

SUPREMACY

The Game of the Superpowers

Rules of Play

Version 3.0

to the Basic Game

For two to six players

Conquer the world with economic, political and military power.

In the near future, six superpowers will emerge from the ashes of the Cold War. They'll use their economic, political and military muscle to crush their opponents, and thus conquer the world.

You are the Commander-in-Chief of a Superpower. You'll have to make hard economic decisions. Should you sell your surplus oil to the Market for cold cash, or use it to build more armies and navies.

Threats and opportunities abound. Be careful when and where you make a move, for suddenly and without warning, the world can explode into total war.

All theaters of war are under your command, from the bloody, battlefield trenches, to the cold expanse of space. Your toughest decisions will be "to nuke or not to nuke."

Surprise your enemy by using airborne and amphibious assaults to attack him in some far corner of the globe. Launch laser stars to defend your country from a nuclear attack. The high cost, high-tech defense system will give you the strategic edge when flexing your political and military power.

On the political front, you'll need to rely on your street smarts. Can you trust your allies? Will they join in the fight when the battle begins, betray you, or disappear behind a cloud of excuses.

You, and you alone, must make the decision that will guide your nation on the road to victory. May the winds of fortune be favorable.

*"In planning, never a useless move;
in strategy, no step taken in vain."*

Ch'en Hao
8th Century A.D.

Object of the Game	4
Game Board and Playing Equipment	4
Setting Up	5
The Order of Play	6
Starting the Game	7
Blind Bid	7
Determine Player Sequence (DPS)	7
Stage 1 – Pay Salaries and Loans to Bank	8
Phase A – Pay Salaries	8
Phase B – Pay Bank Loans	8
Stage 2 – Transfer Production Units	8
Phase A – Transfer Production Units	8
Stage 3 – Sell Resources	9
Phase A – Blind Bid	9
Phase B – Determine Player Sequence	9
Phase C – Sell Resources to the Market	9
Phase D – Sell Resources to the Other Players	9
Stage 4 – Attack	10
Phase A – Blind Bid	10
Phase B – Determine Player Sequence	10
Phase C – Attack with Forces and Weapons	10
How to Use Conventional Forces	10
Battle Drill for Conventional Forces	11
How to Use Strategic Forces	13
Battle Drill for Strategic Forces	13
Tactics	15

Stage 5 – Move Armies and/or Navies	18
Phase A – Blind Bid	18
Phase B – Determine Player Sequence	18
Phase C – Move Army and Navy Units	18
Stage 6 – Build Forces and Weapons (armies, navies, nukes and L-stars)	20
Phase A – Blind Bid	20
Phase B – Determine Player Sequence	20
Phase C – Build and Deploy Conventional Forces	20
Phase D – Build and Deploy Strategic Weapons	21
Phase E – Research and Development	21
Phase F – Arms Bazaar	22
Stage 7 – Buy or Prospect for Resources	23
Phase A – Blind Bid	23
Phase B – Determine Player Sequence	23
Phase C – Buy Resources from the Market	23
Phase D – Buy Resources from the Other Players	23
Phase E – Prospect for Resources	24
Other Rules of Play	25
Borrowing Money	25
Buying, Selling or Closing a Company	25
Buying and Selling Territories	25
Buying and Selling Weapons	25
Squatter's Rights	26
Diplomacy	26
Spoils of War	26
Winning the Game	27
Joining the Top Brass	28
Random Open – An Optional Rule	28

The object of the game is to conquer the world by bankrupting, capturing or destroying your opponents. Each player is the leader of a superpower. Players buy and sell resources, build weapons, deploy their forces and wage war to win global economic and military supremacy.

Game Board Description

The board is a map of the world divided into six superpower nations and 24 neutral countries.

Home territories of the six superpowers are:

Confederacy of South America:	Argentina, Brazil, Peru and Venezuela
Federation of African States:	Mozambique, Nigeria, South Africa and Zaire
League of European Nations:	British Isles, Eastern Europe, Western Europe, Iberia and Scandinavia
People's Republic of China:	Manchuria, Mongolia, Nanling, Shantung and Tibet
United States of America:	Alaska, Eastern U.S.A., Midwest U.S.A. and Western U.S.A.

Union of Soviet Sovereign Republics: Buryatsk, Kazakh, Kola, Russia, Siberia and Yakutsk

Neutral territories are grey.

The land is divided into territories and the water into seas. Light blue seas are territorial waters and the dark blue seas are international waters. White dots are ports. The Market is the colored scale at the top of the board. This is where players sell or buy grain, oil and minerals. Beneath the Market is the Price index. It shows the current selling or buying price for each resource.

When a player sells a resource, the price can fall as low as \$1 million. This leads to the Bull Pen which, is the lowest market price. When a player buys a resource, the price can rise as high as \$1 billion. This leads to the Bear Pit, which is the highest market price. Thus the bull pen and bear pit indicate the potential for new trends, i.e. a rising (bull) market or a falling (bear) market.

Playing Equipment

Money comes in the following dollar denominations: 1, 5, 25, 50, 100 and 500 million, and 1 billion.

Meters are black disks which measure the supply of resources in the Market or supply centers.

Supply Centers show five different colored rows of spots: L-star, nukes, minerals, oil and grain. Below these are two lines: bank loans, and interest payment per turn.

Resource Cards: This deck of 65 cards is comprised of 20 grain, 20 oil, 20 mineral, three nuke and two L-star.

Each grain, oil and mineral card shows the name of a company, its location, and the number of units it produces. The cards are color coded by the type of resource and by the superpower or neutral country that owns it. Nuke and L-star cards show that a weapon has been built.

Armies and Navies come in six different sets of cubes and oblongs, color matched to a superpower. Each cube represents one army and each oblong represents one navy.

Mushroom Clouds are black and are shaped like mushrooms. A cloud is used to mark where a nuclear bomb has exploded.

Dice (four) are used to resolve battles.

- Appoint Marshall

Appoint one player "Marshall". He ensures all players quickly follow the Order of Play found on the board

- Appoint Banker

Appoint another player "Banker". He ensures all payments are made to the bank, and that players move their market and supply meters correctly.

- Sort Resource Cards

Each of the six superpowers has six companies in the deck of Resource Cards: two mineral, two oil, and two grain. The resource cards are color-coded by resource and country. Sort those companies into six separate piles, according to the superpower which owns them and place them face up on the board. Put all the remaining resource cards face down on the board in the top left corner.

- Choose a Superpower

Each player rolls a die, and the player with the highest number is the first one to choose a pile of cards belonging to one of the superpowers. The other players do the same, taking their turn according to the roll of their die. Any remaining cards are returned to the resource deck.

- Place Armies and Navies

Each player receives (in the corresponding color to that of his superpower) his armies and navies. They may place one army on each of their home territories. Naval units will be used later in the game.

- Store Starting Resources

Give each player six black meters and a supply center card. Each player takes three of his meters and places one on each of his resources at the third spot in his supply center. This means each player has three units each of grain, oil and minerals. The remaining three meters will be used later to keep track of bank loans, nukes and L-stars.

- Get Your Money

Give each player \$7 billion in cash (five \$100 million notes, five \$500 million and four \$1 billion).

- Pricing the Market

The banker now sets the market price for each resource. He takes three black disks (meters) and places one on each of the natural resources in the market at the \$500 million point of the Price Index. This is the starting price for all resources.

The following is a summary of the seven stages to the order of play.

Each player must play Stages 1 and 2.

Stage 1 – Pay Salaries and Loans to Bank

Phase A – Pay Salaries

Phase B – Pay Bank Loans

Stage 2 – Transfer Production Units to Supply Center

Phase A – Transfer Production Units

Each player may play up to three of the remaining five stages or pass.

Stage 3 – Sell Resources

Phase A – Blind Bid

Phase B – Determine Player Sequence

Phase C – Sell Resources to the Market

Phase D – Sell Resources to the Other Players

Stage 4 – Attack

Phase A – Blind Bid

Phase B – Determine Player Sequence

Phase C – Attack with Forces and Weapons

Stage 5 – Move Forces

Phase A – Blind Bid

Phase B – Determine Player Sequence

Phase C – Move Army and Navy Units

Stage 6 – Build Forces and Weapons

Phase A – Blind Bid

Phase B – Determine Player Sequence

Phase C – Build and Deploy Conventional Forces

Phase D – Build and Deploy Strategic Weapons

Phase E – Research and Development

Phase F – Arms Bazaar

Stage 7 – Buy or Prospect for Resources

Phase A – Blind Bid

Phase B – Determine Player Sequence

Phase C – Buy Resources from the Market

Phase D – Buy Resources from the Other Players

Phase E – Prospect for Resources

End of cycle, go back to Stage 1.

Details to the seven stages of play follow.

All players must play Stages 1 and 2 together. Then each player may choose to play up to three of the remaining five stages in sequence.

The players must follow the phases listed for each stage, in the sequence in which they appear.

Each player must set three of his cubes aside, to use during the Phases, Blind Bid and DPS.

Blind Bid

The Blind Bid rule applies to Stages 3 through 7 only.

At the beginning of Stage 3, the Marshall asks the players to make a secret bid if they wish to sell.

When a player wants to play a stage, he secretly puts one of his colored cubes in his hand. When all of the players are ready, the Marshall asks the players to open their hands. Only the players who have a cube in their hand may play that stage.

If a player bids to play a stage, then changes his mind about playing that stage, it still counts as one of his three choices.

Determine Player Sequence (DPS)

The DPS rule applies to Stages 3 through 7 only.

Roll Die

If two or more players want to sell, then each player must roll a die to determine which player goes first, second etc.

Place Cubes

The players place their cubes on the board next to Stage 3. The cubes should be put in sequence, according to who is playing first, second, etc. When a player hasn't any cubes left with which to bid, he can not play any more stages on that cycle. On the next cycle, players get their cubes back, and can bid again.

When the players have finished selling, the Marshall repeats the above procedures (Blind Bid and DPS) for each of the remaining stages. This continues throughout the game.

Double Seven

If at stage 7 a player has two cubes left, then he is allowed to buy and prospect. The buying is done before the prospecting.

Phase A – Pay Salaries
Phase B – Pay Bank Loans

Phase A – Pay Salaries

Companies and Military Forces

Each player must pay the following salaries to the bank, for each resource card he controls and each military unit he has on the board.

Resource Companies \$50 million each

Armies and Navies \$10 million each

If a player does not pay the salaries of his military forces, he must remove them from the board. If he does not pay the salaries of his companies, he cannot transfer their production units to his supply center during Stage 2.

Phase B – Pay Bank Loans

The players who owe money to the bank must make their interest payments now. They may also pay back some or all of the principal. When players are paying back the principal, they must do so in billion dollar amounts.

| *“Soldiers in peace are like
chimneys in summer”* |

| Lord Burghley, 1555 |

Phase A – Transfer Production Units

Phase A – Transfer Production Units

A player may transfer the production units on his resource cards to his supply center.

One production unit is equal to one spot on the supply center.

Production units are stored by moving the supply center meters the same number of spots to the right. For example, a player who has a resource card with three units on it would move the meter at his supply center three spots to the right.

When a player’s supply center is full. Any surplus units are regarded as lost and thus out of play.

| *“There is no nation on earth
so dangerous as a nation fully armed
and bankrupt at home.”* |

| Henry Cabot Lodge |

Sell if you need money or wish to drive the market prices down.

Phase A – Blind Bid

Phase B – Determine Player Sequence

Phase C – Sell Resources to the Market

Phase D – Sell Resources to the Other Players

After the players have completed phases A and B, they follow the rules to phases C and D.

Phase C – Sell Resources to the Market

- Marshall Opens the Market

The Marshall announces that the Market is open.

- Rotating Sales

The player who is the first to play this stage may choose to sell any number of one type of resource in his supply center to the Market. *One supply center unit is equal to one unit on the Market.*

For example, suppose a player decides to sell two of the six units of oil he has in his supply center. He must move his oil supply center meter two spots to the left. The oil market meter would also be moved two spots to the left. If the oil market was trading at the \$500 million point of the price index, the seller would receive \$1 billion from the bank.

After player one makes his first sale, then the next player takes his turn, according to player sequence. When all of the players have had one turn to sell, the player who made the first sale gets a second turn to sell. The selling to the market continues according to the player sequence, until all of the players no longer wish to sell. Then, the players proceed to Phase D.

Phase D – Sell Resources to the Other Players

After the players have made their sales to the market, they may sell to the other players in any order they wish. Players may sell resources to each other for whatever terms they agree to. The players involved adjust their supply center meters accordingly. The seller deletes the resources from his supply center and the buyer adds them to his supply center.

When players trade resources amongst themselves, the market price is not affected.

“Nervos belli, pecuniam infinitam”.

The sinews of war, unlimited money

Cicero

106-43 BC

When you want to capture or destroy an opponent's country.

Phase A – Blind Bid

Phase B – Determine Player Sequence

Phase C – Attack with Forces and Weapons

After the players have completed phases A and B, they follow the rules to phase C.

Note: *On the first turn, no one may attack. Please proceed to Stage 5 – Move.*

Phase C – Attack with Forces and Weapons

The rules for attacking with conventional and strategic forces follow. Players may attack with their conventional and strategic forces in any order they wish.

Rotating Attacks

The player who is the first to play this stage may choose to attack anyone, anywhere, with his conventional or strategic weapons. After player one has made his first attack, the defender gets one counterattack.

Each player that is attacked gets one counterattack. After the counterattacks have been resolved, player two gets to make an attack. The attacks continue according to player sequence, until all of the players no longer wish to attack. Then, the players proceed to the Stage 5 – Move.

There are two battle drills. One for conventional forces and another for strategic forces.

How to Use Conventional Forces (armies and navies)

There are two types of conventional forces: army and navy. The following rules give the general fighting ability for each one.

Army units in a territory may attack other army units in an adjacent territory. They may also attack navy units in an adjacent light blue sea.

Navy units in a light blue sea may attack navy units in adjacent light blue sea. They may also attack armies in an adjacent territory. However, they may not attack a navy in an adjacent dark blue sea.

Navy units in a dark blue sea may attack navy units in the same dark blue sea or in an adjacent light blue sea.

Strategy Tip

How to Choose a Target: When choosing a target you should carefully consider the economic and military value of the territory to your opponent.

In theory, the best territory to attack is one in your opponent's home country, where he has a mineral company. If you capture that territory, you will get the resource cards located in it.

If you capture a mineral company from your opponent, you will limit his ability to attack, to defend and to build both conventional and strategic weapons. Also, if it is located in his home country, you are one step closer to capturing his supply center. Please see the rule "Spoils of War" on page 26.

Battle Drill for Conventional Forces

The players must follow the steps listed below in the sequence in which they appear.

- Step A – Identify the Theater of War
- Step B – Delete (Remove) Supplies
- Step C – Getting the Dice
- Step D – Roll the Dice and Count the Losses
- Step E – Move Reinforcements
- Step F – Defender May Counterattack

When a player is attacked, he has some tactical options. Please refer to the rules for “Defensive Tactics”.

Details to each step of the conventional battle drill follow.

Step A – Identify the Theater of War

A player may attack a territory or sea that is occupied by an opponent. He may also attack an empty territory or sea, in this event, please refer to the “Militia Rule”.

- Identify the Front Lines

The Attacker must first identify which territory or sea he is attacking from.

- Identify Target

Now, the attacker must identify which territory or sea he is attacking

Step B – Delete (Remove) Supplies and Deploy Forces

- The attacker must remove one set of supplies from his supply center. The attacking forces are then pushed to the border of the territory or sea under attack.

One set of supplies consists of: one grain, one oil and one mineral unit.

- The defender must also remove one set of supplies from his supply center.

Note: If the defender does not have a set a supplies to remove, then he only gets one die at Step C.

Step C – Getting the Dice

- Position Dice

The attacker gets one die and the defender gets two dice.

Note: If the defender did not remove a set of supplies during Step B, then he only gets one die.

- Fire Power Die

The player with the most armies and/or navies (Fire Power) in the battle gets an extra die.

A navy convoying armies may not count the armies on board when determining fire power, unless it is an amphibious assault. Please refer to the rule “Amphibious Assault”.

- L-star Die

The player with the most L-stars gets another die.

Step D – Roll the Dice and Count the Losses

- Attacker Rolls

The attacker rolls his dice and totals his points. For every three points, he may remove one of the defender's armies or navies in the territory or sea under attack.

For example, if the attacker rolls a five and a three, he has a total of eight points. This means he may remove two of the defender's armies or navies.

- Defender Rolls

Now, the defender rolls his dice and totals his points. For every three points, he may remove one army or navy from the attacking forces.

The defender may still roll his dice, even if all of his forces have been destroyed in the attack.

If a navy is sunk while convoying armies, the armies are lost as well.

- Occupying a Captured Territory or Sea

The players may occupy captured zones depending upon the outcome of the battle.

Only the Defender is Destroyed

If the defender has lost all of his forces at the target of the attack, then the attacker may now occupy that zone with any number of his forces from one or more zones. He must pay the standard moving costs, and then takes any of the defender's resource cards belonging to the captured zone.

Only the Attacker is Destroyed

If the attacker has lost all of his forces in the territory or sea that he attacked from, then the defender may now occupy that zone only, with any number of his forces from one or more zones. He must pay the standard moving costs, and then takes any of the attacker's resource cards belonging to the captured zone.

Mutual Destruction

If both the defender and attacker lose all of their forces in the territories or seas where the battle took place, then the attacker may now occupy the zone he attacked, with any number of his forces from one or more zones. He takes any of the defender's resource cards belonging to the captured territory or sea. He may also move forces into the zone from which he originally attacked.

Note: If the attacker does not occupy the zone where he destroyed the defender's forces, then the defender may reinforce that zone during Step E.

If a player captures the last home territory of an opponent, then he may use the rule "Spoils of War – The Capture", but only after the defender has an opportunity to counterattack.

*"One more such victory
and we are undone."*

Pyrrhus of Epirus
297 BC

Step E – Move Reinforcements

The defender moves his reinforcements before the attacker. They must pay the standard moving costs and may move as many forces as they have the supplies to do so, subject to the following rules.

Territories: A player may reinforce any territory that he already occupies.

Light Blue Seas: A player may reinforce any light blue sea that he occupies or is vacant.

Dark Blue Seas: A player may reinforce any dark blue sea.

Step F – Defender May Counterattack

The defender may now counterattack (once) anywhere, against anyone. He goes to Step A of the battle drill for either conventional or strategic forces.

Note: If the attacker has captured the defender's last home territory, the defender is still entitled to one counterattack with his conventional or strategic weapons. If the defender liberates (captures) one of his home territories, then he remains in the game. If the defender decides to nuke the last home territory that has just been captured, and succeeds in destroying it, then the attacker does not get to use the rule Spoils of War.

How to Use Strategic Forces (nukes and L-stars)

Nukes may be fired at any territory or light blue sea. Everything within the zone it strikes is destroyed including armies, navies and/or companies. Return destroyed companies to the resource deck.

When a nuke explodes on a territory, place a mushroom cloud on that territory to show that it is out of play. Armies may not travel through or occupy a nuked territory.

Mushroom clouds are not placed on light blue seas, thus the seas remain in play after a nuclear strike.

L-stars may be used to defend against a nuclear attack, and also for attacking other L-stars.

Note: When a player wants to destroy an opponents L-star, he must refer to the rules Space Blast and L-star Clash.

Battle Drill for Strategic Forces

The players must follow the steps listed below in the sequence in which they appear.

Step A – Identify Target of Nuclear Attack

Step B – Declare Tactics

Step C – Launch Nukes

Step D – L-star Screen

Step E – Defender May Counterattack

Details for each step in the strategic battle drill follow.

Step A – Identify Target of Nuclear Attack

- Identify Ground Zero

The attacker must first identify his target(s) e.g. which territory or light blue sea he intends to nuke. He identifies his target(s) by placing a mushroom cloud, upside down, on the territory or sea he wants to nuke.

Step B – Declare Tactics

The attacker must now declare how he plans to attack, e.g. solo or cluster shot.

Solo

A player fires one nuke at a time, at one target.

Cluster

A player fires two or more nukes at the same time, at one or more targets.

Step C – Launch Nukes

The attacker launches his nukes by moving his nuke supply meter one spot to the left for each nuke he fires.

Champions Commit

When a player attacks another player(s) and/or an unoccupied territory with nukes, then any or all of the other players may come to their defense. Those players are called Champions.

The Champions must decide now if they are going to use their L-stars to destroy the nukes during Step D. They place a colored marker (cube) on the board at step D of the strategic battle drill to indicate their decision to defend. Once champions have decided to defend, they can not change their minds later.

Step D – L-star Screen

The defender may use his L-stars (if he has any) to defend against a nuclear attack.

- Defender Rolls

The defender rolls one die, once, for each of his L-stars. *A 1, 2, 3, 4 or 5 will destroy a nuke, but a 6 is a miss* and the nuke proceeds to its target.

When a nuke strikes a territory, turn the mushroom cloud right side up, on the target. Everything within that territory is destroyed including armies and/or companies. Destroyed companies are returned to the resource deck. Destroyed armies are returned to the player who owns them. Armies may not travel through or occupy a nuked territory.

When a nuke strikes a light blue sea, the mushroom clouds are removed from that sea and thus it remains in play after a nuclear strike. Everything within that sea is destroyed, but navies and armies (being convoyed) may sail through or occupy that sea.

For example, suppose the defender has two L-stars and he is attacked by three nukes. He may roll only twice, therefore one nuke will get through for certain. The defender must decide which nukes he will attempt to destroy. If he rolls a 4 and a 6, he destroys one nuke, but the other nuke will also hit its target. In this situation, the attacker destroyed two targets.

- Champions Roll

The champions may now use their L-stars to shoot down the nukes. *A 1, 2, or 3 destroys one nuke, but a 4, 5 or 6 is a miss.*

L-stars remain in play after they are used to shoot down nukes.

If a player destroys the last home territory of an opponent, then the rule “Spoils of War – The Destruction” must be followed, but only after the defender has an opportunity to counterattack.

Step E – Defender May Counterattack

The defender may now counterattack (once) anywhere, against anyone. He goes to step A of the battle drill for either conventional or strategic forces.

Champions may not counterattack.

Note: If the attacker has destroyed the defender’s last home territory, the defender is still entitled to one counterattack with his conventional or strategic weapons.

Tactics

The following are tactics that the attacker or defender can use during Stage 4.

Offensive Tactics

The following tactics may be used by the attacker during Stage 4.

Amphibious Assault

During Step A of the conventional battle drill, the attacker may attempt an amphibious assault by convoying his armies to the territory, which is the target of the attack. He must pay the standard moving costs. Amphibious assaults may only be made from a light blue sea.

During Step C, the attacker may add together the army(s) and navy(s) involved in the battle, when determining his fire power.

During Step D, when the defender removes the attacker’s forces, he may choose to remove the attacker’s navy(s) used in the battle.

If the attacker does not capture the territory, then he must continue to attack with those forces, but only after the defender has had an opportunity to counterattack.

During Step E, if the attacker does not wish to continue the battle in that territory, then he must surrender his forces in the territory he attacked, or, withdraw his armies from that territory to a navy in an adjacent light blue sea.

However, if the attacker wants to continue the battle, then he may reinforce his armies in the territory he attacked, even though he did not capture it during Step D.

Airborne Assault

During Step A of the conventional battle drill, the attacker may attempt an airborne assault by flying his armies to the territory, which is the target of the attack. He must pay the standard moving costs.

If the attacker does not capture the territory, then he must continue to attack with those forces, but only after the defender has had an opportunity to counterattack.

During Step E, if the attacker does not wish to continue the battle in that territory, then he must surrender his forces in the territory he attacked. He may not withdraw his forces from that territory.

However, if the attacker wants to continue the battle, then he may reinforce his armies in the territory he attacked, even though he did not capture it during Step D.

The Militia

During Stage 4, a player may attack an unoccupied territory or sea, but he must overcome the resistance of the local militia forces. The attacker must follow the conventional battle drill.

When an unoccupied territory or sea is under attack, the Marshall rolls one die once for the defenders, and removes one army or navy unit from the attacking forces for every three points on the die. If it is an amphibious assault, the Marshall always removes the armies.

If another player has any resource card in the territory that has been captured, then he must give them to the attacker. The player who lost the card(s) is entitled to one counterattack.

Space Blast

During Step A of the strategic battle drill, the attacker may fire his nuke(s) at L-stars in space. He must follow the rules of the strategic battle drill. The only difference is that during Step D, all of the players may co-defend if they have L-stars.

The reason all may defend is that if only one nuke gets through, it destroys all L-stars including those of the attacker. Any or all of the players who were attacked may counterattack, in any order they wish, with their conventional or strategic forces.

L-star Clash

During Stage 4, a player may use his L-star to attack an opponent's L-star. Each player rolls one die and the high number wins. The losing player removes his L-star. If it is a tie, then both players must remove one L-star each. The defender has the option to counterattack with his conventional or strategic forces.

The following tactics, blockade and siege, can be used during the attack and/or move stages.

Blockade

When one or more players use their navies to block all the ports of an opponent's foreign territory, then that territory is under blockade. All production units from that territory cease until a port is freed. Also, new armies may not be built there until the blockade is lifted.

Siege

When one or more players use their navies to block all the ports of an opponent's home country, then that opponent is under siege. All production units (if any) from his foreign territories cease. He may not build new forces in any of his foreign territories or seas. Also, he may not sell or buy resources from the market or the other players. His rights to build armies and navies and to trade on the Market are restored when one of his home ports is freed.

Defensive Tactics

At Step A during a conventional battle, the defender may use one or more of the following options.

Resist

During a conventional attack, the defender may choose to resist. In this case he is not required to remove a set of supplies. He proceeds with the battle drill as is, except that he begins with one die like the attacker. He gets another die if he has the most forces at the target of the attack and another if he has the most L-stars.

Withdraw

The defender may now move some, none or all of his forces, which are at the target of the attack. He must withdraw to an adjacent territory or sea which is vacant or occupied by him. He pays the standard moving costs. The attacker may occupy if the area is left vacant. If he captures a territory, he takes all of the defender's resource cards located there. The attacker does not follow the battle drill, he simply occupies the territory or sea, by paying the standard moving costs.

Surrender

The defender may surrender any of his forces located in foreign territories or seas, however, he may not surrender any forces located in his home territories.

If the defender surrenders a territory or sea, then all of his forces and resource cards located there become the property of the attacker. The forces remain on the board, but are exchanged for ones in the color of the victor

First Strike

During Step A of the conventional battle drill and immediately after the attacker has identified where he intends to attack with his conventional forces, the defender has the option of a nuclear first strike. However, if the defender has not chosen to play the attack stage, then he may not launch a first strike, as his forces were not on the alert.

The defender may nuke the attacker anywhere, including the zone where the attack is originating. They follow the rules to the strategic battle drill. If the defender is the first to fire one or more missiles, then the attacker has the right to retaliate immediately with one or more of his missiles. After the missiles have been fired, the attacker may proceed with the conventional battle.

The following tactic can be used during the strategic battle drill.

L-star champion

When a player attacks another player(s) and/or an unoccupied territory(s) with nukes, then any or all of the other players may come to their defense. Those players are called Champions.

The Champions must decide during Step C if they are going to use their L-stars to destroy the nukes during Step D. They place a colored marker (cube) on the board at Step D of the strategic battle drill to indicate their decision to defend. Once champions have decided to defend, they can not change their minds later.

The champions may now use their L-stars to shoot down the nukes. *A 1, 2 or 3 destroys one nuke, but a 4, 5 or 6 is a miss.*

L-stars remain in play after they are used to shoot down nukes.

When you want to occupy a territory or sea, or to position yourself next to an opponent in readiness for attack.

Phase A – Blind Bid

Phase B – Determine Player Sequence

Phase C – Move Army and Navy Units

After the players have completed phases A and B, they follow the rules to phase C.

Phase C – Move Army and Navy Units

A player may move his armies and navies by deleting grain or oil units from his supply center. He deletes his supplies by moving his supply center meters to the left. He may continue to move his forces as long as he has the supplies to do so.

Rotating Moves

The player who is the first to play this stage may move any number of his forces to one territory or sea. After player one has made his first move, the second player takes his turn. This continues according to player sequence until all of the players no longer wish to move.

How to Move Armies

Armies may move in three different ways: march, airlift or convoy. They may pass through (if given permission) but may not share a territory with another player's army.

March

Each army may march to other territories. The cost is one grain unit per territory, each army passes through or enters.

Airlift

Each army may fly to any territory on the board. The cost is two oil units per army. Armies may not fly to or from a navy.

Convoy

Each navy can carry (convoy) up to four basic armies at a time. The cost is one oil unit per sea the armies cross or enter.

Armies must board a navy at a port. Delete one oil unit when four or fewer armies board (enter) the same navy, in the same sea, at the same time. The armies may board the navy from two or more territories, if they border the same sea. Armies may board the navy from two or more territories, if they border the same sea. Armies may land on any territory, from any light blue sea, during this stage or any subsequent Stage 4 or 5. There is no cost when a navy unloads its armies.

Armies may not be transferred from one navy to another.

Multi-Port Pickup

A player may use his navy to pickup forces from two or more territories, on different seas, during the same move.

Multi-Beach Landing

A player may use his navy to land his forces on two or more territories.

How to Move Navies

Each navy may sail to other seas for the cost of one unit per sea the navy crosses or enters. Navies may pass through (if given permission) but may not share, a light blue sea with an opponent's navy. Opposing navies may share the same dark blue seas.

Table of Standard Moving Costs

The following table shows the cost to move one army or navy, from one territory or sea to another.

Military Unit	By Land	By Air	By Sea
Army	1 grain	2 oil	1 oil convoys 4 armies
Navy	n/a	n/a	1 oil

"The advantage of sea-power used offensively is that when a fleet sails no one can be sure where it is going to strike."

Winston Churchill
1949

Strategy Tips

Principles of War

The basic principles of war are as follows:

- Maintain the Objective

Choose an objective and stay with it.

- Flexibility

Remain flexible on how and when you take your objective

- Security

Conceal your real plans, while trying to find out what your opponents are planning to do.

- Economy of Force

Parcel out your forces for each phase of the battle, and while doing so keep a reserve of men and supplies available.

- Entropy

This means that after the initial battle the war will settle down to a steady and costly grind. Therefore finish what you start, as quickly as you can.

Disperse Your Armies

Supremacy is a nuclear-age war game. When you build your armies, don't build a large army in one territory.

Some players overbuild to protect a territory where they have many resources. However, your opponent will find your large army defending a major resource territory an irresistible target for a nuclear attack. With one nuke he could destroy your armies and your companies.

When you need more weapons for defending or attacking.

Phase A – Blind Bid
Phase B – Determine Player Sequence
Phase C – Build and Deploy Conventional Forces
Phase D – Build and Deploy Strategic Weapons
Phase E – Research and Development
Phase F – Arms Bazaar

After the players have completed phases A and B, they follow the rules to phases C, D, E and F.

Phase C – Build and Deploy Conventional Forces

A player may build armies and navies by deleting supplies from his supply center and paying money to the bank. He may build any number of forces, on each turn, as long as he has the supplies and money to do so.

How to Build Armies and Navies

A player builds armies and navies by deleting one set of supplies from his supply center. He may build up to three armies or three navies, or any combination thereof, for each set of resources that he deletes. The player must also pay \$100 million to the bank for each army or navy that he builds.

A set of supplies is comprised of: one unit of grain, one unit of oil and one unit of minerals.

For example, if a player decides to build four armies and two navies, he must delete two grain, two oil and two mineral units from his supply center, and pay \$600 million to the bank.

A player may build any number of forces on his turn, as long as he has the supplies and money to do so.

Where to Build Armies and Navies

A player may build armies in his home territories. He may also build them in any foreign territory where he already has an army.

A player may build navies in a light blue sea next to one of his home territories with a port. He may also build navies in a light blue sea next to a foreign territory with a port, if he already has an army in that territory.

There is no limit to the number of armies or navies that may be placed in each territory or sea.

Restrictions

Players may not build armies and navies in a territory or sea that is already occupied by an opponent.

A player may not build navies in a sea next to any territory that is occupied by an opponent. However, he may build in that sea if his opponent's territory doesn't have a port on that sea. He may also build there if he has occupied the sea by moving one of his own navies there, or

if his opponent has given him permission to build.

For example, the USSR can not build navies in the Baltic Sea because Europe has three ports on that sea. However, the USSR can build navies in the Barents Sea, because Scandinavia does not have a port on that sea.

Phase D – Build and Deploy Strategic Weapons

No one may build nukes or L-stars on his/her first turn.

Players may not build strategic weapons until they have researched and developed the technology to build such weapons. Please refer to Phase E – Research and Development.

How to Build Nukes

After a player has completed the research and development for his first nuke, he may build more nukes by following the procedures below.

A player builds nukes by deleting mineral units from his supply center and paying money to the bank. He may build any number of nukes, on each turn, as long as he has the minerals and money to do so.

The cost to build one nuke is one mineral unit and \$500 million.

Nukes are stored in the supply center by moving the supply center meter one spot to the right for each nuke built. The maximum number of nukes a player may store in his supply center is 12.

How to Build L-stars

After a player has completed the research and development for his first L-star, he may build more L-stars by following the procedures below.

A player builds L-stars by deleting mineral units from his supply center and paying money to the bank. He may build any number of L-stars, on each turn, as long as he has the minerals and money to do so.

The cost to build one L-star is two mineral units and \$1 billion.

L-stars are stored in the supply center by moving the supply center meter one spot to the right for each L-star built. The maximum number of L-stars a player may store in his supply center is 12.

Phase E – Research and Development

No one may research and develop strategic weapons on his/her first turn.

The player who is the first to play this stage, may now research and develop nukes and/or L-stars.

Nuclear Technology

Each player must build his first nuke by researching and developing it. A player completes his R & D by shuffling the resource deck, then announcing that he is looking for a nuke card. He turns cards over one by one, paying \$200 million to the bank for each card turned over. If he finds a nuke card, he has successfully completed his research and development for nukes.

When a player finds a nuke card, he must remove one mineral unit from his supply center and pay \$500 million to the bank. Now he places one of his black meters on his supply center showing he has one nuke.

The nuke card is returned to the deck. The player may not build any more nukes this turn. Should a player decide to stop turning cards before he finds a nuke card, he must still pay the money to the bank for each card turned over.

L-star Technology

Each player must build his first L-star by researching and developing it. A player completes his R & D by shuffling the resource deck, then announcing that he is looking for an L-star card. He turns cards over one by one, paying \$200 million to the bank for each card turned over. If he finds an L-star card, he has successfully completed his research and development for L-stars.

Phase F – Arms Bazaar

A player may sell weapons to the other players for whatever terms they can agree to.

Armies

When a player sells an army, he must move it to one of the buyer's home territories or to a foreign territory he occupies. The seller or the buyer must pay the standard moving costs. The buyer exchanges the army unit for one in his own color and returns the seller's unit which is now out of play.

Navies

If a navy unit is sold, the seller must move it to a light blue sea, which is next to a territory occupied by the buyer. That territory must have a port on the sea. The seller or the buyer must pay the standard moving costs. The buyer exchanges the navy unit for one in his own color and returns the seller's navy, which is now out of play.

Nukes and L-stars

Nukes and L-stars are simply transferred from the seller's supply center to the buyer's

*“The mere absence
of war is not peace.”*

John F. Kennedy

When you need more resources or want to drive market prices up.

- Phase A – Blind Bid
- Phase B – Determine Player Sequence
- Phase C – Buy Resources from the Market
- Phase D – Buy Resources from the Other Players
- Phase E – Prospect for Resources

After the players have completed phases A and B, they follow the rules to phases C, D and E.

Note: A player may buy or prospect for resources on his turn. He may not do both. However, if he has chosen to play one stage on this cycle, then he may buy resources and prospect.

Phase C – Buy Resources from the Market

Marshall Opens the Market

The Marshall announces that the market is open.

Rotating Buys

The player who is first to play this stage may choose to buy any number of one type of resource from the Market. One Market unit is equal to one unit on the supply center.

For example, suppose a player decides to buy three units of grain from the Market. The Marshall moves the grain market meter three spots to the right. The buyer moves his grain supply meter three spots to the right. If the grain market was trading at the \$500 million point of the price index, the buyer must pay \$1,500 million to the bank.

After player one makes his purchase, the next player takes his turn, according to player sequence. When all players have had one turn to buy, the player who made the first purchase gets a second turn to buy. The buying from the market continues according to player sequence, until all of the players no longer wish to sell. Then, the players proceed to Phase D.

Phase D – Buy Resources from Other Players

After the players have made their purchases from the Market, they may buy resources from the other players, in any order they wish. Players may buy resources from each other for whatever terms they agree to. The players involved adjust their supply center meters accordingly. The buyer adds the resources to his supply center and the seller deletes them from his supply center

When players trade resources amongst themselves, the market price is not affected.

Drop Ship Surplus Resources

If a player knows he will have more resources than he needs on the next Stage 2, the other players may buy them at this time.

The buyer makes a note of the type and number of resource units he bought. During the next Stage 2, those resources are shipped directly to the buyer. If the buyer does not give his order now, then the seller can not deliver it on Stage 2. The price and quantity must be agreed to during Stage 7. This information should be written down. *If the seller does not pay the salaries for all of his companies on the next Stage 1, then the buyer does not receive the resources.*

For example, if the seller decides to sell three units of oil, the buyer makes a note, and on the next Stage 2, the buyer can add those three oil units to his supply center.

Phase E – Prospect for Resources

Rotational Prospecting

Only the players who are permitted to play this phase follow the rules below.

The player who is the first to play this phase may prospect for new resources. After he attempts his first prospect, the next player takes his turn, according to player sequence. When all players have had one turn to prospect, the player who made the first prospect gets a second turn. This procedure continues according to player sequence, until all of the players have had three turns to prospect for resources.

How to prospect

A player may prospect for new resources from the resource deck. The cards are shuffled and he announces to the other players which type of resource he is seeking e.g. oil. The cards are turned over one by one, until an oil resource card is found.

The player reveals only the resource type. With his hand, he conceals the location from the other players, so they are unable to occupy the territory or the sea. He must now pay to the bank \$200 million for each card he turned over, including the one he kept. He may not occupy the territory or sea until his next turn. The other cards are returned to the deck. Reshuffle the resource deck each time a player prospects.

A player who keeps his new card face down may not receive the production units until it is turned over. When he turns the card face up, this means he has opened the company, and will have to pay salaries when they are due. A player may open his company now or later.

If the new card is located in a territory occupied by an opponent, or one that has been nuked, then the card is returned to the deck. The player pays the bank and the next player takes his turn. This attempt still counts as one of his three turns to prospect.

Cut Losses

A player may stop turning over cards at any time during his attempt to prospect for resources. He pays the bank for the cards he turned over and the next player takes his turn.

End of cycle, go back to Stage One.

Borrowing Money

A player may borrow money from the bank at any time, in billion dollar amounts. He keeps track of his debts by placing a meter on his supply center where it says bank loans. The amount of the loan (principal) is in billions and the interest is in millions. Interest is paid to the bank during every stage 1, as long as the loan is outstanding.

Principal Pay Back

The principal must be paid back in billion dollar amounts to the bank during any Stage 1.

Default on Loans

A player who defaults on his bank loan payment may not borrow again from the bank or trade on the Market while the loan payments are outstanding. If he pays back all interest in arrears later in the game, then his rights to borrow and trade are restored.

Deficit Turnaround

When a player has defaulted on his bank loan, he may still sell his resources to the market. However, all money must go to the bank until all interest payments in arrears have been restored.

A player may also borrow from one of the other players at any time for whatever terms they agree to.

Buying, Selling or Closing a Company

Buying and Selling

Companies (resource cards) may be sold or auctioned to the other players. Players may sell or buy a company during stages 3 and 7, for whatever terms they can agree to, whether or not it is open (face up). Companies may not be sold to the bank.

Closing

A player may close any of his companies at any time, by turning the resource card face down. He no longer pays its salaries or receives its production units. He may reopen it at any time, except during Stage 2, by turning the card face up. At any time, any of the players may request to see a resource card (company) which has been closed.

Re-opening Costs

If a player closes a company, it will cost \$200 million to reopen it later in the game.

Buying and Selling Territories

Players may sell any foreign territories they occupy during Stage 6 only. The buyer replaces the seller's forces with units in his own color.

Buying and Selling Weapons

Players may sell weapons to each other, but only during Stage 6, Phase F.

Squatter's Rights

If a player moves an army or navy into a territory, where another player(s) has a resource card(s), then the squatter takes the resource card(s) located in that territory. The squatter is not permitted to look through the resource deck, to find the card for that territory. He may only find resources by prospecting for them during Stage 7.

Note: Some of the territories do not have resource cards.

Diplomacy

At any time players may offer advice, negotiate with each other, form treaties, seek alliances or make deals, as long as they do not delay the game or break established rules.

Public Record

At any time during the game, a player may request to see another player's resource cards, if those cards have been in play (face up) earlier in the game.

*"Diplomacy is the art of letting
someone else have your way."*

Danielle Vare
1880-1936

Spoils of War

After the defender has had an opportunity to counterattack, the following rules apply.

The Capture

When a player captures the last territory of an opponent's home country, he takes all of his opponent's cash, resource cards, army and navy game pieces. He also transfers all grain, oil and mineral supplies to his own supply center, as well as the nukes and L-stars. He may now use his opponent's supply center to store his resources and weapons and to borrow money. The debts of the vanquished player are forgotten. His armies and navies remain on the board and become the property of the victor.

The Destruction

If the last territory of a player's home territory is nuked, then all of his money goes to the bank and all resource cards are returned to the deck. All armies, navies, nukes and L-stars are removed. He is no longer in the game.

*"To move swiftly, strike vigorously,
and secure all the fruits of victory,
is the secret of successful war."*

Stonewall Jackson
1863

The game may end in three ways: Supremacy, Detente and Coup Final.

Supremacy

This occurs when one player has bankrupted, captured or destroyed all of his opponents.

Detente

This occurs when the game ends at a predetermined point in time, after a certain number of turns or by mutual agreement. In that event, the winner is the player who has accumulated the most wealth. For valuation purposes, the following rules apply:

Money: Face value.

Supply Center Resources: The number of resource units in a player's supply center, times the current market value for each respective resource.

Companies (Resource Cards): \$100 million each.

Armies and Navies: \$50 million each.

Nukes: \$250 million each.

L-stars: \$500 million each.

Bank Loans: All bank loans must be deducted from the above.

Coup Final – Nuclear Roulette

After 12 territories have been destroyed by nukes, the following rule applies:

When the 13th territory is destroyed, the player who fired the nuke must roll one die. If he rolls a six, the game is over, otherwise it continues. When the 14th territory is destroyed, the player who fired the nuke must roll one die. If he rolls a five or six, the game is over, otherwise it continues.

The following table shows how this rule continues until "Coup Final" is finally reached and nuclear winter sets in. If Coup Final occurs, all the players lose and the game is over.

Nuclear Roulette Table

Number of Territories Destroyed by Nukes	Die Roll To End Game
13	6
14	5 or 6
15	4, 5 or 6
16	3, 4, 5 or 6
17	2, 3, 4, 5 or 6
18	Coup Final – Game Over

“*Sic transit gloria mundi.*”
So passes away the glory of this world.

Joining the Top Brass

A player who wins the game by Supremacy or Detente has his ability as a leader ranked according to the schedule below:

5-Star General

The Winner captures his opponent's territories, never fires a nuke and never loses a territory as a result of a nuclear attack.

4-Star General

The Winner captures his opponent's territories, never fires a nuke but loses one or more territories as a result of a nuclear attack.

3-Star General

The winner captures most of his opponent's territories and destroys some with nukes.

2-Star General

The winner destroys most of his opponent's territories with nukes and captures some.

1-Star General

The winner destroys his opponent's territories with nukes and captures none.

Handicap – Optional

The above schedule may be used as a handicap system. In this event the players would be obliged to play under the condition that, if they win the game, they must do so at a previously agreed rank of leadership, e.g., 4-Star General.

After the appointments have been made, the players follow the steps listed below.

- Sort Resource Cards

Each of the six superpowers has six companies in the deck of Resource Cards: two mineral, two oil, and two grain. The resource cards are color-coded by resource and country. Sort these companies into six separate piles, according to the superpower which owns them and place them face down on the board. Put all the remaining resource cards face down on the board in the top left corner.

- Pick the Dealer

Each of the players rolls a die. The one with the highest number is the dealer.

- Dealer Shuffles and Rearranges the Cards

Out of sight of the other players, the dealer shuffles each of the six piles of cards and rearranges the order of the piles.

- Choose a Superpower

Everyone except the dealer rolls a die, and the player with the highest number chooses a pile of cards. The player keeps only the top three cards. The remaining three cards are returned to the resource deck. The other players do the same, taking their turn according to the roll of their die.

- Dealer's Choice

Now it is the dealer's turn to choose a superpower. The remaining piles of cards are reshuffled and rearranged by one of the other players out of the dealer's sight. He chooses a pile of cards and takes the top three cards only. The other three cards are returned to the resource deck. Any remaining piles of cards are also returned to the deck.

- Dealer Deals Three More Cards

The dealer now shuffles the resource deck and deals one more card face up to each player. If a player receives a card located in an opponent's home territory, he must return it to the resource deck and draw another card.

If two or more players receive a card in the same foreign territory, then they must return their cards and draw another. The dealer must re-shuffle the resource deck each time cards are returned to the deck.

The dealer repeats the above procedure two more times, until each player has six cards.

If a player receives a resource card in the neutral territory where another player already has a card, he must return his card to the deck and draw another card. Nuke and L-star cards must also be exchanged for new cards.

- Place Armies and Navies

Each player receives (in the corresponding color to that of his superpower) his armies and navies. They may place one army on each of their home territories as well as any foreign territory they have resources.

A player may also place one navy in a light blue sea next to each of his home territories with a port. However, a player may not place a navy in a sea next to any territory that is occupied by an opponent, unless that territory does not have a port in the same sea. An example of this is the Barents Sea; Kola has a port on that sea but Scandinavia does not.

- Bonus Armies and Navies

The players now receive nine more armies and/or navies. Each player secretly writes down the type and number of forces he wishes to receive and where he plans to place them. Bonus armies and navies are subject to the same placement rules as noted above.

For example, the Commander-in-Chief of China might choose to place four armies in Manchuria, three armies in Nanling and two navies in the South China Sea.

- Get Your Money

Give each player \$7 billion in cash (five \$100 million notes, five \$500 million and four \$1 billion).

- Store Starting Resources

Give each player six black meters and a supply center card. Each player takes three of his meters and places one on each of his resources at the third spot in his supply center. This means each player has three units each of grain, oil, and minerals. The remaining three meters will be used later to keep track of bank loans, nukes and L-stars.

- Store Bonus Resources

The players now receive nine more resource units to store in their supply centers. Each player secretly writes down the type and number of resources he wishes to store.

For example, a player might choose to store two grain units, three oil units and four mineral units in his supply center.

- Pricing the Market

The dealer now sets the market price for each resource. Starting with grain, he rolls two dice and counts the appropriate number of spots from left to right. For example, if he rolled a 4 and a 2, the starting price for grain would be \$100 million. He does the same for both oil and minerals.

The Supremacy Game Box contains:

1. Game Board
2. Resource Deck containing 65 cards:
 - a) 36 superpower companies (6 per superpower)
 - b) 24 independent companies (8 of oil, grain and minerals each)
 - c) 5 research cards (3 Nukes and 2 L-Star)
3. 6 Supply Center Sheets
4. Plastic Markers
 - a) Superpowers: 12 navies and 42 armies each
 - b) Black: 18 nukes and 40 round markers
5. Money in following denominations
 - a) 1 million – 20 pcs
 - b) 5 million – 20 pcs
 - c) 50 million – 20 pcs
 - d) 100 million – 40 pcs
 - e) 500 million – 45 pcs
 - f) 1 billion – 110 pcs
6. Four six-sided dice
7. Rule Book

Disclaimer:

The Game of Supremacy is copyright of Supremacy Games Inc. 1984, 1988 and 1992. It is not an intention of this publication to challenge this copyright in any manner.