The Grizzled

Game by
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Art by
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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 to come back all together no matter what happens. Unfortunately, the reality they'll have to face will be much worse than their deepest fears.

The Grizzled

A cooperative game for 2 to 5 players,
with a length of roughly 30 minutes

Intention note

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. The only escape for the men we've portrayed is to use their solidarity, their brotherhood, and mutual assitance to save one another.

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!

Fabien Jean

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 men who lived through this tragic period.

Contents



6 **Grizzled** cards
Good Luck Charm Side



59 **Trial** cards



16 **Support** tiles



5 **Speech** tokens



1 **Mission Leader** token



1 Game Aid




1 **Peace** card
1 **Monument** card

Setup

- Each player chooses a **Grizzled** card, **Good Luck Charm** side up.

- Each gets **3 Support tiles**:
  - 1 ▷ tile
  - 1 ◁ tile
  - 1 tile randomly drawn from the rest.

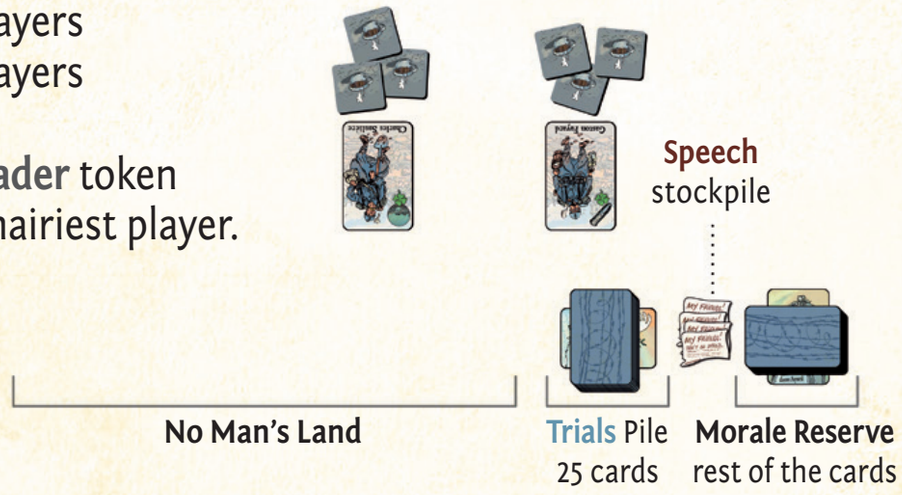
  With 2 or 3 players, the ◁▷ tiles are not used.

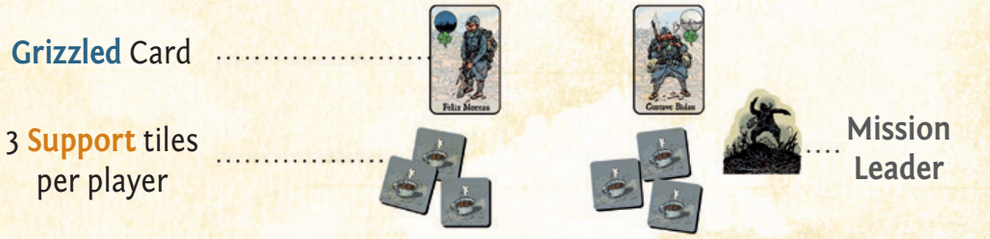
- 25 cards are placed face down on top of the **Peace** card and form the **Trials** pile. The other 34 cards are placed face down on the **Monument** card, and make up the Reserve of **Morale** for the group.

- **Speech** tokens are placed between the card piles, depending on the number of players:
  5 tokens at 2 or 3 players
  4 tokens at 4 players
  3 tokens at 5 players

- The **Mission Leader** token is given to the hairiest player.

- And the game can begin!





Objective of the Game



Through a series of successive **Missions** the players will attempt to empty the Trials pile and make the Peace card visible.
The players win the game when the Peace card is visible and they have no cards left in hand.



At the end of each **Mission**, the **Morale** drops, and cards are transferred from the **Morale** Reserve to the Trials pile.
The players lose the game as soon as the Monument card becomes visible.

Overview of a Mission



A **Mission** is composed of 4 steps.

1/4 Preparation

Intensity

Nous faisons des préparatifs formidables en vue des prochaines attaques. Que se passera-t-il alors, je n'en sais rien, mais ce sera terrible car à tout ce que nous faisons nous prévoyons une chaude affaire...
Alphonse

The **Mission Leader** evaluates the risks to take and chooses the Intensity of the **Mission**, which determines **the number of cards each player will be dealt**. The cards are dealt one at a time, starting with the **Mission Leader** himself. The cards are taken from the Trials pile. The intensity starts at a minimum of 1. If the Trials pile runs out when dealing cards, simply stop dealing further cards. Some players may have less cards in hand than others.

The Flower in the Gun Barrel

The intensity of the game's first **Mission** is always a minimum of 3 cards.

Nous avons fait des attaques les 26 et 27 octobre ; et tu peux croire que cela était terrible, car nous étions dans l'eau jusqu'aux épaules, et jours et nuits après les attaques...

A soldier from the 133rd ("La Gauloise")

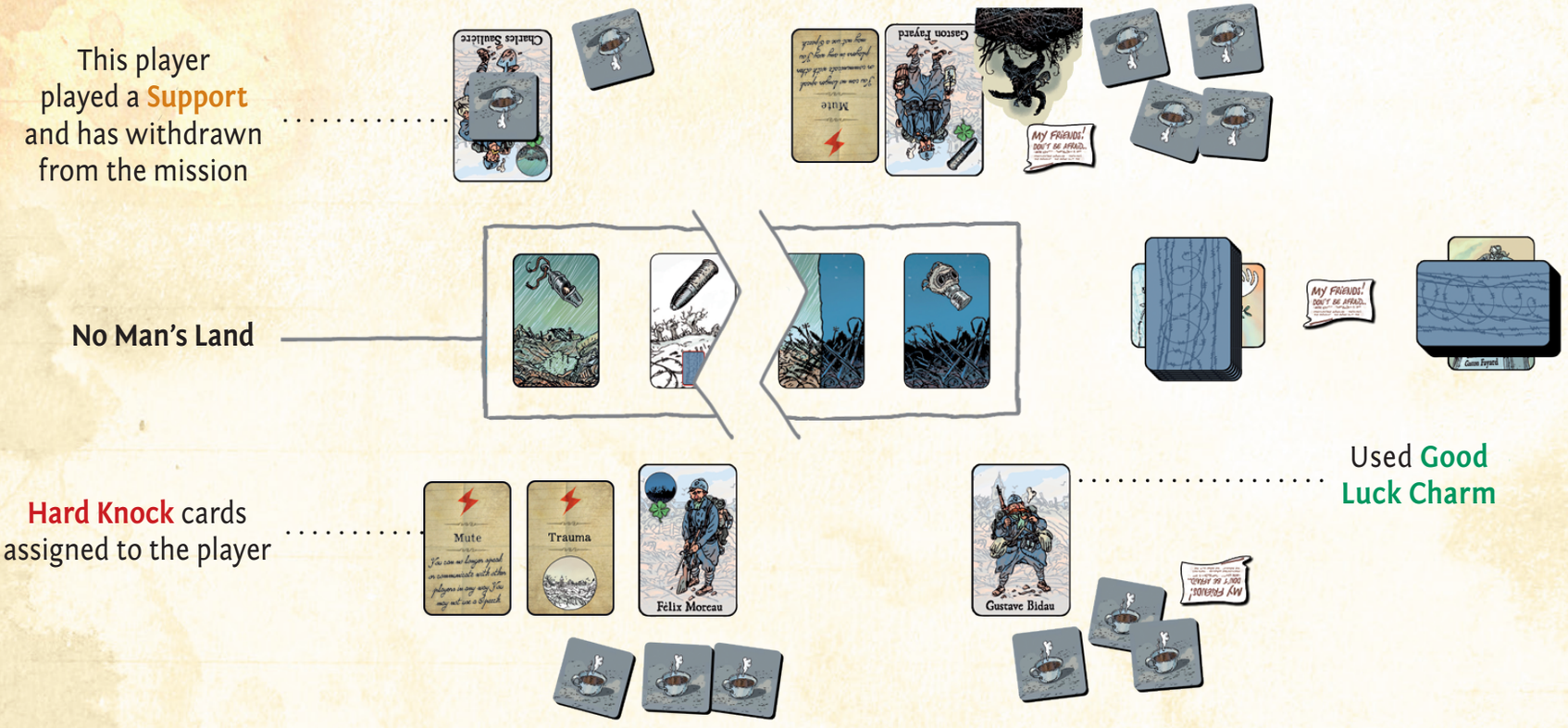
2/4 The Mission

The players attempt to get rid of the **Trial** cards in their hand. The **Threats** will be placed in the middle of the table, in **No Man's Land** (see illustration), while the **Hard Knocks** will be assigned to players. For the **Mission** to continue, there must never be 3 identical active **Threats** at the same time.

The 6 types of Threats

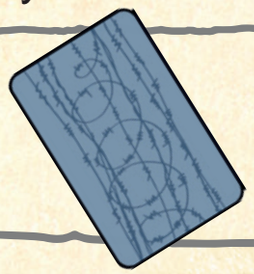


**The Whistle represents the beginning of an assault.*



The Actions

Starting with the **Mission Leader**, the players play in turn, going clockwise, for as long as the **Mission** continues (see End of the ***Mission***). On their turn, if they haven't withdrawn yet, each player chooses a single Action from among the following:



Play a Trials card from their hand

If the card is a **Threat** it is added to **No Man's Land**, in the middle of the table. If it's a **Hard Knock**, it is assigned to the player and immediately takes effect.



Use a Good Luck Charm

The player discards one 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 over. To be able to reuse their **Good Luck Charm**, they'll have to recover it (see **Support** section).



Make a Speech

If a player has a **Speech** token, it allows them to encourage their comrades and protect them from one of the 6 **Threats**. The active player chooses a **Threat** and announces it to the other players. All other players can then discard a single card from their hand which contains that **Threat**. If a player has more than one of those **Threats**, he can choose only one of them. Players who have already withdrawn do not benefit from the **Speech**. The Speech token is then removed from the game.



Withdraw and play a Support tile

By withdrawing, the player chooses to no longer take part in the **Mission** and will thus no longer be able to take actions. They must then choose to which player they will give **Support**. To do this, they secretly choose one of their **Support** tiles (if any remain) which they place face-down on their own **Grizzled** card. All of the played **Support** tiles will be revealed at the end of the **Mission**, when all players have withdrawn.

While a player is withdrawn, all **Hard Knocks** they possess have no effect for the current mission. The withdrawn player keeps the cards they still have in hand for the next round.

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 face-down on their **Grizzled** card to represent their withdrawal.

Trap Cards

When a player plays a **Threats** card from their hand which has a **Trap** symbol, they must draw another card from the **Trials** pile AND immediately play it. If a new Trap is revealed, it will be ignored. If it's a **Hard Knock**, the player places it next to their **Grizzled** card.

2 types of **Threats**
Night and *Shell*



Symbol
Trap



End of the Mission

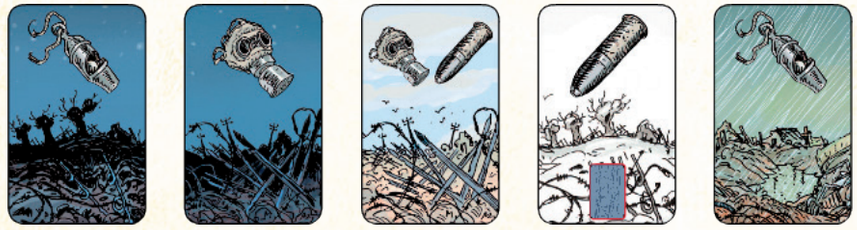
The **Mission** can end in one of two ways:

- either all of the players have withdrawn, in which case the **Mission** is then successful. The cards in **No Man's Land** are discarded.

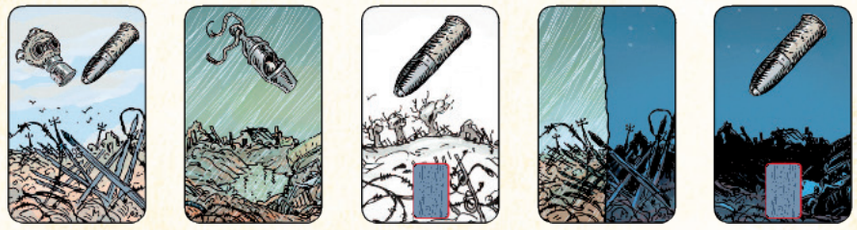
- or 3 identical **Threats** are present in **No Man's Land**, including the *Phobias* and *Traumas* of the non-withdrawn players, in which case the **Mission** is a failure. The **No Man's Land** cards are shuffled into the **Trials** pile and will have to be faced again.

In both of these cases, the unplayed cards are kept in hand, and the **Hard Knocks** remain assigned to each **Grizzled**. Play then proceeds to **Support**.

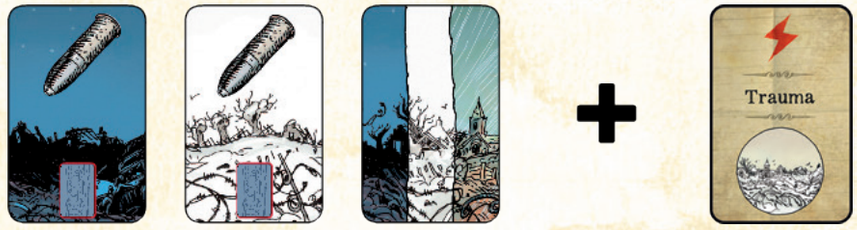
The Mission can continue



Failure
3 Shells



Failure
3 Snow





Dans le fond de la tranchée et sous le terrain, on creuse de petites caves où un homme peut tenir couché, c'est pour se garantir des éclats d'obus.
Adolphe Wegel

3/4 Support

Once the **Mission** is over, the players reveal the **Support** tiles they played on their **Grizzled** cards when they withdrew, and give it to the chosen player.



Support given to the 2nd player to the left

Support given to the 1st player to the right



If one player has received **more Support than any others**, that player benefits from the help of the group and can then:

- get rid of 2 **Hard Knocks** cards affecting their character

or

- recover their **Good Luck Charm**

In case of a tie, the effects of each cancel each other out and no one gets support.
Players keep the **Support** tiles they have received.

If the mission was a failure

Only the tiles from players who have already withdrawn are taken into account.
In this case, if a player received more **Support** than any of the others, he may only get rid of a single **Hard Knock** card.

Defeat Condition

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

Victory Condition

The Armistice is signed when the **Trials** pile is exhausted, the **Peace** card is visible and **the players no longer have any cards in hand**, they've made it through the Great War together and win the game.
Bravo!



Ils étaient comme nous, des pauvres types qui se faisaient casser la gueule pour rien...
Léon Weil

4/4 Morale Drop

As the war is still not over, the group's Morale drops:

Total the number of cards remaining in the players' hands. Transfer that number of cards from the **Morale** Reserve to the Trials Pile, with a minimum of 3 cards.

Defeat Condition

As soon as the group's Morale Reserve is exhausted, the Monument card is revealed, and the game is lost!

If the players have made it to the Morale Drop, the **Mission Leader** token moves on to the next player. The former **Leader** gets a **Speech** token, if any still remain.
A new round begins...

...and the war goes on!

Card Breakdown

- 39 Trials cards: each of the 6 types of Threats is represented in it 14 times; 9 cards contain a **Trap**
- 19 **Hard Knock** cards
- 1 **Merry Christmas** card



Rookie Game

During your first few games we strongly recommend you ignore the **Traps** from the Threat cards.

Normal Game

Once you've mastered the game's rules, you can apply the **Traps** from Threat cards when they appear.

Veteran Game

For expert players, the Trials pile starts at 30 cards.

Be brave!



The excerpts from Grizzled letters inset throughout the rules are taken from "Paroles de Poilus", published by *Radio France Editions*

2 Player Game

A virtual player is added: the Chaplain, a Grizzled card represents him. He gets 3 Support tiles like the other 2 players, and only takes part in the Support role, so he never has a Trial card and can't be Mission Leader.
The Trials pile begins at 20 cards.
The used Speech tokens are returned to the stockpile instead of being removed from the game.
The game plays out normally, except during the Preparation, in which the Support played by the **Chaplain** is randomly drawn and placed on his Grizzled card. He thus withdraws before going on the Mission.
The Supports played are given to the selected Grizzled. If the **Chaplain** has the majority, he keeps the Supports, but nothing else happens.
For more ambitious challenges, you can, after each victory, increase the initial size of the Trials pile by 2 cards. When you reach 30 cards, the victory will grant you the status of Veteran!

Thanks

A great big thanks to all the players who had the patience to test the game again and again, specifically Catherine Riffaud, Corinne Blis, Muriel Lemay, Jérémy Jallet for his constant suggestions, Didier Jacobée for his confidence, Paul Guignard for his wise advice, Benoît Houivet for his minutiae, Patrick Bard for his support and his reactions, the members of the Touraine Maison des Jeux, François, Super Bony, the Poitiers Mipeul, Ludo Ergo Sum, Boris, Simon, Nicolas, Eva, Franck, as well as all those we've forgotten in this too short list.

Clarifications

- Some information in The Grizzled can't be shared among players. The contents of the cards in each player's hand cannot be revealed. Players should also keep secret the Support tile they choose when withdrawing.
- The players can, if they so desire, count the number of cards remaining in the **Trials** pile and in the **Morale** Reserve.
- When a card is discarded, it is removed from the game for the remainder of the game.
- When the Trials pile is empty (the dove from the **Peace** card is visible), any card which should be drawn from it is ignored (**Trap**, effect from a **Hard Knock**, etc.).

Hard Knocks

- The *Trauma*, *Phobia*, and *Fragile* cards assigned to a withdrawn player no longer impact the current **Mission**.
- When a player no longer has any cards in hand, they can still withdraw, ignoring any active **Hard Knocks** **that would keep them from withdrawing**.
- In case of conflict between **Hard Knocks**:
  - on the same player, the priority goes to the oldest one.
  - on different players, those from the player currently playing are applied first.
- *Clumsy* **Hard Knock**: if a **Trap** is drawn, it doesn't get activated.
- *Mute* **Hard Knock**: the player can't play a **Speech token** but can still play a **Support**.
- The effect of a **Hard Knock** can force a player to withdraw, preventing them from choosing other actions.

Speech

- A **Speech** has no effect on a withdrawn player.
- The **Speeches** allow other players to discard from their hand a *Trauma* or a *Phobia* with the corresponding **Threat**.
- The **Speech** tokens all have the same effect. The text is only used as inspiration, for example: "My friends, don't fear the shells, as according to our intelligence, no artillery fire will take place today".

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www.lespoiluslejeu.fr

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It's hard to imagine a game on friendship and brotherhood other than with a real friend. Your joy and enthusiasm, Bernard, were as needed as your talent.

Hasta Siempre Tignous