

BATTLECARDS

World Conflict® – The Russian Front – World War II *The Card Game of Global and Historic Conflicts*

THE GAME CONCEPT: BATTLECARDS is a card game in which you and your opponent(s) build up forces and conduct battles in many of the great conflicts in history. This particular starter set deals with the Russian Front during World War II. The game consists of a CONFLICT deck of 54 cards, 50 ARSENAL cards for the Soviet forces, and 50 ARSENAL cards for the German forces. Based upon the draw of CONFLICT cards, players may build forces, learn about their opponent, gain a secret advantage, or enter into a battle. The objective is to be the player at the end of the game with the most victory points, or to win the battle for your opponent's homeland.

Five 20-card expansion packs are available to improve the selection and capabilities of ARSENAL cards and CONFLICT cards for this set. More expansion packs will be available in the future. Additionally, this set can be combined with the other World War II Starter Sets so you and your friends may play the entire war as you please. See the notes on the reverse side for Multi-Theatre Play.

TO SET UP THE GAME First, the two players will choose either the Soviet or German side of the conflict, and set their side's ARSENAL deck face down on the table. A list of the different battles you can expect in the game can be found on the back of the box. *NOTE: If you are using 20-card expansion sets, you may have additional BATTLES, ADMIRAL, GENERAL, or LEADER cards. Make sure only one representation of each LEADER or GENERAL is in the respective arsenal decks, and be sure to remove any duplicates of the BATTLES from the conflict deck.* Now, place the rest of the CONFLICT deck in the center of the table. Shuffle each of the three decks at this time. Each player deals himself 6 cards from the ARSENAL Deck into their Reserve Hand. Secretly look at your hands, and "Deploy" 3 of your 6 cards. This will leave you 3 cards in your Reserve Hand. To "Deploy" forces, you simply place them face down in front of you in 3 stacks. From left to right, the deployed stacks should be Ground units, Air units, and Sea units. The type of unit to which an ARSENAL card belongs is indicated as its "UNIT TYPE" on the card. While it is good strategy to deploy units in all three categories, you may deploy your forces as you wish (e.g., 2 Sea units, 1 Air unit, and no ground). However, units may only be deployed in their proper stacks. These stacks represent your "Deployed Forces" and are the units that will take part in battles called upon by BATTLECARDS drawn from the CONFLICT Deck. Your "Reserve Hand" is the pool from which you will deploy forces during the game.

PLAYING THE GAME Starting with the German Player, alternate between players. When it is your turn, you are referred to as the "Drawing Player". On each turn, the Drawing Player will draw 1 card from the CONFLICT deck and follow its instructions. Unless the card says, "Keep this card" or it is a "BATTLECARD" the drawing player discards the card onto a discard pile next to the CONFLICT Deck. If the card says, "Keep this card..." the Drawing Player keeps the card, face down beside his 3 deployed stacks. Cards kept in this manner are referred to as a player's Kept Cards. If the card is a BATTLECARD, then a battle may begin. Some cards in the CONFLICT deck instruct the drawing player to build up his hand by drawing more cards from the ARSENAL deck.

IF A BATTLECARD IS DRAWN: Check the BATTLECARD to see if there are any prerequisites for this battle. Prerequisites will be listed below the Battle Description and above the Victory Points of the card. If there are prerequisites that have not been met, or the aggressor listed on the card does not wish to conduct the battle at this time, the Drawing Player discards the BATTLECARD and loses his turn. If the prerequisites have been met and the aggressor wishes to attack, then a battle begins. Place the BATTLECARD aside; face up, until the battle is over. *NOTE: The Kiev Directive: Hitler has ordered the attack on Kiev. So, when the Battle for Kiev Battlecard is drawn, the German Player MUST execute the battle. He does not have the option of declining, even if vastly outnumbered! The Delay Tactics card is the only card that can prevent this battle once it is drawn.*

FIGHTING A BATTLE Each BATTLECARD designates the aggressor and indicates what types of forces from each side may participate in the battle (Ground, Air, or Sea). If one player has none of the deployed forces indicated on the BATTLECARD, the other player wins that battle. If neither side has any deployed units indicated on the card, the battle is ignored and the drawing player loses his turn. Otherwise, both sides flip over their indicated stacks of deployed forces. The aggressor fires first when fighting a battle. Battles are conducted through a series of combat rounds in which the aggressor and then the defender fire each of their units once, and then have an opportunity to retreat.

GAME PHASES: Each round is divided into 5 phases. The phases include 4 firing phases followed by a withdrawal phase. In each firing phase, the aggressor fires his units that have the current phase listed on their card. Casualties are removed. Then, the defender fires each defending unit that has the current phase listed on their card. Casualties are removed. Play then proceeds to the next phase. After phase 4 is complete, the aggressor and then the defender have an opportunity to withdraw any or all of their deployed forces. Withdrawn forces remain deployed, but are flipped face down and are may not participate in the remainder of the battle. If neither side withdraws all of their forces, the engagement is repeated starting at phase 1. A battle ends when all of the involved forces on one side have been destroyed or withdrawn. The winner of the battle keeps the BATTLECARD face up on his side of the table, and receives the number of Victory Points indicated on the BATTLECARD. Some BATTLECARDS list special victory conditions like the elimination of all enemy Ground units. In these special cases, it will also say what to do with any remaining forces.

FIRING A UNIT: To fire a unit, select a target from the opponent's deployed forces. On the left side of your unit's card, it will give you its Attack Value against the three different types of units (Ground, Air, Sea). If the Attack Value is N/A, or is not higher than the selected target's defense, then the target may not be attacked. Otherwise, you may attack the target by turning a card from the CONFLICT deck face-up into the discard pile. Each CONFLICT Card has an Action Number in the upper left and lower right hand corners. Ignore the contents of the CONFLICT Card except for its Action Number. If the Action Number is equal to or less than the attacker's Attack Score against the selected target type AND is greater than the target unit's Defense Score against the attacking unit, then the target is destroyed. Destroyed units must be discarded face up into a discard pile next to the player's ARSENAL deck. If the Action Number does not fall in that range, then the attack was ineffective. Some deployed units have the ability to support other units and add bonus points to other units in combat. Additionally, some CONFLICT Cards can be kept and played in combat to give bonuses to friendly forces. Add any such bonuses before determining whether a unit's attack was effective or not. When the CONFLICT deck or either Player's ARSENAL deck has been completely discarded, flip the corresponding discard stack over and reshuffle the cards to continue to play. When none of your units in a given battle can hit any of the opponent's units, no matter how you allocate available support units, it is wise to withdraw forces.

STALEMATE: If none of the units remaining on **either** side in a battle can hit the enemy regardless of what action number is pulled, it is considered a Stalemate. In Stalemate situations, the aggressor **MUST** withdraw his forces, allowing the defender to win the **BATTLECARD** and its victory points.

WINNING THE WAR: There are 2 ways to win the game:

Total Victory: All enemy players are eliminated from the game. In this Starter Set, the Soviet Player is eliminated when the enemy wins the "Battle for Moscow" **BATTLECARD**. The German player is eliminated when the enemy wins the "Battle for Germany" **BATTLECARD**.

Standard Victory: A player can win the game with a **STANDARD VICTORY** if he has collected at least half of the available victory points in the deck. For this set, the number would be 38 to win.

EMERGENCY DEPLOYMENT: You may emergency deploy your reserve hand instead of drawing a conflict card at the start of any turn or when your homeland is invaded. Doing so will leave you without a hand until you draw a card that instructs you to replenish it.

COMBINING SETS: You may combine other World War II sets with this one. Allied nations will be called into battles together, but each nation will have its own separate reserve hand and deployed forces stacks. Conflict decks will not be combined from different sets, and each player will draw from their own theatre's conflict deck at all times. When playing the Western European Theatre and Russian Front together, here are some basic rules:

- 1) There will be two German Players – each maintaining a separate reserve hand and deployed stacks. The German Player on the Russian Front will be referred to hereafter as the Barbarossa Player.
- 2) Turn order goes German, British, Barbarossa, and Soviet. Players should sit across the table from their in-theatre opponent.
- 3) On your turn, you may aid your ally by either sacrificing your draw to transfer up to 3 deployed cards to your ally's stacks, trade 1 reserve card for 1 reserve card of your ally (without sacrificing your draw), or sending the top card of your arsenal deck to the bottom of your ally's arsenal deck (again, without sacrificing your draw).
- 4) When called into battle along with an ally, treat all forces on one side as if they were part of 1 big army. At the end of the battle, all involved forces may be sent to either of the participant's deployed stacks. **NOTE:** Generals and Admirals cannot take part in battles from theatres they are not deployed to, so no, Rommel cannot help in the Battle for Moscow unless you actually transfer him to the Barbarossa Player as set forth in rule #3 above.
- 5) When you win a battle that eliminates an opponent from the theatre, he no longer gets a turn, and you instantly capture all his remaining deployed forces. All of the eliminated player's reserve cards are discarded, and all battles won by the eliminated player in his theatre are placed in discard stack. **EXCEPTION:** The Battle for Germany from either conflict deck eliminates **BOTH** the German **AND** Barbarossa players. Therefore, both the German and Barbarossa deployed stacks will jointly fight in these battles.
- 6) To win the combined game by points, you must attain 78 VPs. To win a **TOTAL VICTORY**, the Allies must invade Germany, and the Axis must invade Britain **AND** Moscow.
- 7) If an enemy is eliminated from a theatre and a battle comes up from that theatre, the player remaining in that theatre may take the battle without a fight, or discard the battle, and perform a raid against the enemy in the other theatre. He may make this attack as a Ground and Air attack or as an Air and Sea attack. No victory points are awarded in such a raid.
- 8) You may liberate your ally if he is eliminated from a theatre by using a counterattack to re-fight the battle that eliminated him. **EXCEPTION:** German and Barbarossa players may not liberate each other since they are both eliminated by the same battle. Once liberated, a player begins taking turns again as normal, and is eligible for battles in his theatre again. He also immediately draws 6 and deploys 3 arsenal cards. For more details on combining sets, visit www.dgagames.com and click on the **RULES** tab.

BRINGING IT TO THE TABLE As with all expandable card games, you can improve the game by adding more cards to the starter set. You may add to any starter set, additional 20-card Expansion packs compatible with that theatre. Expansion cards have the word **EXPANSION** on their faces so they are easy to separate from the starter set after a game.

CONTACTING THE GAME DEVELOPER: If you have questions regarding the game or want to make recommendations, contact the game developer by writing to DG Associates, ATTN: Jonathan Bjork, 10104 Todd Mill Road, Huntsville, Alabama 35803 (telephone: (256) 882-2008 or E-mail: jonathan@dgagames.com).

GAME BOARD LAYOUT: Playing the game does not require a special board. Game Placemats are included in some packages, or may be purchased separately online. This graphic shows how cards should be arranged on the table.

