

2 PLAYER RULES

Special Thanks to Ric Van Dyke

The theme of the two player game is the invasion of the Soviet Union. A dummy player begins the game with control of the USSR Territories and Territory Bonus and defends the cards in the Territory Deck against the players using only the Support Unit cards that have been pulled from the Battle Deck.

The primary difference in a two player game is the dummy player. The dummy player defends the Territory Deck by playing Support Unit cards one at a time on its turn. The second difference is that battles are always fought over the top card on the Territory Deck. Players may not attack each other as they can in 3+ player games. The dummy player also begins the game with the USSR Territory cards and Bonus.

Note: The dummy player is immune to all Special, Icon and Event card effects.

GAMEPLAY

Before you begin, remove all Support Unit cards from the Battle Deck and set them aside in their own pile. Remove all USSR Territory cards from the Territory Deck and the USSR Territory Bonus card.

Shuffle the Battle Deck, Territory Deck, Event Deck and the separate pile of Support Unit cards and place them all face down in the center of the table. Place the Support Unit card pile and the USSR Territories and Territory Bonus cards next to the Territory Deck. The dummy player will make bids with the Support Unit cards only and apply the USSR Territory Bonus to their bid.

Deal six cards to both players as you normally would. Flip over the top card on the Territory Deck. This will be the card that you will fight for this battle. Unlike the regular 3+ player game you will never attack each other. Each battle will be for whichever card is on the top of the Territory Deck.

Next, take the top card from the Support Unit pile and place it face up next to the face up Territory card. The dummy player

uses the higher "D" value on the card and applies the +1/card USSR Territory Bonus. This will establish the opening minimum bid.

The player to the left of the dummy player goes first, drawing one card from the Battle Deck to begin their turn. Next they make their bid. They must exceed the value of the dummy player's bid by at least one point in order to continue. If they choose not to or are unable to they may instead withdraw. The withdrawing player takes one card into their hand from the Battle Deck. They may no longer participate in the battle once they have withdrawn.

The second player must then beat the highest bid by at least one point. They draw one card from the Battle Deck to their hand to begin their turn. They may then choose to either bid or withdraw.

Once the second player makes their bid the dummy player flips over the next card off the top of the Support Unit card pile. The dummy player will only play one card at a time. If the value of the cards in the dummy display are not higher than the either player's bids, the dummy player is eliminated for this battle. Otherwise the bidding continues until the players have either both withdrawn or only one remains. The winning player takes the Territory card into their display as well as the Territory Bonus card (if applicable).

If neither player wants to outbid the dummy they may withdraw as normal. If the dummy player wins the round they receive no awards or Territory cards. They have simply defended that Territory. The next battle will be for the same Territory Card.

The next round starts as before: a new Territory card is flipped face up on the Territory Deck and the dummy player plays the top card from the Support Unit card pile to create an opening bid. The winning player goes first. If the dummy player won the previous battle, the player to the left of they dummy plays first.

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VICTORY CONDITIONS

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Victory conditions are the same for the two player game: 2 of a kind or 3 of any Territory Card.