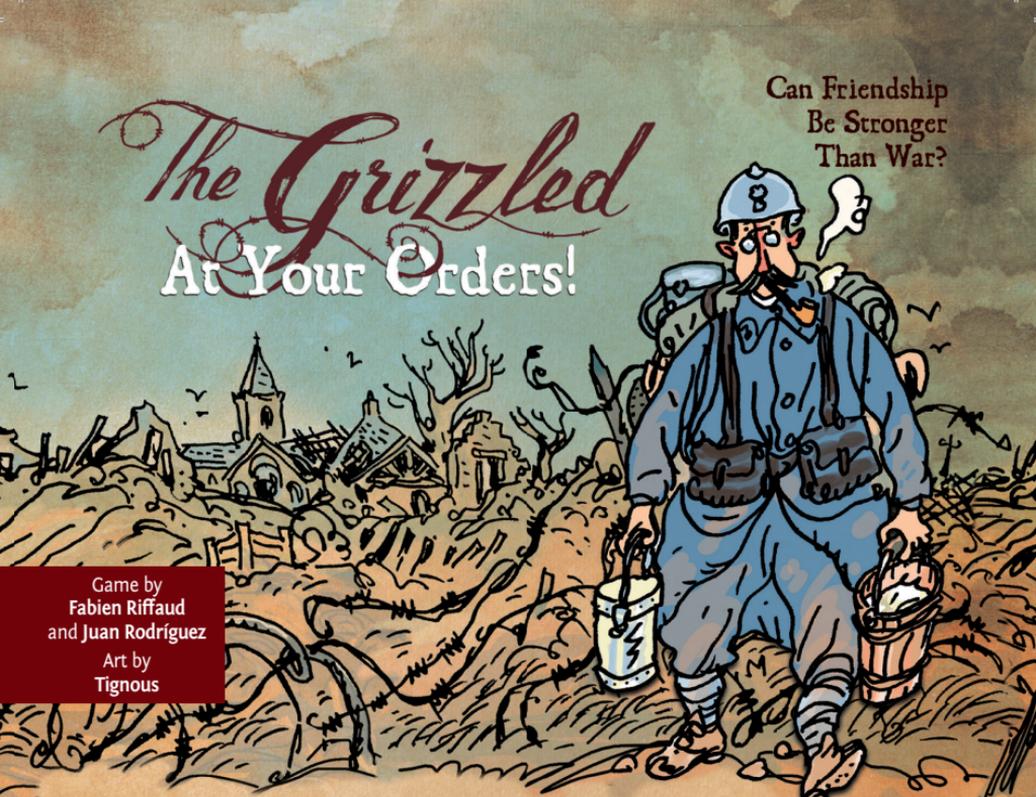


Can Friendship
Be Stronger
Than War?

The Grizzled

At Your Orders!

Game by
Fabien Riffaud
and Juan Rodríguez
Art by
Tignous



April 4, 1916 - "The war goes on. The trenches have become our new home. Each day brings more bad news. In spite of everything, our group still resists. We will be united until the end! However, from some weeks now, the general staff has been up to something. There is no end to these absurd missions... Just like this war. Some rumors about the Armistice give us hope. I wish we are still alive when it happens."

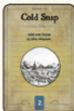
Contents



13 easy Missions cards



13 normal Missions cards



13 hard Missions cards



1 Final Assault / Last Stand card



the Novice card, for the "Duo!" version

4 Support tiles for the "Solo!" version



The 6 cutouts of our Grizzled



The rules of "At Your Orders!"

The Grizzled At Your Orders!

In the expansion "At Your Orders!", the players are assigned Mission cards. These Missions provide new obstacles for the game, or sometimes some assistance.

This expansion brings new challenges to expert players, but also a more forgiving approach for beginners, thanks to the easy Missions.

Good luck!

Special Thanks

We want to thank all players who have happily shared the hardships of our Grizzled and their supporting feedback. A special mention goes to the festivals and the volunteers that make them possible, especially Flip, Ludimania and Double-Six.

A big thanks to our patient testers: Catherine Riffaud, Corinne Blis, Muriel Lemay, Jérémy Jallet, Benoît Houivet, François Hotton, Sylvain, Julien, Thomas, Nico and PH, the members of the Maison des Jeux de Touraine, the Mipeul of Poitiers and all others. We thank Cool Mini Or Not for having supported the game. And Tignous, you will always be in our hearts... Hasta siempre!

■ Description of Mission cards



2 or 3 players

4 or 5 players

Difficulty and Name of the Mission

Bonus or Penalty

Condition of resolution

Minimum Intensity of the Mission

(Number of Trial cards each player receives)



Same number no matter the amount of players

■ Difficulty Level

Before beginning the game, choose the difficulty level and prepare the **Mission** pile (12 Mission cards) accordingly. The following table shows the amount of **Mission** cards of each type that make up the **Mission** pile (Easy, Normal or Difficult). Shuffle these 12 cards to make the **Mission** pile.

	Easy Missions	Normal Missions	Hard Missions
The Classes To learn how to play	4	8	0
The Grizzled For experienced players	4	4	4
The Veteran For daredevils	2	4	6

■ Cutouts of the Grizzled

At the beginning of a **Mission**, the players place the cutout of their Grizzled near No Man's Land to show they are joining this Mission.

When a player withdraws, remove the appropriate cutout from **No Man's Land** and place it on its **Hard Knocks** to remind the other players that its **Hard Knocks** no longer have effect (neither on the team, nor on the current Mission).



The Traps

We suggest to use the Traps, however you may decide to deactivate them to make the game easier (although this will reduce a bit your heroism).

If you decide not to use the Traps, the "Strategic Withdrawal" action (see page 6) will not be available.



Preparation

The **Trials** pile always starts at 25 cards.

Place the 5 **Speech** tokens.

Place the "Final Assault / Last Stand" card near the **Missions** pile.



Game example.

Overview of an "At Your Orders!" Mission

The Missions play out as in the standard game.
The modifications for each step are described below.

1/4 Preparation

Mission Card

Instead of choosing the amount of **Trial** cards for the **Mission**, the **Mission Leader** draws 2 **Mission** cards and selects one of them, which is revealed to the other players. The remaining card is placed on top of the **Mission** pile (This means such card and another one will be drawn by the following **Mission Leader**).



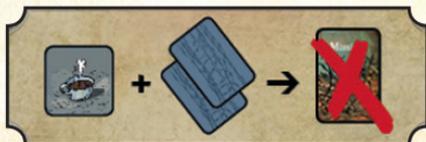
Either at least 3 cards each, for 2 or 3 players

Either at least 2 cards each, for 4 or 5 players

may choose to increase this value to distribute more cards. It also describes an ongoing effect for the **Mission**.

■ Completing a Mission

Most **Mission** cards last as long as the **Mission** itself and are discarded after the **Support**. However some Difficult **Missions** remain in game until some conditions are met. Such conditions are shown in a box like this:



In this example, a player who withdraws may decide to take 2 cards from the **Trials** deck to discard the **Mission** card.

If there is no box, discard the **Mission** card after the **Support**.

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

■ Intensity

Place the **Mission** card at the beginning of **No Man's Land**. This card shows the minimum amount of **Trial** cards each player receives (see base rules), which varies according to the number of players. The **Mission Leader**

Refer to the last page of this booklet for some details regarding most complex **Missions**.

Final Assault

Distribute all cards in the Trials Pile. There is no Morale Drop or Strategic Withdrawal.

If the players do not get rid of all their cards during this Mission, the game is lost.



Last Stand

This is a desperate Final Assault. distribute all cards in the Trials Pile. This Mission is only lost at the 4th Threat of the same type. There is no Morale Drop nor Strategic Withdrawal.

If the players get rid of all their cards during this Mission, they are declared winners, but posthumously.



24 The Actions

■ Strategic Withdrawal

Note:

The Strategic Withdrawal applies only to games with Traps.

Only the 1st player who withdraws from a Mission may decide to execute a **Strategic Withdrawal**: He chooses one card from his hand and places it on top of the **Trial** deck.

The **Strategic Withdrawal** takes place first, before any effect of **Hard Knocks** or **Mission**.

■ Final Assault / Last Stand

After drawing the 2 **Mission** cards, the **Mission Leader** may choose none of them and begin a **Final Assault** or a **Last Stand**. In this case, he shows the corresponding face of the card: It will be the last **Mission** of the game.

The faces of this card provide the necessary details.

During this last turn there is no **Morale Drop** (**Hard Knocks** and **Mission** cards in game do not cause any).

■ Endless Speech

Speeches are no longer removed from the game after their use. They remain in game.



3/4 Support



Please note with this expansion, **Support** always reactivates the **Good Luck Charms**.



4/4 Morale Drop

The minimum number of cards of the **Morale Drop** is still 3, while the upper limit is now 6, even in case the players have more cards in their hands.

Note: A **Hard Knock** may cause a **Morale Drop** that is higher than the upper limit of 6 cards

In case of a **successful Support**, the player may discard 2 **Hard Knock** cards **AND** reactivate the **Good Luck Charm**.

In case of a **failed Support**, the player may discard 1 **Hard Knock** card **AND** reactivate the **Good Luck Charm**.



The Grizzled Duo!

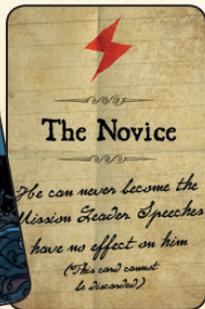
You may apply these rules to the standard rules
or to the expansion "**At Your Orders!**".

During a "**Duo!**" version of the game, add a 3rd **Grizzled: The Novice**. The other players take turns controlling him. Most rules of a 3 players game are still valid.

■ Preparation

The 2 players choose one **Grizzled** card each. A 3rd Grizzled represents **the Novice**. Assign to him the specific **Hard Knock** card "**The Novice**". This card can never be discarded (**Supports** and the **Merry Christmas** card do not work in this case).

The **Trials** pile begins at 25 cards. Expert players may begin with a 30 cards pile.



■ Missions

The 2 players take in turns the role of **Mission Leader**. Place the **Mission Leader** token between **the Novice** and the player to remind who is going to decide the actions of **the Novice**. The **Novice** receives cards just like other players but in this case the cards are placed face up in front of its **Grizzled** card. The **Mission Leader** decides the actions of **the Novice** (without consulting the other player): Play a card; Use its **Good Luck Charm**; Or withdraw.

When the **Mission Leader** decides **the Novice** withdraws, he randomly picks one of its **Support** tiles and reveals it (face up). If **the Novice** withdraws first, it will be much easier for the other players to have a successful **Support**.

Moreover, in "**Duo!**" games there is no **Strategic Withdrawal**.

Note: Some **Hard Knocks** have almost no effect on **the Novice**. That's a good thing for the team: For example, if **the Novice** becomes Tyrannical, the effect of this status will not apply, since the previous **Hard Knock**, "**The Novice**", takes priority and prevents it from becoming Mission Leader.

And remember, just like the other players, if **the Novice** has 4 or more **Hard Knocks** (Including "**The Novice**" card) after the **Support**, the game immediately ends.



The Grizzled Solo!

In a "Solo!" game you have a single hand of cards and you play 3 **Grizzled** (one at a time).

Note: This version of the game uses the standard rules.

In this version of the game, **Speeches** are not used.

Discard the **Support** tiles of the base game and take the 4 special "Solo!" version **Support** tiles.

■ Preparation

Choose 3 **Grizzled** and place them in front of you, **Good Luck Charm** side up.

Shuffle the 4 "Solo!" **Support** tiles.

Remove the following **Hard Knock** cards:

Absent-Minded, Mute, Tyrannical, Panicked, Selfish, Frenzied.

Then, prepare the **Trials** deck with 25 cards.

Assign the **Mission Leader** token to a **Grizzled**.

This **Grizzled** is the active one. Draw 3 cards for your starting hand.



to the left



at the center



to the right



No **Support**

■ Actions

Play one action for the active **Grizzled**, then move the **Leader** token to the following **Grizzled** and so on, until all **Grizzled** have withdrawn or the **Mission** failed. In order to represent the withdrawal of a **Grizzled**, flip its card.

After playing a card, decide whether you want to complete your hand (And have again 3 cards in your hand), or not. If you do not, you will not have this option again for the whole **Mission**, which is going to end rapidly.

■ Support

During the **Support**, draw one of the "Solo!" **Support** tiles which shows which **Grizzled** is going to receive the **Support**, then discard the tile. One of these Tiles does not show any **Grizzled**, which means the **Support** is lost.

After having drawn all 4 tiles, shuffle them again. Since this version of the game uses the base rules, you have to choose whether to recover the **Good Luck Charm** or to get rid of 2

Hard Knock cards.



Example of
a "Solo!" game
in progress



■ Morale Drop

The **Morale Drop** consists of 2 cards + the amount of remaining cards in your hand. In order to reduce the **Morale Drop**, you should try to complete a **Mission** with no cards in your hand.

Before starting a new **Mission**, you must have again 3 cards in your hand.

■ Clarifications

Fragile: The single hand applies to all **Grizzled**, also the Fragile one. If you have any card in your hand, Fragile prevents the others from withdraw.

Hardheaded: If you have more than 1 card in your hand, the affected **Grizzled** cannot withdraw.

Clarifications regarding Mission Cards



Small Fort Big Fort

These cards remain in game from one **Mission** to another, so they add their **Threat** until the players get rid of them. In order to do so, right after withdrawing, a player has to draw 2 **Trial** cards (For a Small Fort), or 3 **Trial** cards (For a Big Fort) and add them to his hand.



Good Luck Charm

They can never be used against a **Mission** card or its effect (For example: "**Bogged Down**").



Final Assault Last Stand

When one **Mission** of this kind is in progress, there is no **Morale Drop**.



Relentlessness Tank Mustard Gas

As long as one of these **Missions** is active, each time a player plays a **Hard Knock** card (Note: **Merry Christmas** is not a **Hard Knock**), immediately transfer one card from the **Morale Reserve** to the **Trials Pile** (And eventually end the game in this way).

At the end of a successful **Mission**, place under such **Mission** card all **Trial** cards that show at least one of the 2 selected symbols. When 5 cards have been discarded in this way, discard the **Mission**.

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