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# v1

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Game: **THE GRIZZLED: ARMISTICE EDITION**

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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers



# The Grizzled

Armistice  
edition

## SETUP

At the beginning of each chapter, each player chooses a **Grizzled card** and takes the matching **miniature**.

Place your Grizzled card in front of you with the **good luck charm** side faceup.

Shuffle the **trial cards** to create the **trials deck** (placed on top of the **peace card**) and the **morale reserve** (placed on top of the **monument card**). The quantity of cards in each deck is specified on each chapter's **briefing card**.

Place the **speech tokens** near the play area.

Randomly determine a player to take the **mission leader token**.

Each player takes 3 **support tiles**: 1 *To the Left*, 1 *To the Right*, and 1 tile randomly drawn from the rest. When playing with 3 players, do not use the double tiles.

## 2 PLAYER GAME

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.

**Play as if it were a 4 player game** (eg, for the number of cards to be dealt on the order of the day, or for support).

Each Grizzled is assigned a hand of cards, but **each player can only look at 1 hand at a time**, unless a special situation occurs.

**The maximum morale drop is 7 cards** (instead of 6).

When a player chooses a **speech action**, only the Grizzled of the other player can benefit from it. The other Grizzled belonging to the player making the speech does not benefit from it.

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

## BASIC RULES

A **chapter** is made up of successive **missions**. At the start of each mission, players are dealt a number of cards from the trials deck. During the mission, players 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 drops and cards are transferred from the morale reserve to the trials deck and a new mission is played.

## START OF THE MISSION

The **mission leader** chooses the intensity of the mission, which determines the number of cards each player is dealt (except for the first mission of a chapter, which is determined by its briefing).

Deal these starting cards from the trials deck 1 at a time, starting with the mission leader and proceeding clockwise.

If the trials deck runs out when dealing starting cards, 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 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, players place the miniature of their Grizzled near no man's land to show they are active in the mission.

## END OF THE MISSION

**Success:** All of the players have withdrawn *or*

**Failure:** 3 identical threats are present in no man's land, including the phobias and traumas of the non-withdrawn players.

## ACTIONS

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

### PLAY A TRIAL CARD FROM THEIR HAND

There are 2 types of trial cards:

**Threats** are played in no man's land. There are 6 types: night, snow, rain, gas mask, shell, and whistle.

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

### USE A GOOD LUCK CHARM

Discard 1 of the cards from no man's land bearing the same type of threat as your **good luck charm**, then flip your Grizzled card facedown. You must recover your good luck charm to use it again.

### MAKE A SPEECH

If you have **speech token**, you can choose a threat and announce it to the other players. All the players except you 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**, you choose to no longer take part in the mission and can no longer take actions. All hard knocks you possess have no effect on the current mission.

You must secretly choose which player you will give support to, by secretly choosing 1 of your **support tiles** (if any remain), and placing it facedown on your own Grizzled card.

All played support tiles are revealed at the end of the mission.

Players can verbally recommend a specific Grizzled to be supported, but the tile played must remain secret.

When you no longer have any cards in hand, you can always withdraw, no matter what hard knocks are active.

You may still withdraw if you no longer have any support tiles; you simply won't play a support tile. If you still have cards in hand, you can place them facedown on your Grizzled card to represent your withdrawal.

## MISSION RESOLUTION

When the mission is over, unplayed cards are kept in hand, and hard knocks remain assigned to each Grizzled.

### 1. REVEAL SUPPORT

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:

Discard the cards in no man's land. If a player has received more support than any others, that player 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:

**Any player with 4 or more hard knocks causes the group to fail** and immediately ends the chapter.

### 3. CHECK CHAPTER VICTORY CONDITION

The chapter 5nds in victory if the trials deck is empty, the peace card is visible, *and* the players no longer have any cards in hand.

### 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 (7 if 2 players).

### 5. CHECK CHAPTER DEFEAT CONDITIONS

The chapter is lost as soon as the group's morale reserve is empty and the monument card becomes visible, *or* the players have a combined total of 13 or more cards in hand.

### 6. NEXT MISSION

When the chapter is won or lost, read the chapter's conclusion card.

Give the mission leader token to the next player to the left. **The former mission leader gets a speech token.** Begin a new mission.

## PLAYING THE CAMPAIGN

The **Armistice edition** has dividing tabs to track your progress over several connected play sessions. Before starting the campaign, place the **Victory Points**, **Negative Points** and **Saved Cards** dividing tabs in the box's top row indents.

Start the campaign with 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 come in their own decks and are played in numerical order.

At the start of each chapter, set up the game, with trial cards, support tiles, good luck charms faceup, and speeches normally. Each chapter adds new mechanics and cards.

**At the end of each chapter, remove any hard knocks assigned to a Grizzled.**

To restart the campaign, sort the cards in ascending order. Store the first cards behind the Boot Camp tab, and the rest behind the corresponding chapter tabs.

## SAVING THE GAME

Between chapters, you can save the progress of your game. Place each Grizzled card (including helping hand cards) behind the Saved Cards tab, in the same order as the players are sitting at the table. Acquired helping hand cards go behind the Victory Points tab; those that weren't acquired go behind the Negative Points tab.

Store all trial, order of the day, and recruit cards behind the corresponding chapter's tab. Flip the dividing tab to show the chapter currently in play.

All cards used in previous chapters, and that are not in use in current play (such as briefing cards), stay stored behind the tab for the chapters they belong to and are not longer used.

## THE REWARDS

*Read only at the end of chapter 1.*

Depending on the result of a chapter, you may get **helping hand cards** or be able to **ban** cards before resetting the game.

### HELPING HANDS

Each helping hand card is an advantage for the player who has it. These cards can usually 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 get helping hand cards. 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.

Any helping hand card not awarded at the end of a chapter are stored behind the Negative Points tab and count as negative points for the campaign's global score.

Each player keeps their own helping hand cards for subsequent chapters.

Helping hand cards in a player's hand are ignored for chapter defeat conditions purposes.

**Action:** playing this replaces the player's action. A player who has withdrawn can no longer play this type of card.

**Event:** this can be played during a specific event.

**Friendship:** these are used immediately and remain in play for all subsequent chapters.

## 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 it behind the Negative Points tab. You will no longer have to face that trial card in upcoming chapters. Banning a card is not obligatory. Not doing so improves your global score.

## THE ORDERS OF THE DAY

*Read only before playing chapter 2.*

At the start of a mission, instead of choosing the amount of trial cards, the mission leader draws 2 **order of the day cards**, selects 1 of them, and reveals it to the other players. Place the unselected card on top of the order of the day deck.

Draw a new order of the day card at the start of every mission, even if the last one wasn't discarded, stacking their effects.

Place the chosen order of the day card in no man's land. It shows the minimum amount of trial cards each player receives (according to the number of players). **The mission leader may choose to increase this value to distribute more cards.**

Most order of the day cards last as long as the mission itself and are discarded after the support phase, but some remain in play until specific conditions are met, as shown in the card's **cancellation condition** box. When meeting this 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.

Order of the day cards are classified by their title colour as either **easy** (green), **normal** (black), or **hard** (red). If there is a conflict with a hard knock, the order of the day has priority.

## RECRUITS

*Read only before playing chapter 3.*

At the start of a mission, after the trial cards are dealt, a recruit enters play if there are no recruits in play, the recruits deck isn't empty, and there are enough cards left in the trials deck to create the recruit's starting hand.

Place the recruit card between the mission leader and the player to their right. It stays there, even when the mission leader changes. Place the **recruit token** in no man's land to indicate the recruit is in play. Draw the recruit's starting hand from the trials deck and place it faceup behind the recruit.

On their turn, the recruit chooses an action, just like the other Grizzled. 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 no man's land.
- A hard knock is assigned to the mission leader (a hard knock is never assigned to a recruit). 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.
- Place a **morale token** on the recruit: they no longer take part in the current mission.
- During the morale drop, morale tokens on the recruit are counted as remaining cards in the hands of the Grizzled. 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: ignore it when giving out support tiles. Speeches have no effect on recruits. If a mission fails and the recruit has not yet withdrawn, do not add a morale token to the recruit.

When the recruit plays its last card, discard the recruit card and the players immediately gain the advantage described on it. 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.*

A Grizzled or a recruit who plays a threat card from their hand that has a **trap** symbol 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, ignore it. 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 withdrawn).

**Each luck symbol on a threat card cancels 1 trap symbol.**

## ONE-SHOT GAME

Follow the basic rules and play until the victory or defeat conditions are met.

**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) as follows: **beginners:** 4 (easy), 8 (normal), 0 (hard); **Grizzled:** 4 (easy), 4 (normal), 4 (hard); **Veterans:** 2 (easy), 4 (normal), 6 (hard).

**Traps:** Use traps. You can ignore them for beginner games (if you do, remove the *Aggressive* hard knock #147).

**Recruits:** Create a recruit Deck using 5 random recruit cards. Playing with recruits is optional.

**Helping hands:** Each player draws 2 helping hand cards, chooses 1 to keep, and discards the other.

### SOLO ONE-SHOT GAME

Play 3 grizzled in turn with a single hand of cards. Follow the basic rules with traps, but without speeches. Replace the support tiles with the 4 solo version special support tiles.

**Setup:** Choose 3 Grizzled cards (and their miniatures) and place them faceup in front of you with their good luck charm faceup. Shuffle the 4 solo support tiles. Remove these 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 as your starting hand.

**Actions:** Play 1 action for the active Grizzled, then move the mission leader token to the next Grizzled and so on, until all of the Grizzled have withdrawn or the mission has failed. If a Grizzled withdraws, place its miniature on its Grizzled card. After playing a card, you may refill your hand back up to 3 cards. If you do not, you can no longer do so for this mission.

**Support:** During the support phase, draw 1 of the solo support tiles to see who benefits (up to 2 hard knock cards discarded, and the good luck charm recovered), then discard the tile. The **no support** tile means no support is given and the tile is discarded. When all 4 tiles have been drawn, shuffle them again.