

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

Protest Resolution Phase

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

You may return an anti-war protest to the protest pile for each science lab you control. You must resolve your anti-war protests lowest (-0) to highest(-3). Science labs used remain under your control.

Draw Phase

Draw and place three country cards face-up between both players. If there is no science lab in play, place the science lab of the lowest rank in play next to the countries. Draw five hidden action cards each.

Action Phase

During the action phase, players take turns playing and activating action cards. The player whose faction is represented by the majority of the dealt countries takes the first turn of the round.

You may activate any hidden cards you played in previous turns. Then, 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. Then, you may activate any remaining hidden cards, including the one played this turn.

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

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

If players both have zero influence, or tie in influence, special rules affect who is named primary participant: If the location is a country then the country's faction determines the primary participant. If the location is a science lab then neither player is named the primary participant.

Take control of all counties, pairs of countries, and science labs in which you are the primary participant. Locations with no primary participant remain in play. Discard all action cards used this round.

Victory Phase

Begin the next round the next round if there are cards left.

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 they control. The player loses supremacy points equal to the sum of the anti-war protests they own.

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 the game is a draw.

Defcon Actives

If you activate a Defcon active, Defcon goes down by 1 and you draw anti-war protests depending on the new Defcon level. If Defcon 1 is reached, reset it to Defcon 5.

You may avoid lowering Defcon by using a Diplomat to create a Defcon justification on the location you want to use a Defcon active. Using a Defcon active on a location consumes any justifications located there. Unspent Defcon justifications last until the end of the round.