, but you will have only a single hand of cards. Follow the Basic Rules (see p.4) with Traps, but without Speeches. Set aside all of the game's Support tiles and take the 4 Solo version special Support tiles.



Example of a Solo game in progress.

Setup

- Choose 3 Grizzled cards and place them faceup in front of you with their Good Luck Charm faceup.
- Take the Grizzled miniatures that match the chosen cards.
- Shuffle the 4 Solo Support tiles.



Left Center Right No Support

- Remove the following Hard Knock cards: Panicked (56), Selfish (57), Frenzied (58), Absent-Minded (61), Tyrannical (105), and Mute (107).

Then create the Trials Deck with 30 cards. Assign the Mission Leader token to a Grizzled who will be the active Grizzled, and draw 3 cards to create your starting hand.

Actions

You play 1 action for the active Grizzled, then the Mission Leader token moves on to the next Grizzled and so on, until all of the Grizzled have Withdrawn or the Mission has failed. To represent a Grizzled who has Withdrawn, retrieve the miniature and place on the respective Grizzled card.
After playing a card, you can choose to refill your hand back up to 3 cards or not. If you do not do so, you will no longer be able to do so for this Mission, which will then end quite quickly.

Support

During the Support phase, draw 1 of the Solo Support tiles, which designates the Grizzled who will benefit from the Support (up to 2 Hard Knock cards discarded, and the Good Luck Charm is recovered) then discard this tile. One of these tiles designates no Grizzled. This means that no Support is given and the tile is discarded. When all 4 tiles have been drawn, shuffle them again.

Duo Mode: Campaign or One-shot

Warning: This 2-player variant is not recommended for beginners.

Setup

To play the Campaign or an One-Shot Game with 2 players, each player takes on the role of 2 Grizzled, which they place side-by-side in front of themselves, and whose turns are played consecutively. Treat it as if it were a 4-player game (for the number of cards to be dealt on the Order of the Day, for example, or for Support).



Managing Cards

Each Grizzled is assigned a hand of cards. However, each player can only look at one hand at a time, unless a special situation occurs (Speech tokens, some Missions, etc.). Thus, on the turn of one Grizzled, the player cannot look at the cards of their other Grizzled. Once they've played, they set their hand aside facedown and pick up the cards of their other Grizzled.

Morale Drop

The maximum Morale Drop is 7 cards (instead of 6 cards).

Speeches

When a player chooses the Speech action for one of their Grizzled, despite all of the eloquence at hand, only the Grizzled of the other player can benefit from it. The other Grizzled belonging to the player making the Speech will not benefit from it.

Support

Support tiles are given to the Grizzled designated by the arrows. A Grizzled can thus support the other Grizzled of the same player but, as always, only the Grizzled who has received the most tiles benefits from Support.





Credits

A great thanks to the public and to bloggers for the magnificent welcome they gave the game, and without whom we wouldn't have gone back to the trenches for this Armistice Edition.

Thanks, of course, to the players who have suffered in good humor and to their encouraging feedback, particularly Catherine and Corinne who, in addition to the traps of No Man's Land, also had to stand us.

Also, thank you to Didier Jacobée, without whom *The Grizzled* would've never seen the light of day.

A special thanks to *La Maison des Jeux de Touraine* who suffered through our first prototypes so benevolently!

Finally, and especially, thank you Tignous for that extra bit of soul you managed to breathe into our game. We'll keep you with us... Hasta siempre!

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