

# The Victory Day

## GAME RULES

In the spring of 1945 the Red Army assaulted Berlin and ended the reign of fascist Germany. "Victory Day" is a board game dedicated to that great historical event. This game allows players to reenact the battles of the two major fractions - The Soviet Union and Germany. Each card in the game represents a military unit of those times: infantry companies, tank platoons, artillery batteries or air squadrons. The statistics of the units on the cards have been carefully planned out so as to represent actual strengths and weaknesses of their real life counter parts. Economical advantages of the two sides and their capability to wage war are represented as resource cards.

### About the game

The goal of the game is to destroy your opponents' deck - his strategic reserve.

The game is for two players. One plays as the Red Army, the other as the German army.

The game is turn based, where each turn is divided into phases. Once one player goes through all his phases the turn is passed on to the second player. The player to go first is decided by flipping a coin. In the next matches take turns at going first.


During the game, cards are located in the hand of the player or placed on the table in these areas: 1-st line of defense, 2-nd line of defense, reserve zone, resource zone, the deck, casualties. All cards during the game are placed in one of these zones.

All destroyed or played cards are placed in the casualties zone face up.

At the beginning of the game each player draws 7 cards from the top his deck. This is the players "starting hand". The player to go first draws one card from his deck. After this, at the beginning of each players turn, they must draw two cards.

**Redraw of cards.** If a players "starting hand" has less than two resource cards or his entire hand is resource cards he may re draw his "starting hand" after reshuffling his deck. The player must first show his opponent his hand so as to prove his right to redraw.

### Turning cards




**Turning cards** - whenever a player plays, attacks, blocks or supports with a card it must be turned. The player playing the card must turn it 90° sideways. This means that the card was used and can't be played again on this turn. The turned card cannot attack or block, support, use any special functions or give resources. Turning is shown with a special symbol in the card text: 

**Unturning (restoring) the cards** - all turned cards (including resource cards) are turned back to their normal state at the beginning of a players turn.

### Card types

Cards are divided in to **resource cards, unit cards and tactical cards.**

**Resource cards.** The game has three types of "resources" that are used to enter cards in to play (build) be it to add a unit, play an attack or special ability or a tactical card:

-  - Depots;
-  - Factories;
-  - Fuel.

Each turn a player may add up to two resource cards to his resource zone from his hand.

A turned resource card gives one type of resource per turn.





If a player is low on some type of resource then he can turn two resource cards of another type to get the necessary one. 1 depot = 2 factories or 2 fuel or 1 factory and 1 fuel; 1 factory = 2 depots or 2 fuel or 1 depot and 1 fuel; 1 fuel = 2 depots or 2 factories or 1 depot and 1 factory.

**Example:** to build an armored car you need 1 depot, 2 factories and 1 fuel. So it could be built if you spend 5 depots and 1 fuel or 3 depots and 2 factories or maybe 2 factories and 3 fuels etc.

A resource symbol on a card means that to get the desired effect you need to spend a certain amount of resources.

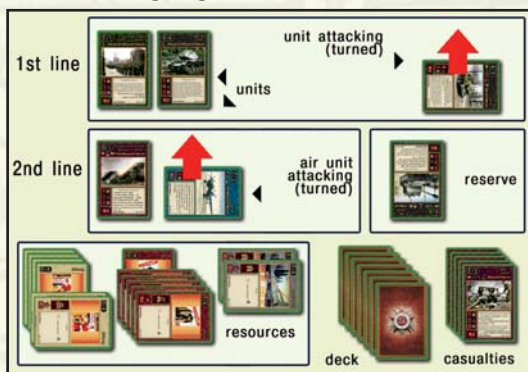
Resource cards cannot attack or block opponents cards, but can be attacked by the opponent.

**Unit cards** represent a certain type of unit: infantry, armored vehicles, artillery, and aviation. Unit types can be discerned by the color of their cards:

- (  ) Infantry - green;
- (  ) Armored vehicles - grey;
- (  ) Artillery - dark red;
- (  ) Aviation - light blue;

Each unit type is also divided in to certain arms. For example, armored cars, medium tanks and tank hunters are all considered armored vehicles.

**Tactical cards** imitate different tactical moves. They may be played according to the text on the card, allow a certain action and if mentioned otherwise are immediately place in the casualty zone. Some tactical cards require resources to be played. The resource cost must be paid when playing the card. If at a certain game phase both players wish to play a tactical card, the player whose current turn it is gets to play his first.



According to the main rules a player cannot attack certain units of his opponent, the attack is on the entire 1-st line of his opponent.

But, some units like certain tanks and bombers can attack an opponents unit of your choosing. This is called a directed attack. The attacking player may decide what unit will be attacked by his unit with the "directed attack" ability.

### Card Stats

**- cost (to build)** is displayed with a certain number of warehouses, factories or fuel necessary to add a unit to play or play a tactical card.

**- attack strength/defense strength (unit stats)** - damage a unit deals when attacking/damage a unit can take before being destroyed. These stats are displayed at the top left part of the card. A unit does damage equal to its attack strength. If at the end of a battle a unit receives more damage than his defense strength it is destroyed. When the stats of both the attacking unit and defending unit are equal, both units are destroyed. If the attack strength of both units is lower than their defense strength, both units stay in game but remain turned.

**Example:** A medium tank with 3/3 stats in attack/defense attacks and destroys an armored transport with 2/2 stats. If it attacks a heavy tank with 5/5 stats it will be destroyed. When attacking an infantry unit with 3/2 stats both the medium tank and the infantry unit will be destroyed.

You cannot use two or more identical tactics cards to change your units stats during one turn.

It is assumed that each card symbolizes not just one infantry man or a tank, but a platoon or a company. Meaning that when destroyed it's not completely annihilated but took severe casualties and has been disbanded or merged with another unit. Anyway the unit won't be available for this battle (game).

**- bombing strength** - this stat is only available to bombers. Shows the damage it does to an opponents ground unit.

**- tactical modifiers** - changes a units stat when battling a certain type of enemy unit. *Tactical modifiers* are shown on a card as a special symbol and the effects are written on the card text. For example it could say that a unit with 4/3 stats "will gain 1/1 when battling an armored vehicle" this means that when attacking or defending from an opponents armored vehicle unit your unit will become 5/4.

**- unit special abilities** - in Victory Day there are 5 abilities that a unit can have: mobility, directed attack, fire support, unit strike, deck strike. A special section of the rules deals with the effects of these abilities.

### Building Units

You can build units only during a certain phase. A player can build (place on the table and enter the card into play) unit cards from his hand.

To do this he must turn the required amount of resources in his resource zone - the building fee.

The completed unit is then placed in the reserve zone and at the end of the turn is moved the players 1-st or 2-nd line. When in reserve a unit cannot attack and use special abilities. This means that the unit cannot attack on the same turn it was built but it can block and provide support during the opponents turn.

Units are placed on the 1-st ( 1 ) and 2-nd ( 2 ) lines. 2-nd line units consist of artillery and aviation. You can see where a unit belongs by checking the symbol on its card. A unit needs to be placed on its correct line.

The 1-st line is the battlefield; this is where the main fighting occurs. The 2-nd line is the rear covered by the 1-st line: artillery batteries and air fields.

### Attacking

Units on the 1-st line and also aviation can attack the opponent. Each unit can only attack once per turn. You can attack with all your units, only one unit or a group of units; Meaning that players can attack in waves. It's up to the player to decide who attacks first and what wave a unit belongs to.

The attacking cards are turned and cannot attack anymore for the rest of the turn. They also lose the ability to block opponents cards and support. Turned cards can still be the target of a directed attack just like any other unit. These units are forced into an armed conflict and are considered blocking (their "defense strength" is active). However the "attack strength" of these units will be equal "0". **So a turned unit keeps its "defense strength" but loses its "attack strength".**

### Defense (blocking)

After a player decides which of his units will be attacking, the defending player selects his which of his turned units will be blocking his opponents units. A blocking unit can only block one attacking unit of its choosing. It is possible to block one attacking unit with more than one blocking unit but you cannot block more than one attacking unit with only one blocking unit.

A unit attacked by a direct attack is considered blocking and cannot avoid confrontation however it can be supported by another unturned unit unless that unit is also attacked directly.

Meaning that when supporting, an attacking unit will not only be blocked by the unit it is attacking but also by some other unit of the defending players choice.

Blocking units are turned.

Units on the 1-st line can attack the opponent, block his attacks on the 1-st line and support other units in the 1-st line (but not the 2-nd).

Units in the 2-nd line cannot attack and are considered blocking only when attacked.

### Armed conflict

After the attacking player has chosen his attacking units in the current wave and the defending player has appointed his blocking and supporting units players decide which units are in battle with one another.

In other words in each assault wave there are a few separate battles (armed conflicts).

Units in a conflict (including aerial) are considered:
 

- attacking the same target (a unit, resources or deck) in one attack wave;
- blocking the same unit.

These units are called co-attacking and each conflict of singular or co-attacking units is called an **armed conflict**.

Attacks on the deck and resources are also considered armed conflicts.

All armed conflicts are played out independently during one attack wave. Until all conflicts in one wave are settled the attack of the second wave is not possible.

All damage done to a unit **during the current attack wave adds up**. At the end of the attack wave all damage dealt to unit that **wasn't destroyed is nullified**.

### Calculating battle results

After deciding which units take part in the conflict, their current stats are defined. A unit with a tactical modifier, which raises its stats when battling a certain unit type, may use it only if its current conflict is with that type of unit. Each player adds up the current attack strength of his units (including bombing strength) in an armed conflict and distributes it between enemy units in the same conflict. After distributing damage done if a unit receives damage more or equal to its current defense strength, it is considered destroyed and placed in the casualties.

**Example 1:** The Russians 1-st line of defense has a medium tank T-34/85 (4/3), an antitank ZIS-3 (2/2 +3/2 when in battle with armored vehicles) and 2 guardsmen rifle companies. The 1st German line has: a heavy tank PzKpfw VI TIGER (5/5 +1/0 when in battle with armored vehicles) and 2 Schutzenzugs (2/1). The German player attacks.

Let's say he attacks with his two infantry cards (Schutzenzugs). The infantry doesn't have directed attacks so it attacks the entire 1<sup>st</sup> line. The Russian player can choose which units will block the attacking infantry.

1. He can block each opponents unit with his units. Let's say he blocks one German infantry with his infantry and the other one with his tank. The result would be the destruction of both German units and the Russian infantry unit (the Russian and German infantry destroyed each other and the other was destroyed by the tank). Note that the AT-gun wasn't used - it's ready to repel the possible attack of the German Tiger in the second wave.

2. It's also possible to block only one Schutzenzug with the tank and let the other one through to the 2nd line. This way the Russian player gets to keep his infantry. There is another way. The "Tiger" will attack T-34. This way T-34 will be destroyed, but it could be supported by the AT-gun or by infantry. This way the "Tiger" will also be destroyed. Afterwards the Germans can attack again this time with infantry one at a time or at the same time. And finally the German player can attack with everything he has at once. The German player will also decide which unit his tank will attack; as usual the infantry attacks the entire 1st line.

**Example 2:** The Germans have a Ferdinand (5/5 +1/1 when in battle with armored vehicles); The Russians have a heavy tank IS-2 (6/6 +1/0 when in battle with armored vehicles) and a rifle company (2/1). The tank hunter Ferdinand attacks the Russian IS. When in battle with armored vehicles the tank hunter becomes 6/6 and can destroy the "IS-2" by sacrificing itself. But the Russian player may choose to support his tank with infantry. This way the German AT destroyer will be fighting a tank and infantry, different types of units. The AT destroyer cannot use its tactical modifier that only works against armored vehicles and remains 5/5. Its strength is not enough to destroy the IS-2. It can only transfer some of the damage to the infantry, destroying and dying in the process

### 2nd line breakthrough

The attacking ground forces can breakthrough to the 2nd line. This can be done if all the units on the 1st line were turned and couldn't block the breakthrough. Or the 1st line might be empty of units. Also the defending player may choose to skip blocking and allow the enemy units to breakthrough to the 2nd line.

Any unit that reached the 2nd line may choose to attack the deck, resources or any unit in the 2nd line. Units can co-attack any of these targets. Aviation doesn't need to breakthrough since it can fly over the 1st line.

### Attacking the deck

The aim of the game is to destroy the opponents deck. The easiest way to do so is by attacking his deck. Only units that broke through to the 2nd line can attack the deck. When attacked, the player must remove the amount of cards from it equal to the attacking units strength and place it in his casualties. It is also possible to remove cards from the deck by using units with the "deck strike" ability and by using some tactical cards.

### Victory and Defeat

The player to deplete his strategic reserves first is defeated. **If at the start of his turn a player cannot draw**

**the usual 2 cards from his deck (the deck is empty or has 1 card remaining) he loses the game.** If he draws the last 2 cards from his deck he gets to finish his move. This will be his last chance to win the battle. If he can destroy his opponents deck he will win the game.

### Using aviation

Aerial unit stats are only brought to account when in battle with other aerial units. If an aerial unit is attacked by a ground unit from the second line it's stats become O/O. When a bomber attacks a ground unit it deals damage equal to its "bombing strength", the ground unit cannot use its attack strength on that unit.

**Fighter jets** cannot attack but they can intercept enemy bombers; the bombers directed attack is canceled since it didn't reach its target ("intercepted"). The bomber now fights the jet by the normal rules of engagement (blocking). The «bombing strength» doesn't count. Fighters can also accompany bombing runs to protect bombers from being intercepted by enemy fighters ("counter interception"). In this case the intercepting fighter cannot attack the bomber and will have to battle with the accompanying fighter. One accompanying fighter may only counter intercept one enemy fighter. At the same time a couple of blocking fighters can co-attack one accompanying fighter. Fighter battles are played out according to the main rules of engagement (blocking). Unturned fighters can intercept bombing attacks when targeted and any other aerial attack. If the fighter couldn't intercept a bombing attack on itself (because it was turned or was counter intercepted by an accompanying fighter) it receives damage from the bomber equal to its "bombing strength" and can't attack the bomber.

**Bombers** can attack units on the 1st or 2nd line. They have a directed aerial attack ability. When attacking an enemy unit, unless intercepted, it deals damage equal to its "bombing strength" and doesn't receive damage itself. A bombing attack requires fuel.

*Example: A tactical bomber Ju-87 STUKA (1/2, bombing strength 5) is being accompanied by a fighter (3/3) to destroy the opponents "Katusha" (0/1). The defending side also has a fighter jet that flies to intercept. They enter an armed engagement. The bomber uses its bombing strength against the "Katusha". The fighters may only fight each other ("counter intercept"). In the end the bomber destroys its target and the fighters destroy each other. Note that if the bomber wasn't being accompanied or if the defending player had to fighters, the bomber would have been intercepted by the fighter jet and wouldn't have destroyed the "Katusha".*

### Unit special abilities

#### (↑) Directed attack

A unit in the 1st line with this ability may attack any unit of its choosing (on the opponents 1st line) during its attack phase. Bombers may also attack units in the 2nd line. The attacked unit cannot escape from a conflict but can receive support (see "Attack" and "Defense (blocking)"). Units with directed attacks can co-attack one enemy unit. Players may choose not to use the direct attack ability and attack like normal, they must declare this beforehand.

#### (☁) Mobility

Some units are mobile. During the building phase units with this ability aren't placed in reserve but are allocated to the 1st or 2nd lines (depending on unit type). Mobile units can attack and use their special abilities on the same turn they are built.

#### (☑) Artillery support

Units with this ability can support up to one attacking or blocking unit in the 1st line. The attack strength of the unit increases till the end of that attack wave. The unit giving "artillery support" and the unit receiving it aren't considered co-attacking; this means that the opponent cannot target the supporting unit in this battle. The player must point out which unit is receiving artillery support before attacking with that unit, or when it becomes blocking. The unit using "artillery support" is turned sideways. A unit can receive more than one artillery support from different units with that ability. A unit cannot use artillery support on itself.

#### (♣) Unit strike

The "Katusha" has the ability "Unit strike". This ability may only be used by the player in his attacking phase. This strike isn't considered an engagement. The ability requires resources to be used. The target enemy unit is immediately placed in casualties.

#### (♣) Deck strike

This ability may only be used in that players attack phase. This strike isn't considered an engagement. The opponent places X cards from his deck where X is the strike strength.

### Turn sequence (turn phases)

#### 1. Unturning (beginning of turn)

The player restores all of his turned cards to a horizontal position.

#### 2. Drawing cards

The player draws two cards from the top of his deck. The player to go first draws only one card.

#### 3. Playing resources

A player may play up to two resource cards from his hand. The resource cards are placed horizontally and may be used on this turn.

#### 4. Building units

Players may pay resources (by turning) to bring units to play. Built units are placed in reserve (except for mobile units). Mobile units can be placed directly to the defense lines.

#### 5. Attacking

Tactical cards that must be played "before the attack phase" are played.

Attacks can be done in waves.

The attack sequence of each wave is as follows:

- the attacking player chooses "artillery support";
- directed attacks on the 1st line are chosen (if the player wishes to do them). Directed aerial attacks on the 2nd line are chosen. The attacking units are turned;
- Units attacking the 1st line as normal are chosen. The attacking units are turned;
- the defending player selects blocking and supporting units, "artillery support" and fighter using the "intercept" ability. Blocking and supporting units are turned;
- co-attacking units are decided and which units are in armed conflict with which;
- tactical cards that must be played "before calculating the conflict results" are played;
- conflict results are calculated, destroyed units are placed in casualties;
- the attacking player selects targets for units that broke through to the 2nd line (units in the 2nd line, resources or the deck);
- the attacked units in the 2nd line are turned;
- conflict results are calculated; destroyed units and resources are placed in casualties; the defending player removes cards from his deck equal to the strength of the attacking units (units attacking the deck);
- a new attack wave begins.

Aerial and ground units can attack in one wave and have the same target. Tactical cards are played according to their text rules.

"Unit strike" and "deck strike" abilities may be played as a separate wave.

#### 6. Reserves enter play (end of turn)

Units in reserve are allocated to the 1st or 2nd line depending on their type.

### "Victory Day" booster sets

You can change the cards in your decks and even increase their size. You can purchase "Victory Day" booster packs. Each pack contains 7 random cards, these can be cards already in the starter decks or completely new and usually quite strong cards. When modifying your decks please keep in mind to have an equal amount of cards in both decks and no more than 4 identical cards (except for resources). The game tactics change significantly with different decks that's what makes building your own deck especially fun.

### Online version

You can play the online version of "Victory Day" at [WWW.ONLINEWAR.RU](http://WWW.ONLINEWAR.RU)

### "The War" CCG

"The War" uses the same game mechanics as "Victory Day" but being a collectable card game is more complex and versatile. Sets have been released based on the Battle of Stalingrad, Defense of Moscow, operation "Barbarossa" etc. Separate sets are based on wars in Europe, the occupation of France and Poland, battle for Britain and battles in the Atlantic. The African campaign, Khalkin-Gol, war with Japan, the "winter war" with Finland and much more is also available for "The War". Over 3000 cards have been released. For more information on "The War" please visit [WWW.GAME-WAR.RU](http://WWW.GAME-WAR.RU).

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