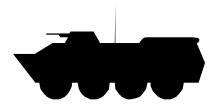


# Armored Personnel Carriers



*By Maximilian S. Bachleda  
modified by Ted Mantuano*

Variant for  
SUPREMACY  
The Game of the Superpowers

## Rules of Play

### Playing Equipment

APCs are color-matched to each superpower. There are 40 miniature APCs, five per superpower

### Setting Up

**Give each player** the APCs color-matched to his/her superpower.

At the start of the game, each player may place one APC on any territory that he occupies. Before placing APCs on the board, each player must secretly write down the name of the territory where he plans to put his APC.

### Stage 1 - Pay Salaries

The players pay salaries of \$10 million for each APC to the bank. If a player does not pay the salaries of his APCs, he must remove them from the board.

### How to Build APCs

Players may build APCs during Stage 6. A player may build any number of APCs on each turn, as long as he has the supplies and money to do so.

**The Cost:** A player builds one APC by removing one grain, one oil and one mineral unit from his supply center. He must also pay \$300 million to the bank.

**Where:** A player must build APCs in his home territories. He may also build APCs in any foreign territory where he already has an army.

**Restrictions:** APCs may not be built in a territory occupied by an opponent. There is no limit to the number of APCs placed in each territory.

### How to Move APCs

APCs can be moved to other territories during Stage 5. There are three ways to move APCs: drive, airlift and convoy.

### Transport units

An APC can carry 3 army units. Treat all embarking/diseMBarking like naval transportation.

### Drive

APCs can be driven to adjacent territories. The cost is two oil units for each territory the APC crosses or enters.

### Airlift

APCs can be airlifted to any territory on the board. The cost is four oil units per APC. APCs may only be airlifted during Stage 5 or Step E of the Conventional Battle Drill.

### Convoy

Each basic navy can carry up to two APCs at a time. The cost is one oil unit for each sea the APCs cross or enter. APCs must board a navy at a port. They may land anywhere during this stage or any subsequent stage 5.

### Combo Sea Lift

Each navy may carry one APC and up to two basic armies. The cost is one oil unit for each sea the APCs and armies cross or enter.

## How to Attack with APCs

APCs can be used during the conventional battle drill only.

APCs may attack opposing armies, APCs and other army units such as tanks. They may not attack or defend themselves from naval units or boomers.

## Targeting Options During Amphibious Warfare

During an amphibious assault, the defender may choose to target the navy. If he targets the navy, he may not add the fire power points for his APC(s) to his total. However; if he targets armies, APCs or other army units, he may add the fire power points of his APC(s) to his total.

## Identify Primary Target

During Step A, both players must identify which army or APC unit they will attempt to destroy first.

## Fire Power Rating Points (FPR)

Fire Power Rating Points indicate the power of a particular type of army or APC. Each "basic army unit" (the cubes which came with your game) has a Fire Power Rating (FPR) of one. The Fire Power Rating for APCs is five.

| Military Unit            | Fire Power Rating Points |
|--------------------------|--------------------------|
| Basic Army Unit (cube)   | 1                        |
| Basic Navy Unit (oblong) | 1                        |
| Tank (miniatures)        | 5                        |
| APC                      | 2                        |

During Step C, the player with the highest Fire Power Rating gets the extra die, not the player with the most armies or navies.

For example, suppose a player attacks with one APC and two basic army units against a defender with two basic army units. The attacker has a Fire Power Rating of four - two for the APC and one for each basic army unit. The defender has an FPR of two - one point for each basic army unit.

## Fire Power Edge Points

During Step D of the Conventional Battle Drill, the player with the highest fire power rating adds one Fire Power Edge Point to his die roll for every three points that his Fire Power Rating exceeds his opponent's FPR.

For example if the attacker has a Fire Power Rating of nine and the defender has an FPR of two, the attacker may add two Fire Power Edge Points to his die roll.

## Kill Points

Kill points indicate the number of points required to destroy a APC or army unit. It takes three points to destroy the "basic army unit" (the cube) which came with your game.

It takes eight points to kill a APC. If an attacker/defender has an APC, the APC may take the damage first, if the owner of the vehicle wishes so. For example, the attacker rolls a seven. The defender has an APC and two armies. Even if the attacker is targeting the armies, the defender can allow the APC to take the damage instead of the armies which would mean that no unit is destroyed.

During Step D, a player may destroy one of his opponent's forces if he has enough kill points to destroy the army, navy, tank or APC.

If a player does not destroy his primary target, then he can not use the points to destroy another target.

Suppose a player attacks a territory containing one APC and three armies and chooses the APC as his primary target. If he rolls a twelve, he destroys the APC and one army. The surplus point is not enough to destroy another army. If he had rolled a seven, nothing would have been destroyed. However; if he had chosen the basic army units as his primary target, then he would have destroyed all three.

## Resist

At Step A of the Conventional Battle Drill, a player may choose to resist, even though he has resources to delete for the battle. In this case he may count the fire power points for his APC(s).

### **Out of Oil - Out of APC**

APCs can not resist if the defender does not have any oil left. The defender can not add the APC's fire power points to his total. If there are no armies in the territory to defend the APCs, then the attacker captures the APCs

### **Amphibious Assaults**

A player may convoy his APCs to the target of the attack during the Conventional Battle Drill.

### **Airborne Assaults**

APCs may not be used for airborne assaults.

### **Other Rules of Play**

#### **Spoils of War**

When a player loses his last home territory, his APCs become the property of the victor.

#### **Buying and Selling Weapons**

Players may sell APCs to the other players for whatever terms agreed to, during Stage 6. The seller must immediately move the APC to a territory occupied by the buyer. The buyer exchanges the APC for one in his own color and returns the seller's APC, which is now out of play.

#### **Winning the Game**

If the game ends in Détente the APCs are valued at \$150 million each.

Rules Relating to Other Expansion Sets

### **Warlords and Pirates**

#### **Weapon Price List**

Only warlords can buy APCs. They will pay \$600 million for each one they are offered. Warlords will sell APCs to the players. They charge \$1.2 billion each.

The maximum number of APCs a warlord can own is five. Warlords can not move their APCs to another territory.

#### **Conventional Attack**

Warlords get an extra die if they have the most fire power points. They always choose the highest value target in the attacker's forces.

#### **Neutron Bombs and Killer Satellites**

When determining the destruction of military assets, one point will destroy a APC.

#### **High-Tech Edge for Conventional Forces**

A player gets a High-Tech Die Roll and Edge points for his APCs if he has the highest army tech level. His APCs also get movement and attack benefits as listed below.

| Tech Level | APC Movement Benefits      |                     |
|------------|----------------------------|---------------------|
|            | Drive                      | Airlift             |
| 1.         | none                       | none                |
| 2.         | none                       | none                |
| 3.         | 1 oil unit per territory   | 3 oil units per APC |
| 4.         | 2 territories per oil unit | 2 oil units per APC |
| 5.         | 3 territories per oil unit | 1 oil unit per APC  |

#### **Unconventional Forces**

##### **Saboteurs**

Saboteurs can destroy a APC. A die roll of eight or more points will destroy one APC.

##### **Biowar and Chemwar**

Biowar or Chemwar weapons can be used to destroy APCs.

The defender may only use his Biowar and Chemwar weapons when attacked by armies, APCs or other land forces.

During an Enviowar attack, it takes eight points to destroy a APC. Therefore only operation Cloud Burst can not destroy

a APC.

Biowar Antidote cards will protect APCs from the effects of a specific plague when using Fortuna. It costs nothing to use the card.

### APC Immunity Benefits During...

#### High-Tech Benefits During Biowar and Chemwar

The following table shows to which weapons the APCs are immune, according to the tech level reached.

#### How Immunity Affects Primary Targets

Each tech level makes a player's APCs immune to certain Biowar or Chemwar weapons. Please refer to the table at right.

For example, suppose a player uses Mustard Gas when he attacks a territory containing one army and one APC at tech level two. The defender's APC is immune but not his army. The attacker chooses the APC as his primary target. Therefore, he must destroy the APC before he can use the Mustard Gas points to destroy the army. The attacker could add the chemwar points to his roll immediately if he had chosen the army as his primary target.

#### Fortuna

Earthquakes, plagues and warlord revolts, affect APCs.

#### Earthquakes

If a APC is in a territory affected by an earthquake and the player does not pay the bank for the damages, then the APC(s) is considered out of play. It must be removed from the board.

#### Diseases

When a plague breaks out in a territory occupied by a APC, the APC is not destroyed, but just disabled according to the roll of the die. Follow the instructions on the card. If the card says to remove one army for every two points, then the same number of points will disable a APC. The cost to repair a APC is \$50 million.

If there were armies in the affected territory, then they are removed first. Any surplus points can be used to disable APCs. For example, suppose the Black Plague broke out in a territory that has one army and one APC. If the die roll is five, the army is destroyed and the APC disabled. The first player to occupy the territory with an army or APC may capture the disabled APC. The APC must be repaired before it can be used. The cost is \$50 million.

#### Warlord Revolts

A player may send an APC to stop a warlord revolution. If a warlord successfully revolts, he gets any APCs that were located in his territory when the revolution started.

#### Tech Level

#### Biowar

#### Chemwar

1

Small Pox

Cyanide

2

Small Pox  
Yellow Fever

Cyanide  
Mustard Gas

3

Small Pox  
Yellow Fever  
Botulin A

Cyanide  
Mustard Gas  
Phosgene

4

Small Pox  
Yellow Fever  
Botulin A  
Black Plague

Cyanide  
Mustard Gas  
Phosgene  
Prussic Acid

5

Small Pox  
Yellow Fever  
Botulin A  
Black Plague  
Anthrax

Cyanide  
Mustard Gas  
Phosgene  
Prussic Acid  
Nerve Gas