

Secret Weapons of the Third Reich

Important note - Technology Colours

Projects have a weapon Technology colour (bottom right of card) any Technology cards such as gyro, transformers, etc. assigned to a project must share the same colour. If a Technology card has multiple colours only one need match with the project. Some upgrades change the card to a different tech e.g. Long-range batteries upgrades to U-Boat hull. The colours on different sides of a Technology card are not always the same e.g. the Nazi Bell.

Card Drafting

Check the year and shuffle into the deck any cards marked with that year.

Draft number of players plus one. Start player picks card and passes to second player.

If the remaining card is a bombardment or mandatory card remaining card is retained for resolution, by the start player. If this remaining card has a condition that cannot be met this turn it is discarded in the clean-up step.

Funding

Approved projects collect funding based on value in top middle of card. See table on page 7.

Any player with less than three resource (worker) cubes can draw to make up to 3.

Likewise if player has no scientist then draw a scientist cylinder.

At end of funding may swap three workers for a scientist and vice versa.

The worker and scientist count are fixed at what is provided in the box.

Planning

This is the phase where all the placement of resource worker (cubes) and scientist (cylinders) are placed onto stages 1 to 6 of the board. Planning is conducted in strict phase order and player order within that. No retros.

Resource (worker) cubes placed on stages 1,3,4,5 are a cost and returned to the Reserve. Cubes and cylinders on 2 are returned to the players pool at the end of Research/Recruit step likewise for any cylinder on step 6-Develop.

When placing on the Research/Recruitment track (stage 2) a recruit operation may only be performed if the research operation on that space has been performed. The caveat is that if the space on the Tech Track is empty due to an inability to populate it in the clean-up step due to a shortage of tech and project cards the recruitment operation may still occur.

Event cards marked free action or mandatory do not require the holder to plan an Event action (stage 4) with the associated worker cost.

Deals

Deals may be made during Planning. Can exchange Resource cubes, Scientist cylinders, unplayed Event cards and Technology Cards. Project Cards can be never traded.

Any transaction event that players agree is to occur after the current planning phase closes is non-binding and may be welched upon.

Any transfer requires a clear path on the board between projects. There is no Additional Move Cost on these transfers. Any unplayed event cards which are transferred do not require a path.

N.B. Cylinder placement, or passing, by the last player in turn order on Step 6-Development signifies the end of the planning phase.

Requisition

The cube used to plan this is a cost and returned to the Reserve. Only one requisition attempt may be made by a player on his turn. Attempts are conducted in player order with no retros for obvious reason.

One nominated project of the current player may attempt to steal from another players project.

The colour of at least a Technology card in the projects must match that of the stealing projects and a path must exist between the two projects.

Acting loyalty minus target loyalty +/- spaces between the two project types on Himmler's favour track plus 1D6.

If a weapon cube is moved the corresponding VP must be moved between the players too.

See table and huge caveat in the rule book on page 9.

Research

In Technology track order players take the Projects/Technology cards they have placed cubes and cylinders against. When a project is received take the resources listed in the Provides box seen at the top middle of the card.

Any received Technology card must be immediately assigned to a project of matching colour. If a Technology card cannot be taken as the player no longer has a project of the matching colour the Technology card is left on the track or put on the bottom of the Technology Deck pile, at the player's choice.

All the cubes and cylinders used to research are assigned to a project(s) at the end of the R&R Phase.

Recruit

In Technology track order players take the resource tokens they have placed cubes and cylinders against.

All the cubes and cylinders including those used to recruit new resource tokens are immediately assigned to a project(s) at the end of the R&R Phase.

The player now has the option to place one of his Technology cards onto the empty slot on the Technology track and gain one extra additional resource matching one of the resource types he has just gained.

Move

This action applies to Projects, Technology cards, and the cube/cylinder resource tokens.

The cube used to plan this is a cost and returned to the Reserve. This one cube paid allows any number of move actions to be conducted.

The Move action is typically used to get a project, or more accurately the projects numbered disk, that has completed all the required research from a green development site to a grey factory site, so it can produce the projects weapon.

Project and Technology cards may have an Additional Move Cost printed on them at the top left corner. This Additional Move Cost may be paid by the source or destination project or a combination of both. A valid path must exist between target and destination.

Any Technology card with a movement cost of n/a (such as the atomic reactor) and its parent project cannot move.

Play Event

If there is a card remaining from the draft it is resolved here by the first player along with any required events for the current year.

The cube used to plan this is a cost and returned to the Reserve. Mandatory and Free action cards are an exception to this cost. Mandatory must be played if the conditions on the card are satisfied. Any played cards with the Bombardment symbol remain in front of the player who played them to have their bombing run resolved in the bombardment step. This player must now co-operate with the other players, so project requirements can be fulfilled in the Develop stage using other players' projects and the other players must co-operate with him. This also applies if the first player has to play a Mandatory card left over from the Drafting Phase and it has a Bombardment symbol then that will also instigate co-operation.

Some event cards such as the V3 create a project. When played the Project enters play as Approved, requiring a Plant disk on the map & event card. Adjust Himmler Favour marker one space as per the rules. If no project disk pair is free the event card cannot be played

Production

The cube used to plan this is a cost and returned to the Reserve. Completed projects on Factory sites (brown back ground) may produce weapons. The cost of a project producing a weapon is one worker. Place one white weapon cube on the project, advance the weapon count track and award the player a VP. The project is finished (exception the V2). The Technology cards on the project will be available for redeployment in the Clean-up step if they are not bombed to pieces in the bombardment step.

Develop

This is the core part of the game as it controls the scientific effort assigned to Projects and Technology Cards in moving them from Proposed blue prints to Finished projects with weapon production.

Project :

Active or complete (but not finished) projects must be on a research site (green) to be developed. The exception is U-boats which will be on the blue U-boat pens.

Projects in the proposed state, therefore in Berlin or Wewelsburg, may be developed to the Approved state.

A project may have a dependency on another project. e.g. Lvl-1 rocket. This dependency can be met by the players own projects, common benefits or they may ask for access to another player's completed (including finished) projects. The other player may refuse access unless mandatory co-operation is in effect due to a bombardment card.

- approve: must meet all requirements which are normally cubes and cylinders. Assign the project a pair of disks. If no project disk pair is free the project may not be approved. The Project gets a free move to a development (green), or factory (grey) site if no development sites, respecting stacking limits. Place one disk on the site and the other disk of the pair on the Project card.

U-boat projects move straight to a U-boat pen (blue) where both development and production occur.

Adjust Himmler's favour towards that weapon.

Mission Projects do not have a disk/site requirement when flipped to approved; just award the VP and place any common benefit marker e.g. The expedition to Tibet.

- complete: meet requirements such as gyros, propulsion systems and pay the cubes/cylinders cost returning them to the Reserve rather than the players pool.

If this project does not produce a weapon, then it is finished and its tokens and Technology cards will be available for redeployment if they are not bombed to pieces in the bombardment and advancement step.

Put scientist on the VP marker on the project card (that scientist is stuck there till game end or destruction of the project) and award the player the VPs. If there are no scientists in the Reserve it must come from the players pool or an active project.

Subject to having the available resources a project may undergo multiple Development stages in a single turn. It will not be able to produce a weapon for the project in the same turn as the production phase has already passed.

Technology card:

Counter intuitively, an unapproved project sitting in Berlin or Wewelsburg may have its Technology card(s) upgraded or downgraded during the Develop stage.

- upgrade: pay cost to flip the lighter side to the darker side and possibly changing the weapon colours on the card.

Should the upgraded Technology card colour no longer match it, is allowed to stay with that project in breach of the normal rule. If the upgrading card has a Weapon Cube symbol then play a white cube on it and gain 1VP. Move Himmler's favour towards that weapon colour.

- downgrade; no cost to flip back to lighter side. Loose 1VP if the card had a Weapon cube on it. Himmler's favour remains unchanged.

Return the Scientist cylinder used to plan the Develop step is returned to one of the player's Projects.

Note that event cards that mimic a project, such as the V3, are treated exactly the same as normal project cards in respects of approving (along with the free disk pair constraint), completing, producing and finishing.

Bombardment

If turn 3+ the first player must resolve a game mandated bombardment step.

Starting with the first player the player conducts bomb runs required by any event card(s) they have played this turn.

It may happen that you must bomb your own project as it the only active site in range of that year's bombers.

Player selects a target that can be reached by that year's bombers and conducts the run according to the table on page 14. All projects in a targeted site are attacked with each getting their own die roll.

An active dev/factory or U-boat site must be targeted if possible. If no active sites are in range than no runs are conducted.

Advancement

Cover areas marked with Soviet or Allied symbols for the current turn year.

Overrun projects are lost (return Project and Technology cards to the box) along with their weapon cube (decrement weapon count track) and the player loses any VPs from the project plus an additional one if a weapon cube was lost. The scientist cylinder acting as that project's VP marker on an over run site is returned to the reserve. On the turn that the Death Ray was completed one placement of one advancement counter may be delayed till the next year. Various event cards may impact on Advancement.

Actions occurring immediately after the Advancement step

For any finished projects (not the V2 as it may produce a weapon cube per turn once completed so is not removed unless overrun) do the following: move the finished project card to the side of the player's play area with the cylinder marking the VPs circle and any weapon cube remaining on that project card, remove project plant discs from map and project. Redistribute Technology cards to your own or other players projects (assuming they agree). Weapon colours must match, path must be traced but there is no move cost of any kind. If cards cannot be redistributed they are placed on empty slots in the Technology track; if no empty slots exist, they are discarded to the bottom of the Technology Deck.

Clean Up.

If a player has no active project card - i.e. he has no project card, or all his projects are Finished - then he does one of the following in order of precedence:

- choose any one Project currently on the Technology Track assuming one is available.
- draw cards from the Technology Deck until a project is drawn. The Technology Deck is then reshuffled.

Upon obtaining the new project card the player then immediately receives any resources listed in the cards "Provides" and assigns them to a Project pool.

This procedure may apply to multiple players and if this situation occurs it is conducted in turn order.

Once this procedure has been completed for all eligible players progress to refilling the Technology Track.

If there is a Technology card in the bottom slot of the Technology track it goes, for free, to the player last in the turn order. There must be a project of a matching colour to receive it. If not, it is discarded to the bottom of the Technology Deck. Slide the cards on the Technology Track down. Refill any empty spaces on the Technology Track starting with the top space and work downwards. If a Theory card (space mirror or such) is revealed give it to the player with that project; otherwise find the project in the Tech Deck and place both cards as a pair onto the Technology Track, shuffle the Tech Deck and continue filling the Technology Track.

A player may Redistribute Worker cubes, scientist cylinders and Technology cards amongst projects in whatever order they want to achieve optimal results. A valid path must exist between projects and any Additional Move Cost is waived. (The actual Project cards may only move in the Move step, not here).

Order of Play

In reverse player order each player now picks where they want to be in the order of play next turn.

Update Board

Check for victory conditions.

Check for fulfilled Common-Goals (U-boats, Expedition to Tibet, etc.)

Move year marker on to next year. Take new year's extra event cards out of the box.

Remove the disk covering the Research or Factory sites that become available in the new year.