

CODEWORD:
BARBAROSSA
PREPARING FOR THE GERMAN-SOVIET WAR

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

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2.0 GAME COMPONENTS AND CONCEPTS

2.1 Game Map

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2.2 Crisis Spectrum

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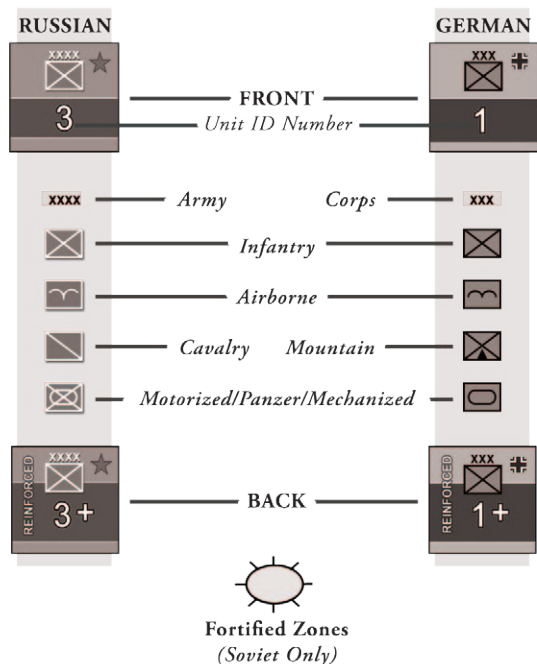
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EXAMPLES: A change that results from Event card play may adjust the Crisis Level in a way that alters the number of available Actions for this turn. One that follows an Alert Check on the Terminal Phase of a turn may change the Crisis Level in a way that alters the Basic Resource Point (BRP) costs for troop activation and upgrading.

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2.3 Event Cards

2.4 Unit Pieces



2.5 Force Pool

2.6 Basic Resource Points (BRPs)



2.7 Technological Level



2.8 Actions



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2.9 Alert Checks



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Gameplay Note Unit movements from one Borderlands area to another similar area do not affect the net number used to determine the requirement for an Alert Check.

2.10 War Strategies

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3.0 THE TURN



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3.1 Sequence of Play

PREPARATION PHASE

MOVEMENT PHASE

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TERMINAL PHASE

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4.0 UNIT MOVEMENT

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4.1 Land Movement

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(Exception: .).

4.2 Soviet Reserve/Deep Reserve Zones

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first

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4.3 Sea Movement

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 ... ()
 ...)
 ... plus to ...

4.4 Strategic Redeployment

... any plus ...

4.5 Stacking

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Player Note *The player should keep separate stacks of their units that have moved to an area this turn, with a different pile of units previously present in that space, because this is important with respect to Unit Activation and Upgrades (Sections 5.2 and 5.5).*

4.6 Movement and Unit Upgrade Activation

... () ,

4.7 Special Movement Restrictions

4.7.1 Moscow Garrison

... may not move

4.7.2 Baltic States

... (, , ())
 ... ()

... 0 () .

4.7.3 Rumania, Hungary, and Transylvania

... 0 () ,

... only

4.7.4 Yugoslavia and Greece

... ()

4.7.5 Vichy France

4.8 Movement and Event Cards

5.0 PRODUCTION AND UNIT MOBILIZATION FUNCTIONS

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... ()
 ...)

5.1 Technology Investment

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... () 0) .

... () .

5.2 BRPs and Unit Mobilization Costs

... () .

5.3 Mobilization and Placement

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... do

... (Exception:) .

Player Note: *Units in transit or at home for upgrading, and those simply sitting on homeland areas, count toward meeting the requirement for filling every area before multiple deployment is possible. Be sure to consider this as you lay down newly activated pieces.*

5.4 Special Case: East Prussia

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5.5 Unit Upgrades

(Exception:)

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5.6 Soviet Fortified Areas



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6.0 EVENT CARD PLAY

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Player Note: Do not neglect Event card play, which constitutes almost a sub-game beyond the main action and can lead to a "sudden death" ending of the game.

6.1 General Rule

both

6.2 Campaign Losses

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6.3 New German Unit



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7.0 WAR STRATEGY

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7.1 Changing Strategy

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Gameplay Note: At the "Bellicose" level the player's strategy is considered to be locked in. Even if the Crisis Level subsequently falls to one at which strategy change would normally be permitted, having once crossed the "Bellicose" threshold disregard this.

7.2 Strategies

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7.3 War Strategy Comparisons

8.0 WINNING THE GAME

both players are declared winners.

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8.1 Borderlands

Note: Finland (because Germany could not, for the most part, act directly in this country), Hungary, including Transylvania (because Hungary entered the war slightly after the initiation of Barbarossa), and the German home country area immediately to the south of Poland (Slovakia) are never counted as Borderlands.

8.2 Victory Points (VPs) For Forces

(Note

8.3 VP Awards for Strategies Chosen

8.4 VPs for Remaining BRPs at the End of the Game

8.5 Final Victory Calculation

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9.0 GAME SETUP

9.1 Both Players

9.2 German Setup

Note: units named Mountain Corps are considered as Infantry Corps)

(Exception:
)

Historians' Note: Pieces included in the game represent forces actually used in the Russian campaign. Formations held in the West to defend what became the "Atlantic Wall" are not included in the counter mix. Thus all forces in the West are eligible to participate in game.

9.3 Soviet Setup

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