



SCARPER

RULE BOOK

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1.0 INTRODUCTION

On the 28th of June 1914, a gunshot was fired which was heard around the world. With the assassination of Archduke Franz Ferdinand in Sarajevo by the hand of Gavrilo Principe, events were set in motion which would lead to one of the deadliest conflicts in human history.

Scarper is a two player game that focuses on the trench warfare on the Western front during the First World War. Through the usage of events and other command actions, players will attempt to push the frontline into their opponents territory, thus gaining morale and depleting their opponent's will to carry on this war of attrition.

At its core gaming system, Scarper owes an immeasurable debt to Twilight Struggle and thus also to card driven classics such as We the People. This is truly a case of standing on the shoulders of giants.

Scarper:

[from the Italian word "escarpate" which means to run away. Although used before WW1, during the war the German fleet was scuppered at Scapa Flow and this re-established the word among English soldiers.]

2.0 COMPONENTS

A complete game of Scarper includes the following:

- One Battle map (the board)
- One sheets of markers
 - Including: Morale Track marker, Frontline markers, Propaganda - and Economic Track markers. Trench markers.
 - Alternatively, it is recommended that you use gaming cubes, meeples or other custom pieces to add depth and texture to the game.
- One Rules Booklet
- Two Player Aid Cards
- 60 Event Cards
- 20 Mission Cards
- Two 6-sided dice (D6)
 - A D6 is used to determine the outcome of a D3. Halve your D6 roll and round up.

2.1 THE GAME MAP

The map includes 9 battlefields: Ypres, Arras, Somme, Aisne, Marne, Verdun, Metz, Colmar and Mulhouse.

The map also includes:

- The Morale Track.
- The Propaganda Track.
- The Economic Track.

2.2 CARDS

2.2.1 EVENT CARDS

There are 60 Event Cards used in the game. Each card contains a Command Point value, an Event Title and an Event Description, as well as an image associated with the event.

Each card has a color and a symbol to indicate which side is associated with its Event, as follows:

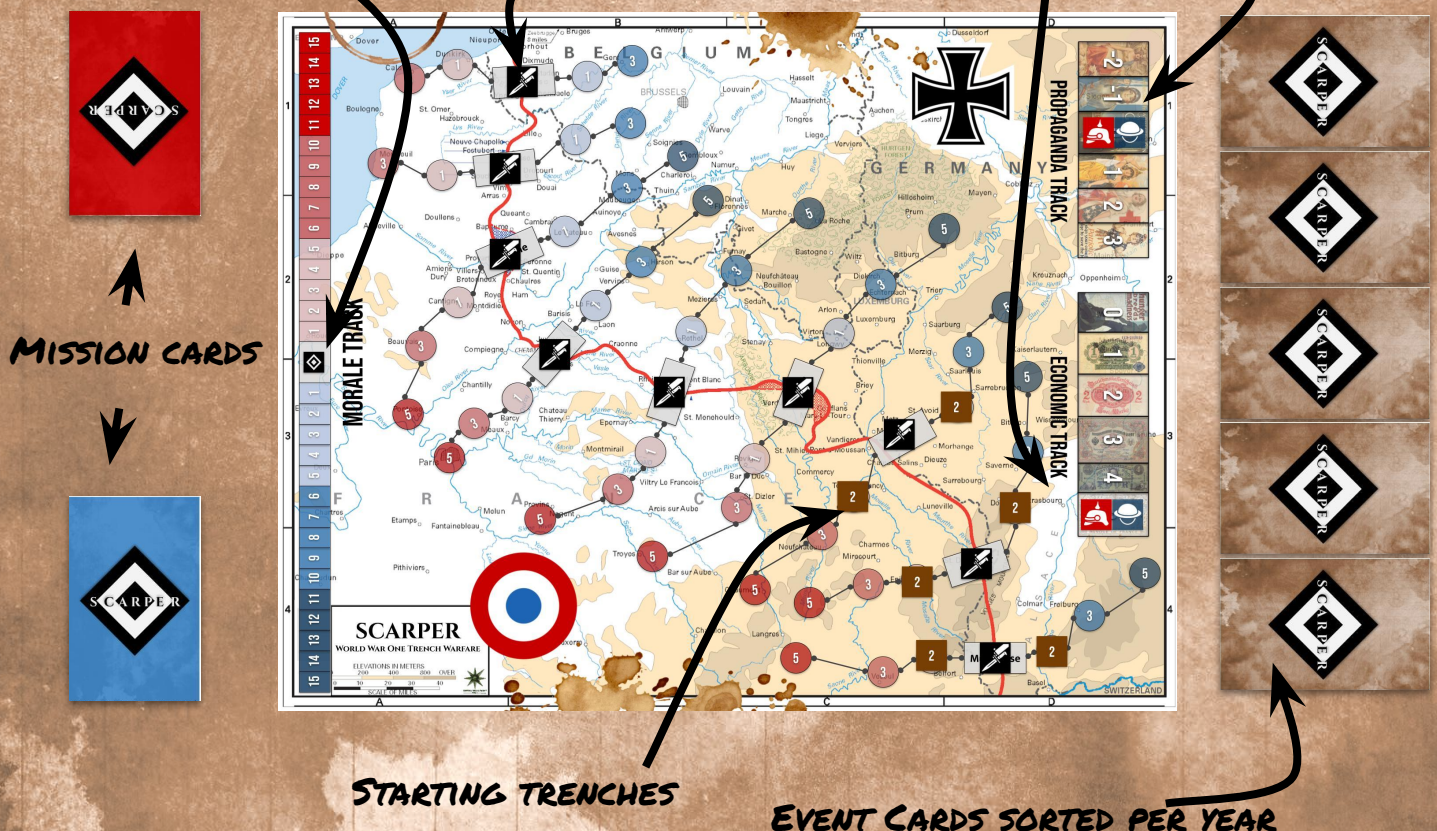
- Red cards with an Iron cross are associated with the German player
- Blue cards with tricolore cockade are associated with the Allied player
- Green cards with the Scarper diamond are not associated with either side and are 'neutral' cards



MORALE TRACK MARKER

FRONTLINE MARKERS

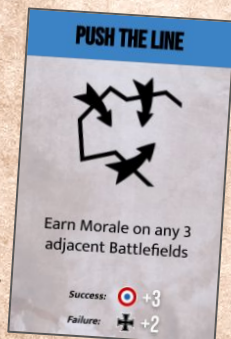
PROPAGANDA AND ECONOMIC TRACK MARKERS



Once Event Cards that have their event title underlined are played, they are displayed face-up on the side of the game board until they are cancelled (or the game ends). For further information on this see 5.4).

2.2.2 MISSION CARDS

Both sides receive 10 Mission cards. These are identified by their colored backs: red for the German player and blue for the Allied player. Both players draw Mission cards at the beginning of each year, representing the orders they receive from HQ for that year. For more on Mission cards see 4.3 Phases per Year, Sections 'C. Draw Mission Cards', and section 'E. Reveal Mission Cards'.



2.3 MARKERS

2.3.1 FRONTLINE MARKERS



These are used to keep track of where the frontline on each specific battlefield is. The location of the frontline on each battlefield will determine which side scores how many points at the end of each year. (See 7.1.1 Scoring the battlefields)

2.3.2 TRENCHES



These are used to indicate the number and location of trenches on each battlefield. (For a further explanation of how trenches work in the game see 6.1.1 Building Trenches)



2.3.3 PROPAGANDA AND ECONOMIC TRACK MARKERS

These markers are used to keep track of points on the propaganda and Economic Track. (For a further explanation see 7.1.2 Scoring the Propaganda Track and 7.1.3 Scoring the Economic Track)

2.3.4 MORALE TRACK MARKER



The Morale Track marker is used to keep track of morale on the Western Front. If one side manages to push their side's morale to 15 at the end of a round of scoring, they have won the game. (For more information on how to win a game of Scarper see 8.0 Victory)

3.0 GAME SET UP

Separate the cards per year into separate piles. The year is displayed at the top of each Event Card. This will result in a 5 piles, one for each year WW1 lasted. Shuffle each pile and place them next to the board. The War starts in 1914. For this year, at the start of the game, deal each player 4 cards.

(Later, after the first year of the war is over, for 1915, 1916, 1917 deal each player cards so their hand contains 5 cards. For 1918, deal players cards back up to four cards.)

Shuffle the the Mission cards and place them filedown next to the board. Make 2 piles: one for the Allied player and one for the German player.

Both players receive 2 trenches on the '1 box' on the Metz, Calmar and Mulhouse tracks, representing the defensive fortifications in place along the Franco-German border prior to 1914.

Place the relevant markers on the '0' spaces on the Propaganda and Morale Track, and on the '5' space on the Economic Track.

4.0 GAME SEQUENCE

4.1 YEARS

Scarper consists of 5 years, each representing one year of the First World War. Each year, players will play 3 or 4 Event Cards. At the beginning of the game, each player receives 4 cards from the 1914 deck. At the beginning of 1915, 1916 and 1917, players add Event Cards to their hand until they hold 5 cards, using the relevant piles of Event Cards. For 1918, players add the number of cards in their hand back up to 4 cards, drawing from the 1918 pile.

4.2 THE ACTIVE PLAYER

The ActivePlayer is the player whose Action Round is currently being played. For 1914, the German player takes their turn first. In each subsequent year, the player who is behind on the 'Morale' track can choose to take the initiative and take the first Action Round, or they can choose to have the other player go first.

4.3 PHASES PER YEAR

A year in Scarper has the following structure:

- A. Reset the Propaganda Track
- B. Deal Event Cards
- C. Choose Mission Cards
- D. Action Rounds
- E. Reveal Mission Cards
- F. Score Battlefields, Propaganda Track and Economic Track

A. RESET THE PROPAGANDA TRACK

At the beginning of each year, reset the Propaganda Track back to zero for both players. For more information on the Propaganda Track see 6.1.2 Publishing Propaganda and 7.1.2 Scoring the Propaganda Track.

B. DEAL EVENT CARDS

Each player receives enough Event cards to bring their total hand size to 4 in 1914 and 1918. In 1915, 1916, and 1917 players receive enough cards to bring their total hand size to 5. See 3.0 Game set up for information on how to sort the Event Cards in relevant decks. As there are more Event Cards each year than that are dealt out, there should always be some Event Cards left over for each year. These are not used and are left next to the board.

C. CHOOSE MISSION CARDS

From their Mission cards deck, both players now draw two cards. Players *must* keep one mission but are allowed to keep both. If they choose to discard one of the Missions, they place it face down next to their Mission cards deck. Chosen Missions are not revealed until after all the action rounds at the end of the year. Completed Missions earn players Morale. Failed Missions cost Morale. For more on the Mission cards, see 2.2 Cards.

D. ACTION ROUNDS

At the beginning of each action round, before playing an Event Card, players may choose to convert points on their Economic track into Trenches on any part of a Battlefield which is on their side of the frontline.

This happens on a one for one ratio. For the effect of trenches see 6.1.1 Building Trenches.

Players alternate playing Event Cards, one per Action Round, for a total of three cards during 1914, and four cards during every subsequent year. The German player plays first in 1914, in each subsequent year, the player who is behind on the Morale Track chooses who has to play first.

All actions required by each card must be resolved before the next player starts his or her Action Round by choosing to convert points on their Economic Track into trenches and subsequently playing a card. For further information on how to resolve Event Cards, see 5.0 Event Cards and 6.0 Actions and Command Points.

- Ordinarily, a player will have a card left over after the completion of all Action Rounds. This card is considered 'held', and may be played in subsequent rounds.

- *NOTE: The one exception to this is in 1918, when each player will play out their entire hand.*

- If a player has insufficient cards to take the required number of actions for the turn, that player must sit out of the remaining turns.

E. REVEAL MISSION CARDS

Once each player has taken their action rounds, they both reveal their chosen Mission card(s). Immediately check if the objectives of each Mission has been fulfilled. In case of a success, the successful player earns 3 Morale points. In case of a failure, the opposing player wins 2 Morale points. For the sake of scoring, the results of all chosen Mission cards is resolved simultaneously.

F. SCORING

At the end of each year, all the Battlefields as well as the Propaganda and Economic Track are scored. If after all scoring is resolved, one player has moved the marker into the '15' space on their side of the Morale track, they have won the game: the morale of their opponent is considered to have collapsed and they are proclaimed the winner of the game. For details on scoring, see 7.0 Scoring.

5.0 EVENT CARDS

Each action round a player will play an Event Card from their hand (see 4.3 Phases per Year). Cards may be played in one of two ways: as Events or Commands. Players cannot pass. The ways in which the Command Value of a card can be used is explained in section '6. Actions and Command Points'.

5.1 EVENTS

The top of each card is Blue with a Cockade, Red with an Iron Cross, or Green with the Scarper Diamond. Blue cards have Events associated with the Allied player. Red cards have Events associated with the German player and Green cards have Events that are not associated with any particular player.

5.1.1 NEUTRAL - OR EVENTS ASSOCIATED WITH YOU:

When you are playing a neutral (Green) card or a card that has an Event associated with your side, you can freely choose to have the Event take place OR to use the Command Points. (The manner in which you can use Command Points are explained in section '6. Actions and Command Points').

In case you choose to have the Event take place you follow the instruction as described on the Event Card. Attacks as a result of an Event are FREE.

5.1.2 EVENTS ASSOCIATED WITH YOUR OPPONENT:

If you play a card for its Command Value, and the card's Event is associated only with your opponent, the Event still occurs. Your opponent implements the Event text as if they had played the card themselves following the rules listed below:

- The person playing a card always decides whether the event is to take place before or after the Commands are conducted.
- If a card play triggers an opponent's Event, but that Event cannot occur because a prerequisite card has not been played, or a condition expressed in the Event has not been met, the Event does not occur. See 5.4 Types of Events for a further explanation.

- If a card play triggers an opponent's Event, but play of that event has been prohibited by a superseding Event Card, then the Event does not occur, and the card remains in play for Command Points only. See 5.4 Types of Events for a further explanation of these mechanics.

5.2 TYPES OF EVENTS

There are several types of Events.

5.2.1 REMAIN IN PLAY CARDS

A select few cards will remain in play if their Event is triggered either by you (see 5.1 Events) or your opponent (see 5.3 Events Associated With Your Opponent). These Event Cards can be identified by having an underlined title. There are three such type events:

- Events that allow the play of other Events
- Events that are canceled by other events cards,
- Events that prevent the triggering of other Events.

This will be indicated at the bottom of these Event Cards. Once an underlined event is triggered, place the card next to the board as a reminder that the event is now in play. If such an Event is canceled by the play of a specific other Event, remove the canceled card.

5.2.2 CARDS REQUIRING OTHER CARDS

Most events will be playable right away. However, a select few events require that another event is already in play (see 5.4.1). If a card has such requirements, this will be written at the bottom of the Event Card itself. In case the condition listed at the bottom of an Event Card has not been met, the card can only be played for its Command Points, never triggering the event.

5.3 DISCARDS

Certain Events will require a player to discard a card from their hand. If this occurs, the event thus discarded is not triggered and does not take place.

6. COMMAND POINTS AND ACTIONS

At the right top corner of each Event Card is a Command Value depicted. If a player is not using the Event Cards' Event, they can spend these Command Points for a variety of actions. These actions break down into two categories: Non attack actions and attack actions. All of these actions, except for the building of trenches, will directly require the player to use the Command Points on their Event Cards.

If players choose to spend an Event Card's Command Points instead of playing the event, they are free to spend these Command Points on any combination of actions. Most Actions listed below cost 1 Command Point. Exceptions are the Frontal Charge, which costs 2 Command Points and the Concentrated Push which requires a player to use all of an Event Card's Command Points on this single action.

6.1 NON-ATTACK ACTIONS

These are all the type of actions a player can take during an action round which do not directly attack their opponent. These include: building trenches, publishing propaganda, and investing in their economy.

6.1.1 BUILDING TRENCHES

Before taking any other action, a player may choose to spend points from their economic track and add trenches to any battlefield, as long as they are building the trenches on their side of the frontline. Players are free to add any number of trenches, as long as they are able to 'pay' for them from their economic track. For each trench so placed, the player lowers their marker on the economic track.

6.1.2 PUBLISHING PROPAGANDA

With the 'Publish propaganda' action, a player may spend Command Points to raise their marker on the Propaganda Track. For each Command Point spend on this action, the player may raise their propaganda marker one space. The Propaganda Track is scored at the end of each year as explained in 7.1.2.

6.1.3 INVESTING IN THE ECONOMY

With the 'Invest in the Economy' action, a player may spend Command Points to raise their marker on the Economic Track. For each Command Point spend on this action, the player may raise their economy marker one space. The Economic Track is scored at the end of each year as explained in 7.1.3. Furthermore, the player's value on the Economic Track at the beginning of the next round can be used to build trenches as explained under 6.1.1.

6.2 ATTACK ACTIONS

These are all the type of attacks a player can make during an action round, which all directly attack their opponent, albeit in different ways. These include: Steady Push, Frontal Charge and Concentrated Assault.

6.2.1 STEADY PUSH

With the 'Steady push' action, a player may spend Command Points to move the frontline on any (combination of) battlefield(s) of their choosing towards their opponent. The following rules apply:

- If the space you are moving the frontline into does not contain any of your opponent's trenches, you may move the frontline one space for every Command Point used in this manner.
- If the space you are moving the frontline into, does contain your opponent's trenches, you will have to spend 2 Command Points per trench to remove the trenches, and then spend the regular Command Point to move the frontline into the space just cleared. Thus, to move into a space where your opponent has a single trench, the active player would have to spend a total of 3 Command Points: 2 to remove the trench, 1 to move the frontline into the space thus cleared.

STEADY PUSH EXAMPLE

In the situation below, the German player is wanting to make a Steady Push. They play the 'Battle of Tannenberg' Event card which is associated with the German player. Therefore the German the option to choose for the Event to happen or to use the card's Command points.



If the German player chooses to make a Steady Push on the Ypres Battlefield, they would spend two Command Points to remove the Allied trench. Then the German player could use their last remaining Command point to move the frontline in the thus cleared space.

Alternatively, the German player could move the Frontline on the Arras Battlefield two spaces and the Frontline on the Somme Battlefield one space.

Remember, players are free to combine any type of actions. So, in this example, if two Command Points are spend on Steady Pushes, the remaining Command Point could be spend on Investing in the Economy or Propaganda Track.

6.2.2 FRONTAL CHARGE

A Frontal Charge is the most common type of attack action when faced by enemy trenches.

6.2.2.1 COST OF A FRONTAL CHARGE

The Frontal Charge is the one command action that will always cost 2 Command Points to use. If the active player is using an Event Card with a high enough Command Value (4 or higher), that player may choose to make several Frontal Charges on any combination of battlefields.

6.2.2.2 STEPS OF A FRONTAL CHARGE

- Declare on which battlefield you would like to make a Frontal Charge.
- Both players roll a die.
- Apply modifications. (Explained in 6.2.2.5).
- Calculate the score and implement effects. (See 6.2.2.3 and 6.2.2.4)

6.2.2.3 EFFECTS OF FRONTAL CHARGE: ATTACKER WINS.

If after modifications (explained in 6.2.2.5), the attacker has the higher roll, the frontline of the battlefield on which the attack was declared is moved as follows:

1. Establish the difference between the attacking roll and defending roll. We shall call this number the 'movement value'.
2. The frontline can only be moved towards your opponent if they do not have any trenches in the space you would be moving the frontline into.
3. If your opponent does have trenches in the space into which you are trying to move the frontline, these trenches will first need to be removed.
4. For each trench that you remove, lower the 'movement value' by one.
5. Once a space is thus cleared from the defender's trenches, and the movement value permitting, move the frontline into the open space, again lowering the total 'movement value' by one.
6. Keep repeating these steps until you have fully depleted the 'movement value' by removing trenches and moving the frontline.

6.2.2.4 EFFECTS OF FRONTAL CHARGE: DEFENDER WINS.

If after modifications, the defender has the higher roll, the frontline is not moved. Instead, the attack will impact the Propaganda Tracks of potentially both the attacker and defender. This will happen as follows.

1. Determine the difference by which the defender defeated the attacker. We shall call this number the 'propaganda value'.
2. The defeated attacker moves their propaganda marker one step down on the Propaganda Track and lowers the 'propaganda value' by one.
3. Then, move the successful defender's propaganda marker one step up and lower the remaining 'propaganda value' by one.
4. Repeat until the 'propaganda value' is spent.
5. If the defeated attacker's propaganda would reach zero in this manner, and there is still some of the 'propaganda value' left, the defeated attacker's propaganda marker can not be lowered any further. Still count the step for the purpose of spending the 'propaganda value'.
6. The same goes for when the successful defender's Propaganda Track is maxed out. Still count the step and reduce the 'propaganda value' by one, and if applicable, continue to the next step of lowering the defeated attacker's propaganda marker by one.

The idea behind this is that the defeated attacker will have to spend more on propaganda in order to maintain morale, the successful defender will be handed a great source for propaganda.

6.2.2.5 FRONTAL CHARGE MODIFIERS.

In order to determine whether a Frontal Charge was successful or not, and to calculate the 'movement value' in case of success and the 'propaganda value' in case of a defeat, several steps need to be taken.

6.2.2.5.1 THE ATTACKER'S TOTAL VALUE.

1. Take the number of the dice rolled by the attacker.
2. Consider the relative position of the frontline on the adjacent battlefields to the one where the Frontal Charge was declared.
3. If, based on the morale value displayed on the spaces on the battlefields, the frontline of an adjacent battlefield is one space closer to the defender's end of the battlefield, the attacker adds 1 to their attack roll.
4. If, based on the morale value displayed on the spaces on the battlefields, the frontline of an adjacent battlefield is two or more spaces closer to the defender's end of the battlefield, the attacker adds +2 to their attack roll.

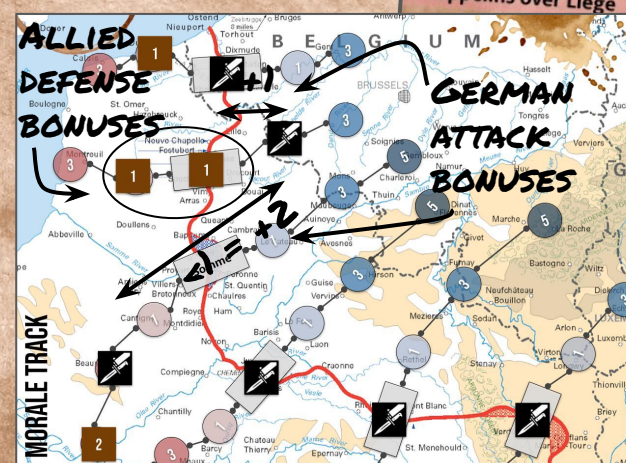
So, in case the attacker places a Frontal Charge on a battlefield where on both adjacent battlefields they have already pushed further in towards the defender's end of the battlefield, the total value of the attacker would be the roll of the dice, plus 2 for each of the aforementioned adjacent battlefields.

6.2.2.5.2 THE DEFENDER'S TOTAL VALUE

1. Take the number of the dice rolled by the defender.
2. Add a defensive bonus equal to half the number of trenches the defender has on the entire battlefield on which the attack takes place, rounded down.

FRONTAL CHARGE EXAMPLE

In the situation below, the German player is wanting to make a Frontal Charge.



The German player plays the 'Zeppelins over Liege' Event card. As this Event is associated with the German player, the German player has the option to choose for the Event to happen or to use the card's Command points. The German player chooses to place a Frontal Charge, always costing two Command Point.

The German player chooses to attack on the Arras Battlefield. Both players roll a die.

The German player rolls a 5 and adds:
 +1 for their relative position on the Ypres Battlefield
 +2 for their relative position on the Somme Battlefield,
 For a total attack value of 8.

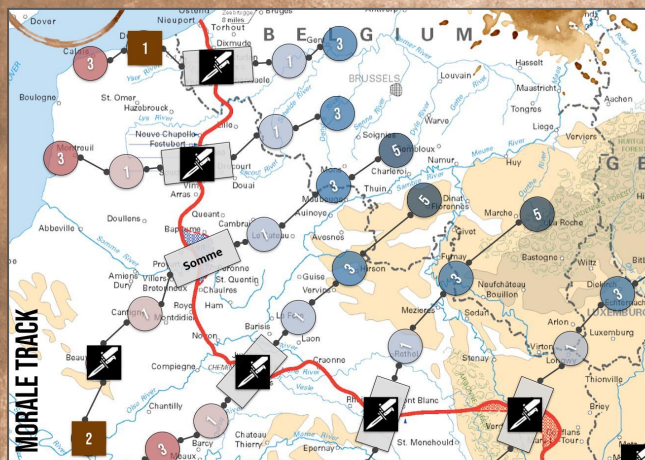
The Allied player rolls a 4 and adds: +1
 for having two trenches on the Arras Battlefield For
 a total defense value of 5.

Thus the attacker's total value is higher than the defender's total value. Therefore the attack was successful. The defender's total value is now subtracted from the attacker's total value, resulting in a 'movement value' of 3.

In applying the 'movement value',:

- For the first movement, the first trench on the 'Arras' Battlefield is removed.
- For the second movement, the Frontline is moved one space towards the Allied end of the Battlefield
- For the last movement, the second Allied trench on the Arras Battlefield is removed.

Thus, after this attack the board would look as follows, with the German player having one Command Point left to spend on an action of their choice.



FRONTAL CHARGE SECOND EXAMPLE

In this second example, all other factors are the same but due to different roles the outcome will be different. The Frontlines are still in the same place. The German player still plays the 'Zeppelins over Liege' Event card. As this Event is associated with the German player, the German player has the option to choose for the Event to happen or to use the card's Command points. The German player chooses to place a Frontal Charge, always costing two Command Point.

The German player chooses to attack on the Arras Battlefield. Both players roll a die.

In this case, the German player rolls a 2 and adds: +1
 for their relative position on the Ypres Battlefield +2
 for their relative position on the Somme Battlefield
 For a total
 attack value of 5.

The Allied player rolls a 6 and adds: +1
 for having two trenches on the Arras Battlefield For
 a total defense value of 7.

Thus the defender's total value is higher than the attacker's total value. Therefore the attack was unsuccessful. The attacker's total value is now subtracted from the defender's total value, resulting in a 'propaganda value' of 2.

In applying the 'propaganda value',:

- For the first propaganda value, the attacker's propaganda marker is moved one space down. If this is not possible, this step is skipped.
- For the second propaganda value, the defender's propaganda marker is moved up one space. If this is not possible, this step is skipped.

Thus, after this attack, all the battlefields would remain unaltered from their beginning situation, with no Frontline moving. The German player would have lost one propaganda point and the Allied player would have gained one propaganda point. Furthermore, the German player would still have one Command Point left to spend on an action of their choice.

6.2.3 CONCENTRATED ASSAULT

A Concentrated Assault is an attack on a single battlefield using the full Command Points value of a card. This is the only action that does not allow you to use your Command Points on various actions, as it requires you to use all the Command Points on an Event Card on this one action.

After the attacker has played their card, they declare on which battlefield the Concentrated Assault will take place. The attacker rolls a D3. Add the Command Value of the card you played to the number you rolled on the D3. The total number of the card and roll are resolved observing the following rules:

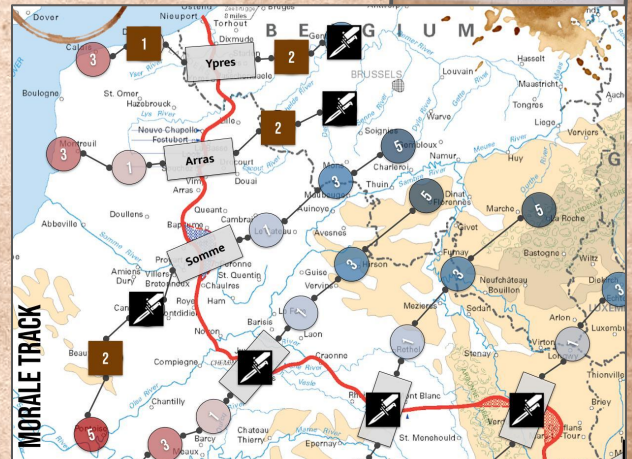
1. Establish the value of the Event Card Command Points plus the D3 roll. We shall call this number the 'movement value'.
2. The frontline can only be moved towards your opponent if they do not have any trenches in the space you would be moving the frontline into.
3. If your opponent does have trenches in the space into which you are trying to move the frontline, these trenches will first need to be removed.
4. For each trench that you remove, lower the 'movement value' by one.
5. Once a space is thus cleared from the defender's trenches, and the movement value permitting, move the frontline into the open space, again lowering the total 'movement value' by one.
6. Keep repeating these steps until you have fully depleted the 'movement value' by removing trenches and moving the frontline.

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.

CONCENTRATED ASSAULT EXAMPLE

In the situation below, the German player is wanting to make a Concentrated Assault. The German player plays 'The BEF Lands' Event card. As this Event is associated with the Allied player, the Event on the card will take place.

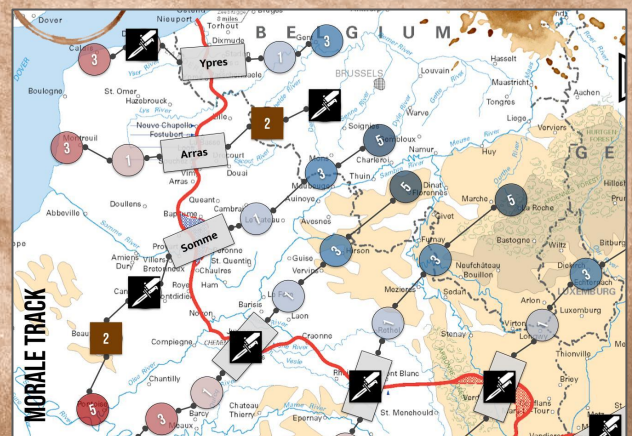
The German player has the option to choose whether to use the cards Command points first or have the Event take place first. In this case the German player chooses for the Event to take place first and then to place a Concentrated Assault on the Ypres Battlefield.



The German player rolls a D3. They roll a 2. Thus the 'movement value' of this Assault is a total of 6. The 'movement value' is resolved as follows:

- The first 2 movements are spend on removing the 2 Allied trenches on the Ypres Battlefield.
- The next 2 movements are spend to move the frontline into the thus opened spaces.
- The 5th movement is spend on removing the remaining Allied trench.
- The 6th movement is spend on moving the Frontline into the thus cleared space.

Thus, after this attack the board would look as follows, with the German player losing 2 Morale.



7.0 SCORING

The object of the game is to break your opponent's morale by scoring morale points. Morale points are scored at the end of each year and certain Events cards will also directly impact morale. An example of the end of year scoring is included on the next page.

7.1 THE MORALE TRACK

At the end of the year all Battlefields, the Propaganda Track and the Economic Track will be scored and the Morale Track adjusted. Before scoring, after the last player of the year has completed all their actions, any effects of 'remain in play' cards pertaining to any of the Scoring Tracks are implemented.

Then, scoring takes place immediately following the rules listed below. All scoring is considered to take place simultaneously.

7.1.1 SCORING THE BATTLEFIELDS

Based on the location of the frontline on all the battlefields, both players determine how much morale they have gained. The further they were able to push the frontline into their opponent's territory, the more morale they will accumulate, as displayed on the spaces on each battlefield track.

Once both players have determined the morale they have accumulated in this way, the lowest value scored is subtracted from the highest value scored, and the morale marker is moved the subsequent remaining spaces towards the player who scored the highest value.

7.1.2 SCORING THE PROPAGANDA TRACK

At the end of the year, when the steps described under 7.1 have been implemented, the propaganda value of the lowest scoring player is subtracted from the propaganda value of the highest scoring player. Then the morale marker is moved the remaining value on the morale track towards the player with the higher propaganda score. Once this is done, the propaganda marker is reset to zero for both players, as per 4.3 Phases per Year.

7.1.3 SCORING THE ECONOMIC TRACK

Identical to the Propaganda Track, at the end of the year, when the steps described under 7.1 have been followed, the economic value of the lowest scoring player is subtracted from the economic value of the highest scoring player. Then move the morale marker the remaining value on the Morale Track towards the player with the higher economic score.

However, in contrast with the Propaganda Track, the markers on the Economics track are not reset every year. Thus, the players will move forward into the new year with their economies in the same state as they left them at the end of the previous year. See also 6.1.3 Investing in the Economy.

8.0 VICTORY

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

8.1 DIRECT VICTORY

If a player is able to move the morale marker into the space marked '15' during any action round, the morale of the opponent is considered immediately broken and the player with the marker in the space marked '15' immediately wins the game.

This can happen after implementing certain events which impact the morale track. Even if the morale marker is moved into a space marked '15' in the middle of a year, the game would end immediately.

Alternatively, this way of victory could happen at the end of a year, either after scoring Mission cards or when all the tracks have been scored. Please note that for the end of year scoring, first both players score Mission cards simultaneously. If no victory is achieved, *then* both players score the Propaganda and Economic Tracks simultaneously.

8.2 VICTORY THROUGH ATTRITION

If at the end of the last scoring after 1918, neither player is able to move the marker into their space marked '15' on the morale track, the player with the higher morale value wins the game. If the Morale marker ends on 'zero', the game ends in a draw.

END OF YEAR SCORING EXAMPLE

At the end of 1915 the board might look like the example included below. Both players have finished phase D: Action Rounds, so they are now moving into phase E: Reveal Mission Cards.

At the beginning of 1915, the Allied player decided to keep both of their Mission cards they drew from their mission card pile (Breakthrough and Economy). Looking at the board, the Allied player has achieved the success conditions for the Economy mission (having their marking higher on the Economy track than their opponent) and earns +3 Morale points for this mission. However, they did not achieve the success conditions for the Breakthrough mission (moving the Frontline into a '5' area on any Battlefield) and so the German player earns +2 Morale for this mission.

The German player only held on to one Mission card, namely the Push the Line mission. The success conditions of this mission are met as the German player scores points on 3 adjacent Battlefields (Somme, Aisne and Marne) and therefore earns +3 Morale for this mission.

Thus the net effect of the missions this year is +2 Morale for the German player.

Remember, all scoring of the missions takes place simultaneously. The Morale marker would move two spaces towards the German end of the Morale Track and would end up on the +1 Morale space for the Allied player. As this means there is no direct victory, the game moves into phase F: Score Battlefields, Propaganda Track and Economic Track.

Following the instructions under 7.1.1 Scoring the battlefields, it becomes apparent that the Allied player scored on Ypres (1), Colmar (3) and Mulhouse (3) battlefields for a total of 7 Morale. The German player scored on the Somme (1) Aisne (1) and Marne (1) Battlefields for a total of 3 Morale. The net effect of the various tracks is thus:

- +4 for the Allied player on the Battlefields
- +2 for the German player on the Propaganda Track
- +2 for the Allied player on the Economic Track.

All scoring is considered to happen simultaneously, so the Morale marker will be moved 4 spaces to the Allied end of the Morale Track.

At the end of this year, during Phase E the German player gained +2 Morale and at the end of Phase F the Allied player gained +4 Morale. So in this example, the Morale marker would end up on the +5 space for the Allied player.

