

## Actions

- you may activate **up to 2 Spies** **before or after** resolving any card of your **own colour**

- 2x any amongs : Influence, Investment, Spy
- 3x Investment in 0-1 *Worth* country
- Technology Research
- Build a Military Unit
- Deploy Nuclear Weapon
- Remove an Occupied Marker
- Resolve an Aggression
- **Soviet** occupies a **Soviet-aligned** country : +1 *Occupied* & +1 *Money Owed*

## Investment - any country :

- place 1 *Investment* (cancel each other with an enemy one)
- **once** per country, you **may** spend the just placed *Investment* :
  - remove this *Investment* & 1 *Unrest*
  - **more** than **once** if **US** in a **Democratic** country
  - **once** per turn **after all** *Investment* have been placed :
  - use the just placed *Investment* to improve the country
  - 2d6 + #*Investments* - leftmost marker modifier
  - **6+** : remove **all** *Investments* and the *Trade / Destruction*

## Influence - not in *Civil War* :

- success on **6+** (pure 1-2 is a failure)
  - +1 per *Investment*
  - +1 if same government **or** adjacent to a *fully aligned* country
- on **failure** : **may once** exhaust 1 *Spy* in the country to re-roll
- on **success** : remove 1 friendly *Investment*
  - place 1 *Influence Cube* (cancel each other with an enemy one)
  - **or may** if *aligned (fully aligned if Occupied)*
    - replace government with yours
    - place 1 *Unrest*
    - remove any *Occupied*

## Spy - any country :

- place **or** move 1 **if** none in the *force pool*, **may** be activated this turn

## Technology Research :

- place 1 *bunker* into your *force pool*
- **or** place 1 *Tech* cube in a technology
- **after any** of the above **Research** actions (regular or free)
  - **if** *Supercomputer* : +1 *Tech* cube : if 2 remove and place 1
  - **if** *Silicon Transistor* : place 1 more *Tech* cube in a technology
  - **when US** completes a technology : place 1 *Tech Theft* in the box
  - if 2 remove and roll to place 1 on the map (**Soviet** chooses) max 2 *Tech Theft* in a country (if not possible, it's lost)

## Build **Military** unit - from your *force pool* :

- construct 1 *bunker* move it back into the *bunkers* box
  - remove 1 *Unrest* from your *homeland*
  - remove 1 enemy *Strategic Weapon* from the box
  - **or** place 1 non-Army into the *Strategic Weapons* box
  - **may** be used to cancel an enemy *Strategic Weapon* instead
  - **or** place 1 *Army* into a *Civil War*, *aligned* without enemy *Army*
  - **US** places 1 *Unrest* in *homeland*
  - on 1d6 3+ : add 1 *Tech* cube in *Land / Air* technology

## Deploy **Nuclear Weapon** - in *Allied* country :

- grants 2d6 to MAD roll to prevent aggression
- **if** the government changes to the enemy :
  - remove *Nuclear Weapons* from game
  - place 1 enemy *Influence* within 2 spaces of the country
- **if** mutual *Nuclear Weapons* within 2 spaces of *homeland* :
  - remove 1 for 1 now (do not care about SLBM)

## Remove **Occupied** marker - any country : facilitate gov change

- remove 1 of its own *Occupied* marker
- **Soviet** add 1 *Reform* cube

## Spy Actions :

- 1d6 / 2d6 from adjacent / same country
- **Soviet** Suppress *Unrest* in **Communist** country : **5+** - 1 *Unrest*
- **Soviet** Steal *Technology* : **6+** - 1 *Tech Theft* per success
  - +1 if *Unrest*
- 1 *Tech Theft* ⇒ 2 cubes in 1 *Tech* (ony 1 in Farming / Industry)
- **US** Secure Secret : **5+** - 1 *Tech Theft* per success
- **US** Remove *Trade Item* : 2d6 : **2x4+** - 1 *Trade Item*
- Place *Unrest* : **6+** place 1 *Unrest* per success
  - **not** in *Civil War*
  - +1 if 0-1 *Worth* country with *Unrest*
  - **US** *Spy* in **USSR** **may instead** place 1 *Reform* cube
- *Counterintelligence* : **6+** - 1 *Spy* per success
  - country with *Spy* and not the enemy government
  - +1 **if** more than 1 *Spy* in the country
  - +1 **if** **Communist** / Authoritarian country

## Markers

- Government :
  - +1 place *Influence*
  - prevents *Spy Counterintelligence* & enables MAD roll
- Influence :
  - needed to change government
  - protects against *Influence* shift in *Coup & Aggression*
- Investment :
  - remove *Unrest, Destruction*
  - +1 per *Investment* in *Influence* placement & *Civil War*
- Unrest :
  - leads to *Homeland Crisis* and *Coup*
  - +1 *Steal Technology* & *Place Unrest*
- Occupied :
  - is replaced by an *Army* in *Civil War*
  - prevents / harden government change in *Coup / Influence*
  - prevents minor *Aggressions* & enables MAD roll
- Spy :
  - re-roll in *Influence* placement
  - +1 in *Civil War* & *Counterintelligence*
  - *Army* : +1 +1d6 & prevents enemy victory in *Civil War*

## Aggression

- target country must be adjacent to an *Allied* country
- *minor* aggression **only** against a **not Occupied** 0-1 *Worth* country
- **US** aggression : place 1 *Unrest* in *homeland* (2 if *Major*)
- **Soviet** aggression : place 2 *Embargo* in *Western Trade* box (3 if *Major*)  
**US** gains a free *Remove Trade Item* action (do not exhaust the spy)
- **MAD** roll **if** target is *Occupied* **or** has enemy government :  
(**Soviet** needs the Atom Bomb)
- defender rolls 1d6 (2d6 if *Nuclear Weapon*) vs *Nuclear Balance* :
  - on success : no aggression
- 2d6 (max +/-2) :
  - + Aggression modifier (*Conventional Balance*)
  - +1 **if** target in *Civil War*
  - -1 **if** through sea connection without *Naval* advantage
  - -1 per 2+ *Worth* adjacent enemy government country  
ignore sea connections **if** *Naval* advantage
  - *Superpuissance* with *Naval* advantage **may** after roll :
    - add a -1 DRM
    - add 1 *Unrest* to *homeland* on 1d6 1-3
- **1-3** Failure :
  - +1 *Unrest* in target country
  - +1 *Unrest* in aggressor's *homeland* (+2 on modified 1)
- **4** Political Success :
  - shift *Influence* 1 step towards aggressor
  - **or** place 1 *Unrest* and 1 *Investment*
- **5** Success :
  - set to aggressor government
  - shift *Influence* 1 step towards aggressor
  - place a *Destruction* over the rightmost factory
  - **if** *Civil War* place an *Army*
  - **else** place an *Occupied* **if** none
- **6** Blitzkrieg :
  - same as Success
  - **and may** continue same level aggression from target country **without** adding *Embargo* or *Unrest*

## Coup

- Neutral country :
  - set to 1 *Unrest* (keep *Occupied*)
  - **if not** *Occupied* :  
remove any government marker (revert to map default)
- **else** :  
DRM -1 **if** **US** *Occupied* +1 **if** **Soviet** *Occupied*
- 1d6 : **1** : +1 **US** *Influence* **5-6** : +1 **Soviet** *Influence*
- Aligned country : 2d6
  - **1-3** Armed Conflict
    - **if** *Occupied* **or** *Worth* 2+ :  
set to 1 *Unrest* (keep *Occupied*)
    - **else** +1 *Civil War* +1 *Destruction*
  - **4** Strongman / Puppet
    - set to 1 *Unrest* (keep *Occupied*)
    - shift *Influence* 1 step towards rebels
    - set to **Authoritarian** government **unless** *Occupied*
  - **5-6** Success
    - set to 1 *Unrest* (keep *Occupied*)
    - shift *Influence* 1 step towards rebels (2 steps on a 6)
    - set to rebel government **unless** *Occupied*

## Civil War

- gov is : *government* ⇒ *Influence* ⇒ *Occupied* ⇒ **US**
- replace any *Occupied* with 1 *Army*
- each side rolls 2 + #*Army* d6 (+3 max DRM) :
  - +1 per *Army*
  - +1 per *Investment*
  - +1 **if** has *Spy*
  - +1 **if** 3+ *Civil War* markers (rebels only)
- **6+** is a **Hit**
- remove all *Investments*
- **may** withdraw all *Armies* (-1 **Hit** opposing side)
- - 1 *Unrest* to the *Army's homeland* / **Hit** (even **if** withdrawn)
- **if** 0 rebel *Army* at the start of the *Civil War* :
  - -1 *Civil War* / **Hit**
  - gov wins **if** 0 *Civil War* left
- **if** 0 gov *Army* at the start **and** 1+ *Civil War* **and** 1+ rebel **Hit** :
  - rebels win : set to **Authoritarian** government
  - **else** no winner:
    - **if** no gov **Hit** : +1 *Civil War* (max 3)
    - **if** there is a winner :
      - remove all *Civil War* markers
      - replace any *Army* with 1 *Occupied*
      - set to 1 *Unrest* (keep *Occupied*)
      - set to at least *aligned* with the **winner**
      - **unless** gov was set to **US** by default, winner gets :
        - +1 *Progress*
        - +1 *Progress* **if** winner's *Army* was present at the start

## Civil War

- Army : prevents enemy victory (*Occupied* → *Army* → *Occupied*)
- DRM :
  - +1 **if** 3+ *Civil War* markers
  - +1 **if** any *Spy*
  - +1 per *Investment*
  - +1 +1d6 per *Army*
- **if** gov wins : set to at least *aligned*
- **if** rebels win : set to **Authoritarian**

## Coup

- Unrest + Occupied : leads to *Coup*
- Influence : minimize *Influence* shift towards rebels
- Occupied : prevents government change
- shifts *Influence* towards rebels & replace government

## Aggression

- Influence : minimize *Influence* shift towards aggressor
- Government : enables MAD roll to prevents *Aggression*
- Occupied : prevents minor *Aggression* & enables MAD roll
- Nuclear Weapon : **2d6** in MAD roll
- Naval Balance : **may** weight heavily
- shifts *Influence* towards aggressor & replace government

## End Of Turn

- turn 4+ : check for **Sudden Death** delta 3+
- advance the *Turn* marker
- **Soviet** :
  - roll for the *5 Year Plan*
  - roll for a new *Tech Theft*
  - roll for *Leadership* change
  - add *Reform* cubes to the *Freedom & Reforms* track
  - **may** exhaust *Spies* in the **USSR** to remove *Reform* cubes
  - remove 1 *Embargo* marker from the *Western Trade*
  - roll for a new *Trade Item* into the *Western Trade*
- **US** :
  - move the *National Debt* track marker 1 space to the right
  - roll for the *President*
  - reset the *Civil War* track
  - flip all *Spies* to unused
  - if no *SLBM* add 1 *Unrest* / enemy *Nuclear Weapon* (without flag) within 2 spaces of your *homeland*
  - remove discs on *Codebreaking*
  - place 1 *Tech* cube for *Mainframe Computer*
  - discard then reassign *Intelligence Assessment* re-roll markers
  - reconstitute deck with : *Turn*, *Cycle* and *Oil Production* cards

## Nuclear Balance

- a built *Strategic Weapon* goes into the *Strategic Weapons* box
- **or** is used to cancel another one :
  - Bombers ⇒ Bombers
  - ICBM ⇒ ICBM or Bombers
  - SLBM ⇒ SLBM, ICBM or Bomber
  - MIRV ⇒ MIRV
  - Mobile Missile ⇒ Mobile Missile
  - Bunker ⇒ any
  - the UK Nukes is considered a Bomber
- **may** limits *Aggression* via MAD roll

## US Specific Rules

- National Debt :
  - end of turn : shift once right
  - **may** at any moment shift left and add **US Debt Money**
- President :
  - end of turn : 2d6
  - -1 per *Unrest* in **USA**
  - +1 **if** **US** is losing
  - place 2 discs
  - on double 1, 2 or 3 *President Assassination* :
    - +1 *Unrest* in **USA**
    - re-roll 1 die and place only 1 disc
- US Oil Thirst :
  - 1 card turn 5 cycle
  - **if** **USSR** Oil Price is 2\$ or 3\$ :
    - +1 *Unrest* in **USA**
    - sum Oil *Worth* of countries not *aligned* with **USSR**
    - **if** less than the Oil value show on the turn track :
      - per short : shift *Debt Track* left **or** +2 *Unrest* in **USA**

## Conventional Balance

- is influenced by technologies & *The Red Army card*
- limits *Aggression* and sets *Aggression* DRM

## Naval Balance

- is influenced by technologies & **USSR** control of *Waterways*
- **may** weight heavily on *Aggression*

## Intel Assessment

- is influenced by technologies & *Geographical Objectives*
- differential grants re-roll markers
- any 1 die may be re-rolled except for end of turns die rolls

## Soviet Specific Rules

- Soviet 5-year plan :
  - end of turn roll : codebreaking does not count
- Soviet Oil Production :
  - end of turn : add 0-2 *Oil Production* card to the deck
  - when drawn : add *Oil Money* if *Oil Price* is > than \$1
  - *Soviet Oil* card turn 2 cycle : improve production
- Western Trade :
  - end of turn roll
  - can be bought with *Oil Money* or *Military Export* cards
- Soviet Leadership :
  - end of turn roll
  - 1d6 + *Leadership* and *Freedom & Reforms* DRMs
  - add 0-4 cubes into the *Reform* track
  - **if** *Progressive* : remove all **Soviet Occupations**
    - cannot reoccupy countries
- Freedom & Reforms :
  - -1 *Unrest* : **Soviet** may remove 1 *Unrest* anywhere
  - + *Unrest* : **USA** may place them in **USSR** or any **Communist** country adjacent to the Ukraine
  - Waterway : +1 Naval Balance per **Soviet**-allied country
  - Interceptor : +5+ remove 1 built **US Bomber**

• **neutral** country : 0 *Influence* cube

• **aligned** country : 1 *Influence* cube

• **fully aligned** country : 2-3 *Influence* cubes

• **allied** country : same *government* and at least *aligned*

• **worth** : sum of visible *Factory* values

• *allied* countries **not** in *Civil War* earn you factory *Worth*

• **money owed** : must always be paid back **first**

• **homeland crisis** : **USA** or **USSR** with 3+ *Unrest*

• **US** must place *Investment* to remove *Unrest*

• **Soviet** must place *Investment* **or** use *Spy* to remove *Unrest*

• **Geographical Objectives** :

• lose 1 *Intel* per country *Allied* to the enemy

• **USSR** +1 *Reform* cube per country at the end of each turn