

A Vietnam War-era soldier in a trench, wearing a M1 helmet and olive drab uniform, is shown in a crouched position. He is holding a M16-style rifle with both hands, aiming it towards the left. The trench is filled with mud and debris, and the background shows a hazy, war-torn landscape with some structures and a vehicle visible in the distance. The overall tone is somber and historical.

THE PRICE OF A MILE

RULEBOOK

Content

- 1 Game board
- 1 Rulebook
- 4 Player pieces
- 4 Commander boards
- 4 Titan cards
- 4 Anti titan cards
- 18 Point cards
- 58 Unit cards
- 39 Event cards
- 66 Loot cards

Summary

You are a commander in the midst of World War 1. It is your mission to expand your empire and to destroy the other commanders taking part in the war. Good luck commander!

Goal

The goal of the game is to be the last man standing or to hold Verdun for 10 turns. Encounter the other players and wipe out their armies or play the slow game and reinforce the different strongholds on the map. You decide your strategy and how you want to play.

Preparations

All the players:

- choose a player piece they want to play as.
- get 5 infantry cards
- The youngest player starts the game, then go clockwise around.
- Every 5th round, everyone gets +1 infantry card on their commander.



Commander

The commander is the piece you are moving around the board with.

It can hold and move units
but also be alone with no units.

To move units, the units need to be on the commander. The commander can drop units on different strongholds.

Put the units you want to leave under the stronghold's name card. To pick up the units again, commanders have to go back to the strongholds it dropped the units on and put them back in their army. If a commander is alone with no units, it gets +1 movement however if an event kills you, or you have an encounter with another opponent you lose. The player who defeats a commander gets a loot card.

Map/Board

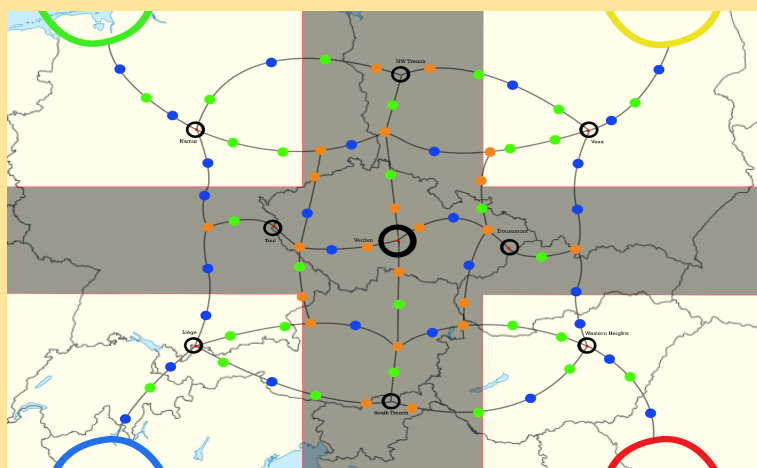
The map/board is where your commander piece moves around. To move your piece you have to wait for your turn and then pick up a point card. The number in the middle of the card is the number of moves you can move on the dots. If you start moving and stop in the middle of a road and you want to move backward on that road in your next turn, you get a penalty of -1 move for that round. You can go back without a penalty when you are at a crossroads or a stronghold.

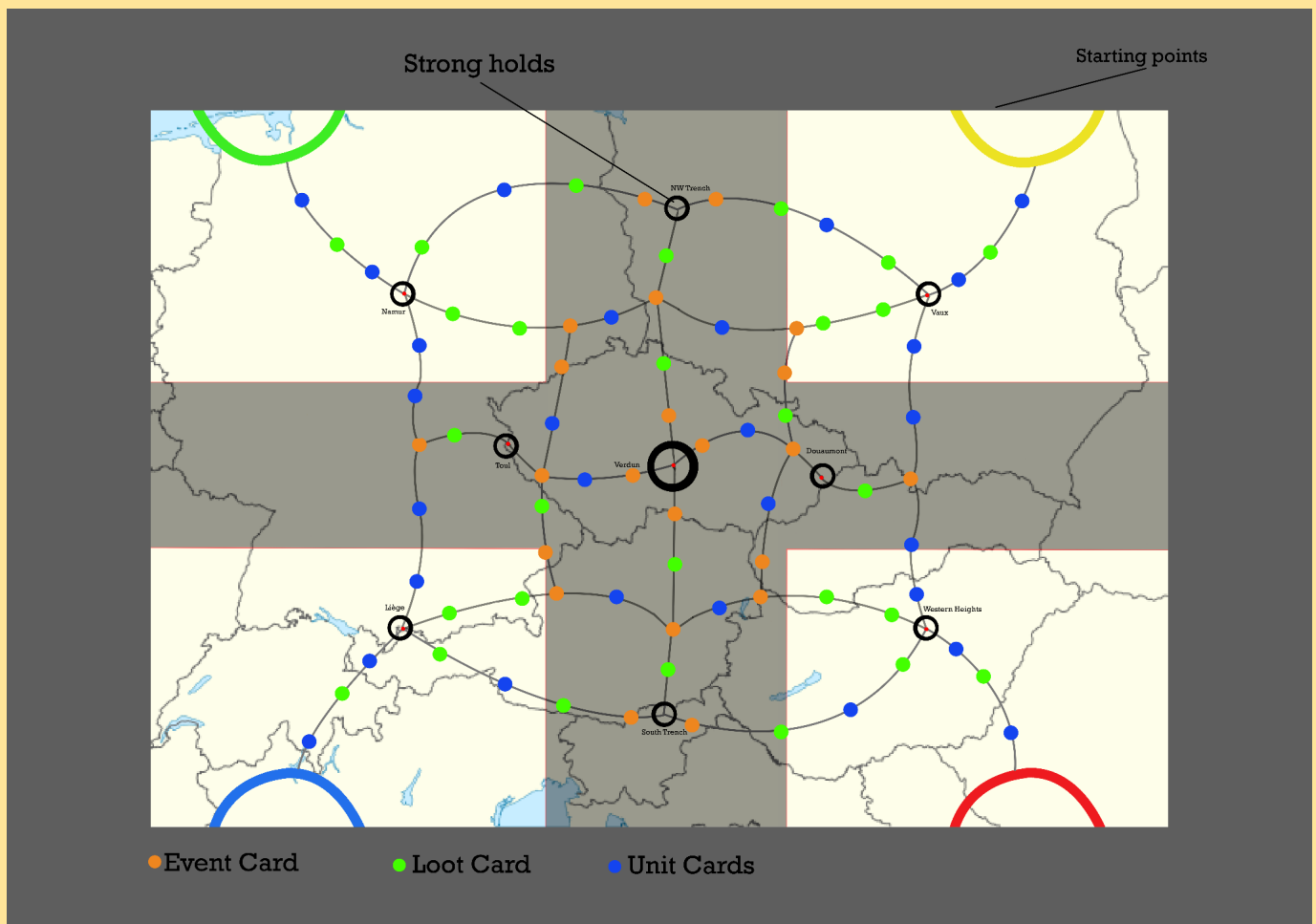
The dots different colours represent:

Green dots - Pick up a Loot card and save it on you. Can be used anytime.

Blue dots - Pick up a Unit card. Not infantry card.

Orange dots - Pick up a World event card. If it affects everyone, put it upside on the pile until it wears off then put it at the bottom.





No man's land

The dark cross in the middle of the board is no man's land. In here you have a penalty of -1 move.

Strongholds

The different strongholds are places where you can put units to fortify. If an enemy steps on a fortified stronghold, you will go into battle with the units in the stronghold against their commander's units. The precise move means instant fortification.

Midpoint - Verdun

The player who takes Verdun gets an anti titan card after 3 turns and every 5 rounds +1 infantry card.

If you can hold Verdun for 10 rounds you win the game, but all the other players can team up to eliminate you. If you lose Verdun and retake it, you have to hold it for 10 rounds again, it does not start from where you left it.

Cards

Unit Cards

The unit cards are your army that you use to attack and defend with. On the unit card, you will see what group they belong to, Rock, Paper, or scissors. Rocks are stronger against scissors and scissors against paper etc.

On the unit cards, there are numbers that represent their killing blow. If an enemy draws that number on a point card, it gets taken out. More on that in Battle mode instructions. Everyones killed unit cards get put in a pile at the side of the board.



Loot cards

The loot cards have positive outcomes that you can use whenever you want.

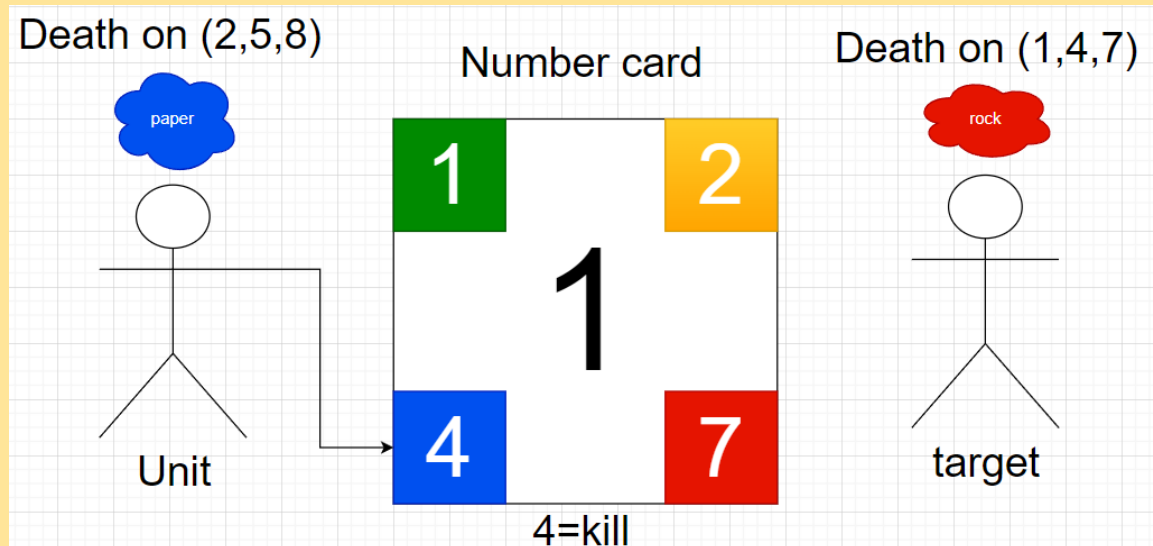
World event cards

Have events that can affect you or everyone.



Bottle system

1. Choose a unit and a target.
2. Draw a number card, look at the coloured combat number for your faction
3. if the combat number is the same as the enemy death number
kill the defending unit and turn the attacking unit upside down(exhausted)
4. if the combat number is not the same
kill attacking unit and turn the defending unit upside down(exhausted)



Unit types

*There are three types of units with three death numbers each:
Rock(1,4,7), Paper(2,5,8), Scissor(3,6,9).

Advantages

unit types only have an advantage over other types(no disadvantage e.g scissors vs rock)
advantage means you can +1 to the combat number drawn, e.g if a paper type drew a 3
against a rock type he can +1 and make it a 4 which equals a hit.

Unit states

Units have 3 states, Active, Exhausted or Dead. While playing this is shown by 3 different actions. Active=Unit card facing up. Exhausted=Unit card facing down. Dead=Unit card is placed in the discard pile

Unit status effects

A unit can only hold 1 status. They have 1 value. Positive + or Negative -
The Positive+ status effect gives a unit an advantage for every attack.
The Negative- status effect removes any potential advantage the unit might have.
This value is shown at the top right of every loot/event card that brings a status effect



Range

Within 4 dots anyone can join a battle meaning a battle can have 4 players against each other.

If you defeat a commander, you get 1 loot card.

Combat numbers

On every number card(see picture) there are 5 numbers.

The middle black number is for movement.

The coloured corner numbers are combat numbers, where each faction have their own colour and uses the same colour

1		2
	5	
3		4

Stalemate

When all cards are exhausted, the match is over, and the person with the most cards wins

Singleplayer

The PTSD soldiers have taken Verdun, Douaumont, Toul, and all the trenches. Your job is to kill the damaged soldiers at their strongholds.

Pick a starting commander and take 5 infantry cards.

Give the enemy 20 infantry cards at Verdun, and 10 everywhere else.

The enemy will not move on the board.

When you are at round 150 you lose, so write down every round and be quick.

In battle mode, you pick point cards for the enemy.

Tutorial

Same as singleplayer mode but easier. You get 20 infantry cards. The enemy gets 20 infantry at Verdun. There is no time limit, this is meant to be played to learn.

