

# ばるばるろっせ



## BARBAROSSA

### English Rulebook

## 0. Overview

**B**arbarossa is the deck-structured cardgame for 2-5 players aged 12 years+ and it takes 1-2 hours to play. In this game you command one of the German Corps at WWII. You and your force have to invade Russia beating Russian army and occupy Russian cities to Moscow.

At first, you receive 8 cards for your deck. It represents your forces and it contains only a few Infantries and some non-mechanized supply units. But soon you will be able to add various units to your deck. After deploying them to the front, you will attack Russian cities one after another. If you or your rival occupy Moscow, the game ends. At the game end, the player who earns the most victory points(VP) wins.

Go for Moscow! And occupy as many cities as possible.

## 1. Component

“Barbarossa”contains the following components.

- (1) 305 Game Cards
- (2) 10 Reference Cards
- (3) 1 Rule Book (this booklet)
- (4) 1 Game Box

## 2. Symbols

**T**here are six different Points in this game. Operation Points, Supply Points, Draw Points, Reinforcement Points, Battle Points and Victory Points. Players will gain these points and/or pay them in the game except for Victory points.

You gain and pay them as if you treat your coins in your purse. Points you gained remain until the end of the turn ,and then they disappear.



# Symbols

## (1) Operation Point(OP)



**Thumbnails:**  **Thumbnails in Monochrome:** 

When you play a card from your hand, you have to pay Operation Points for the Playing Cost. If you can't pay the Playing Cost in full, you may not play the card. The Playing Cost of each card is indicated upper left corner of the card. Some cards have "0" Playing Cost. You can play such cards without paying any Playing Cost. And some other cards doesn't have any Playing Cost indicated. You may never play such cards.

## (2) Supply Point(SP)



**Thumbnails:**  **Thumbnails in Monochrome:** 

You can buy some of the cards from the Field during the game. When you buy, you have to pay some Supply Points as the Buying Cost. If you can't pay the Buying Cost in full, you may not buy the card. The Buying Cost of most cards is indicated upper right corner of the card. Some cards like Objective Cards or Event Cards don't have any Buying Cost. They have Occupying Cost instead(Battele Points). So you may not buy Objective Cards.

## (3) Draw Point(DP)



**Thumbnails:**  **Thumbnails in Monochrome:** 

Some Card Rules says that you gain some Draw Points. If you gain some Draw Points, you have to pay it fully at once. Soon after paying Draw Points, you draw cards from your deck and add them to your hand. The number of cards you draw must be equal to the Draw Points you paid.

## (4) Reinforcement Point(RP)



**Thumbnails:**  **Thumbnails in Monochrome:** 

Some Card Rules says that you gain some Reinforcement Points. In your Reinforcement Phase(explained below), you can buy some cards from the Field and add them to your discard pile. The number of the cards you can buy are equal to the number of the Reinforcement Points you paid.

But note that you have to also pay the appropriate Supply Points when you buy each card.

## (5) Batte Point(BP)



**Thumbnails:**  **Thumbnails in Monochrome:** 

Some Card Rules says that you gain some Battle Points. In your Operation Phase(explained below), you can perform an attack. While attacking, you need to pay appropriate Occupying Cost of the Objective Card by Battle Points or your attack fails.

If you pay enough Battle Points you win and gain(occupy) the Objective Card.

## (6) Victory Point(VP)



**Thumbnails:**  **Thumbnails in Monochrome:** 

Some cards have Victory Points on them. After the game ends, you gain such Victory Points from all the cards you control. The cards you control mean the cards in your hand, in your deck, in your discard pile, the cards you are playing, and ones you are deploying. You don't gain any Victory Point till the game end.

## 3. Card Type

There are six type of cards in this game. Cards are used according to their Card Type. Some cards also have a sub-type. Each card data is listed below. Some Card Type has the same data. In that case such explanation is often omitted below.

### 3-1 Transport Card

Transport Cards(hereafter“TRANSPORTs”) represent for the transportation of your units to the front. When you play a TRANSPORT, you gain some *SP* from it for the Playing Bonus. You can spend them at the following *Reinforcement Phase* to buy some cards. Also you can spend them for another payment the other cards requires. You can play TRANSPORTs in any Phase of your turn.

#### (1) Playing Cost

The Operation Points to play this card. Every TRANSPORTs in this game has “0”Playing Cost. So you can play as many TRANSPORTs as you wish without paying any Operation Point in any Phase of your turn.

#### (2) Card Name

The card is distinguished for its name, type or sub-type.

#### (3) Buying Cost

When you buy a card, you must pay its Buying Cost. Buying Cost must be paid by SP.

#### (4) Card Type

TRANSPORT is one of six card types used in this game. Some cards also have a sub-type.

#### (5) Card Rule(Playing Rule)

The Card Rule in the text box whose background is white is Playing Rule of the card. When you play a card from your hand, the Playing Rules of the card become effective.

But the Card Rule in red is effective when you gain the card or after you attack it.

Every TRANSPORTs in this game have only the Playing Bonus as the Playing Rule.



## 3-2 Unit Card

Unit Cards(hereafter “Units”) are the core of your forces. Many Units give you some Battle Points which you can pay to attack later. Some Units also give you any other point or ability.

### (1) Playing Cost



### (2) Card Name

### (3) Buying Cost

### (4) Card Type

### (5) Card Rule(Playing Rule)

Some Playing Rule contains Intentional Abilities(See **9.Intentional Abilities**).

### (6) Card Rule(Deploying Rule)

Some Units have the Deploying Rule. Deploying Rules are in the text box whose background is yellow. Deploying Rule takes its effect only during the card being

deployed. In other word, you can deploy any card which has a yellow text box.

Some Deploying Rules contain Intentional Abilities(See **9.Intentional Abilities**)

### (7) Victory Points

Some Units and the other cards have some Victory Points. Victory Points are indicated at the bottom right of the cards. After the game ends, you gain such Victory Points from all the cards you control.



### 3-3 Plan Card

Plan Cards(hereafter “PLANS”) support your playing. PLANS work like Units, but all of them don’t go to your discard pile and go back to the Field instead at the end of your turn. So they don’t have any Deploying Rule. Also, almost of them don’t give any Battle Point to you.

(1) Playing Cost

(2) Card Name

(3) Buying Cost

(4) Card Type

(5) Card Rule(Playing Rule)



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### 3-4 Aid Card

Aid Cards(hereafter“AIDs”) represent facilities or commanders you can avail during the game. After you play AIDs, they are directly deployed by you. Except for that point, AIDs work like Units. But some Units are also deployed by you in the same phase you play them.



(1) Playing Cost

(2) Card Name

(3) Buying Cost

(4) Card type

(5) Card Rule(Playing Rule)

(6) Card Rule(Deploying Rule)

(7) Victory Points



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### 3-5 Event Card

Event Cards(hereafter“EVENTs”) represent accidents that you or your rivals will encounter during the game. When you declare an attack targeting for a City, you must flip the top card from the Event Deck and reveal it. And add its Defensive Modification Value to the Occupying Cost of the targeted City. If two or more EVENTs are revealed, add all of their Defensive Modification Value to the City.

After the successful attacking, you gain both revealed EVENTs and the targeted City. And then, you apply both of the Card Rules in red.



#### (1) Playing Cost

#### (2) Card Name

#### (4) Card type

#### (5) Card Rule(Playing Rule)

Each EVENT has the Card Rule in red. When you reveal and/or gain EVRENTs, apply it. Then, some EVENTs are sent to your discard pile. You can play such EVENTs from your hand later. So, such EVENTs have the Playing Cost and the Playing Rule in black.

#### (6) Card Rule(Deploying Rule)

Some EVENTs are placed to the Deploying Zone of the player you choose after you gained them. Such EVENTs have Deploying Rule and don't havethe indicated Playing Cost.

#### (7) Victory Points

#### (8) Defensive Modification Value

Defensive Modification Value of the revealed EVENTs is added to the Occupying Cost of the targeted City.



### 3-6 Objective Card

**O**bjective Cards(hereafter“OBJECTIVES”) represent Military targets you can attack to and occupy. OBJECTIVES are the main source of your Victory Points after the end of the game. If you pay enough Battle Points as the Occupying Cost after during your attack, your attack success. If you don't, your attack fails. After your successful attack, you gain and deploy the targeted OBJECTIVE.



#### (1) Playing Cost

OBJECTIVES have no indicated Playing Cost. Because they cannot be played from your hand.

#### (2) Card Name

#### (4) Card type

#### (5) Card Rule(Playing Rule)

#### (6) Card Rule(Deploying Rule)

#### (7) Victory Points

#### (8) Occupying Cost

For your successful attack, you have to pay Battle Points equal to or greater than the value the targeted OBJECTIVE has. Remember that Defensive Modification Value of EVENTS are added to the Occupying Cost of the targeted OBJECTIVE.

## 4. Preparing the Game

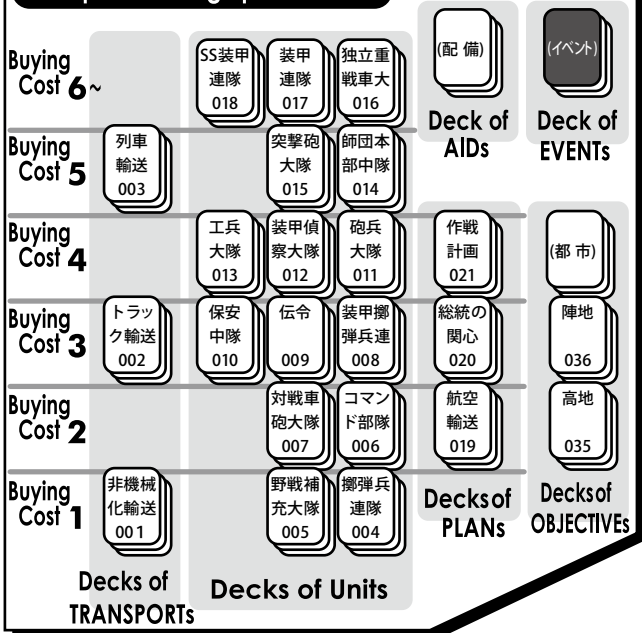
- » Separate all the Game Card by its Card Name except for AIDs, EVENTS, and Cities(OBJECTIVE).
- » Shuffle AIDs and EVENTS separately. Choose“Moscow”card from Cities and shuffle the remaining Cities.
- » Place each card set except for EVENTS as the face-up deck to the center of the table. EVENTS are placed as the face-down deck. These decks are considered to be inside of the Field. See and follow the example of the Field below.
- » Each deck other than Players' Deck is called for its Card Name or its Card Type. For example “Horses” Deck, “Grenadier Regiment”Deck, “EVENT”Deck, “AID”Deck, and so on.
- » Then, put “Moscow”card to the bottom of the Cities deck.
- » Each player takes 6 “Horses” and 2 “Grenadier Regiment” from the Field and shuffle them together to make his own Players' Deck. Each Players' Deck is placed face down in front of its owner .

In this game, each player draws cards only from his own Players' Deck and adds them to his/her hand. Players play cards from their hand and





## Example of setting up of the Field



Face-up Deck



Face-down Deck

discard them to their own Discard Pile face-up next to their Players' Deck.

» Take a top card from each Unit Deck, each PLAN Deck and AID Deck. Shuffle them together and choose a random card from them. Put it and the deck corresponding to it back into the box. Chosen cards aren't used in this game. Return all of the remaining cards to their corresponding decks.

» Each player draws 4 cards from his Players' Deck. Those cards become his first hand.

» The youngest player plays first. After his turn, the play goes clockwise.

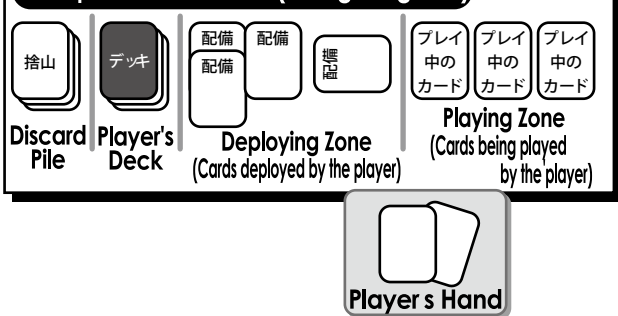
## 5. Some other Game Term

### 5-1 The Field and Battle Area

Each deck other than Players' Deck is placed to the center of the table. That place is called "the Field".

Each Players' Deck and each discard pile is placed in front of the player. That place is called Battle Area of the player. The cards the player played or deployed are both placed in his own Battle Area, too. Also, the cards being played and deployed by a player should be placed separately in his Battle Area. Cards being played is placed to Playing Zone and cards being deployed is sent to Deploying Zone (See below).

#### Example of a Battle Area (during the game)



### 5-2 Playing Cards

You can play various cards from your hand in your turn. And when you play it, you must pay Playing Cost of it. If you cannot or do not pay enough Playing Cost for the card, you may not play it. Each card is played along to the following steps.

#### Playing Cards

- 1) You pay the Playing Cost of the card by SP you can avail before playing it.
- 2) Then you place the card in your Playing Zone (of your Battle Area).
- 3) You gain the Playing Bonus from the card you played if any.
- 4) If you gain DP as the Playing Bonus, pay them fully and draw appropriate number of cards from your Playing Deck.
- 5) Other Playing Rules of that card (black letter) become effective and applied.
- 6) If the Playing Rule contains Intentional Abilities, you can use them at any time during that Operation Phase (See ■9. Intentional Abilities).

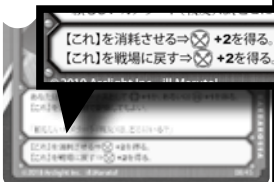
## Example of Playing Bonus

Playing Bonus is described as below. You gain the symbols after“:”as Playing Bonus. For example you gain 2OP $\oplus$  and 2BP $\otimes$  when you play this card.



## Example of Intentional Abilities

Intentional Abilities are described as below. Intentional Abilities are easily distinguished with other Card Rules for they contain“⇒” among themselves(See **9.Intentional Abilities**).



When you play more than one card in the same phase, you must play each card separately. You may play the card only after you resolved all the Card Rules of the previous card.

All the cards you played have to be discarded at the end of your turn(exception :the cards you deployed).

You cannot pay only some of the Playing Cost of any card.

## Important!

Remember! You have to spend DP you gained immediately. If you perform any other action, your DP disappears.

### **5-3 Discard**

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The cards in your Battle Area may be sent to your discard pile for some reasons during the game. And all of the cards you bought must be sent to your discard pile. There is no point in the order of the cards of your discard pile.

You may check each player's discard pile at any time. You may check any face-up Deck, too. But you cannot rearrange any card in them.

You cannot check any face-down Deck, however.

### **5-4 Return to the Field**

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During the game some Card Rules require you to return a card to the Field. Return the card to the bottom of the corresponding deck in such a case.

### **5-5 Remove**

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During the game some Card Rules require you to remove a card. Put the card back into the box in such a case. Removed cards will never re-enter the game.

### **5-6 Card Condition**

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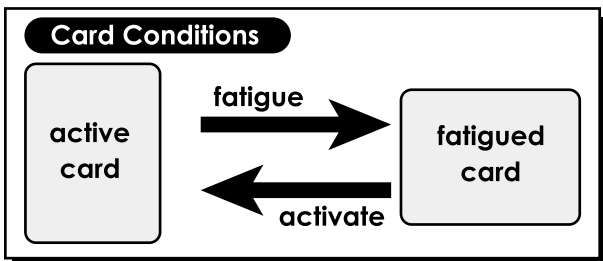
Cards in the Field or in somebody's Battle Area except for ones in any deck are either two conditions. One condition is active and the other condition is fatigued. Cards put into any Battle Area or the Field are always active unless the Card Rules say otherwise. You have to rotate 90 degrees to the right to represent the fatigued cards.

Active cards can be fatigued. Fatigued cards can be activate.

Fatigued cards cannot be fatigued again. If Card Rules require to fatigue the fatigued cards, nothing happens.

Active cards cannot be activate again. If Card Rules require to activate the active cards, nothing happens.

fatigued cards in your Battle Area must be activated automatically in your Activation Phase unless the Card Rule says otherwise.



## 6. Sequence of Play

After preparing the game, the first player performs his first turn. Then, the player to the left performs his turn. And play goes clockwise until the game end.


Players' turn consist of following 4 phases. Turn player performs these phases in order. Some phases contain a few steps. Turn player performs those steps in order unless stated otherwise.

### Turn Sequence

#### 1) Activation Phase


You must activate all of your fatigued cards.

#### 2) Operation Phase

- (a) You gain 1OP  at the beginning of this phase.
- (b) You can play as many card as you can.
- (c) You can perform an attack.

You can perform (b) and (c) at any order as you wish. For example, you can play a card and perform an attack and then you can play the other cards.

#### 3) Reinforcement Phase

- (a) You gain 1RP  at the beginning of this phase.
- (b) You can buy as many cards as your available RP. You can buy 1 card for 1 RP you pay. However, you have to pay enough SP for each card you buy, too. Bought cards are sent to your discard pile.

#### 4) Ending Phase

- (a) Cards in your Playing Zone are all discarded. Then you discard all of your hand. Nevertheless, if you wish, you can leave up to one card in your hand.
- (b) Then you draw 4 cards from your deck and add them to your hand.
- (c) Each effect that persist until the turn end disappears. Simultaneously each points you have disappears, too.

We recommend that each player declare his turn end to tell the next player so that he can start his turn soon.

## 7. Detail of each Phases



### 7-1 Activation Phase

In this phase you must activate all of your fatigued cards. And you can play TRANSPORTs in this phase. You cannot do anything but the actions above unless the Card Rules say otherwise.


### 7-2 Operation Phase

You can play any card with paying their Playing Cost by SP in this phase. If you can pay enough Playing Cost, you can play as many card as you wish. But each card play must be independant. After you completely apply and resolve the Playing Rule of a card you played, you can play the next card.

Played card is placed to your Playing Zone and remain there until the turn end unless the other card says otherwise. And the Card Rules of the played card become effective immediately.

You gain 1OP  at the beginning of this phase. So you almost always be able to play at least 1 card from your hand in this phase, unless all of your cards in your hand have 2OP  for their Playing Cost or you have no cards then.

Some cards give you additional OP  as the Playing Bonus. If you play such cards, then you can often play extra cards.

You can play the cards which have 0OP  as the Playing Cost indefinitely. But you can never play any card without indicated Playing Cost. Such cards shouldn't be sent to your discard pile nor to your deck.

You gain various point during the game(See **2. Symbols**). You put them in your "imaginary purse" and you can spend them from it. Points you spend for any payment disappear immediately.

Some cards have Intentionaly Abilities. With paying enough Using Cost you can use those abilities at any time and as many times as you wish in your Operation Phase. However, you cannot use any Intentional Ability while you are resolving other Intentional Ability. Each Intentional Abilities must be resolved separately.

In this phase you can also perform one attack(See **12.Attaking**).

You may play cards, use Intentional Abilities and perform an attack in any order.

You can deploy some cards that you played at the same phase. If you do so, you have to declare that you deploy them and send them to Deploying Zone in that case.


If you don't want to do any action any more or if you cannot do any more action, you should declare that your Operation Phase is over. When you do so, Reinforcement Phase begins.



## 7-3 Reinforcement Phase

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You cannot play any more card except for TRANSPORTs nor perform attacking, or use any Intentional Ability in this phase.

At the beginning of this phase you gain 1RP . And then you can perform the Reinforcement(See **11.Reinforcement**). You can play any TRANSPORT in this phase,too.

## 7-4 Ending Phase

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After you perform the Reinforcement or you choose not to perform Reinforcement, your Ending Phase begins.

At first you discard all of your hand or all but one card of your hand. And then you discard all of cards in your Playing Zone.This action is called“hand replenishment”.

Note: You may not discard any card in your Deploying Zone in this phase.

After that you draw 4 cards from your deck and add them to your hand.

Then your turn ends. Next player(the left of you) starts his turn. At the end of your Ending Phase, any point you had disappear. At the same time any effect until turn end disappear,too.

Note: At the end of your turn you should declare that your turn ended.

# 8.Game End and Winner


## 8-1 Game End

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If someone attacked and gained “Moscow” card, the game ends at the end of that Operation Phase.

## 8-2 VP and Winner

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After the game end each player calculates his own VP. The player with the most VP wins. Each Player gains VP  from all the cards he has at the end of the game(the cards in his hand, in his discard pile, in his Playing Zone, in his Deploying Zone, and in his deck).

If two or more players have the most VP, the player who controls the OBJECTIVE with the most VP wins. If still two or more players are ties, the player who has the most Cities wins. If still two or more players are ties, they share the victory.




## 9.Intentional Abilities

As explained above, Playing Rules or Deploying Rules sometimes contain Intentional Abilities. Intentional Abilities have “⇒” in their own sentence. So you can recognize and distinguish them from other abilities easily. You can use Intentional Abilities of the cards you control(the cards you place to your Playing Zone and Deploying Zone). You can decide whether you use the Intentional Ability or not. On the other hand Card Rules on the cards in the Playing Zone are always applied automatically regardless of your decision except for Intentional Abilities. Deploying Rules also work as the same way.

The text stated before “⇒”represent the Using Cost of that Intentional Ability. The text stated after“⇒”represent the effect that is applied immediately after you pay the Using Cost.

### Example of the Intentional Ability

The second Intentional Ability of this card(Deploying Rules) says that you can decide to discard this card as the Using Cost during your Operation Phase and if you do so, you gain 2BP  as a result.



【これを消耗させ、①+1を支払う⇒⊗+6を得る。  
【これを捨山に移す⇒⊗+2を得る。



You can use the Intentional Ability regardless of the card condition. You can use the Intentional Ability of the fatigued card. You can use the same Intentional Ability in the same phase twice or more, if the Card Rules don't prohibit that.

You can play more than one card and use more than one Intentional Ability in the same Operation Phase. You can choose the order of them freely. But each card play and each use of the Intentional Ability must be treated separately. For example, you cannot play a card before the resolution of the previous card is completely over.

Before you use the Intentional Ability, you must pay the Using Cost in full. You may not pay a part of the Using Cost deliberately.



## 10. Deployment

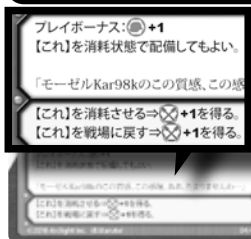
Whenever you play an AID, you have to deploy it. When you gain an OBJECTIVE, you have to deploy it, too. Some Units are deployed automatically, after you play them because of their Playing Rules.

Deployed cards are sent to Deploying Zone and remain there until the game end unless the other card says otherwise.

The Playing Rules of the deployed card become invalid and the deploying Rules of the deployed card become effective immediately.

You can be deploying as many cards as you wish.

### Example of the Deployment





You paid the Playing Cost and played an “Grenadier Regiment”. Immediately the Card Rules of it become effective. So you gained 1RP (Playing Bonus). And also you gained the right that you deploy it in that phase. But if you don't deploy it, Deploying Rules of it never become effective.


If you deploy it(declare in that case), its Deploying Rules become effective and you gain the right to use two Intentional Abilities.

Because “Grenadier Regiment” become fatigued when you deploy it, you usually cannot use the first Intentional Ability in the same phase. But you can use the second Intentional Ability in the same phase. So you have the chance to gain 1BP from this card at the same phase you played it.

# 11.Reinforcement

## 11-1 RP and Reinforcement

You can perform the Reinforcement in your Reinforcement Phase. Reinforcement means “buying cards from the Field”. You can buy one card for each 1RP  you pay as your Reinforcement. In each of your Reinforcement Phase you gain 1RP . So you can buy at least one card from the Field.

If you gained 1RP  in your previous Operation Phase, you can buy two cards in the following Reinforcement Phase.

You can buy as many cards as you wish within your available RP and SP(See the next section).

## 11-2 Buying Cost

When you buy a card, you have to pay the Buying Cost of it,too. Buying Cost is paid by your available SP. RP you paid only guarantee how many times(cards) you can buy. The Buying Cost of each card is shown upper right corner of it.

For example if you buy a “Tracks” from the Field, you have to pay 1RP  and 3SP .

## 11-3 Object of Buying

You can buy TRANSPORTs, Units, PLANs or AIDs as the Reinforcement. Note that you may not buy any OBJECTIVE or EVENT. So these card have no Buying Cost and they have Occupying Cost instead(See **12.Attacking**).

When you buy a card, you always have to receive it from the top of the target deck. And then the bought card must be sent to your discard pile.

## Note

ou gain OBJECTIVES and EVENTS by attacking instead of buying. No Playing Cost is often indicated on these cards. Such cards are deployed and placed someone's Deploying Zone immediately (See Card Rules). On the other hand those such have Playing Cost are sent to your discard pile and you can play them from your hand afterwards.

### OBJECTIVE (You cannot play)



### EVENT (You cannot play)



### EVENT (You can play afterwards)



## 12. Attacking

You can perform an attack in each of your Operation Phase. When you attack, perform the following steps in order.

- (1) Declare an attacking. If you have no Units deploying, you may not declare an attacking.
- (2) Choose and declare the target of the attack. "Hill", "Position" and the City can be target of the attack. If the City is chosen, you must attack the top card of the City Deck.
- (3) If you target the City, you flip and reveal the top card of the EVENT Deck. Defensive Modification Value of the revealed card (or cards) is added to the Occupying Cost of the targeted City.
- (4) Now you have to pay BP equal to the Occupying Cost of the targeted OBJECTIVE. If you don't have enough BP, you can use as many Intentional Abilities as you wish in this timing

and then you can pay. But note that you can not play any card during an attack.

(5) If you pay enough BP, your attack success (You won the battle). If you can't, your attack fails (You lose the battle). Apply the results of your attack below. In each case any BP or any other cost you paid are not restored.

### **If you win the battle**

Gain the target OBJECTIVE and apply the Playing Rules in red of it. And then gain the revealed EVENT (or EVENTS) and apply the Playing Rules in red of it (them in any order), if any.

### **If you lose the battle**

Apply the Playing Rules in red of the target OBJECTIVE. But you never gain the OBJECTIVE. And then you return the revealed EVENT (or EVENTS) to the bottom of the EVENT Deck (in any order).

(6) Then your attack is over.

Note: Never fail to perform attacking, if you can.

## **13. Other Rules**

### **13-1 Running out of Player's Deck**

You have to rebuild your deck whenever you attempt to draw some cards from your deck and you can't because of running out of it. Take your discard pile and shuffle it when you rebuild your deck. And then put it face down to your Battle Area. After rebuilding your deck, continue drawing from your new deck.

If your deck and your discard pile are also running out, you cannot draw any more.

### **13-2 Card Rules and rules in this rule book**

Card Rules often conflict with the rules in this rule book. In such a case, apply the Card Rules Preferentially at any time.




## 14. Example of the play





This chapter shows the example of playing by player A for one turn.


### 14-1 Activation Phase






Player A's turn begins. He is deploying an active "Grenadier Regiment", a "Position", an fatigued "Independent Heavy Tank Battalion" and an fatigued "Panzer Grenadier".

He activates his "Panzer Grenadier" in this phase. Then he plays a "Trains" so that he can pay and activate his "Independent Heavy Tank Battalion". And then he activates it for 3SP. 

### 14-2 Operation Phase

At first he gains 1OP . He plays "Armored Reconnaissance Battalion" for that 1OP  and places it his Playing Zone. He gains 2BP  and 2OP  for its playing Bonus.



Then he plays an "Assault Gun Battalion" for 1OP  and places it to his Playing Zone, too. And the he fatigues it and send it to his Deploying Zone according to its Playing Rule.



He plays a "Division Headquarters Company" for the remaining 1OP  and places it to his Playing Zone. So he gains 1OP , 1DP  and 1RP . He has to pay 1DP  immediately and do so.



Now he can place as many Infantries and Tanks as he wish to his Deploying Zone directly from his hand with no Playing Cost during this phase because of the "Division Headquarters Company's" Playing Rule he played.




There he places a "Panzer Grenadier" that he drew in this phase directly from his hand to his Deploying Zone. This "Panzer Grenadier" has Playing Bonus but he can not gain its bonus because it hasn't been played. On the other hand it does not become fatigued, for the Playing Rules of the "Panzer Grenadier" are not applied.

At this point he has 1OP, 2BP  and 1RP.




"Kharkov" (Occupying Cost=12) is the top of the City Deck. He considers to attack it and easily wins. So he declare an attacking to "Kharkov" and flip a card from the EVENT Deck. The revealed card is a "Soviet Guards Tank Army" (Defensive Modification Value=6). So "Kharkov's" Occupying Cost becomes 18BP  and he needs to 16BP  or more.

He gains 12BP  fatiguing his "Independent Heavy Tank Battalion", two "Panzer Grenadier", and "Grenadier Regiment" (7+1×2+3). To his successful attack he needs to 4BP . Now he uses the third Intentional Ability of his "Assault Gun Battalion" and discards his "Grenadier Regiment" to gain

2BP . Then he uses the Intentional Ability of his Position and return it to the Field to reduce “Kharkov’s” Occupying Cost by 2BP .



His available BP  becomes equal to “Kharkov’s” Occupying Cost(14BP ). So he pays 14BP  and he wins the battle.

Because he attacked “Kharkov” he has to discard one of his Tank. So he discard his “Independent Heavy Tank Battalion”. He deploys “Kharkov” and sends the “Soviet Guards Tank Army” to his discard pile. His attack ends.

After attacking he plays a “Tracks” and gains 2SP . His available points are 1OP , 1RP  and 2SP .

He has nothing to do in this phase any more. So he declares the end of his Operation Phase.

### 14-3 Reinforcement Phase

He gains 1RP  at the beginning of this phase. So he can buy two cards from the Field for 2SP . He buys a “Horses” and a “Field Replacement Battalion”. These two cards are sent to his discard pile.

He has nothing to do in this phase any more. So he ends his Reinforcement Phase.

### 14-4 Ending Phase

He discards all the cards that is placed in his Playing Zone. Then he has to discards all cards but one from his hand. But now he has no cards in his hand, so he does nothing. At last he draws 4 cards and add them to his hand.

Then his turn ends. He declares that he finished his turn. The next player’s turn begins.

## 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

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