

## Victory Phase

Begin the next round at the protest resolution phase if there are cards remaining in the country or action card deck, otherwise determine the winner.

In order to determine a player's supremacy point total, add up the supremacy point values of each country that player controls. The player also receives a 3 point supremacy point bonus for each completed region of countries that player controls. The player loses supremacy points equal to the sum of the anti-war protests that the player owns.

The player with the higher supremacy point total has achieved Supremacy and is declared the winner of Caps & Hammers. If both Caps faction and Hammers faction have equal supremacy point totals, neither player wins, and the game is a draw.

# CAPS & HAMMERS

## A PARTICULARLY COLD WAR

### ACHIEVE SUPREMACY



We live in a world of two great nations: the Caps and the Hammers. These fierce rivals are prepared to engulf the world in their quest for prestige, influence, and domination. Take the reins of one of these mysterious powers and lead them to global Supremacy. But tread carefully, for if your ambitions run too high, you run the risk of nuclear annihilation!

Will you be able to navigate the treacherous waters of cold war diplomacy? Or will you lead the world to destruction?

players: 2

age: 11+

length: 30-40 minutes

# Gameplay Overview

Achieve SUPREMACY by collecting more supremacy points than your opponent by the end of seven rounds. Gain supremacy points by controlling countries. Gain control of countries by exerting more influence over them compared to your opponent each round.

During each round, players take turns distributing hidden action cards onto either the countries or science lab in play. After both players have played their cards, players gain control of the countries and science labs in which their cards exerted more influence than their opponent. Science labs allow players to foster national pride and divert attention from diplomatic violations.

Both players share a Defcon value that represents their collective war readiness. As the Defcon level becomes lower and lower, each player suffers the burden of anti-war protests which seek to prevent a global nuclear conflict. Carefully navigating the tensions of cold war diplomacy is essential to gaining ultimate international supremacy.

## Victory & Supremacy Points

The player with the most supremacy points at the end of seven rounds achieves Supremacy. Players gain supremacy points from the countries they control and lose supremacy points from anti-war protests. Owning a complete region of three countries grants the owner an additional 3 supremacy points. Neither player wins if the Caps faction and the Hammers faction have equal supremacy points.

## Contents

- 74 action cards
- 21 country cards
- 5 science lab cards
- 40 anti-war protest tokens
- 1 Defcon Meter

## Action Cards

Action Cards are used to gain control of countries and science labs. There are 74 total Action Cards and nine different types. Each card type has an action point value and associated passive and/or active effects. The

During the deployment subphase, play a single hidden action card from your hand onto your side of one of the locations in play. You may not play more than one card a turn, and you may not skip deployment.

## 3. Second Activation Phase

After deployment, you may activate any remaining hidden cards, including the one played in the deployment subphase. Cards that are already activated or revealed cards may not be activated.

Once you have taken your turn, your opponent's turn begins. Continue alternating turns until both players have two action cards remaining in their hands. These two cards carry over into next round.

## Resolution Phase

Reveal all hidden action cards in play.

Players are named the primary participant of every location in which they have more influence than their opponent on their side of the location. Influence on a location is determined by the sum of action points of the cards used, taking into account the active effects of the cards.

Rules for determining the primary participant:

- If both players have zero influence, it counts as a tie.
- If the players tie in influence over a country, the country's preferred faction decides which player is the primary participant.
- If the players tie over a pair of countries, the bottommost country's preferred faction is used.
- If players tie in influence over the science lab then neither player is named the primary participant.

An international crisis occurs on every location in which players spent 13 or more action points collectively. For each crisis, Defcon goes down by 1 and both players draw anti-war protests depending on the Defcon level. For example, if Defcon goes down from Defcon 2 to Defcon 1, each player must draw five anti-war protests, for a total of ten protests. If Defcon 1 is reached, reset the Defcon Meter to Defcon 5.

Take control of all counties, pairs of countries, and science labs in which you are the primary participant. Locations that have no primary participant remain in play.

Place all action cards used this round into the discard pile.

Draw five action cards each. Your action cards are hidden from your opponent. You may always look at your own cards, including face-down cards in play.

## Action Phase

During the action phase, players take turns playing and activating action cards.

To determine who takes the first turn, look at the three dealt countries and their preferred factions. The player whose faction is represented by the majority of the dealt countries is designated as the first player. For example, if China (Hammers), Brazil (Caps), and South Africa (Caps) were dealt that round, then the Caps player goes first.

The Action Phase is broken down into three subphases:

1. First Activation
2. Deployment
3. Second Activation

### 1. First Activation Subphase

During the first activation subphase, you may activate any hidden cards you played in previous turns. Activation effects include shifting card locations, buffing action point values, and revealing enemy plots. Cards that are already activated or revealed cards may not be activated. Passive action card effects always apply, even if the action card is revealed by your opponent.

Some activation effects are labelled as a Defcon active. If you activate a Defcon active, Defcon goes down by 1 and you draw anti-war protests depending on the new Defcon level. For example, if Defcon goes down from Defcon 2 to Defcon 1, you draw five anti-war protests. If Defcon 1 is reached, reset the Defcon Meter to Defcon 5.

You may avoid lowering the adverse effects of a Defcon active by creating a Defcon justification with a Diplomat on the location you want to use the Defcon active on. Defcon justifications are expended when you activate a Defcon active on the location of a justification.

Unspent Defcon justifications carry over multiple turns, but they disappear at the end of the round.

### 2. Deployment Subphase

sum of the action point values of your cards on a location is called your influence on that location.

There are three different action card states: hidden, activated, and revealed. All action cards are played hidden, face-down in portrait orientation. To activate a card, turn a hidden action card face-up in landscape orientation.

If an action card is turned face-up by the enemy, it is considered revealed and is placed face-up in portrait orientation.



## Country Cards

There are 21 countries represented in Caps & Hammers. Each country is worth 1, 2, or 3 supremacy points towards your supremacy total. Owning a complete region of three countries grants the owner an additional 3 supremacy points.



Each country has a default preference for one of the two factions denoted on the cards by a hammer symbol (representing the Hammers), and a star symbol (representing the Caps).

Countries are won with influence. If players tie over influence, the country's faction preference is used to break ties.

## Science Labs

There are five different science labs in Caps & Hammers. Each science lab is a scientific milestone that leads up to the crowning achievement of landing a manned spacecraft on the Moon. Science labs have different ranks, starting from Rank I and ending at Rank V. Science labs help to

reduce the player's anti-war tokens, thereby mitigating the impact of diplomatic conflicts.



Science labs are won with influence. If players tie over influence, the science lab remains in play.

## Defcon Meter

Players share a Defcon level that represents their collective war readiness. The Defcon values starts at 5, and approaches 1 throughout the game. As Defcon moves closer and closer to 1, aggressive players start to accumulate anti-war protests, which represent domestic opposition to the international conflict.



When a player lowers Defcon, that player must draw protests randomly from the shared Protest Pile. The number of protests you draw depends on the Defcon level. Refer to the Defcon meter for the number of protests you should draw for each Defcon level.

If Defcon 1 is reached, reset the Defcon Meter to Defcon 5.

## Anti-War Protests

Players gain anti-war protest tokens every time they activate a Defcon

active without a Defcon justification. Each protest subtracts 0, 1, 2, or 3 points from your supremacy total at the end of the game. Anti-war protests can only be removed through scientific achievements, which increase national pride and diverts attention away from international conflicts.

## Rules

### Setup

Decide who plays as the Caps and who plays as the Hammers. Place a coin or similar physical marker on the "5" of the Defcon Meter. This represents an initial state of Defcon 5. Place the anti-war protest tokens face down between the two players and randomize them.

Shuffle each deck thoroughly and place them face-down off to the side. Each player draws two action cards.

### Protest Resolution Phase

If neither player has anti-war protest tokens, continue to the draw phase.

Players may conduct Protest Resolution in order to remove their anti-war protests. For each science lab you own, you may use that science lab on an anti-war protest and return the protest to the shared Protest Pile. The science lab returns to your control at the end of the Protest Resolution phase.

### Rules for Protest Resolution

- You must resolve your anti-war protests starting from lowest to highest. For example, if you have one anti-war protest with value zero and another with value three, the protest with value zero must be resolved first.
- You may only resolve a given anti-war protest with a Science Lab that has rank equal to or higher than that protest's value. For example, a Science Lab of rank two (Rank II) can resolve protests of value zero, one, or two, but not of value three.

### Draw Phase

Draw and place three country cards face-up between both players. If there is no science lab in play, place the next lowest rank science lab in play next to the countries, starting with Missiles (Rank I).