

The Superpowers

The world has been divided up into 8 great Superpowers, each trying to dominate the globe. While the superpowers in this game are fictional, they are based on modern day countries and all have the latest military weapons and technology. Here is a short background on each:

United States - Following the collapse of the Soviet Union in 1989, the United States became the world's sole superpower for over a decade. In the early part of the 21st century, the US led a coalition of nations into a worldwide fight against terrorism. The campaign included intelligence, police action and military operations around the globe as it used its overwhelming military might to crush rogue terrorist organizations.

Imperial Empire- Following World War II, Japan dismantled much of its military and focused almost exclusively on economic endeavors. This proved to be very successful until large-scale recessions hit at the end of the 20th century. Troubled by a weak economy, Japan turned once again to its military machine and scored many early victories against Russia, Manchuria and Korea. Further expansion extended to several islands in the Pacific making the current empire reminiscent to the Imperial Japan of World War II.

European Union - The European Union--originally known as the European Community--was created after World War II to unite the nations of Europe, bringing an unprecedented era of peace and prosperity to the region. For this game, the capital is based in Germany and the Chancellor has restricted democrats freedoms in an effort to confront the current global crisis. Most of Western Europe is united, forming a powerful alliance of military and economic strength.

Russian Republic - Following the collapse of the Soviet Union, Russia spent several years struggling to make democracy work in the war torn nation. After failing to recover economically and losing the Far East Territory in a war with Japan, many of the former Soviet states regrouped to form the Russian Republic. Behind the leadership of Vladimir Putin, they have managed to once again rise as one of the world's premier superpowers.

Communist Far East - Following World War II, Asia became a boiling point of the Cold War as communism and democracy clashed in several nations. Millions of people died of starvation or were killed by their governments during several failed communist experiments. The

movement seemed to be dying out in the 1970's but regained momentum in the early 21st century matching China's rise to power in the region. Under the threat of nuclear attack, China was able to form a great alliance of nations in southeast Asia.

Middle-East Federation - After spending centuries fighting against each other, many Arab and non-Arab nations of the middle-east formed a single great federation of states. Controlling oil supplies and prices brought great wealth to the federation as it quickly rose into a global superpower. The empire extends from Libya to Pakistan, and Saudi Arabia runs the show.

African Coalition - International skirmishes and warlord governing gave way to a spirit of unification within Africa in the early part of the 21st century. Behind the leadership of Zaire's President, many African nations formed a great coalition rising in status to establish itself as a world superpower.

Latin Alliance - Fearing attacks from outside nations, much of Central and South America were unified into a great Latin Alliance. Economic prosperity led to the formation of a central capital within Brazil.



Welcome to the game of Superpowers! Eight of the greatest empires the world has ever seen

are gathered together in this ultimate game of conquest. The object of the game is to control 5 of the original 8 world capitals. To accomplish this, you will need to make allies, build a strong economy and defeat your enemies.

The keys to winning are in your ability to manage your armies, your money and your relationships with other players. You must spend your resources wisely and plan your attacks carefully.

This game has two sets of rules. If you are playing for the first time, be sure to use the *Basic* rules. Good luck!

Game Parts

- 1 Gameboard
- 440 plastic pieces
- 8 Nation Cards
- Production Chart
- Battle Board
- control flags
- 12 dice
- 6 game trays
- plastic chips
- instruction booklet.

TABLE OF CONTENTS

Superpower Empires..... 2

1 Game Setup..... 4

2 Game Units..... 7

3 Additional Rules..... 13

4 Advanced Rules.....17

Appendix A

Examples..... 20

Appendix B

Units.....23

Appendix C

Optional Rules.....23

Index..... 24

1 Game Set-Up

Choosing Nations

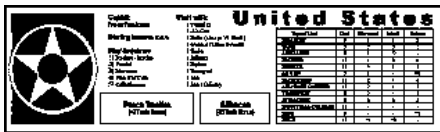
How many people are playing?

2 Players - Each player starts with two superpowers. Keep money and turns separate.

3 Players - Player 1 starts with two nations. Players 2 & 3 are allies, each starting with one nation. Ignore all treaty rules.

4 or more Players - Each player starts with one nation. Alliances are made during the game play until two sides are formed.

Gather the 8 Nation Cards, and look at the board to determine which superpower you would like to control.

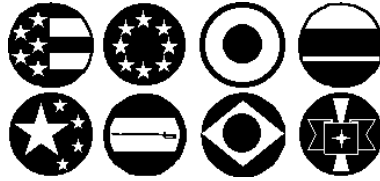


Nation Card

Each player should roll a die to determine who picks first. In clockwise order, each player chooses a nation card starting with the highest roller. Look at the game board to locate your flag and see all of the countries controlled by that Superpower. For example all of the gray colored countries are controlled by the European Union, all of the Yellow ones belong to the Middle-East Federation etc.

Once each player has a nation, change your seating arrangement so that you are sitting near your capital.

Next, gather all the control flags that match the picture on your Nation Card.



Control Flags

Choosing Pieces

Each player chooses a color while the white colored pieces are shared by all players.

NOTE: The color you choose is not important.. Players are free to choose any color.

Money

Credit is used to purchase military units and research technology improvements. Each player starts with 20 Industrial credit points.

Production Chart

Locate the Production/Tech chart and place it on the table near the board. Each player should place one of their flags on the space marked "20". This is your starting income. Also, notice the bottom of the Production Chart is used to keep track of the current round. Place a white chip on "Round 1". Once you get to round 6, war can be waged against other players!

Board Setup

Locate your capital on the

game board. It is the country that has your flag printed on it. The following pieces should be placed on your capital. Ships go in the water space next to your capital.

1 Industrial Complex -

This is your factory. New pieces will enter the game here.

3 infantry - Used for ground attacks. They move 1 space.

2 tanks - Also used for ground attacks, but move two spaces, and attack better.

1 fighter - Moves 4 spaces, but must return after the battle.

1 transport - Can move troops across water.

1 sub - Can attack other ships.

Also, place three additional infantry anywhere within your superpower's domain. Meaning any country colored the same as your capital.

From the white pieces, also place a General and a Ruler, and If playing with the advanced rules, also place an Air Defense unit on the capital. These are all white pieces.

Starting Order

The object of the game is for your team to control 5 of the original 8 capitals. Each player again rolls a die to determine the starting order. High roll begins first and play continues around clockwise. You are now ready to start playing!

2 Action Sequence

Your turn will consist of the following 5-step action sequence:

1. Purchase
2. Combat
3. Movement
4. Place Units
5. Adjust Income

This sequence is also printed on your Nation Card.

Step 1: Purchase

At the start of each new round, all players purchase units together. Think about what you need for future battles and place them on the circular emblem of your Nation Card. This is your “On Deck” circle. You pay for them at the beginning of your turn, but don’t place them on the board until the end. All players do their buys together at the beginning of the round to speed up the game play. You are still free to make changes until the combat phase of your turn begins. Other players are free to see what you are buying.

Purchasing military units is one of the challenges of Superpowers because you are preparing for future assaults. Consider who and when you want to strike. Also try to anticipate your enemies’ next moves and build your defenses accordingly.

You do not hold money in this

game, but simply keep track of the total cost of your purchases. Everything is in increments of 5.

Units listed on your nation card are available for purchase. Their IC cost is indicated on the chart under COST. If you see a “+1” next to the cost, that means you get 1 infantry unit included in the price. Also, look at the Movement, Attack and Defense capabilities of each piece to compare their strengths and weaknesses.

A typical first round purchase might be 6 infantry and a tank, or maybe an economic factory and a tank. Go ahead and make your purchases and place them on your on-deck circle. These units will be placed on the board at the end of your turn.

Note: It is important to announce all of your purchases. “Sneaking” military units onto the board is not allowed. Also, no saving money. Any unspent money is gone after your turn.

Step 2: Combat

During the combat phase of your turn, you can conduct several battles or none at all. Battles are fought one at a time and the attacker has the option of finishing one battle before deciding the next target. Once all battles are completed, the player then begins the

Movement sequence.

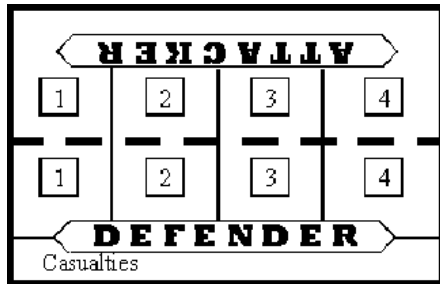
Grace Rounds: The first 5 rounds of the game are considered “safe” in the sense that players cannot attack each other. During these rounds you are free to invade any non-player territories. Also use this time to build up your defenses, economy and technology. Round 6 is a limited attack round. As an attacker, you can occupy at most one enemy player’s territory. As a defender, you can lose at most one territory during this round. Failed attacks, naval battles and strategic bombing raids are not limited during this round. Starting with round 7, players are free to attack any territory on the board.

Non-Player Countries: Your first targets will be the beige colored countries and all superpower territories not owned by a player. These countries do not attack, but each have 3 infantry units as defense.

Non-player capitals have 10 infantry plus two fighters defending!

Choosing a Target: If this is round 1 of the game, find the nearest non-player country and announce you are attacking it. Move in at least 2 infantry and 2 tanks, plus your general if possible.

Once you have selected your target, all attacking and defending pieces are placed on the Combat Board. The attacker is free to bring in units from any number of territories to assist in the attack, provided the pieces can reach and have not attacked in this turn.



Setting up the Board: The Combat Board is divided into an attack side and a defense side. It also has four columns numbered 1 through 4. Gather all units involved in the attack, and place them on the chart next to their silhouettes. When attacking non-player countries, use white chips to represent the defending pieces. Note that once the first die has been thrown, no new pieces can be added to the attack. The attacker does not have the option of adding reinforcements half-way through the battle.

Attacker Fires: The attacker rolls first, one die for each attacking unit on the combat board. In this game you want to roll low. For tanks and fighters, anything 3 or less is a hit. For infantry only rolls of "1" score a hit (unless your general is present, in which case rolls of "1" or "2" are hits). Add up all your hits and move that number

of defending pieces to the casualty line (they still get to fire back).

Defender Fires: Choose any player at the table to roll for non-player defense. The defender rolls for both active units and casualty units based on the Combat Board. Once the total tally of defender-inflicted casualties comes in, the attacker chooses which units to remove. At this time both attacking and defending casualties are removed from the board and placed back into the players' trays. Note that attacking casualties do not get to fire back as they have already rolled for that round.

The Result Of The Battle: Once the battle has been completed, all surviving pieces are placed on the embattled territory. If the attacker retreated, those pieces are placed back to their original territories. If the attacker won, that player places a control flag on the new territory indicating it's new owner. If it was a non-player country, take 2 infantry and a tank from your tray and place it on the country. No changes are made to the production chart.

Step 3: Movement

Once your combat is completed, you can move any units that were not involved in battle. You may wish to strengthen vulnerable territories or reinforce units at the front.

Step 4: Placing Units

All units you purchased at the beginning of your turn must now be placed on the board.

All land units must be placed on a territory containing an industrial complex. Sea units must be placed in a water zone adjacent to a complex owned territory.

Pieces can only be placed at territories that you have controlled since the beginning of your turn. Meaning if you captured a territory containing a complex, you must wait until next turn to place any units there.

Newly purchased fighters and AD guns can be placed directly on aircraft carriers.

Step 5: collect Income

This is the end of your turn. At this time adjust the National Production Level of your nation based on the below criteria:
 +10 IC for each capital you own
 +10 IC for each complete superpower you own (Controlling all of the same color).
 +10 IC bonus if your leader is alive and outside your capital.
 +5 IC per economic factory.

Note: if you lose one of your original countries, your income goes down by 10 until you can reclaim it.

3 Game Units

This section details out the capabilities of each military piece.

Land Units



INFANTRY: Infantry are necessary for a strong defense as each costs only 2.5 IC's and they defend at the same rate as tanks. Each unit represents one division of soldiers. They have a movement value of 1 and can be transported by bomber or transport ship.

Also, any infantry unit can act as a paratrooper division and get dropped into action by Bombers. See Bombers for more information on paratroopers.



TANKS: Tank units can attack and defend in land territories. They can also be transported across sea zones by transport ships.

Tanks have a movement value of 2, however to move two spaces, the first move must be into a friendly or unoccupied territory. They cannot move into or through newly conquered territories.

Blitzkrieg - Once a tank attacks, it cannot move any additional spaces. The only exception to this rule is if it Blitzkriegs through an unoccupied enemy

territory on it's first move. In this case it is free to move on to another enemy occupied, enemy unoccupied or friendly territory. For this maneuver, the tanks move through an unoccupied territory without stopping. Control of the territory is turned over to the attacker and the production chart should be adjusted. It is not necessary to leave any units behind when this happens.

Amphibious assaults - Tanks, like infantry, have the ability to be picked up by transport ships and dropped directly into an enemy controlled territory. However, cargo must be on the coast at the beginning of the turn, and cannot move once dropped off. Blitzing is not an option for tanks following an amphibious landing.



ARTILLERY: These are special attack weapons that have very limited defense capabilities.

Artillery units attack into an adjacent territory without actually entering it. Each unit rolls 3 dice and a hit is scored for each roll of 2 or lower. They attack at the same time as the other attacking units, but are only used in the first round of battle. Artillery are not placed on the combat board and remain in their original territory during and after the battle.

Casualties of artillery are still able to fire back, and the artillery units themselves cannot be used as hits by the attacker.

Defending artillery units have no defense roll, but can be used as hits by the defender.

All artillery attacks require field spotters. Meaning artillery can only be used in attacks involving ground troops as well; one tank or infantry per attacking artillery. This means, if a player wants to conduct an attack using 3 artillery units, at least three ground units must be involved as well. Paratroopers cannot be used as spotters.

Units used in the attack phase of your turn cannot be moved during the movement phase of that same turn.

As an alternative to attacking, artillery units can be moved into combat with other units. When used in this manor they do not attack, but can be used as hits. If the battle is won, the artillery units stay in the newly occupied territory.

Artillery cannot attack into sea zones and do not fire from transports during amphibious assaults. They can, however, fire across land bridges and can be used as coastal defense.

Artillery have a special defense against amphibious assaults. During such an attack, defending artillery will act as coastal defense. Each unit will roll a single die before the battle begins, needing a "2" or lower to hit. Any hit scored will be against the invading fleet. The attacker can choose any ship in the sea zone as a casualty. If a transport is hit, it's cargo goes down with the ship. Fighters, however, do not go down if their carrier is hit, until after the battle. Following this first round, the artillery do not fire again, but can be used as hits.

AIR DEFENSE UNITS:



Missile defense batteries are special defense units used against planes and nukes.

In combat involving planes, the AD units are the first pieces to fire at the beginning of each round of battle. The defender rolls one die for each AD unit per attacking plane. For example if a territory is defended with two AD units and four planes attack, the defender would roll 8 dice. Any roll of "1" strikes a hit. The attacker removes any casualties immediately without a chance of firing. Any paratroopers being carried are killed before having a chance to jump. The battle would then continue like normal. This procedure is repeated for each round of battle.

AD units have a movement value of 1 or can be transported by transport ship or aircraft carrier and do not take up any cargo space. When on a transport or carrier, they help defend against enemy air strikes.

No more than 2 AD units can be active on any single territory. If a country has more than 2 units, only 2 will defend against the planes or nukes.

AD units can be purchased at the same time as new complexes and placed on the board together. Also, newly purchased guns can be placed on any territory containing a complex. Even one just captured in the same turn.

AD units only fire when they are attacked directly. Planes are free to fly over enemy AD units without facing attacks.



RULERS: Each player begins the game with one ruler. These pieces are used to boost moral of the nation when visiting troops.

Each superpower's ruler functions the same although their names are different. These names are indicated on the Nation Card. Rulers cannot be created and once killed, they are finished.

As long as your ruler is outside

your capital, the national production is increased by 10 IC's. This shows the nation that he is not afraid to move about his empire. Once he retreats back to the capital, the income drops back to its regular level.

Also, if a territory containing the ruler is attacked, all infantry and tanks defend with a "3" for each round of the battle. This bonus applies to all territories except for the capital.

The ruler can be carried by bomber or any naval ship and does not take up cargo space. Keep in mind that the economic bonus only applies when the ruler is in territories of his own empire. Sitting on naval ships or alliance controlled territories does not count.



GENERALS: Each player begins the game with one General, who is used to help boost the attacking skills of all infantry he

accompanies into battle.

Generals have a movement value of 1 and attack along side other military pieces. When your general accompanies the attack, all infantry attack with a "2" for as long as he remains in the battle.

Generals also have the ability to withdraw after the first round of battle. This means you can take advantage of higher infantry attacks for one round, and then move him back to his original

territory so as not to be left on the front lines. Even if the entire battle only lasts one round, the General can still return to his original territory.

Generals, themselves, do not attack, but defend with a value of 3. Once killed, he is finished and gets removed from the game.

Your General can be transported by bomber or any naval ship and does not take up cargo space. Generals will assist when defending sea battles as well.

MILITARY INDUSTRIAL COMPLEXES:

Factories are important in that they serve as a gateway for the placement of newly purchased units. You start the game with one complex on your capital and additional complexes can be purchased to serve one of two purposes:

PRODUCTION FACTORY:

Additional complexes can be purchased and placed on other territories to act as gateways for newly purchased units. This can greatly speed up the time needed to get troops to the front lines. These can be placed on any territory you controlled since the beginning of your turn. New units can be placed on any territory that contains a complex. No economic bonus is received for these.

ECONOMIC CENTER:

Purchasing additional

complexes (use the green chips) increases your income by 5 IC's per turn. This can be a great way to expand your economic base without risking units in war.

You can place complexes on as many territories as you wish, but are limited to having a maximum of 2 complexes per territory, meaning 1 production factory and 1 economic center. Your main capital can have a total of 3 complexes.

It is important to know, you can only place new units on territories which you controlled AND had a complex on at the beginning of your turn. AD guns are an exception in that you can place them next to any complex you own, including newly purchased or newly conquered.

Air Units

Planes are unique in that they must always land on friendly territories at the end of your turn. A newly captured territory is NOT considered friendly until the next round.

They also have the ability to retreat at any time, even as the remaining pieces continue to fight.

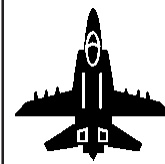
When attacking, planes must survive each round of AD fire before rolling for their attack. Any planes hit by AD units are removed without having a chance of counter-fire.

Flights must include the move out and return trip to a friendly

territory. Planes can fly over friendly, neutral or enemy territories on the way to battle and do not face AD fire except from the actual battle itself.

When taking off and landing on islands and coastal regions, every black line crossed is one space. Therefore to attack Guam from Japan and return would actually take 6 spaces. To attack France from The United Kingdom would require 4 spaces.

FIGHTER PLANES:



Fighters can attack and defend in land and sea zones, and have a flight range of 4 spaces.

Fighters must always land safely. This usually means flying out two spaces, attacking, and flying back two spaces to land in the original territory. They however, are not restricted to this exact formula and can take any flight path so long as they return to a territory owned by yourself or member of your alliance. They do not have the option of moving out 4 spaces to attack, as there are no "kamikaze" attacks allowed.

When launched from carriers, taking off and landing does not require a movement, only crossing black lines. Also, fighters get four spaces from the original location of the carrier, meaning the fighter actually takes off before the carrier moves, but then can rendezvous back to the

carrier's new location. You cannot first move the carrier 2 spaces, and then launch the fighter another two spaces and have it return back to the carrier. See page 22 for an example of this.

BOMBERS: Just as an infantry unit represents an entire division of troops, a bomber unit actually represents an entire squadron of bombers with a few transport planes mixed in as well.

Bombers, like fighters, must land in friendly land zones at the end of your turn. They cannot land in enemy, neutral or newly conquered territories. They also cannot land on aircraft carriers.

Bombers have a movement value of 6 and have two types of attacks, conventional and strategic bombing raids. When used for conventional attacks, they also have the option of dropping up to 2 paratroopers.

See Strategic Bombing Runs on page 17 for more information on Bomber attacks.

Bombers are allowed only one action per turn; either conventional attack or strategic bombing raid. Any bombers not used in an attack can be used to move up to 2 infantry units during the movement phase of your turn.

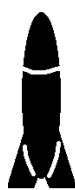


PARA-TROOPERS:

Paratroopers are regular infantry units, which can be picked up by a bomber and dropped into an embattled territory. Paratroopers can only be dropped into battles when accompanied by other ground forces; at least one tank or regular infantry unit per bomber. Artillery spotters and other paratroopers cannot be counted as ground support. This is to prevent quick land grabs deep in enemy territory.

Bombers use the first round of battle to drop their paratroopers and do not attack in that round. They continue to fight in their normal way for all additional rounds. If they are shot down by AD fire in the first round, both the bomber and the paratroopers are removed from the board without a chance for return fire.

Bombers can only pick up paratroopers if both are on the same territory before the turn began. For Example, you cannot move your bomber one space, pick up paratroopers and then drop them off somewhere else. This same rule applies during the Movement phase of your turn.



NUCLEAR

MISSILES: These intercontinental ballistic weapons of mass destruction are very costly

to produce, but can be devastating to your enemies.

Nukes have a movement value 1 but once launched, have a range of 2 spaces. The attacker rolls four dice for each hitting nuke and their sum becomes the total casualty count of the enemy. The defenders are removed from the board and do not fight back.

The only defense against nukes is through air defense units. When an attack is made, all defending AD units get a chance to shoot down the missile: One die per AD unit per missile... needing a "1" to hit. Researching Anti-ballistics will increase the air defense against nukes to a "3". If the nuke is shot down, the attacker is free to attack the territory using conventional military pieces.

Nukes can attack sea zones as well, except only 1 die is rolled to determine casualties. For these attacks, fighters and cargo cannot be used as hits and go down with their ships.

When a nuke is used, that player cannot attack the same territory on that turn using conventional weapons. For example, a player cannot attack with a nuke and then move tanks into the same territory, all on the same turn. In fact, no player can attack that same territory until the defender's turn. If, on the other hand, the nuke is shot down, the player can then attack using

conventional forces.

Nukes, like AD units can never be destroyed. When attacked, they do not defend and are turned over to the attacker if the territory is lost. Other nukes, AD units and Industrial Complexes are not affected by nuclear strikes.

Naval Units

BATTLESHIPS: Battleships are kings of the sea.



They attack and defend in sea zones. They also have the ability to launch cruise missiles into an enemy coastal territory during an amphibious assault.

They have a movement value of 2 and attack and defend at 4. They can be involved in combat with any other sea units or planes. They can also attack ground troops during amphibious assaults.

If a battleship accompanies a transport in an amphibious assault, it fires a one-shot support attack. Any roll of 4 or less is considered a casualty - still capable of returning fire in the defender's counterattack.

NOTE: During an amphibious assault, any battleship involved in clearing a sea zone is not eligible for the one-shot support attack.

SUPER BATTLESHIPS: Each superpower is allowed one Super Battleship. These

ships have special upgrades, which are paid for at the time of purchase. Mark these ships by placing a control flag under the unit.

When purchasing a Super Battleship, write down all of your upgrades and be sure to announce it's full capabilities to the other players.

Multiple upgrades can be done on a single ship. Some attributes, like hit points and attacks, can be upgraded twice. See the Super Battleship Construction Chart for details about all possible upgrades.

A damaged battleship fights exactly as a healthy one and the sub pot-shot advantages are only implemented on the ship's final hit point. A damaged ship can be restored to full strength by docking at any friendly port and then paying 15 IC's.

Each player is allowed only one Super Battleship at a time, however at any time, a player can decommission a ship to a regular battleship in order to purchase a better one. No credit is given for the lost attributes in this case.

AIRCRAFT CARRIER:



Carriers attack and defend in sea zones. They cannot carry infantry or tanks, but can transport fighters and AD units.

When armed with an AD unit, it

assists in defense against planes.

If a carrier is attacked, its fighter planes are considered defending in the air. A player can choose to take a fighter as a casualty instead of the carrier. Exception: submarine hits cannot be against planes, and therefore must be used against the carrier. If the carrier is sunk, the fighters continue until the battle is over, at which time they crash into the sea.

Newly purchased AD Guns and fighters can be placed directly on existing carriers.

SUBMARINE: Subs attack and defend in sea



zones. They cannot transport any units except for Rulers and Generals.


Subs attack and defend at a relatively weak die roll of "2", but they conduct a deadly sneak attack. This means any hits from attacking subs are removed from the board without the chance of counter-attack. This advantage extends to all rounds of combat. Regardless of whether the sub hits or misses, they are still susceptible to enemy counter-attacks from all remaining units. Defending subs do not get this advantage.

Special Withdraw Capability: Both attacking and defending subs have the ability to retreat at any round of the battle. This means at any point in the battle,

instead of rolling a die, a sub can opt to retreat to an available sea zone. The retreating subs do not face counterattack, and the battle would then continue without them.

To use the special retreat capability, the subs must move to a friendly or unoccupied adjacent sea zone. If none are available, the subs cannot withdraw. If the attacking force consists exclusively of planes, the subs have the option of diving. This means they stay in the same territory. For this maneuver, the planes each get one free round of attack, and then return to base.

Subs can attack enemy ships, but not planes. They can however be hit by planes. This means any hit scored by a sub, must be used against a ship. For example say an aircraft carrier and a fighter attack a sub. If the sub scores a hit, the carrier goes down. At the end of the battle, the fighter would need to find a safe place to land or crash into the sea. If a defending carrier is sunk, all its planes would be lost after the battle.

TRANSPORTS:  Transports are special ships used to move land units from one coastal territory or island to another. Transports cannot attack, but defend with a "1".

One transport can carry up to 4 infantry or 2 tanks or 2 artillery

or 2 nuclear missiles. They can also carry combinations of each.

In addition they can carry up to 2 air defense units which do not take up cargo space. These units will help defend the fleet against air attacks.

A transport can pick up cargo, move and unload all in the same turn. For example a transport could pick up two infantry units, move 1 space, pick up a tank, move another space and unload all in the same turn. All cargo must be dropped off at the same location, and once it unloads, its turn is over.

All cargo must be on the coast at the beginning of the turn, and cannot move once unloaded. For example, tanks cannot move one space, and then get picked up by a transport, all in the same turn.

Any air defense units on board are able to defend against planes. Other cargo units are not able to attack or defend when loaded on the transport and cannot be used as hits. If the transport is sunk, all the cargo goes down with it.

Transports have no attack factor, but can be used as "cannon fodder" to take hits and be chosen as casualties over costlier, more valuable units. This applies to both sea battles and amphibious assaults.

When conducting amphibious assaults, it is best to clear the sea zone of enemy ships before moving transports in. To do this, roll the sea battle first, and then roll the land battle separately, but in the same turn. If you fail to clear the zone, you still have the option of rushing your transports through the enemy controlled waters and onto the beaches.

Transports, unlike other ships, can move through enemy controlled waters. When this happens though, all defending sea & air units roll one round of counter-attack using their defense capabilities. Any transport hit goes down with its cargo. The surviving ships are free to pass through. If using this maneuver for an amphibious assault, transports would still be susceptible to any possible coastal defense, but would then drop off their cargo and could be used as cannon fodder during the assault. Following the battle, any surviving transports are automatically removed from the board if they are sitting in enemy controlled waters.

Bridging: Transports have the ability to carry and drop off two loads of cargo in the same turn if it can do so without moving. For instance, a transport sitting off the coast of France could transport two loads of cargo to England. This maneuver is only possible during the non-combat movement phase and only applies if the transport was not used that turn.

3 Additional Rules

Basic Rules: When playing a basic game, you will not use these pieces:

- Air Defense Units
- Paratroopers
- Artillery
- Super Battleships

Also, ignore all rules listed under the Advanced Rules section starting on page 17.

The following rules in this section expand on the 5 steps of game play with added detail. They apply to both basic and advanced versions of the game.

Step 1: Purchase Units

Spending Money

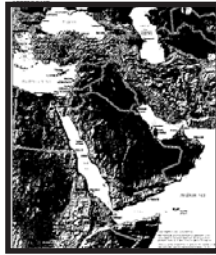
There is no physical money in this game, but simply keep track of your purchases by placing your units on your on-deck circle. At the beginning of your turn, you can spend as much money as is indicated on the production chart. The only time the production chart gets updated, is at the end of your turn. Do not make any changes to your production when others attack you.

NOTE: You cannot loan or give money to other members of your alliance. Also, you can not purchase if you do not have control of your capital.

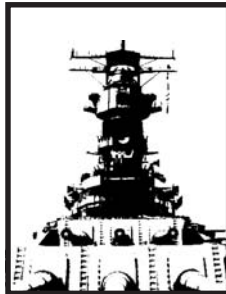
Steps 2 & 3: Combat / Movement

Water Restrictions

Suez Canal - In order for a ship to pass through the Suez Canal (in Egypt) it is necessary to own or have permission from either Egypt or Syria. Neutral nations do not grant permission to superpowers. You can, however, take over one of the bordering nations, and move through the canal all on the same turn.



Panama Canal - The sea



zones on either side of Panama are considered two separate zones. For ships to pass through the Panama Canal, it is necessary to own or have permission from the owner of Panama. Neutral nations will not grant you permission.

The Gameboard

The gameboard is a map of the world and is divided into land and sea territories. Black boundary lines separate the game spaces. Moving between two adjacent territories is one space.

The gameboard is considered to “wrap-around”... meaning territories and sea zones along the right edge are adjacent to the territories on the left edge. For example Alaska is adjacent to Imperial Fareast.

All the land territories are color-coded to the nation that controls them. The beige colored countries are neutral nations and are not controlled by any superpower. These are territories you can conquer to build up your military strength. Additionally, all superpower countries that are not controlled by a player are considered neutral and can be attacked.

Each land territory has a number printed on it. This is the number of IC's that country is worth to the player who controls it. If you add up all the countries that make up your empire, you will notice the sum is 20. Gaining additional territories will increase your income.

Islands are land territories located inside of sea zones. A group of islands is considered one land territory. It is not possible to split up military units on different islands of the same group.

Land Bridges: Thanks to the miracle of technology, great bridges have been constructed in various locations around the

world. Looking at the board, you may see two landmasses separated by water but connected by three straight lines. For example notice Alaska and Fareast. Land and air units can move across these routes as if the landmasses were connected. These bridges can be used by all players and can never be blocked or destroyed.

Blow-Up Boxes: You may find that the regular map quickly becomes overcrowded with military units. Notice the blowup boxes at the top and bottom of the board. If available, use these boxes for extra units. There is no difference between pieces kept in the blowup box and those in the main country. As a rule though, do not use the blowup boxes unless the main country is full. This is to prevent building "stealth" armies in an area of the board which appears to be free of military.

Plastic Chips

Chips are used as substitutes for military units and to save space in overcrowded territories. White chips represent one unit each; red chips, 5 units each. Also, a die can be used to represent 10 units. When using chips or dice, stack them up and place a plastic military unit on top to show what they represent. For example a red chip with an

infantry unit on top would represent 6 infantry units.

Use the green chips for economic factories to make them easier to count.

Land/Sea Zones

There are some differences between attacking on land and attacking at sea. On land, you cannot conquer a territory and then move units through this territory to attack another, all in the same turn. In fact, it takes one full round for a newly conquered land territory to become secured. For example, say a member of your alliance just took over Tibet. You cannot take your tanks from India and move them through Tibet to attack China. You would need to wait until next turn to make that attack.

Sea zones do not have this same restriction. For example, you could take half your fleet and attack into an adjacent sea territory. If you win, you could then take the other half, move it through the conquered sea zone and make another attack. Keep in mind, if you lose the initial battle, you cannot re-attack the same territory with different pieces. Also, all pieces get only one attack per turn regardless of their movement value.

Choosing a target

The attacker is free to choose any target. This can be a land territory or sea battle. Ground units only move through land territories; ships only move through sea zones. Transports can carry land pieces through sea zones (4 infantry or 2 tanks)

Rolling the Dice: The players involved in the battle take turns rolling their dice. Generally, you will roll 1 die for each unit involved in the battle. Place all fighting pieces on the Combat Board. Now count up the number of pieces you have in the "4" column, and roll that many dice. Repeat this for each column, keeping track of the total number of hits. In order to score a hit, the dice roll must be equal or less than the indicated amount on the combat chart. For example if a player attacks with 10 tanks, the attacker would roll 10 dice. All 1's, 2's and 3's will count as hits. To determine which pieces are removed, players each choose their own casualties. If in the above example 5 hits were scored, the defender would choose 5 of his own units as casualties.

Note that if both the attacker and defender lost all their pieces, the territory still remains in control of the defender. In

fact, not only must the attacker survive, but ground forces must remain to occupy the territory. Only tanks and infantry can occupy a territory (rulers and generals count as infantry in this regard). To illustrate this, say you win a battle but your only surviving piece is a fighter. In this case the territory is still controlled by the defender.

Land, air and sea units can move into any friendly territory, occupied or unoccupied. By friendly meaning one of yours or your alliance. Land units cannot move into enemy controlled or neutral territories. They also cannot move into newly captured territories (including territories your alliance has just captured). All unoccupied sea zones are considered friendly territories. Nations with peace treaties can share sea zones.

Keep in mind all air units involved in combat **MUST** move out of the embattled territory and into friendly territories now. Fighters can land on any carrier of your alliance... bombers cannot.

The attacker rolls first, and then the defender. Repeat this sequence until the battle ends. The full attack sequence looks like this:

1. Attacker Fires

2. Defender Fires

3. Remove Casualties

This sequence is repeated until the battle is over. This happens if either the defender is destroyed, the attacker is destroyed or the attacker retreats. Note that the defender does not have the option of retreating.

Neutral Countries

All beige colored countries on the map are independent and considered non-player, or neutral countries. Also, all superpower territories not owned by a player are considered neutral. These countries do not attack, but are able to defend using 3 infantry (10 infantry and 2 fighters for capitals).

Attacks are handled exactly like those against players. Set up the Combat Board using white chips for defending infantry and red chips for defending fighters. Choose any player to roll for the defenders. If you win the battle, take 2 infantry and a tank from your try and place them directly on the new country. No charges to the production chart are made.

Following an unsuccessful attack against a neutral nation, the country is immediately restored back to full strength. For example, say you attack a

non-player capital and hit 7 of the 12 defenders, but lose the battle. Next turn you would face the full 12-piece defense if you attacked again.

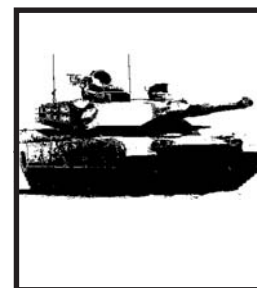
If you defeat a neutral capital, place an industrial complex on the territory free of charge. Also increase your income on the production chart by 10.

Israel is unique in that it has two fighters and 3 infantry defending even though it is not a capital. If taken over, you do not receive a free industrial complex.

France is also unique in that all infantry defend at a "1" instead of a "2". This only applies if it is a neutral country.

Note: Neutral countries automatically have infantry defenders, but your countries do not. If one of your countries is empty, an enemy player can take it over by simply moving a military ground piece into it. No dice are rolled and no battle is fought in this circumstance.

Encircling



When the attacking forces greatly outnumber the defenders, they may be able to encircle their enemy. This

scenario means the attacker does not roll any dice and all defending pieces are considered casualties. The defending pieces, of course, would still roll their counter-strike.

Encircling takes place when the defender has only low-power defense units AND the number of high-power attacking units double the number of defending units. For example 4 tanks can encircle 2 infantry. Likewise 5 fighters and a tank will encircle 3 tanks. Keep in mind that the attacker must still have a surviving ground unit in order to control the territory.

Low-power defense units are land pieces that defend at a 2 or lower (infantry, tanks, artillery and AA guns).

High-power attack units are units that attack at a 2 or higher (tanks, fighters and bombers). Artillery units are considered high power attack units for the first round of battle. Also infantry when accompanied by a general are considered high power.

Encircling can happen during a battle or be the entire attack, in which case the pieces are never even set up on the Combat Board. For example say player 1 decides to attack player 2 by moving three tanks into a territory defended by a single infantry. The attacker simply announces that he is

encircling the defender. The defending piece is immediately removed and the defender rolls 1 die for counter-strike. The surviving tanks would then move into the new territory and take ownership.

Encircling is designed to speed up play and should be used as often as possible. Use it against both opposing players and neutral countries.

Taking Over Nations

The capital is the most important territory of any superpower. Upon enemy occupation of an original capital, the defending player must surrender 20 IC's to the bank. If the player already has another territory with a complex on it, the capital can be relocated to this country and play resumes as normal.

Upon losing your only capital to enemy troops, you receive no income and cannot place any new units until the country is liberated.

Liberating Countries



When you take over a country, normally you gain control of it. However, if that country was one of the original countries of an ally's Superpower, you have actually liberated the

country for your ally. Adjust your ally's income up on the production chart if it restores the full dominion of the superpower.

Surrendering

At any time in the game, a player can surrender. All money is turned in to the bank. All remaining pieces are left in place. These units cannot move or attack, but still defend in the normal manner.

Complete Victory



The game ends when one alliance gains 5 of the original 8 capitals and holds them all for 1 complete round. If a team has 5 capitals at the time they form an alliance, or if they gain 5 capitals on or before the 7th round of play, then complete victory does not occur until one team gains 6 capitals.

Step 5: Adjusting Income

At the end of your turn add up all your income and place your token on the production chart at the correct amount. See page 6 for a breakdown on income.

This is the amount of money you will get to spend on your next turn.

4 Advanced Rules

Once you have played Superpowers a couple of times and understand the game, you will be ready to add the advanced pieces and rules. These will add a great deal to the strategy and complexity of the game.

Technology



During the Purchase phase, you have three options available to you:

- 1) Purchase Units
- 2) Purchase Upgrades
- 3) Research Weapons

Technology Upgrades: There are two possible upgrades you can purchase. Each upgrade costs 10 IC's and affects all current and future units indicated by the upgrade. The upgrades become effective as soon as your turn begins. Once you purchase an upgrade, place one of your flags on the appropriate marker on the Production Chart. Here are the two upgrades:

Railway - Improving your railway system allows for faster transportation of your own units within your territory. All ground units moving in the noncombat sequence experience a +1 movement value when moving between your own territories.

For example infantry could move 2 spaces and tanks 3. This bonus does not include your allied pieces moving in your territories and does not extend to your units moving in allied territories. It also has no effect on the movement of your units during the Combat sequence of your turn. It does, however include all current and future territories of your empire.

Anti-ballistics - This upgrade improves your air defense against nuclear missiles. Once upgraded, their defense is increased from a "1" to a "3" against all nuclear missiles. All current and future AD units are immediately upgraded. Air defense against planes remains at a "1".

Research Weapons: The other option available during the Purchase sequence of your turn is to research special weapons like Heavy Bombers, Rocketry and more. These are more risky than upgrades, but can have a bigger payoff as well. They are all listed on the right hand side of the Production Chart.

There are 6 possible weapon categories you can develop. Each one costs 10 IC's. Once you pay, you are guaranteed a new technology, although the exact one you receive is determined randomly by rolling a

dice. If your roll is for a technology you already possess, re-roll until you hit an available one.

Once you have developed a new weapon, place one of your control flags over the appropriate technology on the Production Chart (starting with the left-most available). The technology becomes effective as soon as your turn begins. Developing and using the weapon in the same turn is like the unveiling of a new secret technology the world has never seen before!

There are no limits to the number of technologies you can research on a given turn.

Strategic Bombing



Bombers have the unique ability to conduct strategic bombing raids. These are attacks

against an enemy's industrial complex or air defense units.

How to make a strategic bombing raid:

1. Move one or more bombers into an opponent's territory containing an industrial complex or air defense unit.
2. If your enemy has Air Defense units, roll 1 die per AD unit per attacking bomber. For

every "1" tossed, a bomber is shot down and removed with no chance of striking.

3. Surviving bombers each roll a die, needing a "4" to hit. Bombers that miss return home, their bombs simply missed the target. Heavy bombers get two chances each to score a single hit.

4. Add up the total number of hitting bombers. If there are multiple industrial complex units on the embattled territory, remove 1 complex or AD gun per hitting bomber. The production chart should be adjusted by 5 IC's for each complex destroyed. If the final or only complex is hit, it is damaged but not destroyed. Turn the complex on its side and reduce the player's income by 5 IC's. Any additional hits have no effect.

Air defense units can only be the target if there are more than 1 on the territory, and the final AD gun cannot be destroyed by strategic bombing. For example, if the defending country has 2 AD units, you can destroy one of them.

It is possible to strategically bomb a territory and then attack the same country with other conventional units, all on the same turn. For example, you may want to soften up your enemy's air defenses before launching your main assault on the country.

All industrial complexes on the board are susceptible to strategic bombing, however gateway complexes cannot be completely destroyed, only damaged. Note that even though a player receives no economic bonus from a gateway complex, it can still be damaged resulting in the player losing 5 IC's per turn.

A damaged complex does not effect a player's purchasing or placing actions, it only effects the player's income.

The only way to repair a damaged complex is to purchase a new one for 15 IC's, and thus restoring the player's production back to full strength. When this happens, remove the damaged complex and replace it with a new one.

Treaties



Relationships between players can exist in one of 3 states. During the movement phase of your turn, new treaties and alliances can be offered. Only 1 treaty can be offered on any given player's turn, although that player can still accept treaties from other players within the same round. If your offer is rejected, or being considered, you cannot make any other offers in the same round. Here are the three relationship

states:

War - Nations are disputing their borders.

Peace Treaty - A formal peace treaty can be signed by nations that have been in non-aggression status for at least 1 complete turn. This creates a one-time trade bonus value of 10 IC's. Each player receives the bonus by immediately placing 10 IC's worth of units on his or her capital. For example a fighter or two tanks. If the players previously had a peace treaty, they do not receive the payout, only on the first time. Be sure to mark this contract by placing the player's flag onto your Nation Card in the box marked "Peace Treaties". Any act of war will automatically break the peace treaty. No peace treaties can be signed in the first round of play and there are no limits to the number of players you can have peace treaties with.

Alliance - If two nations have had a peace treaty for at least 1 full turn, they are free to sign an alliance. This means they are now fighting on the same team and can win the game together. Move the player's flag on your Nation Card from "Peace Treaties" to "Alliances". No trade bonus is paid for alliances. Military pieces are now considered "friendly" and can occupy the same territory or sea zone. The number of alliances you can have are limited:

One for 4 or 5 player games;
Two for 6 or 7 player games;
Three for an 8 player game.

Often, during the first few rounds of the game, players will shuffle their treaties as alliances are made and broken. Some rather strange relationships may arise, such as you may have two allies who are at war with each other!

Even if you have your limit of alliance treaties, you are still free to offer or accept alliances from other players. Just keep in mind when you sign on a new ally, over your limit, you must dissolve one of your existing alliances into a standard peace treaty.

Odd Man Out



When playing with an odd number of people, one player will be left out of an alliance. This player is fighting on his own, but is free to negotiate alliances throughout the game. Just keep in mind a player must dissolve a current alliance before adding the odd player.

Combat Sequence

If planes are attacking a nation defended with air defense units, the AD units fire before the attacker rolls at the beginning of each round of battle. Any planes hit are removed without a

chance to attack. The complete sequence looks like this:

- 1) AD guns fire
- 2) Remove casualties
- 3) Attacker Rolls
- 4) Defender Rolls
- 5) Remove Casualties

Territories: You cannot move troops into or occupy a beige colored territory that does not have the full country name printed on it. For instance Switzerland and Crete cannot be occupied. Also all islands of an island group are considered one territory.

Limited Attack Round

It is possible that players will remain at peace even though the attack rounds have begun.



When this happens, the first round in which an attack occurs will be a limited attack round. For example, if no attacks are made on round 6, then round 7 becomes a limited attack round. Page 6 contains more details about grace rounds and limited attack rounds.

Also, players can always reclaim their lost territory during the limited attack round, even if it means attacking a super-power that has already lost a territory in the same round.

Place Naval Units



Newly purchased naval units can be placed in sea zones even if they are enemy

occupied. When this happens, both units occupy the same space until the other player's turn. The opposing player must decide to either fight or withdraw.

Also, newly purchased AD guns and fighters can be placed directly on existing aircraft carriers, so long as the carrier is adjacent to a qualifying complex.

Expansion Pack



For those who have mastered the game and are ready for more, there is an expansion pack

available that has special unique General Bonus's for each nation, plus Super-Weapon technologies and 2 more colors of pieces to allow for full scale 8-player games!

Visit the web site for details:

www.superpowersgame.com

Appendix A: Examples

This section illustrates several battles step by step. You may wish to set up the pieces on the board as you read through to get a better understanding of how the game works.

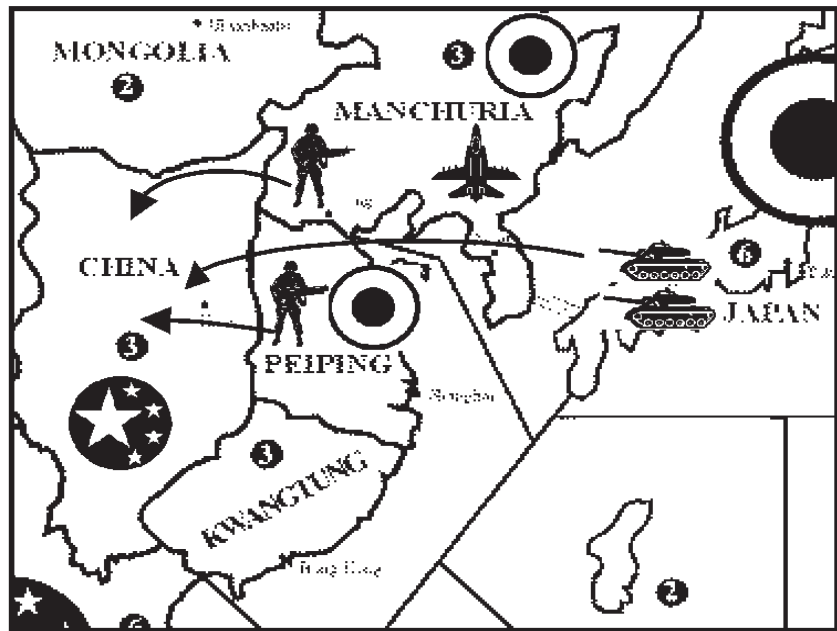
Scenario 1 - Multi-force

Attack: For this scenario, player 1 is the Imperial Empire and decides to attack China. No player controls the Communist Far East, so China is a neutral, independent country, defended by 3 infantry units.

Player 1 decides to bring in forces from several countries for a combined attack. Since tanks can move two spaces, they can reach from Japan. All pieces are set up on the combat board. Use three white chips to represent defending infantry.

The attacker is first to begin rolling. The two tanks and fighter all attack at a "3", so the attacker rolls 3 dice. He gets a "1", a "2" and a "5" - 2 hits! (Remember in this game you actually want low rolls). Now he rolls two dice for the infantry: a "2" and a "4" - no hits. Slide 2 of the white chips down below the casualty line.

Now it's the defender's turn to roll. Since defending casualties get to return fire, a player is chosen to roll 3 dice for China: a "1", a "2" and a "6" - 2 hits. The attacker chooses two casualties (the infantry) and



DEFENDER			
	○ ○		
1	2	3	4
1	2	3	4
		○ ○	
ATTACKER			

removes them from the board. Remember attacking casualties are removed immediately and do not go to the casualty line. The round of battle is over, so at this time also remove the defenders casualties completely from the board.

Now the attacker has 2 tanks and a fighter against 1 infantry. This is "encirclement" (page 15)

so the attacker does not roll. The defender rolls one final die, a "4" and the battle is over. The two Japanese tanks now occupy China and the fighter must return to a friendly country.

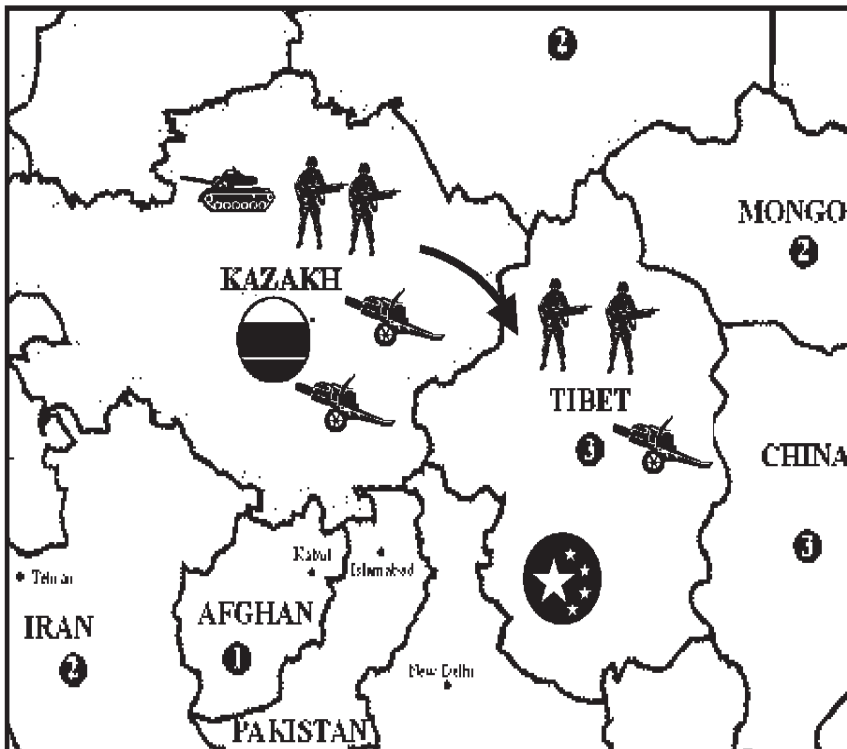
Add two infantry and another tank to the territory as bounty for the victory.



Scenario 2 - Amphibious

Assault: This scenario involves an attack by the Latin Alliance on the African country of Nigeria. The Latin Alliance player already controls West Africa and moves one infantry unit in from there. Two additional infantry and a tank from Brazil are loaded onto a transport and attack Nigeria in the form of an amphibious landing.

Place all attacking and defending units on the Combat Board. The attacker rolls first, rolling 1 die for the tank and 3 dice for the infantry. The defender will roll two dice for the defending infantry. Keep in mind the attacker can choose to take the transport as a casualty if so desired.



Scenario 3 - Using Artillery

Artillery: Russian controlled Kazakstan is attacking Communist Tibet. The attacker rolls first, starting with the artillery. Since there are two units, 6 dice are thrown, all 1's and 2's are hits. The artillery stay in Kazakstan and are not used in any other rounds of the battle. Casualties of the artillery still get to fire back. Next roll for the tank and infantry.

The defender will roll two dice for the defending infantry. The artillery unit does not defend, but can be used for a hit.

Scenario 4 - Paratroopers

The European Union is making an attack on Algeria. Two infantry units are paratrooped in from Spain and a tank division moves in from Libya. Remember paratroopers can only be used in combination with regular ground forces.

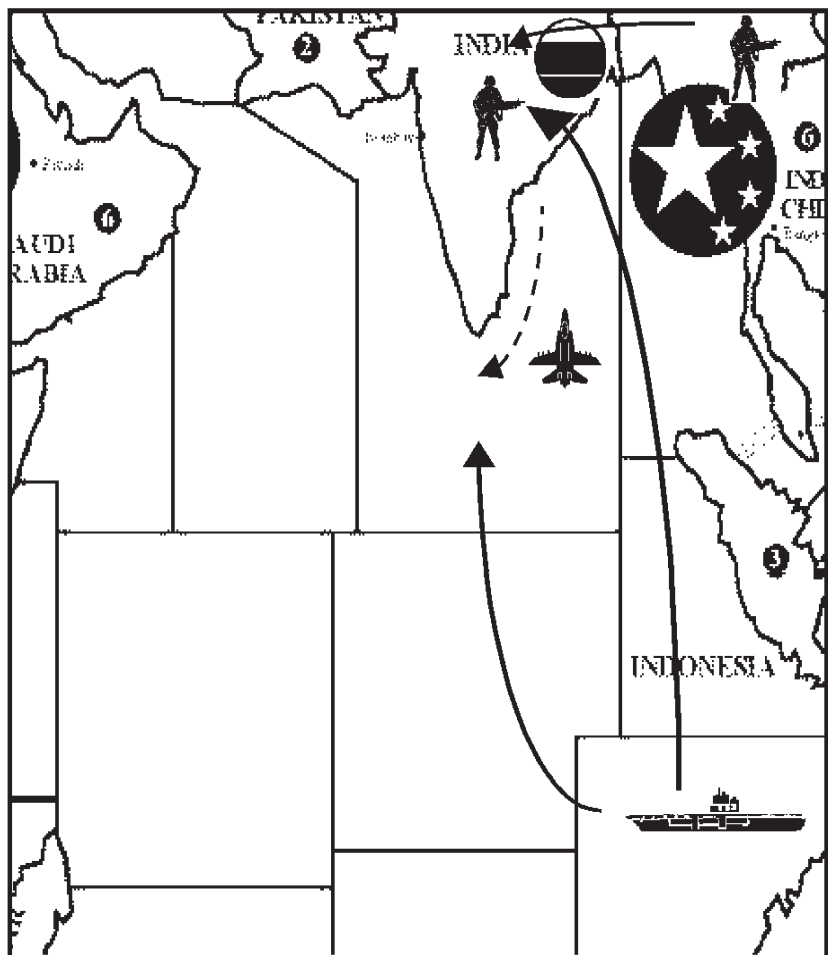
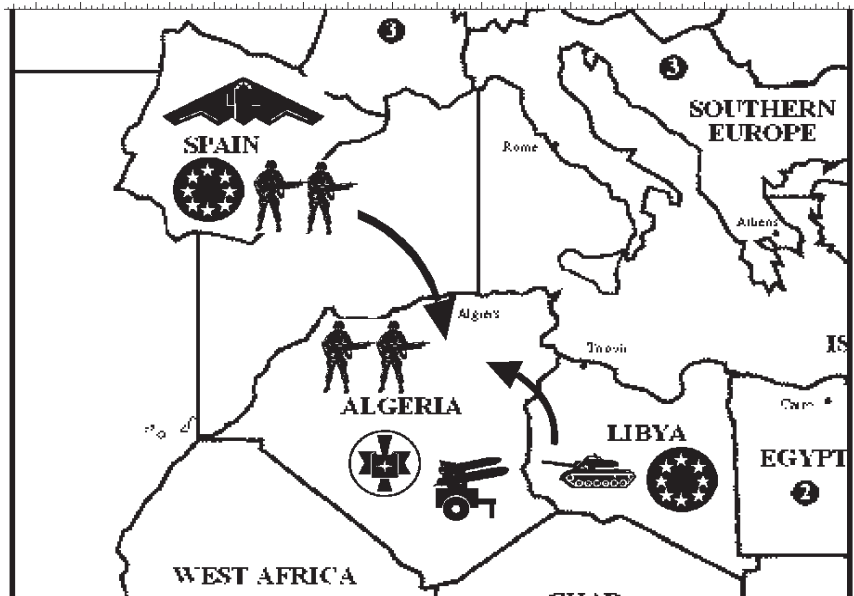
Since Algeria is defended with an air defense unit, the defender will roll for that before the battle begins; 1 die needing a "1" to hit. If it hits, the bomber and both infantry will be removed without a chance to attack.

If the bomber survives, both infantry and the tank can attack in the first round of battle. Starting with round 2, the bomber can attack as well.

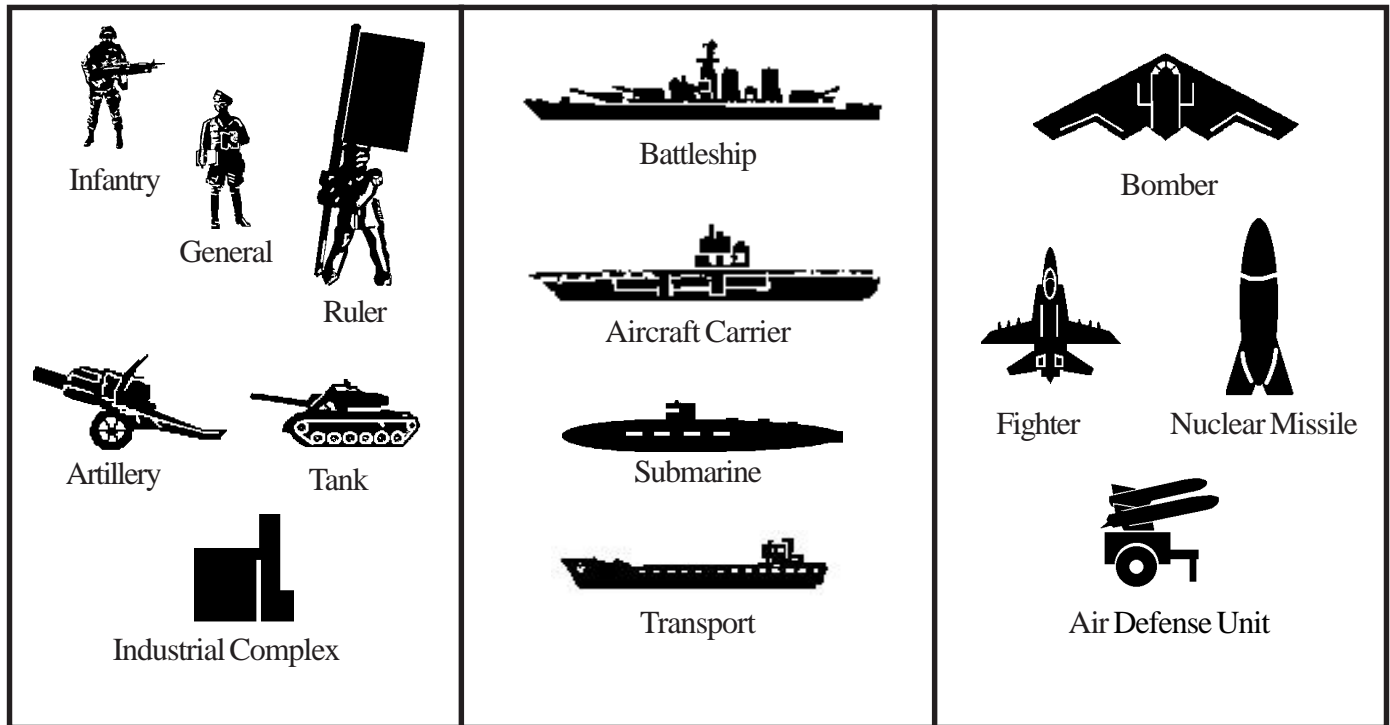
If the defender survives the first round of battle, the AD unit would fire again at the beginning of round 2. Keep in mind the AD unit cannot be hit and is taken over by the attacker if the country falls.

Scenario 5 - Aircraft

Carrier Attack: Communist Fareast launches an attack on India using an infantry unit from Indo China and a fighter that is sitting on an aircraft carrier off the coast of Australia. The fighter takes 3 spaces to reach India and one space to rendezvous to the aircraft carrier's new location.



Appendix B: Units



Appendix C: Optional Rules

Optional Rules:

Free-For-All: A free-for-all game continues until one player defeats all others. With this variation peace treaties and alliances are still allowed, but keep in mind alliances will eventually need to be broken in order for one player to win. While this may sound like a fun way to play, it is highly discouraged as the game rarely ends. Inevitably the weaker players will gang up on the strongest one making victory almost impossible.

Balance of Power Game: If an odd number of people are playing, you may opt for a 2-sided matchup.

If 5 people are playing, the 2-player alliance receives 20 IC's per person; with 7 players, 15 IC's per person bonus for the 3-player small alliance. This bonus is paid out every turn for the remainder of the game. Mark this economic increase on the Production Chart. In addition to the bonus, each player on the small alliance immediately places additional military on the board: 5 infantry units and 4 fighters. Place the fighters on your capital, but the infantry can be scattered throughout any of the countries of your empire; no more than 2 units per country. These military units are a onetime bonus.

The bonus begins as soon as one group of allied players declares themselves the small alliance. For example, say the game has five players and players 1 & 2 have an alliance. They determine that they will be better off fighting alone than picking up one of the other players. They declare that they are the small alliance and begin receiving the bonus.

Declaring a small alliance happens during the movement phase of a player's turn, and, unless all other players are already on an alliance, can only be made if the players have been allied for a full turn.

Index

Air Defense Units.....	8, 22	Land Units.....	7
Air Units.....	9	Limited Attack Round.....	19
Aircraft Carrier.....	11, 22	Money.....	5, 13
Alliance.....	18	Movement.....	6
Amphibious Assault.....	12, 21	Nation Card.....	4
Anti-ballistics.....	17	Naval Units.....	11
Artillery.....	7, 21	Neutral Countries.....	15
Balance of Power.....	23	Nuclear Missiles.....	10
Battleships.....	11	Optional Rules.....	23
Blow-Up Boxes.....	14	Paratroopers.....	10, 22
Board Setup.....	4	Peace Treaty.....	18
Bombers.....	10	Placing Units.....	6
Bridging.....	12	Plastic Chips.....	14
Charts.....	4	Purchase.....	6
Collect Income.....	16	Railway.....	17
Combat.....	6, 19	Research Weapons.....	17
Combat Board.....	4	Rulers.....	8
Complete Victory.....	16	Safe Rounds.....	19
Control Flags.....	4	Small Alliance.....	19
Develop Weapons.....	17	Strategic Bombing.....	17
Encircling.....	15	Submarine.....	11
Fighter Planes.....	9, 22	Super Battleship.....	11
Game Parts.....	3	Superpowers.....	2
Gameboard.....	13	Surrendering.....	16
Generals.....	8	Tanks.....	7
Grace Rounds.....	6, 19	Technology Upgrades.....	17
Industrial Complexes.....	9	Transport.....	12, 21
Infantry.....	7	Treaties.....	18
Land Bridges.....	13	Water Restrictions.....	13