

Caps and Hammers

Greetings Comrade! With the end of the World Wars and success of our Worker's Hammer Revolution, our political ascendancy is here. The decadent Caps will stop at nothing to spread their evil to every corner of the world. We must anticipate their every move, plan how best to use our assets, and discover how our assets combine together, only then will we be able to show the world that in every Situation the Hammers Ideology is the most Prestigious.

Win the game by collecting more Prestige than your opponent. Collect Prestige by winning Situations each round. Win a Situation by exerting more total Influence on it than your opponent. Exert Influence by deploying your Assets from your hand into the Situations on the board. At the end of the round, sum the Influence of each of your Assets on a Situation to determine your total Influence there. Launch your Asset's unique abilities called Operations to help you win Situations.

Win the game if you have more Prestige after all Situations have been fought over.

Components

- 17 Caps Asset Cards
- 17 Hammers Asset Cards
- 12 Situation Cards
- 14 Prestige Cards

Setup

- Sit across from your opponent.
- Decide who plays as the Caps and who plays as the Hammers. Each faction has equivalent decks.
- Shuffle the Situation deck and place it face-down between both players.
- Shuffle your Asset deck and place it next to you.
- Draw two Assets in your hand and keep them hidden from your opponent.
- Place the pile of Prestige tokens between both players.
- Begin the game with zero Prestige.



Rounds

Caps and Hammers consists of three rounds where you draw a hand of Assets and place four Situations, deploy Assets, launch Asset Operations, and win Situations.

Situation Phase

Draw Asset cards until you have a hand of seven Assets. Always keep your hand hidden from your opponent.

Draw four Situations and place them face-up in a line between both players.

Influence Phase

During the Influence Phase, take turns deploying Assets and launching Operations in order to win the Situations in play. Take five turns each every round.

Take the First Turn card and take the first turn of the round if you have more Prestige than your opponent. If you, as the Caps player, have equal Prestige to the Hammers player then take the First Turn card and take the first turn of the round.

Gain Influence on a Situation equal to the number in the top-left corner of each of your Assets. Win Situations by having more Influence on it than your opponent. Notice that many Assets have abilities called Operations. Launch the Asset's Operation to gain it's effect immediately.

Deploying an Asset

To deploy an Asset, take an Asset card from your hand and place it face-down in portrait orientation on your side of a Situation in play. You may deploy one, and only one, Asset per turn. You may not skip your turn. There is no limit to the number of Assets you may deploy to a single Situation. You may always look at your Asset cards, including face-down Assets in play.

Launching an Operation

To launch an Asset's Operation, turn a face-down Asset face-up into landscape orientation. The Operation then immediately takes effect. You may launch as many Operations as you want during your turn, before and after deploying an Asset. You may launch the Operation of an Asset on the turn you deployed it.

There are nine different types of Assets, each with unique abilities.

Note that the term "here" in Asset abilities includes the Asset itself, the Situation the Asset is deployed on, and any other friendly and enemy Assets deployed to the Asset's Situation.

Resolution Phase

Here is an example of what the board might now look like:



Once players have taken five turns each, take these steps:

1. Reveal Hidden Assets

Flip all face-down Assets in play face-up into portrait orientation.

2. Win Situations

Determine your Influence on a Situation by adding up the Influence of your Asset cards there. Gain Influence from your Asset cards regardless of whether or not you launched their Operations. Take into account your Assets' abilities. The written rules of an Asset that aren't its Operation always take effect, but the Asset's Operation must have been launched to have taken effect.

Win every Situation where you have more Influence than your opponent. If both players have zero or equal Influence on a Situation, the Situation is tied and neither player wins the Situation unless otherwise noted.

Total the Prestige value from all the Situations you won and from any other Prestige garnering abilities.

Add the sum of Prestige you won this round and add it to your current Prestige total. Take denominations of Prestige cards to represent your new total. If you run out of Prestige denominations, subtract the lower of the two Prestige totals from both players and return the discarded Prestige cards back into the common pile.

3. Reset

Discard all of your deployed Asset cards into a Asset discard pile. Keep the two Asset cards you didn't use this round in your hand.

If there are no more Situations left, determine the winner. Otherwise, begin the next round at the Situation phase.

Determine the Winner

If you are tied with your opponent for Prestige, Nuclear War occurs and everyone dies.

If you have ten or more Prestige more than your opponent, Nuclear War occurs and everyone dies.

Otherwise if you have more Prestige than your opponent win Caps and Hammers.

Credits

Thank you for playing Caps and Hammers!

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