

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.

The game includes: 1 17" x 22" map, 1 set of 108 counters, 36 punch-out game cards, and 2 sets Player's Aid Charts (PAC). If any of the supplied parts are missing or damaged, write to:

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Attn: Codeword: Barbarossa

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Codeword: Barbarossa* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

Codeword: Barbarossa is a two-player political-military game that reaches back behind a war to recreate the period of planning, preparations, and force concentration necessary to conduct warfare. It is unusual in that no fighting actually occurs. Rather, players select strategies and then compete to effect the concentrations of forces most suitable to carry out their plans in comparison with those of the opponent. In an unusual, fast-paced fashion, *Codeword: Barbarossa* features joint activities by both players within most phases of a turn. The game turns represent one month of real time. The game ends in June 1941, or sooner if the sides move more quickly to war. Forces are represented at the level of corps for the German player, and for the Soviet Union, armies for infantry formations, and corps for other troop types. The mapboard presents Europe as it existed in June 1940, from the Atlantic coast to the interior of the Soviet Union, divided into areas to regulate the movement of pieces. Game play is regulated by a Crisis Spectrum that indicates the level of hostility between the sides and specifies the kinds, amounts, and costs of various activities in which the players can engage. Players receive and expend economic resources to build or improve forces, and use Actions to carry out assorted game functions. Victory is awarded based upon the players' selections of War Strategies and their force dispositions at the end of the game, modified by any Game Points the player may have received in the course of play or are awarded based upon the situation at the end of play.

In general, the strategic problem for the German player is to move his armies from the positions they occupy at the end of the conquest of France (June 1940) and position them for an invasion of Russia. The German wants to deploy his forces in an optimal way to carry out a War Strategy he/she has selected, and strengthen them to the maximum extent possible, without bringing on the war so quickly that his/her dispositions are not complete. The Soviet player's problem is to transition forces from peacetime to war posture, strengthen them, and deploy in accordance with his/her selected War Strategy.

2.0 GAME COMPONENTS AND CONCEPTS

2.1 Game Map

The area of play is on a 22" x 17" game map. Solid white lines define national borders. Dotted lines represent area boundaries. Printed on the map are a number of tracks that are used in the game (Game Turn Track, each side's General Record Tracks, Crisis Spectrum Track). Each side's Force Pool box holds forces not yet mobilized. The gold-colored countries are neutral countries and may never be entered by either player's forces.

2.2 Crisis Spectrum

The heart of the game system is the level of hostility between the Third Reich (Hitler's Germany) and the Soviet Union (Stalin's Russia), which drives *Codeword: Barbarossa* by setting the rate at which players can carry on various kinds of activities, as well as the type of activities that are permitted. The Crisis Spectrum is represented on the board by a track that is separated into eight levels ranging from "Friendly Relations" to "Verge of War." A Crisis Level marker is used to indicate the current status of the spectrum. The Crisis Level can move toward or away from "Verge of War" depending on the play of Event cards (Section 2.3) or the results of Alert Checks (Section 2.9) that are required as the players concentrate forces in border areas where Soviet and German troops confront each other. The Crisis Level is adjusted during the Preparation Phase of each game turn from Event cards played, and during the Terminal Phase from Alert Checks. Crisis Level changes have immediate effects.

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.

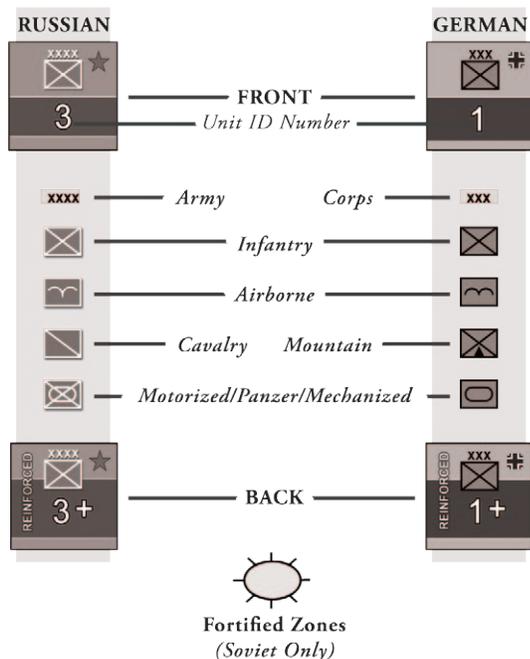
Codeword: Barbarossa automatically ends if the Crisis Level has reached “Verge of War” and has remained there for a full turn.

Printed on the Player’s Aid Charts (PAC) is a Crisis Spectrum Table. This specifies for each possible Crisis Level what game activities are permitted and with what intensity. The table indicates how many Actions (Section 2.8) the player has available that turn, whether Strategy Change (Section 2.10) is permitted, if Technology Development (Section 5.1) is possible, whether Unit Mobilization and/or Upgrade (Sections 5.2 and 5.5) is possible, and if so the price in BRPs (Section 2.7), and the rate of force concentration in borderlands areas that necessitates Alert Checks. The Crisis Level effects at a given moment of a turn are those corresponding to the level of hostility at that instant (**Exception:** Number of Actions for a Turn). The Crisis Level can change **within** the turn (generating different costs and capabilities), so actions that can modify the Crisis level must be performed first within any Phase. The number of actions for a turn does not change when the Crisis Level changes mid-turn; it is determined at the start and remains that total amount for the entire turn.

2.3 Event Cards

Each player has 18 Event cards. German cards are numbered G01 to G18 and have the German Cross in the background, while Russian cards are numbered R01 to R18 and have the Hammer and Sickle in the background. These represent important military, diplomatic, and economic events that took place during the period 1940-1941. Each player shuffles their set of cards to randomize them. They are drawn by players as explained more fully in later rules. Play of the cards affects the Crisis Level or other game conditions, including movement of units or their removal from the game, addition of Actions for either player, expenditure of BRPs, or they may affect the production or upgrade of units. Drawing of an Event card and play of a card each cost an Action, and some cards themselves have an additional Action cost to effectuate. The Event card is printed with text that specifies its identity.

2.4 Unit Pieces



The unit pieces in *Codeword: Barbarossa* are extremely simple. They are printed on both sides with a symbol for the type of unit, and the identification number of that formation. On the reverse side of the unit counter appears an additional “+” notation which indicates the unit has been upgraded and is a “reinforced” corps or army. The status of a unit is important at the end of the game, when each type of unit will have a Victory Point (Section 8.2) value that varies depending on the particular War Strategy (Section 2.10) each player has selected. Soviet Infantry appears in army-size units. All other forces are represented as corps.

2.5 Force Pool

Under the rules for setting up the game, some units are not yet in play. These units form part of each player’s Force Pool, represented on the board by a box. Un-mobilized pieces are placed in the box at the beginning of the game. Units are mobilized from the Force Pool by the expenditure of Basic Resource Points (BRPs) (Section 2.6) and put in play under the rules for Unit Mobilization and Upgrading (Sections 5.2 and 5.5). Unit mobilization from the Force Pool becomes impossible once the Crisis Level reaches “Hostile,” after which it is assumed the sides will be focusing on upgrading existing forces.

2.6 Basic Resource Points (BRPs)

BRPs represent the economic strength of each side. Each turn the game awards a number of BRPs to each player, but actual Production is moderated by the Technological Level (Section 2.7) of the player (BRPs x Technological Level = Final Production). BRPs are produced during the Preparation Phase of each turn, and are indicated by adding the produced amount to the current amount shown on the player’s Records Track. If the total accumulates exceeds 99, flip the x10 marker over to its “x10 +100” side. BRPs are used for activation or upgrade of units, for certain game activities such as Technology Development (Section 5.1) or Strategic Redeployment (Section 4.4), and may be required to fulfill certain Events. Adjust the markers on the Records Track as BRPs are expended. Unused BRPs can be accumulated from turn to turn and are exchanged for Victory Points (VPs) at the end of the game (Section 8.4).

2.7 Technological Level

Technological Level is a measure of the efficiency with which each nation utilizes its basic resources and the relative sophistication of its technology. It helps generate the final BRP production for the player (Base BRPs x Technological Level = Final BRP Production). Technological Level is indicated with a marker on the player’s Records Track printed on the mapboard. It starts each game at 1. The player may increase his Technological Level by Investment (Section 5.1) and Event card play. The ability to invest in Technological Development is prohibited once the crisis scale reaches the level of “Hostile,” after which it is assumed both sides will aim their activities strictly at producing the sinews of war.

2.8 Actions

Almost every kind of player activity in *Codeword: Barbarossa* is voluntary but requires the use of Actions. The player receives new Actions during the Preparation Phase of the turn and places his OPS marker on his Records Track with the current amount. If the total OPS is 10 or more, flip the marker to its backside which shows the “+10” value. At each Crisis Level a specific number of Actions is awarded according to

the Crisis Spectrum Table (see PAC). Event cards may also award or take away Actions. Some Event cards and some game activities require the expenditure of extra Actions. Actions cannot be accumulated from turn to turn. Unused Actions are lost at the end of a turn.

2.9 Alert Checks



The Crisis Level is affected by the players' hostile Actions, among the most obvious of which is moving forces into areas on the mapboard that are adjacent to those of the opponent ("Borderlands," Section 8.1), from which a war can actually be launched. The Crisis Level permits a given

number of units to enter Borderland areas without requiring an Alert Check during a game turn. This is a *net* number. The player may see fit to withdraw units from Borderland areas. Withdrawn units are subtracted from the net number of units that have moved into Borderlands so far. Net unit movements into Borderlands areas above the Alert Check number necessitate the check. The requirement for a check is established during the Movement Phase of the turn. Alert Checks are carried out during the Terminal Phase. Either or both players' activities may require the check. Regardless of the number of causes for an Alert check, only one check is made for each side if they have precipitated it. Roll one die. On an odd die roll move the Crisis Level marker right one box.

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

The Victory Point values of the players' forces for the subsequent German-Soviet war will depend on their respective strategies. In *Codeword: Barbarossa* the players select a strategy before the game begins, noting it on a slip of paper kept hidden through the game. During the game the player may change his strategy choice until the Crisis Level reaches "Bellicose". At the end of play the War Strategies of both sides are compared to generate a Victory Point valuation for each type of military unit present in the Borderlands in order to determine the winner.

3.0 THE TURN



Each turn represents one month of real time. The game consists of thirteen turns from June 1940 through June 1941, but may end sooner ("sudden death") if the Crisis Level reaches "Verge of War" and remains there for

a full turn. During each turn the players both conduct their activities simultaneously for each segment of the phase. Any action that would result in an immediate Crisis Level change must be performed by both players first in a phase's segment. In each segment, when the player has completed all activities they intend to carry out, an announcement to this effect is made to the opponent. When both players have announced completion, the turn proceeds to the next segment of play.

3.1 Sequence of Play

PREPARATION PHASE During this Phase of the turn the players first consult the Crisis Spectrum to determine the number of actions they will have available for the turn based on its current level and set their Actions Marker at that value on their Records Track. Next they will resolve any die rolls for prior events that were played and require such. Then players will reveal and resolve the Event Cards placed into the Next Turns Event Cards box last turn. After this is done they will ascertain what game activities are permitted or prohibited under

prevailing conditions. Finally, the players collect their BRPs and adjust their BRP markers to reflect their new total.

MOVEMENT PHASE The players alternate moving their units, with the German player going first. Movement (Module 4.0) includes Land and Sea movement plus Strategic Redeployment, requires Actions, and may also consume BRPs. Note that units entering Borderlands areas may trigger Alert Checks, which are executed in the Terminal Phase. Each player announces when they have completed all intended Movement. When both players have finished their Movement, play then proceeds to the Terminal Phase.

TERMINAL PHASE In the first segment of this phase, both players decide if they will change their War Strategy (Section 2.10) if permitted by the current Crisis Level. The second segment has the players spend actions and BRPs to invest in Technology development and/or increase their Technology Level. The third segment has both players spend actions and BRPs to mobilize and/or upgrade units (Sections 5.2-5.5). The fourth segment has the Soviet dismantling or activating Fortified Zones (Section 5.6). The fifth segment has both players spending actions to draw or place Event cards to be resolved next turn (Module 6.0). And the final segment is for resolving Alert Checks (Section 2.9). Each player announces when they have completed all their actions in a segment to carry on to the next segment. Once all segments are done, the Turn marker is moved up one space on the Turn Track (printed on the mapboard) and play proceeds to the next turn. The game ends at the finish of the June 1941 turn or sooner if the Crisis Level has already been at "Verge of War" for a full turn and is currently in that position.

4.0 UNIT MOVEMENT

Both players alternate moving their pieces (Germans first). In general, each movement consumes one Action. Once both players do not wish to move any further pieces, the phase ends and they move on to the Terminal Phase.

4.1 Land Movement

Movement during this phase is from an area to an adjacent area across the mapboard. Areas must be connected for the piece to move from one to another. Infantry, Mountain, and Parachute units move up to 2 areas. Armor-type and Cavalry units move up to 3 areas. Soviet Fortified Zones do not move. Each individual unit movement consumes one Action. Each unit may only move once during this phase. The player may move as many or few units as desired given their supply of Actions. Units may not enter areas containing the opponent's pieces, neutral areas (gold-colored), the cross-hashed area of Vichy France, or across the sea (**Exception:** Section 4.3). Certain areas, or units occupying them, are subject to special restrictions described in the following rules.

4.2 Soviet Reserve/Deep Reserve Zones

The Soviet player has units that start the game in off-board boxes that represent their Reserve (Urals and Siberia) or Deep Reserve (Soviet Far East) zones. Moving a unit in one of these zones consumes two Actions, and the piece displaces only one zone or onto a map area. That is, a Soviet unit in the Deep Reserve zone may only reach the Reserve zone and stop, and one in Reserve may only enter a mapboard area on the east edge of the board and stop, as indicated by the map graphics. On any given turn the *first* unit entering the board from the Reserve box must move onto the map at Moscow. Additional units may enter on any east-edge map area. Deep Reserve formations cannot be moved unless or until the Crisis Level is at "Tense." Units in these off-board boxes may not use Strategic Redeployment (Section 4.4).

4.3 Sea Movement

The German player (only) may use Sea Movement to add or withdraw units from Norway (one German unit begins the game there, while the German player's War Strategy may advantage units located in Norway). A unit from Norway must end its sea movement in a friendly coastal area of the Baltic Sea. Units may move from any coastal area *to* Norway. Each Sea Movement requires one Action **plus** the expenditure of 2 BRPs.

4.4 Strategic Redeployment

A unit on the mapboard may use Strategic Redeployment to displace from an area to *any* friendly playable area on the mapboard. Each Strategic Redeployment consumes one Action *plus* 1 BRP. Strategic Redeployment may not be used to move units to or from Norway, Soviet Reserve Zones, or into or through areas where movement is prohibited.

4.5 Stacking

An area may contain as many or as few units as the player desires. That is, there are *no* stacking limits in *Codeword: Barbarossa*. The player may have any number of pieces within any given area on the mapboard. If stacks become too tall simply break them into multiple ones.

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

A unit cannot upgrade on a turn in which it moves. For purposes of Unit Activation (Section 5.2), a unit that moves to an area counts as occupying that area for purposes of meeting the criteria that govern placement of new pieces.

4.7 Special Movement Restrictions

4.7.1 Moscow Garrison Units that begin the game in the area labeled "Moscow" *may not move* until the Crisis Level has reached "Tense."

4.7.2 Baltic States Only the Soviet player may move units into the Baltic States (Lithuania, Latvia, and Estonia) and only at a certain point in the game. A German Event card ("Baltic States") requires the Soviet player to move forces into these areas. If that Event card does not enter play, the Baltic States automatically become Soviet areas beginning in September 1940 (Turn 4). Thus the Baltic State areas become playable for the Soviet player either when the card has been played or on Turn 8, whichever comes first.

4.7.3 Rumania, Hungary, and Transylvania Only the German player may move forces into Rumania or Hungary. Movement is prohibited into either country until the "Vienna Award" Event card has been played, or until September 1940 (Turn 4), whichever comes first. Transylvania is disputed territory between Rumania and Hungary. Movement into Transylvania is allowed *only* if the "Vienna Award" card has been played.

4.7.4 Yugoslavia and Greece Only the German player may move into Yugoslavia and Greece. Movement into both countries is prohibited, however, until May 1941 (Turn 12) or until the "Balkans War" Event card has been played, whichever comes first.

4.7.5 Vichy France No Movement is ever allowed into Vichy France.

4.8 Movement and Event Cards

Various Event cards for both sides require units to be re-located to given areas for particular purposes. Such displacements are executed immediately and do not count as "movement" under the standard rules

for this function. They can move normally afterwards from the location to which they have been displaced. Units to be displaced are selected by the owning player.

5.0 PRODUCTION AND UNIT MOBILIZATION FUNCTIONS

Basic Resource Points (BRPs) are received every turn as a function of Base BRP value multiplied by the current Technology Level (Base BRPs x Technology Level = Final BRP Allocation). As noted throughout these rules, BRPs are expended for a variety of purposes. The essential rules for BRP-related functions are detailed below.

5.1 Technology Investment

The Technology Level that is a multiplier for Base BRP value changes with Investment. Technology Investment occurs during the Terminal Phase of the turn, except when permitted by an Event card. Investment is an activity that requires consumption of an Action, in exchange for which the player may invest up to 4 BRPs in technology. Each 2 BRPs expended increases the Technology Investment marker by one on the player's Records Track. Each time the Technology Investment marker reaches 10, no further investment can occur into technology until the player's Technology Level is increased by the play of the Technology Level Increase Event card and expenditure of the 10 invested factors (move Investment marker back to 0). When this occurs, adjust the Technology Level marker up one space. After this has been performed, the player can begin investing in technology again to increase his level again. Note: Each side can increase the Technology Level a maximum of 3 times in the game. Technology Investment becomes impossible at Crisis Levels of "Hostile" or above. The technology level can only increase one level per card played. A player can perform actions to purchase Technology points prior to the action he will expend the card (investment into research).

5.2 BRPs and Unit Mobilization Costs

One use for BRPs is to mobilize units from the Force Pool. The cost for this varies depending on the current Crisis Level and is specified by the Crisis Spectrum Table (see PAC). The BRP costs on the table are those for mobilizing infantry, mountain, or cavalry units into their home country. Armor/mechanized and airborne units cost twice the listed amount. The player simply spends the stipulated number of BRPs and picks a unit from the Force Pool to put on the mapboard.

5.3 Mobilization and Placement

The player may *only* mobilize units from the Force Pool. German unit sent to North Africa by the Event cards is permanently out of the game. Units removed as losses from military campaigns required by Event cards *do* return to the Force Pool. Unit mobilization becomes impossible once the Crisis Level reaches "Hostile." Once that level is attained, only upgrading is possible. Mobilization of the unit is an Action, requires BRPs as noted above, and takes place during the Terminal Phase of the turn. An activated unit is placed on an area of the player's home country. Units are activated and placed individually. The unit must be placed in an empty area if possible, and every area of the nation must be occupied by at least one unit before the player may place a second or subsequent unit in any given area. There is no limit beyond this distribution requirement on the number of pieces that can be brought into play in a given area (**Exception:** Section 5.4).

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

The area labeled “East Prussia” is part of Germany. To reflect previous mobilizations and existing population constraints, the German player may mobilize only *one* piece in East Prussia throughout the course of the game. Be sure to announce whenever a unit is mobilized in East Prussia. A unit mobilized in East Prussia does not count toward Alert Checks (Section 2.8). Because East Prussia is considered part of Germany, unit upgrades (Section 5.5) performed here take place at the regular, not the premium, BRP price.

5.5 Unit Upgrades

Most units (**Exception:** Soviet Fortified Zone) may be built up to their reinforced reverse side “+” level for an Action plus a BRP expenditure based on the current Crisis Level and the associated cost listed on the Crisis Spectrum Table (see PAC). This occurs as an Action during the Terminal Phase of the turn. Simply adjust BRP markers to reflect the consumption and flip the piece to its upgraded face. As with Unit Mobilization, upgrading an Armor/Mechanized or Airborne unit costs double the listed number of BRPs. A premium of +1 BRP also applies to upgrades made outside the home country. A unit *cannot* be upgraded on any turn during which it moves. Upgraded units are worth extra Victory Points for *most* (not all) War Strategy comparisons (Section 7.3) at the end of the game.

5.6 Soviet Fortified Areas



Soviet Fortified Areas are fixed installations. The procedure for activating/moving them is different than that for other game pieces. It requires not only an Action and a BRP expenditure but also time measured in turns.

During the Terminal Phase of the turn, use an Action and expend a BRP to flip the Fortified Zone counter to its “Build/Breakdown” face, which also denotes dismantling. On the Terminal Phase of the following turn, remove the Fortified Area piece from the board and place it in the Force Pool. On the Terminal Phase of the third (or a subsequent) turn, spend an Action and 1 BRP to deploy the Fortified Zone from the Force Pool to an area on the game map that contains another Soviet unit. The Fortified Zone appears showing its “Build/Breakdown” face. Finally, on the Terminal Phase of the next turn the Fortified Zone can be flipped to its active face. Thus, in summary, moving a Fortified Zone requires 2 Actions, 2 BRPs, and four turns of time. A Fortified Zone that begins the game already in the Force Pool is placed using only the last half of this procedure, requiring one Action, 1 BRP, and two turns.

6.0 EVENT CARD PLAY

The use of Event cards can make critical differences in the evolution of *Codeword: Barbarossa*, making war nearer or more distant, with marked impacts on forces, the BRP costs of activating or upgrading units, the availability of Actions, or other game conditions. Before the game begins, each player separates out his/her Event cards, shuffles them, and places them conveniently near their board edge to draw from. Select the top 3 cards from each player’s draw deck as an initial hand. Thereafter new Event cards are drawn from the top of a player’s draw deck as an Action during the Terminal Phase of the turn. Keep Event cards hidden so the opponent does not learn what they are. The number of cards drawn or played during a given turn is a function of the players’ available Actions. There is no automatic limit to the number of cards a player can have in their hand.

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

The interplay of Event cards overlaps turns of the game. Cards are drawn and played during the Terminal Phase of the turn, and revealed and implemented during the third segment of the Preparation Phase of the following turn. Drawing Event cards or playing them *both* require the expenditure of an Action during the Terminal Phase. When playing an Event card, place it into the “Next Turn Event Cards” box on the map; when they are revealed, some require the expenditure of additional Actions or BRPs. These come from the supply of fresh Actions determined by the Crisis Level for the new turn. Implement the Event immediately, drawing specifics from the description given on the card. Event cards can affect the player or the opponent and can impact the Crisis Spectrum, BRP levels, Investment, Unit Reinforcement and Mobilization, movement, diversion of units to other fronts, Game Points, and so on.

6.2 Campaign Losses

Two Events (“Winter War,” “Balkans Campaign”) contain potential for the Soviet or German side to sustain losses of units. If this occurs the eliminated pieces return to the Force Pool and are eligible to be mobilized like other units. The “North Africa” event requires a unit to be removed from the game permanently so it does not go into the Force Pool.

6.3 New German Unit



One Event card (“Luftwaffe Production”) makes an additional unit (the Parachute Corps) available in the German Force Pool. Simply place the unit in the Force Pool, where it is then eligible to be activated.

7.0 WAR STRATEGY

Each player follows a general overall strategic concept secretly chosen prior to the game. War Strategy affects the outcome of *Codeword: Barbarossa* in two ways. First, both players compare their strategies to generate a schema for valuing each of their appropriately placed units for victory purposes. Second, the choice of strategy provides specific premium VPs that also go toward determining victory in the game.

7.1 Changing Strategy

Decisions to change strategy are up to the player. A decision to change costs an Action, and the player makes an announcement of his/her intent to modify strategy during the Terminal Phase of the current turn. The selection of a new strategy takes place during the Terminal Phase of the following turn. If the player announces a change but then does not implement it, the chance is lost and the process must be repeated. Simply take the slip of paper on which the original strategic approach was noted, cross it out, and substitute the new one. Strategies can be modified in the course of play until the Crisis Level reaches the stage of “Bellicose.”

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

The German player may choose the “Historical Strategy,” a “Northern Emphasis” option, a “Moscow Central” approach, or a “Ukraine Emphasis” strategy. The Soviet player may select from “Border Defense,” “Defense in Depth,” or an “Offensive” strategy. The interactions among the different approaches are explained below. Players’ strategic choices

convey particular Victory Point advantages for certain types of units positioned in certain Borderland areas at the end of the game, as well as the separate Victory Point calculations outlined in Sections 8.2-8.5.

7.3 War Strategy Comparisons

Each player states his chosen War Strategy. Both then consult the War Strategy Comparison Table. Find the column corresponding to the Soviet choice and the row that matches the German one. The intersection of column and row yields a letter identification. This letter identification is used on the Victory Point Value Chart to determine the specific values of each type of unit in both normal and reinforced “+” states a player receives for their forces onboard at the end of the game. Proceed with Victory determination (Module 8.0).

8.0 WINNING THE GAME

If at the end of the game the Crisis Level stands at “Friendly Relations,” **both players are declared winners.** This is called a “Summary Victory,” and determining the winner proceeds no farther.

Because *Codeword: Barbarossa* simulates a pre-war situation and not a combat action, determining the winner is a somewhat involved process, except in the rare case where the game ends in a Summary Victory. Otherwise, players compile overall scores based on Victory Points (VPs) they receive from their War Strategy chosen. Some Victory Points will be gained through play action of Event cards laid down during the game. Record these points in the “VPs from Events” box on the top row of the player’s Victory Calculation Sheet as they are earned. Players tabulate their VPs and they tally their totals for each row into the right column; then add all the values together in the right column to derive their overall VP score. Compare both players’ results. The player with the higher overall score wins the game. As a loose approximation of historical analysis, the difference in overall scores can be viewed as the degree of advantage that side would have in a German-Soviet war.

8.1 Borderlands

All types of points are scored only for units located in areas adjacent to those of the opponent. These areas are called “Borderlands” and they have the “B” symbol within them. Some are numbered to facilitate scoring of Victory Points. Essentially the areas are Norway, Lithuania, East Prussia, two areas of German Poland (1 and 2), three areas of Soviet Poland (6-8), two areas of Rumania (3 and 4), and one area of the Soviet Union opposite Rumania (5). These areas are *always* considered Borderlands. **In addition,** some area’s units are counted into the victory calculation depending on the strategy in play (see Victory Calculation Chart).

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

Having determined the letter column to use (Section 7.3), each player counts up the number of each type of unit in the borderlands areas and records that tally in the appropriate column box on the Victory Point Calculation Sheet (*Note: Do not remove the units from the areas they are in at this time because there may be additional VPs deducted or scored in the next step of VP calculation*). Then multiply the number of units by the bracketed value on the left side of the box to determine the total VPs received for that unit type and enter the result into that row’s box in the Totals column.

8.3 VP Awards for Strategies Chosen

VPs are awarded or deducted based on the specific strategy chosen by the players and the locations and types units in the specified areas for that strategy. See the Strategy Section of the Victory Point Calculation Sheet for the specifics of these VP awards or deductions. Certain German War Strategies will deduct VPs from the Germans depending on the location of Soviet units. War Strategies only add or subtract VPs from the owning player’s amount. Tally up the VPs earned for these and record the total in the row’s box in the Totals column.

8.4 VPs for Remaining BRPs at the End of the Game

At this point the player may accumulate additional VPs for his unexpended BRPs at a rate of 1 Victory Point per 5 BRPs (fractions ignored). Record the total VPs calculated into the row’s box in the Totals column.

8.5 Final Victory Calculation

Add together all the totals column boxes and enter the value in the bottom box of the Totals column. This total is the player’s final score. The player with the higher final score wins *Codeword: Barbarossa*.

9.0 GAME SETUP

9.1 Both Players

Separate out Event cards and shuffle them. Select 3 Event cards (each) as a starting hand. Place markers for BRPs, Game Actions, Technology Investment and Technology Level on the respective players’ number tracks printed on the mapboard. Each player marks the track for pre-game BRP stocks. Set Technology Level at 1. All other markers begin at 0. Each player makes the specific dispositions of his/her other pieces listed below.

9.2 German Setup

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

At Start BRP Stock: 20 BRPs

Per-Turn Base BRP Earnings: 8 BRPs

FORCE POOL: 13x Infantry Corps, 3x Armor Corps [1x Parachute Corps is set aside and may enter the Force Pool as a result of an Event card play]

BORDERLANDS: 3x Infantry Corps

GERMANY: 1x Infantry Corps

NORWAY: 1x Infantry Corps

HOLLAND: 2x Infantry Corps

BELGIUM: 2x Infantry Corps

FRANCE: 7 x Armor Corps, 12 x Infantry Corps. At least one Infantry Corps must be placed on every area in France (**Exception:** No units set up in Vichy France or may ever enter that area), at least 2 Infantry Corps must set up in each coastal area. Other units may deploy in any area. All Motorized Corps must set up in coastal areas.

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

At Start BRP Stock: 10 BRPs

Per Turn Base BRP Earnings: 6 BRPs

FORCE POOL: 1x Infantry Army, 3x Mechanized Corps, 1x Fortified Zone

DEEP RESERVE: 6x Infantry Armies

RESERVE: 5x Infantry Armies, 2x Mechanized Corps

LENINGRAD: 3x Infantry Armies, 3x Mechanized Corps, 1 Fortified Zone

MOSCOW: 5x Mechanized Corps, 1x Cavalry Corps, 1x Airborne Corps

SOVIET POLAND: 1 Infantry Army *or* Mechanized Corps per area

SOVIET AREAS ADJACENT TO Russian Poland, Lithuania, Latvia, and Estonia: 1 Fortified Zone in each area.

ALL OTHER AREAS IN THE SOVIET UNION: 1 Infantry Army *or* Mechanized Corps per area.

REMAINING UNITS: 1 each in areas containing Fortified Zones (except Leningrad); after that the player may deploy freely any remaining pieces, 1 extra unit per area (except in Soviet Poland).