



RULES REFERENCE

GAME SEQUENCE [4.0]

A year in Scarper has the following structure:

- Reset the Propaganda track
- Deal Cards
- Choose Mission Cards
- Action Rounds
- Reveal Mission Cards
- Score Battlefields, Propaganda Track and Economic Track

NON-ATTACK ACTIONS [6.1]

BUILDING TRENCHES [6.1.1]

Before taking any other action, a player may choose to spend points from their Economic Track and add trenches to any place on any battlefield on their side of the Frontline..

PUBLISHING PROPAGANDA [6.1.2]

Spend Command Points to raise your marker on the Propaganda Track.

INVESTING IN THE ECONOMY [6.1.3]

Spend Command Points to raise your marker on the Economic Track.

ATTACK ACTIONS [6.2]

STEADY PUSH [6.2.1]

Steadily move the frontline towards your opponent. Move the Frontline 1 space per Command Point spend on this action. To remove enemy trenches, spend 2 Command Points per enemy trench. You can only move the Frontline into spaces not containing your enemy's trenches.

CONCENTRATED ASSAULT [6.2.3]

- Establish the 'movement value' of the Assault by adding a D3 roll to the Event Card Command Points of the Event card used to make the Assault..
- Move the Frontline 1 space per 'movement value' into an empty space.
- To remove enemy trenches, also spend 1 'movement value'.

THEN, the attacker loses morale on the Morale track, equal to the value of the D3 rolled. But NOT the value of the card used to play this action.

FRONTAL CHARGE [6.2.2]

- Spend 2 Command points to Charge your opponent.
- Declare on which battlefield you are charging
- Both players roll a die.
- Apply modifications.
- Calculate the score and implement effects.

EFFECTS OF FRONTAL CHARGE: ATTACKER WINS.

- Establish the difference between the attacking roll and defending roll, this is the 'movement value'.
- Move the Frontline 1 space per 'movement value' into an empty space.
- To remove enemy trenches, also spend 1 'movement value'.

EFFECTS OF FRONTAL CHARGE: DEFENDER WINS.

- Establish the difference by which the defender defeated the attacker, this is the 'propaganda value'.
- In turn, move the propaganda markers of the defender up and the attacker down.
- Repeat until the 'propaganda value' is spend.
- If at any point the attacker's marker can not be moved lower or the defender's marker can not be moved higher, still count this step for the purpose of resolving the 'propaganda value'.

THE ATTACKER'S TOTAL VALUE.

This is the number rolled + bonuses due to a beneficial position on adjacent Battlefields:

- +1 if one space further along
- +2 if more than one space further along



THE DEFENDER'S TOTAL VALUE

This is the number rolled + a defensive bonus of 1 for every 2 trenches, anywhere on the Battlefield (rounded down).

SCORING [7.0]

At the end of every year, score all the Battlefields, Propaganda Track and Economic Track. All scoring is considered to take place simultaneously. Reset the Propaganda Track.

VICTORY [8.0]

There are 2 ways in which a player can win a game of Scarper:

- If a player is able to move the morale marker into the space marked '15' during any action round, or after any round of scoring, they immediately win.
- If at the end of the last scoring after 1918, the player with the higher morale value wins the game. If the Morale marker end on exactly 'zero', the game ends in a draw.