

ばるばるるっせ

BARBAROSSA

English rules version 2.0 by Simon Lundström

Overview

Barbarossa is a deck-building card game for 2?5 players, played in 60?100 minutes depending on the number of players and familiarity with the game. The players control fictitious German corps invading a fictitious Russia during a fictitious World War II, and the goal of the game is to conquer cities all the way up to Moscow.

Players start with identical, small card decks of 8 cards, consisting of a few infantry cards and some non-motorized supply units. As the game goes on, players will purchase more units, to enforce their decks, and send these units to the front to do battle and conquer cities. Once any player has conquered Moscow, the game ends, and the player with the most Victory Points wins the game.

Components

The Barbarossa game box should contain the following components:

- 305 game cards
- 10 reference cards
- 1 rule book (this book)

Preparations

1. Sort out the cards

There are six kinds of cards in this game.

- Supply cards (gray frame)** - Put the three types in one pile each on the table, face up
- Tactic cards (yellow frame)** - Same, put the three types in one pile each, face up.
- Units (green frame)** - As much as 14 types. Form 14 piles with one type in each pile, face up.
- Deployment cards (red frame)** - Shuffle all deployment cards together and place face up on the table.
- Target cards (blue frame)** - Put the High field and Strategic Position in one pile each, face up. From the remaining target (city) cards, take out the Moscow card, shuffle the rest and place face up on the table. Place the Moscow card face up in the bottom of this pile.
- Event cards (purple frame)** - Shuffle all event cards together and place face down on the table. It's a good idea to place all the supply, tactics, and unit cards in rows according to recruit cost (the top right figure on each card).



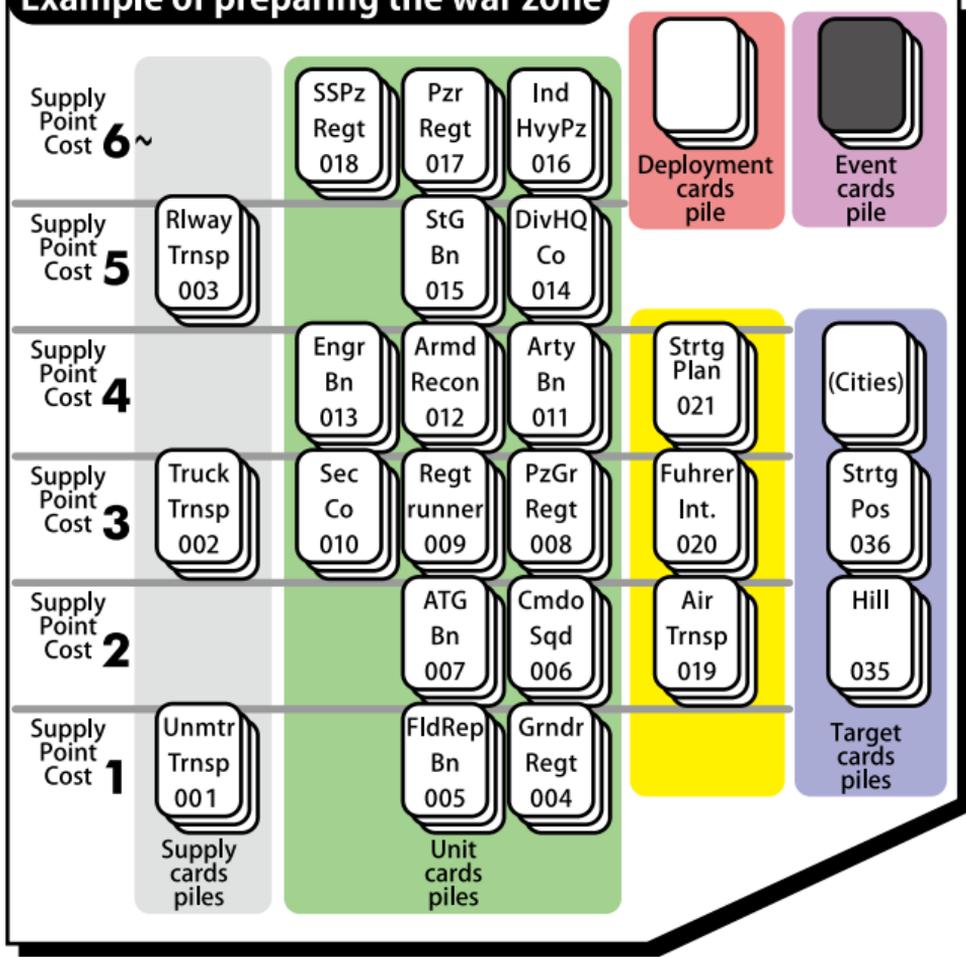


Unmotorized supply



Grenadier regiment

Example of preparing the war zone



2. Prepare a starting deck for each player

Each player now takes 6 Unmotorized transport and 2 Grenadier regiment cards, shuffle them and place them face down before them. These are the players' starting decks.

3. Remove one pile from the game

Randomly select one card pile from the Supply, Tactic, Unit and Deployment cards piles, and remove it completely from the game. For your first game, it's recommended to remove the Deployment card pile.

4. Draw cards and decide starting player

Each player now draws the top four cards of his/her deck. Decide starting player in any suitable fashion.

How to play

Each turn consists of 4 phases. Roughly, they go like this:

1. Starting phase

Ignore this phase the first turn. If the player during a previous turn used any deployed units so that they are exhausted, this is the point where they are reactivated.

2. Tactics phase

The player plays cards from his hand for various effects, such as getting to draw more cards from his deck, or gaining supply points to buy more cards with and so on. Most cards cost 1 Tactic point to play (top left figure) and a player only gets 1 Tactic point each turn. However, supply cards (gray frame) usually do not require any Tactic points to play (their tactic point cost is 0) so you can play as many of these as you like. (The first couple of turns, players will have almost only supply cards to play.)

2.1 Combat

Anytime during the tactics phase, the player can announce an attack in order to win a Target card. To win target cards, the player must have generated enough Attack Points to meet the defence value of the Target card. The Target cards are the cards worth Victory Points that will decide the winner. Also, when the last Target city card (Moscow) is won, the game ends.

3. Reinforcement phase

When cards are played and any combat finished, the player can now get a card of his choice from the war zone (the card pool) for as many supply points he has (left). The card that he gains isn't used immediately, instead it goes to the player's personal discard pile. If he has played cards that give him more reinforcement points, he can gain more than one card, but he must have supply points enough to pay for all of them.



4. Clean-up phase

All cards the player has played (or most of them, some specific cards are set aside after being played), go to the player's discard pile. If the player has any cards left in hand, he may keep one (or none) of them and discards the rest. Lastly, the player draws four new cards from his deck. (If the deck is empty, shuffle the discard pile to form a new deck). Also, any leftover Supply points, Tactic Points, Reinforcement points and Attack points are lost ? they aren't kept in between turns.

Play then goes to the player to the left. Game continues until any player has managed to conquer the target card (city) Moscow. As this card is always at the bottom of the city card pile, the players must first conquer all the other cities.

Terminology and symbols

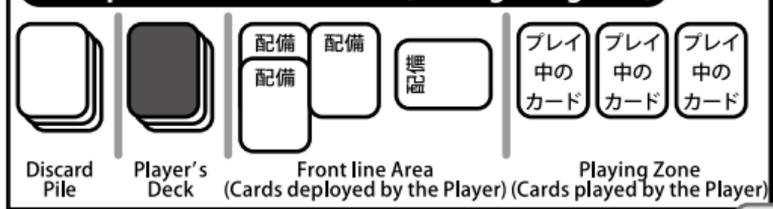
The war zone

This is the **card pool**; the piles of cards in the middle of the table, that all players can get reinforcements from.

Combat zone

The players' **personal areas**. In this, each player should have a separate place for a) his card deck, b) his discard pile, c) a playing area on which to play his cards, and d) a "front line" area (cards that the player has deployed to the front). How the combat zone is arranged is up to each player, but as the game gets complicated, it's important to keep these four separate, so that cards "in play" aren't put in the discard pile before the cleanup phase, that cards in play aren't mixed up with the units on the front and so on.

Example of a Combat zone (during the game)



Tactic Points



Top left figure on each card ? the "cost" to play the card from your hand. Each player gets 1 Tactic point at the start of his turn.



It's possible to increase the number of tactics points by playing certain cards. Most cards cost 1 tactic point to play, some cost 2. Supply cards usually cost 0. (Cards that have no tactics points cost at all can't be played and should never be in your hand).

These points can not be saved in between turns; any Tactic points you do not use are lost during the cleanup phase.



Supply points



The points you "pay" to gain new cards during the reinforcement phase. They are also sometimes used in combat to pay for the use of tanks, or in the starting phase. Supply points are typically gained from Supply cards. The top right figure on each card is the "supply point cost" to get (buy) this card from the war zone and place it in your discard pile (during the reinforcement phase). Supply points can not be saved in between turns; any Supply points you do not use are lost during the cleanup phase.



Reinforcement points



The maximum number of cards you may buy during the reinforcement phase. Each player gets 1 reinforcement point at the start of his turn, but may increase this number by playing certain cards. These points can not be saved in between turns; any Reinforcement points you do not use are lost during the cleanup phase.



Draw points



Draw points are never kept, not even during your turn. As soon as you gain a draw point, you must draw a card from your deck. Draw points are generated by certain cards.



Attack points



Your attack power for this round. Attack points are generated from certain cards, either from cards you played, or from cards on your front line. Once you announce combat, you may gain any one Target card equal to or less than your number of Attack points. Attack points cannot be saved in between turns. (But units on your front line will keep generating their Attack points each turn, and can thus be used once each turn.)



Victory points



Victory points are never used up. Instead, they are a measure of how good you are. Once the game ends, the player with the most victory points is the winner.



Gaining cards

To "gain" a card, either by a card effect or because you buy it during the reinforcement phase, always means **to put the card into your discard pile**. It does not go to your deck or to your hand.

Tactic point cost (to play)



Supply point cost (to buy)

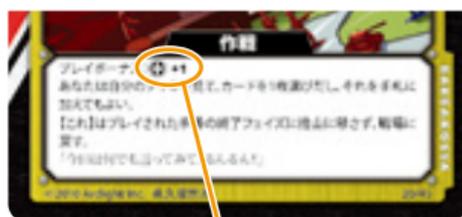


Effects gained from playing

Effects gained from playing

Tactic point cost (to play)

Supply point cost (to buy)



Tactic points gained from playing



Reinforcement points gained from playing

Supply points gained from playing



Draw points gained from playing



- * Tactic points may be stacked, or used immediately, in your tactics phase to play more cards (however, not in the middle of combat).
- * Supply points are mostly used after the tactics phase is finished, in the reinforcement phase when you recruit (buy) new cards, but are sometimes used during the combat sequence in the tactics phase, to pay for the use of tanks.
- * Reinforcement points are used during the reinforcement phase. To buy one card requires one reinforcement point and the sufficient amount of supply points.
- * Attack points are stacked and is a measure of how powerful a Target card you may win this turn. See combat.

When playing a card, the player gains the points and (if any) effects stated in the white text box. *Note that the effects stated in the yellow box are only applied when the card is deployed (see below); these effects do not happen when you play the card from your hand.*

Played unit cards usually stay in your play area and are discarded in your cleanup phase (unless they were deployed), whereas tactics cards usually are returned to the war zone.

Some Event cards are played onto other player's front lines. Please refer to each card's effects for details.

Each card effect must be resolved separately and fully before the next card is played.

Card effects and card abilities

A card effect is something that is stated on the cards and happens whether you want to or not. A card ability is identified by having a --> in its sentence, and is something that you may activate if you wish. By performing whatever it says to the left of the arrow, you gain the effect to the right of the arrow. An ability may be performed as many times and whenever you wish, as long as you can meet its requirements.



Card effect
(note the colon)

Card ability
(note the arrow)



Effects (abilities)
gained when the
card is **deployed**.

Effects gained
when **playing**
the card.



Deploying cards

Certain cards have an effect that says to *deploy this card*. They also have a yellow text box below the white text box. To deploy a card means to place the card a bit beside your direct playing area to separate it from the rest. **A deployed card does not go into your discard pile in the cleanup phase.** Instead it stays on your front line area until some card effect forces it away from there.

Once deployed, the card's text in the white text box isn't applicable any longer. Instead, the text in the yellow text box is. Please note that no tactics points are needed in order to apply the effects/abilities of a deployed card; tactics points are only needed when you **play a card from your hand.** (Instead, using the abilities of a deployed card often requires you to exhaust the card.)

There is no limit to how many cards you may have on your front line.

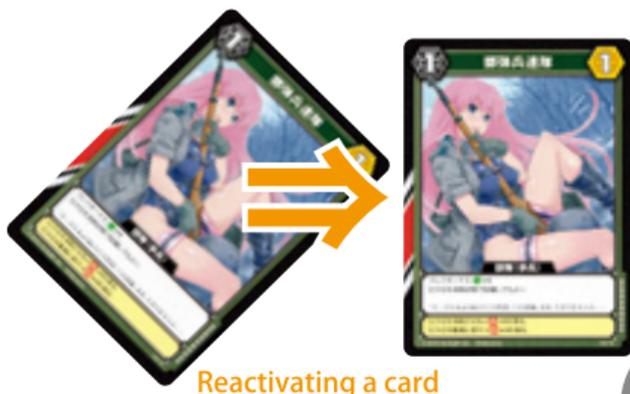
Exhausting cards

Some cards have an ability that says to exhaust them. (Many cards are, for example, exhausted when deployed to, or used on, the front line). To exhaust a card means to tilt it a bit to the side. An exhausted card cannot be exhausted again, thus any ability that requires you to exhaust the card can only be used once. Any other abilities, however, for example that requires you to discard, return or trash the card, may still be used even if the card is exhausted.

Unless stated otherwise, all exhausted cards on your front line are reactivated (tilted back) during your Starting Phase. Other effects may also reactivate an exhausted card. An already reactivated card cannot be reactivated again.



Exhausting a card



Reactivating a card

Re-shuffling your discard pile

Shuffling your discard pile to form a new deck must be done when you have to draw a card from your deck but your deck is empty. Please note that you should not re-shuffle your discard pile just because your deck runs out. Also, if you must reshuffle mid-turn because a card tells you to draw a card and your deck runs out, please note that cards that are in play are not considered to be in your discard pile and should not be part of the shuffling.

Combat (tactics phase)

Defence value increase



Event card

Once, and only once, during your tactics phase, you may announce combat. You may announce combat at the start, at the end or in the middle of your tactics phase, but you may not play any cards during combat. Also, you may not announce combat if you have no deployed cards.

Combat is performed against Target cards. Once you've announced combat, announce what pile you are attacking and calculate how many attack points you have or want to use. If your attack points are equal to or higher than the Target cards' defence value (top right figure), you have won. If you attack a High Field or Strategic Position and win, merely take the card and follow the instructions printed in red.

If you attack a city, however, you can only attack the top card in the pile, and you must first draw an event card and add the event card's defence value to the city's. You may, at this point, discard High Field and Strategic Position target cards to lower the city's combined defence.

If your attack points are equal to or higher than the combined defence value, you win and take both the city card and the event card and follow the instructions in red on both cards. If your attack points total is less than the combined defence value of the city and event cards, you win none of the cards, but you must still follow the effects printed in red on the city card. The city card stays on top of the city deck but the event card is put on the bottom of the event cards pile.

Unless a card effect specially allows you to, you may only perform combat once per turn, i.e. you may only attack one Target card per

round



Game end

The game ends when any player conquers Moscow. At this point, all players calculate the number of victory points they have on their front line, in their decks and discard pile. The player with the most Victory points wins the game. In the case of a tie, the player with the highest VP gain Target card of the tied players wins. If that also is tied, then it's a draw.

Special notes

* All face-up piles, including the target (city) pile and each player's discard pile, is open information to all players.

Credits

パッケージイラストレーション：ぽよよん♥ろっく

カードイラストレーション（50音順）：

一日郎	久坂宗次	じじ
重戦車工房	タカシアキラ	天之有
戸橋ことみ	野上武志	隼優紀
速水螺旋人	藤沢孝	ぽよよん♥ろっく
まもウィリアムズ	Maruto !	みずきえいむ

ゲームデザイン：吉澤淳郎（アークライト）

ディベロップメント・特別協力：鈴木銀一郎

ディレクション&アートディレクション：

吉澤淳郎（アークライト） 草野彰宏（アークライト）
栗石和奈（アークライト）

グラフィックデザイン：タケモトアツシ（t-DESIGN LAB.）

DTP：すぎきあきら（アークライト）

テストプレイ協力：

鈴木銀一郎

R&Rステーション ボードゲーム会の皆さん

橋倉裕次（アークライト） 飯島智秀（アークライト）

工藤雅之（アークライト） 窪内直樹（アークライト）

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