





## Contents

Historical Introduction	3	5.0 The Victory Progress Tracks	24
1.0 Game Overview	3	5.1 How to Win	25
		5.2 Geographical Objectives	25
		5.3 Waterways	25
		5.4 END of Turn Sequence	25
1.1 Components	3		
1.2 Overview & Turn Structure	4		
1.3 The Map	5	6.0 Comparison of the belligerents	26
1.4 Player Mats	5		
1.5 The Counters	6		
1.6 The Technology Research chart and Strategic Outlook chart	6	7.0 The SOLO Bot	26
		8.0 Interactive Example of Play	27
2.0 Core Concepts	7		
2.1 The Card Deck	7		
2.2 Unrest	8	9.0 Scenarios	34
2.3 Money	9		
2.4 US National Debt:	9		
2.5 Money Owed	10		
3.0 Game Play	10		
3.1 Spies	12		
Events as a Result of Game Play	14		
3.2 Investment Mini-actions	14		
3.3 Coup	15		
3.4 Civil War	15		
3.5 Armies	17		
3.6 Aggressions	17		
4.0 The President	18		
4.1 Soviet 5-year plan	19		
4.2 Western Trade	19		
4.3 Soviet Leadership	20		
4.4 Soviet Freedom and Reforms	20		
4.5 Technology Development	21		
4.6 Tech Theft	22		
4.7 Deployment of Nuclear Weapons	22		
4.8 Strategic Weapons & Nuclear Bal.	23		
Duck and Cover? - Bunkers	23		
4.9 Intelligence Assessments	24		





## Historical Introduction

At the close of 1945 the world rejoiced with the end of World War Two and the destruction of the German and Japanese war machines. The US & Soviet occupying forces, at first so eager to meet, now eyed one another suspiciously across the border.

On both sides secret war plans were studied, and within a year Sir Winston Churchill delivered his famous speech: "From Stettin in the Baltic to Trieste in the Adriatic an iron curtain has descended across the continent."

The lines had been drawn and any pretence of post-war cooperation vanished to be replaced by mutual distrust. The Soviets rushed – through both research and espionage – to develop their own nuclear weapon. Meanwhile uprisings were crushed in the Baltic states and in the Ukraine amidst a terrible famine.

***This is where the game begins, and you take command.***

*2 Minutes to Midnight* is a playable simulation (or historical game if you prefer) of the Cold War from the end of World War Two to the early 90's when historically the Soviet Union dissolved.

Your task as the American player is to paint the world in red, white, and blue – ensuring Europe remains free, and spreading democracy into every corner of the world – but especially the bits with lots of oil and significant economies.

As the Soviets you must win the Cold War outright or hold on long enough and try to eke out a win by clinging to power. The fall of the USSR was not inevitable. Maybe it was likely that it would eventually fall, but without Gorbachev – the great progressive – a harsher regime could have held on to power for longer and perhaps even evolved into China-style communism with strong trading ties to the international community.

Alternatively, a harsher regime might have

held on grimly in relative poverty for another decade while brutalising the people and threatening annihilation... Let us see if you can do better than history!

*Throughout these rules, blue text is designer commentary, not rules.*

## 1.0 Game Overview

The game is for one or two players with the full 'campaign' game taking 6-7 hours. There are 1, 2 and 4-hour scenarios covering every period of the Cold War.

One player will play the USA and one player the USSR. You can also play solo either with the included solo 'bot' which can automate either side, or by the old-fashioned way of playing both sides at the same time and taking the best move you see.

The objective of the game is to gain factory symbols in countries marked with your own colour government and your own cube. The number of factories gained or lost is adjusted on your victory progress track. When the marker on the track gets to the star or hammer and sickle symbol, you gain a star or hammer and sickle, which is how you win the game. [5.1] for full details on how to win.

*There is no strategic nuclear exchange modelled in the game – it would be quite unlikely that anyone involved in such a thing would consider themselves a 'winner', so I made an early design decision that would not happen.*

## 1.1 Components

Map 34"x22" game map (1)

Technical board 18" x 22" (1)



Cubes (40 red, 40 blue, 40 black)

*These represent influence - the will of the ruling class, judiciary, or the people at large*





# 2 MINUTES TO MIDNIGHT



Plastic Discs in Red, Yellow and Blue (45)  
*These are markers for tracks and displays, and you can see the track at the same time.*



Wooden discs in Red, Blue and Grey (35).  
*These represent government types. If there is one on a country then it has that government instead of its printed government.*

Counter sheets (3)  
 Rulebook (1)

Scenario Setup Sheets (5)  
 Quick reference sheets (5)  
 Soviet additional player mat (1)  
*This can be used to place over the printed mat so you don't have to play upside-down.*

Cards (170) including 20 solo mode cards

Dice (8 – 4 red, 4 blue)  
 Plastic Bags

## 1.2 Overview & Turn Structure

The game is played on a map of the world. This map highlights certain key countries and sub regions and their geographical relationship to one another. A country is classed as adjacent to another country if it has a line connecting it. A blue line shows a water connection which is only relevant for aggression.

The game is played with a communal deck of cards which change each turn – the cards belong to neither player; there are no 'hands'. Each Player has money cards within the deck which are used to perform actions of the player's choice.

The game has up to 9 turns. A game turn, which represents 5 years, consists of:

- Assembling the deck of cards for that turn.





# 2 MINUTES TO MIDNIGHT

- Turning over the cards from the deck one at a time and resolving the actions printed on them (it doesn't matter which player turns them over).

- When all the cards have been played, follow the end of turn sequence.

The card play will allow:

- Attempts to influence countries by placing your or removing your opponent's influence (the cubes).

- Fomenting and resolving coups, crises and even small wars and campaigns.

The aim is to convert key countries to adopt 'your' government type – democratic for the USA and communist for the USSR.

Each player must also use their resources to manage the technical development of their homeland. Not allowing your opponent to outstrip you technologically and maintaining an effective military are important aspects to winning the Cold War.

## 1.3 The Map

### Countries

Each country has:

An Economic worth shown by factory symbols. Some factory symbols 'count as' 2 factories each (and are marked 2).

A Government type shown by background colour:

Red=communism

Blue=Democracy

Grey=Authoritarian

Possibly an Oil worth shown by oil barrels



*Iran has 1 worth and 1 oil and an authoritarian government (grey).*

Several countries have trade markers associated with them which may start a scenario covering and hiding economic worth. While covered, worth does not exist.



*Country economic value has been derived from GDP in US Dollars in 1980, with values of 2=~150bn; 4= 300bn+; and 6=700bn+. Countries worth less still earn 1 worth for strategic importance.*

The oil worth of a country is used for some events.

*A country's Oil worth represents around 1 billion barrels of oil production per year (3 million barrels per day) – sometimes averaged across several countries and across average production over the timescale of the game. One billion barrels of oil also cost around 25 billion USD in 1946 so one money counter would buy about one unit of oil.*

Some countries have stars or hammer and sickle icons – see geographical objectives [5.2].

## 1.4 Player Mats

The top left (USA) and top right (USSR) of the map show the player mat areas. This is



5





where each player tracks several important variables.

The USA has a national debt track. The level of US debt shown on the track indicates the ease with which the US can borrow money. The US starts the game with major debt due to World War Two.

The level of US debt is changed positively by the influence of effective Presidents and negatively by borrowing more money.

The USA has a president area which shows the capabilities of the current president.

There is a victory track and a force pool for placing available military units.

The USSR has two tracks – leadership, and freedom and reforms. Collectively this shows who leads the USSR and the currently level of freedom.

There are several other areas showing oil production and price, the current five-year plan, a victory track, trade holding area and force pool.

Note that the game comes with an extra Soviet Mat on card which can be placed over the printed Soviet mat to be used if the USSR player sits opposite the American player, as is probably a typical game setup for many people.

## 1.5 The Counters

Unrest, Civil war  
Occupation



Trade & reparation  
(green)



Destruction



Event Markers  
(Yellow)



Military units



Geographical  
Objectives



## 1.6 The Technology Research chart and Strategic Outlook chart

The technology research chart is a large display intended to be put to the side of the map in a position where both players can see it – oriented toward both players and lining up with the main map. The chart shows the technical capabilities of both player superpowers.

The strategic outlook chart tracks display the players' relative capabilities in terms of nuclear, military, naval and intelligence.

The position of your power marker on the tracks shows your capabilities:

Your position on the conventional balance track indicates if you can attack other countries, and with what modifier.

*The key bit here is major or minor – where you can attack, and any DRM (Die Roll Modifier) that applies.*

However, a high level opponent level on the nuclear balance track prevents his aligned countries from being attacked.

*The MAD (Mutually Assured Destruction) value on the nuclear track shows the roll needed to prevent an enemy attack.*

The naval track gives a differing advantages depending on your position upon it.

Your place on the intelligence track indicates the number of rerolls you have throughout the turn.

**Before reading further, skip to 8.0**  
**The game can be learned by**  
**playing the tutorial (pg 27)**





# 2 MINUTES TO MIDNIGHT

**TURN 1**  
1946-50  
\$5 \$5

**TURN 2**  
1951-55  
SOVIET LEADER  
\$6 \$6

**TURN 3**  
1956-60  
\$6 \$6

**TURN 4**  
1961-65  
SOVIET LEADER  
\$6 \$7

**TURN 5**  
1966-70  
\$7 \$7

**TURN 6**  
1971-75  
SOVIET LEADER  
\$8 \$7

**TURN 7**  
1976-80  
\$8 \$8

**TURN 8**  
1981-85  
SOVIET LEADER  
\$9 \$8

**TURN 9**  
1986-90  
\$9 \$8

**TECHNOLOGY RESEARCH**

**TECH THEFT**  
TOP SECRET

**COMPUTERS**  
EoT 1 cube 2→1 1→1

**BUNKERS**  
ONE RESEARCH CUBE TO ADD TO FORCE POOL

**STRATEGIC WEAPONS**  
EACH UNIQUE WEAPON 1/2 EACH OTHER WEAPON 1/1

**STRATEGIC OUTLOOK**

**NUCLEAR BALANCE**  
+4 Auto / 6 -3 2+ / 6 -2 3+ / 6 -1 4+ / 6 EVEN 5+ / 6 -1 4+ / 6 -2 3+ / 6 -3 2+ / 6 -4 Auto / 6

**CONVENTIONAL BALANCE**  
+3 US Major +2 Agg. DDM -2 US Major +1 Agg. DDM -1 US Minor Both Minor -1 USSR Minor -2 USSR Major +1 Agg. DDM -3 USSR Major +2 Agg. DDM

**NAVAL BALANCE**  
+3 +1 Nuclear Balance +2 +1 Intel Assessment +1 Advantage +1 No Effect +1 Advantage +1 +1 Intel Assessment +1 +1 Nuclear Balance

**INTEL ASSESSMENT**  
1 2 3 4 5 ADVANTAGE RE-ROLLS

## 2.0 Core Concepts

### 2.1 The Card Deck

The game contains approx. 120 event cards. Each turn a bespoke card deck of a varying number of cards is prepared. The turn consists of turning over those cards one at a

time and following the instructions written on each.

After the card's actions have been completed, the card is either removed from the game or placed in the discard pile to be included in next turn's deck - 'cycled'.

When all the cards have been played the end of turn sequence is completed before starting the next game turn.

The top right number on a card shows the turn that it enters the game - the card shown to the left enters in turn one. A 'D' means after Stalin's death. An 'R' means after reforms.

Cards with the term **Remove** which is always written like that, are treated as follows; once the card is resolved it is removed from the game.

Cards with the term **Cycle** which is always written like that, are treated as follows; once the card is resolved it is placed in the discard pile.

**ATOMIC ENERGY ACT** ★ 1

4+ If no Soviet spy is in the UK  
2+ If a Soviet spy is in the UK  
US denies nuclear technology exchange to UK. Remove 1 US influence in UK.

**Remove**

**Otherwise**  
US provides Manhattan project technologies to UK. Place 1 Tech Theft in UK and Nuclear Tech marker in UK.

+2 UK NUKE  
Nuclear Tech

**Remove**





Some cards will have caveats included in them:

- Some have **Otherwise** statements, which are always written like that. This means 'resolve this if nothing else applies'
- A few cards will have multiple statements.
- Many cards will require the roll of a d6 and the application of modifiers to determine which part of the card applies.

A note on game play – it is not necessary or intended to read through the cards, it is only necessary to read the top portion of the card to see if a die roll is required and if it is, make the roll and implement the relevant part of the card.

*Reading everything drastically slows the game down – keep it moving!*

## Building the Next Turn's Deck

At the end of each turn cards for next turn are added to the discard pile which will contain all cards which cycled during the current turn. Any additional money from the turn track is added, and any oil for the Soviet player. These cards are shuffled and form the deck for the next turn.

## 2.2 Unrest

### Non-Homeland Countries and Unrest

Unrest drives coups and civil wars and is represented by unrest markers.

Occupation unrest always counts as one unrest counter.

A democratic or communist country has a coup when there are **three** unrest markers. An authoritarian country when there are **two**.

Several countries are marked with an unrest value – if present, this is the number

required for the country to suffer a coup instead of the value listed above.

When a coup occurs, resolve it after placement of all unrest markers has been completed – that is, place all unrest first, and then resolve any coups that occur as a result.

Once a coup will happen in a country, no more unrest can be placed there until the coup has been resolved.

A country marked with one or more civil war markers cannot have any more unrest placed into it – they are already fighting.

*Authoritarian countries are most vulnerable to a coup – they generally have a strongman or family in power. Countries aligned to the superpowers are harder to topple as their governments have more structure and stability.*

### Homeland Crisis

If there are ever 3 unrest in the USA or USSR then a homeland crisis is in effect.

The player in crisis must conduct investment actions when their money is drawn while ever three unrest remains and this therefore prevents the player from taking any other desired action.

*This represents restructuring, strikes, wage increases and so on*

The Soviet player can instead place spies and then use them to suppress unrest.

There is **no limit** to the number of unrest markers than can be placed in each homeland.

### Non-Homeland Country Influence

Countries are either neutral; aligned; or fully aligned.

A fully aligned country makes it easier to place friendly influence in all adjacent countries in a 'domino effect'.

This alignment status is changed by placing influence markers in the country. A country is 'aligned' when it has one influence cube





present. A country is *'fully aligned'* when it has two influence cubes present.

A country may only have influence markers from one of the Superpowers. It can have a maximum of three, although the third gives no further benefit above full alignment other than a safety net if the opponent removes one of your influence.

Opposing influence is always removed before adding new influence in a country. A country will therefore only ever contain a cube belonging to one player.

## 2.3 Money

Money is represented in the card deck and is the main way that a player can act.

### Generating Money

The amount of money for each turn has been calculated based on the superpower's historical military, space, and intelligence budget – the amount received per turn is shown on the turn track for each player.

*Each \$ marker is about 25 Billion US dollars per year in 1990's international dollars (Geary-Khamis dollars) which attempts to account for relative purchasing power of different countries – (a dollar in the USSR went much further than a dollar in the USA for example). Some portion of each money marker is consumed by maintenance, salaries, repairs and so forth so the actual usable amount is about half that or maybe 15 billion GK-USD per year (note that a money counter represents a multi-year investment).*

In addition, the following will also generate money for players:

There are 'extra' money cards marked to show their source – **reparation, oil, debt**, etc. Many are single use and once spent they are removed from the deck.

There is one **Soviet Military Exports** card which is always in the deck and is counted against the allowed Soviet money for each turn – on turn one for example the soviet player has 5 money in the deck – one mili-

tary exports card and 4 other money cards.

The military exports card is special because it allows the Soviet player to buy a trade item if available.

**Soviet Oil** is only ever gained by the Soviet player depending on the position of the Soviet oil production track. It has no connection to oil marked on the map – this represents Soviet oil produced in the Soviet Union.

It can be sold on the world market at a price of either 1, 2 or 3 money depending on the current oil price. When an oil production card comes out of the deck, the Soviet player checks the oil price and if more than 1, adds the 'extra' money that the oil is worth into the current deck with oil money cards. Then the Soviet player spends one money.

*The US will be a net importer of oil throughout the period of the game. This is already built into the military budget received but will also appear on events.*

*The USSR however begins the game exporting a small amount of oil but can develop into its historical 3-4 million barrels of oil per day (or a little more) export level by around 1975.*

## 2.4 US National Debt

At the end of each turn the track moves one space right. The US player may at any point when the current deck is not empty move the track one or more spaces left and put one US debt money into the deck for each space moved.

*The US has a very modern capability to generate money out of thin air – so called National debt, where the government borrows money from itself and other wealthy lenders. In the game, the US debt position gets one box better every turn (debt decreases) and the US player can choose to become indebted with wild abandon as and when needed by moving the track left and adding money into the deck to spend this*





*turn. US debt was used historically in the Korean war, throughout Vietnam, and from 82 in the Reagan years*

Several boxes on the debt track have a further effect detailed below when moved into – but only if the marker is moving left into a box.

## 4+ -1\$

Roll a die - on 4+ gain no \$ from entering this box - do not add this money to the deck (in effect, you get nothing).

## 5+ -1\$

Roll a die - on 5+ gain no \$ from entering this box - do not add this money to the deck (in effect, you get nothing).

## Unrest

Place one unrest in the USA

## Unrest X+

Roll a die and on a roll of the specified number or higher place one unrest in the USA.

The hammer and sickle is a victory symbol – see [5.0] which is awarded to the Soviet player whenever the US debt position is in or to the left of the hammer and sickle symbol.

The star is a US victory symbol which is awarded to the US player whenever the US debt marker is in the marked box.

**Example: The US player is in need of extra actions to counter a Soviet move. The US player moves the track left two boxes and adds two money into the current turn deck, which is then shuffled.**

## 2.5 Money Owed

During the turn other events not directly associated with money cards may also require players to spend money (the event will say something like “the Soviet player may spend \$1 to do...” – whenever this happens take a *money owed* marker and complete the event.

You must pay the money that you owe the next time your money comes out of the deck. Owed money markers must be retained from one turn to the next – if there’s no money left in the deck this turn, you will pay your dues next turn.

## 3.0 Game Play

The card deck formed for each turn contains a varying number of cards. Those cards may be single play or recurring. One of the most important cards is money.

### Money Cards

Each money card allows the owning player to select from the following actions, selecting **one** to resolve. Where an action specifies multiple things, you can do them in any order you choose.

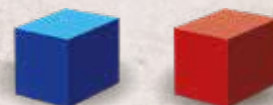
- 1) Make two influence rolls
- 2) Make one influence roll and place one investment
- 3) Place two investment
- 4) Place three investment if all are in worth 0 or 1 countries
- 5) Place one spy and either make an influence roll or place one investment
- 6) Place two spies
- 7) Research technology
- 8) Build a military unit, or place an army in a civil war
- 9) Resolve an aggression
- 10) Soviets: occupy an aligned, communist country
- 11) Remove an occupied marker and place one investment

### Place Influence

1d6

6+

The purpose of this action is to place your own colour cube into a target country,



aligning the country towards your power. If your power already has influence present, you may be able to replace the current government.



# 2 MINUTES TO MIDNIGHT

Neither Influence nor unrest can be placed into a country in civil war.

*Select a target country and roll one die:*

Add +1 per own investment in the country

Add +1 if placing into your own colour government OR if any adjacent country is fully aligned (i.e., with 2 influence).

Success: 6+ (a roll of 1 or 2 always fails)

On a successful roll do the following in this order:

1) remove 1 friendly investment if present

and then either apply 2 or 3

2) remove 1 opposing influence  
*or if not present place a friendly influence.*

OR

3) if friendly influence is present and the country is NOT occupied replace the government type with your own & place one unrest.

- If the country IS occupied, and fully aligned (2 of your influence) replace the government type with your own & place one unrest.

*Influence represents the will of the people – are they democratic and pro-US or communist and pro-USSR?*

*The will of the people can be altered via this action but changing government type is more difficult if there is an occupation army present.*

A failure has no effect, and no investment is removed.

If the die roll is a failure, you may exhaust one spy in the country and re-roll the die.

Note that a die can only be rerolled once no matter the mechanism used to allow the re-roll.

*This represents the spies using 'softer' methods like intelligence gathering, blackmail, government influence peddling and so on to get their way.*

Example: The USSR player makes an influ-

ence roll in Turkey. The die roll needed is a 6 to succeed.

If the Ukraine had two red cubes, this would grant +1 to the roll because it is adjacent to Turkey. The Soviet player would also gain +1 for each red investment in Turkey. To change the Turkish government from democracy (blue) to communist (red) would require that Turkey is already marked with one red cube because turkey is not occupied.



## Investment

The purpose of this action is to place your own investment markers into a target country. This can remove enemy investment, help with influence rolls, and remove unrest and trade markers.

Place one investment in any target country. If there is any enemy investment remove one for one.

OR if the country has your own government and is aligned deploy an available nuclear weapon in place of one investment [4.7]

*This is the main economic activity of the game – in one action it represents the ability to improve a countries GDP, calm the people and make influencing the populace more likely. Also note that this represents a huge smorgasbord of potential activities – not just pure money, but also influence of the police and judiciary, ruling classes, military, etc.*

Action #4 allows you to place three investment in total into 0 or 1 worth countries. Homelands do not count. *(Smaller economies require less stimulus for an effect.)*

See [3.2] for mini-actions as a result of placing investment.

Example: The USA places three investment all into worth 0 or 1 countries. After doing this, the actions specified in 3.2 can be





taken. In this case, the US player declines since having more investment makes influence placement easier to achieve.

## Place one Spy

Place one spy in any country on the map. The spy is placed active and may perform a spy mission this turn. If there are none in the force pool, one may be removed from the map and then re-placed anywhere.

## Technology Research

Place one cube on the technology research chart [4.5]

If you have supercomputer, place one cube in the computing box, and if there are now two cubes there place one on the technology research chart & discard the other.

If you have silicon transistors place an extra cube on the technology research chart. This technology **replaces** the supercomputer ability.

With each technology fully developed, the US player places a tech theft marker into the tech theft box. When there are two, remove them both and roll to generate a tech theft marker [4.6]

## Build Military

Select any one unit available in your force pool on your player mat to build. See [4.8] OR place an available army into a civil war which must have your own influence cube and no enemy army.

If placing an army:

- 1) US must add one unrest in the USA.
- 2) Add one cube on the technology research chart in land/air (green) on a die roll of 3+.

*The free tech cube represents warzones being excellent testing ground for new equipment, tactics, and techniques.*

Example: The USSR uses its money card to

place one army into China, which is in Civil war. A roll is made and on 3+ the Soviets will receive a free cube into land/air (green) technology.

## Resolve an aggression

To select this option you must be granted an aggression by your position on the conventional balance track or an ability which allows an aggression.

A minor aggression allows an attack against any 0 or 1 worth country which is not occupied; a major aggression allows a roll against any country.

See [3.6]

## Soviets: occupy country

The Soviet player may place an occupied marker into a communist & aligned country.



This can be used immediately **after** a coup is rolled for, even out of sequence when it is not the Soviet players money card – take a money owed marker, place the occupied marker, and then resolve the coup, but now resolve it with the occupation in place.

*If something looks bad, the Soviets can send in the army to make sure the popular vote ends up in their favour. This is a powerful though expensive option.*

## Remove Occupied marker

Either player may remove an occupied marker in an aligned country with your own colour government.

If the Soviets remove a marker, add one reform cube to the reforms and freedom track.

*Removing an occupation immediately reduces the unrest level of a country but makes it more vulnerable if a coup occurs.*

## 3.1 Spies

Spies are organised and funded by the owning





superpower or an allied nation. They have a variety of different actions available and are placed on the map in a specific country when recruited.

They are limited in number – the USA has 6 and the USSR has 8 spies available.

Up to two spies can be exhausted when the player is resolving a card of the players own colour. To exhaust a spy, flip it over and resolve a spy action. The spy cannot act again this turn and will un-flip at the end of the turn.

New spies placed on the map are available to be used right away.

Either use your spies first and then resolve your card or resolve your card and then use your spies, but not both.

*The Soviets have a 'spy advantage' representing their greater reliance on HUMINT (Human Intelligence).*

## Spy Actions

A spy can endeavour to carry out its actions in the country it is in or any adjacent country.

All spy actions require a successful die roll which is dependent on the type of action. If the spy is in the target country, it may roll 2 dice. If in an adjacent country, it may only roll one die. The type of adjacency (land or water) has no effect on this.

When a spy acts, flip it to exhausted – it can do nothing further this turn. All spies unflip at the end of the turn and become available to act again.

**Suppress Unrest (SOVIET)** 5+  
SOVIET ONLY, targeting a communist country. Roll with a target success number of 5+. Remove one unrest for each successful roll.

*This represents infiltration and propaganda tactics, mass deportations, arrests, and general thuggery.*

**Example:** The Soviet player has unrest in the USSR. When a red card is turned over,

the player expends one spy in the USSR and rolls two dice, succeeding in removal of one unrest for each 5+. Failing to roll any, the Soviet player expends a spy in Georgia, which is adjacent to the USSR and rolls again with one die.

**Steal Technology (SOVIET)** 6+  
SOVIET ONLY, the target country must have a tech theft marker.

Roll with a target success number of 6. +1 if there is any unrest in the target country.

Each success removes one tech theft marker and applies two successes in one category toward technology advancement. Only one success in computers/industry or farming

*These are massive scale industries requiring huge investment to improve – simply stealing some useful technology is unlikely to be enough to generate a meaningful gain.*

The US player must already have the technology being stolen and is always considered to have agricultural technology.

Note that you can *(and should!)* achieve the Soviet five-year plan via tech theft. [5.1]

**Secure Secret (US)** 5+  
US ONLY, the target country must have a tech theft marker.

Roll with a target success number of 5+. Each success removes one tech theft marker.

*Western intelligence acts to secure secrets and specialist technology from the Soviets.*

**Remove Trade item (US)** 2d6 2 x 4+  
US ONLY. There is no target country – this removes a trade item from the Soviet 'Western trade' display.

Roll two dice. Both dice must roll 4+; if successful remove any one item of your choice from the trade display. Distance & adjacency is irrelevant, always roll two dice.



Example: Early in the turn, a powerful Soviet tech trade item is on the Western trade display. A US blue card comes out of the deck and the US player exhausts a spy anywhere on the board to try and remove the marker. If this fails, another spy can be used to try again.

## Place Unrest (Both) 6+

This action is used to place unrest into a target country.

Roll with a target success number of 6.  
+1 if any unrest in a worth 0 or 1 target country (ignore if worth is 2 or more).

Each success places one unrest in the target

A US spy in the USSR may instead choose to place a reform cube on the reform track

*Richer countries have significant police, military and intelligence capabilities and are much harder to subvert.*

*US placement of cubes onto the reform track represents US jostling of the Soviet leadership on freedom & human rights.*

See [3.3] for resolving coups due to placing unrest.

## Counterintelligence (Both) 6+

Roll with a target success number of 6. Each success removes one enemy spy – place each back in their force pool.

+1 if the country has a communist or authoritarian government.

+1 if there is more than one enemy spy in the country.

This action cannot be resolved in a country with the enemy government type.

*You cannot set up shop in the USSR and go shoot up the Lubyanka, there is too much security to make that viable.*

## Events as a Result of Game Play

### 3.2 Investment Mini-actions

The following two additional mini-actions are free and can be taken in any country in which investment has just been placed. These can also be taken any time investment is placed via other cards or game effects.

These actions are **not** compulsory.

All available investment must be placed before any rolls are made (place all investment first and then roll dice)

- Remove one investment marker in a country to remove one unrest. If the country is democratic, this can be repeated in the country – removing multiple investment markers to remove multiple unrest at the same time in the same country. Note that this means only one investment per action can be used to remove unrest in the Soviet homeland since it is a communist country.

- Roll to remove one trade or destruction marker:

Roll 2d6, keeping the highest die, with success on any roll of 6+, applying the following modifiers:

- +1 per own investment in the country
- Any modifier printed on the trade counter you are attempting to remove note that destruction markers have no modifier and are treated as a 0 (zero).

Any success removes the leftmost trade (or destruction) marker from the target (making the country more valuable) remove all investment markers.

A failure has no effect, and no investment is removed.

Example: During a US money card, three investments are placed into 0 or 1 worth countries. The US player removes two of them to remove two unrest markers in the same country, and makes a trade roll in the country where the last one was placed.



## 3.3 Coup

If a result of card play or other action takes a country above the level of unrest required for a coup it is immediately resolved as follows:

If there is no influence present: Remove any government counter **unless it is an occupied country** & set the country to one unrest. Roll one die and place 1 US influence on a 1 or 1 Soviet influence on a 5 or 6.

*A neutral country experiencing a coup may slide toward one superpower or the another or may end up with an equally ambivalent ruler.*

Otherwise roll 2d6 and resolve based on the highest die roll:

The player who stands to gain (the player **without** influence or a government in the country) is intended to roll the dice to see what benefit they receive.

5+: Successful Coup (or government voted out)

1. Remove an opposing influence or if not present place a friendly influence.
2. If the high die roll was a 6, repeat step 1.
3. Replace the current government with the coup winner's government **unless it is an occupied country** – if it is occupied, the government is not altered.
4. Set the country to one unrest – leaving only occupied unrest if present.

4: Strongman takes power (or puppet installed)

1. Remove an opposing influence or if not present place a friendly influence.
2. Replace the current government with an authoritarian government **unless it is an occupied country** – if it is occupied, the government is not altered.
3. Set the country to one unrest – leaving only occupied unrest if present.

1-3: Country slides into armed conflict

if the country is occupied or has a worth of two or more, no effect – Set the country to

one unrest – leaving only occupied unrest if present and stop.

Otherwise place one civil war marker in the country and cover the rightmost revealed factory symbol with a destruction marker. (If there's only one factory there, it is the rightmost one).

*Countries with well-developed militaries and police, or an occupying force will not slide into civil war – which is why a worth of 2 or more cannot slide into civil war.*

**Example:** The Soviet player places enough unrest via spy activity to cause a coup in Iraq, which is grey (authoritarian) and has one US cube. A coup is resolved there.

The Soviet player rolls two dice, receiving a 5 as the highest roll which is **successful coup**. The blue US cube is removed, and because Iraq is not occupied the government is replaced – place a wooden red disc to show this. One unrest remains in Iraq.

If the high die had been a 4, the blue cube would still have been removed but the government would not change because Iraq is already authoritarian.

## 3.4 Civil War



All civil wars are resolved when the second civil war card is revealed.

Neither Influence nor unrest can be placed into a country in civil war.

First the *government player* is determined: The government player is the player who has a cube or their own colour government in the country. If neither apply, the government player is the US player.

The other player is the *rebel*.

Follow the sequence to resolve:

- 1) The government player rolls two dice, adding one extra die per army present.
- 2) For each die, add one to the result for each army, investment of that player, and





spy of that player. Add no more than 3.

3) For each modified result of a six, one hit is achieved.

4) Remove all investment belonging to the player that just rolled.

5) Keep the number of hits scored for later.

6) The rebel player rolls two dice.

7) For each die, add one to the result for each investment of that player, and spy of that player. If there are three civil war markers in the country, add one more. Add no more than 3.

8) For each modified result of a six, one hit is achieved.

9) Remove all investment belonging to the player that just rolled.

10) keep the number of hits scored for later.

11) The government player removes one civil war marker for each hit achieved in step 5. If there are none left, the government has won the war.

12) If the government player has an army present, one unrest is placed on the associated country for each hit scored by the rebel in step 10. If there are multiple associated countries, the rebel chooses where the unrest is placed. - *bodies return home.*

13) If the government player does not have an army present and the rebel scored at least one hit in step 10, and the government has not already won the war in step 11 then the rebels have won the war and overthrown the government.

14) If neither side has won the war and no hits were scored in step 5 (no civil war markers were removed) then add one civil war marker to a maximum of three.

*The war continues...*

15) If neither side has won the war, a player with armies present may withdraw them [see 3.5]

## Civil War Outcomes

### Government Wins

Align the country if not already (one friendly cube) and set to one unrest. Place an occupied marker if one or more armies are present and then remove the armies.

### Rebel wins - government Overthrown

1. Flip all influence to the opposite player, if none present place one influence

2. Remove the government of the previous owner's colour if present

3. Set the country to one unrest.

4. Remove any occupation marker.

### Winner Rewards

When a civil war is decided, apply the following to the winning players progress track:

+1 progress for winning a civil war.

+1 additional progress if your OWN army was present at the time of winning.

*Proxy Wars use the civil war system (Vietnam, Afghanistan etc) because of the type of combat. These could begin via events or via coups that trigger armed conflict.*

**Example:** During the second civil war card of the game, we go around the map resolving one by one. Starting at Estonia, we follow the process. The government is the USSR because a red cube is present in the country. The USSR rolls three dice because an army is present, and adds +1 for an investment and +1 for the army. The rolls are 3-4-4. With +2 applied that is two hits on six. The USSR investment is removed.

The rebel rolls two dice with no modifiers and scores one hit with rolls of 2-6.

Two civil war markers are removed which removes them all. The government has won the civil war. A Soviet (government) army is present and so one unrest is placed in the USSR due to the rebel hit.

Estonia is already aligned (it has one red cube) and unrest will be set to one. Since there was an army present, we remove it and place an occupied marker, which itself counts as one unrest.

The USSR receives +2 progress for winning a civil war with a Soviet army present, and the progress track is updated.



## Civil war DRM summary

### [Maximum +3 DRM]

- +1 DRM and +1 DIE per friendly army
- +1 DRM per friendly investment, then remove all.
- +1 DRM if a friendly spy is present
- +1 DRM if the civil war has three markers.

Each modified 6 causes one hit

## 3.5 Armies



Armies are placeable into civil wars, being placed for the cost of 1 money to provide +1 DIE and +1 DRM and to 'soak up' hits preventing loss of the war.

An army may be placed in a civil war if friendly influence is present, and no player (US, USSR) army is already present.

Every time the US places an army, add one unrest to the USA.

Both sides also gain one free advance in land/air (green) technology when placing an army on a die roll of 3 or higher.

### The French Army

The French army begins the game involved in a civil war in Indochina.

It deploys to Algeria by card play if the civil war erupts there and follows the same rules as a regular army.

### Army Withdrawal

After applying unrest from hits received, the owning player may choose to abandon the country if desired. To do so, remove all armies back to the force pool.

*This option prevents potential future unrest from casualties suffered. And who knows, with enough investment your proxy might still win the war..*

## 3.6 Aggressions

*This system represents military action – everything from full scale invasions to political pressure via military exercises.*

The conventional Balance track may grant

aggressions to the superior power (*the power with a better army / tech level*).

The chart also indicates whether the aggression is major or minor. Some cards also grant aggressions, and the US president roll can award them as well.

To use an aggression costs one money. All aggressions must be paid for unless they are referred to as 'free'.

### Penalties

If used by the USA, immediately place one unrest if a minor aggression or two unrest if a major aggression in the USA. *The public baulks at a seemingly aggressive US strategy far from home.*

If used by the USSR, The Soviet takes two embargo markers and places them in the western trade box if performing a minor aggression or three markers if performing a major aggression. Embargo markers prevent trade while present and may also prevent the use of the Soviet military export card.

Additionally, the US player may make one free *Remove trade item* spy action at no cost right away and without exhausting a spy.

### Limitations & Requirements

A minor aggression allows an attack against any 0 or 1 worth country which is not occupied; a major aggression allows a roll against any country.

The target country must be adjacent to an aligned country with your own colour government.

If the target country is occupied or has the enemy government colour, check the nuclear balance track, and roll one die 'the MAD roll' – if inside of the range specified, the money is wasted, and no aggression takes place – nuclear brinkmanship has resulted in a standoff and back-down. Any unrest or embargo placed is still valid. Note that the Soviets cannot make a MAD roll until they have the atom bomb technology.





A country in civil war can be a target – resolve as normal and ignore the civil war but do not remove it – it will continue afterwards in the same state as before. Place an army into the country if you now occupy it.

## Resolution

Roll 2d6 and apply the following using the **highest die**:

6	Blitzkrieg!
5	Success
4	Political Success
1-3	Failure

DRMS: (maximum +- 2)

+ Aggression modifier

- 1 per adjacent country of 2 worth or more with the enemy government type. Ignore Sea connections if you are naval advantaged.

(USSR/USA and China always apply -1)

-1 if adjacent by sea and not naval advantaged

+1 if in civil war and no enemy army present

## Naval advantage

Allows the advantaged player to apply -1 to the high die. If this is done, roll another die and add one unrest to the naval advantaged players homeland on a roll of 1, 2 or 3.

*This is due to either excessive use of force or significant naval casualties sustained during the fighting.*

## Blitzkrieg!

As per success, and you may attack again adjacent to the previous target country right away. There is no further cost or embargo/unrest – just choose another target and attack again, if desired.

## Success

Place an occupied marker in the target country if not already present & a destruction marker covering the rightmost revealed factory symbol; switch the government to that of the aggressor and place one influence cube there.

## Political Success

Place one friendly influence in the target

country OR an unrest and an investment.

## Failure

Place one unrest in the target country and one in the aggressing players homeland. if either die is a modified one, place two unrest in the aggressing players homeland.

**Example:** The Soviet player is at +2 on the conventional balance track and may resolve a major aggression. This allows the targeting of an occupied country.

Deciding that West Germany is better off communist, world war three begins. The Soviet player places three embargo markers in the Western trade box and the US player can make a remove trade spy action but there are none to remove.

Since the target is both occupied and democratic, the US player can make a MAD roll. The US is at +2 on the nuclear balance track and must roll a 3+ to prevent Soviet aggression. The roll is a 1. The US player wishes they had an intel assessment marker as this would allow a reroll, but does not have one.

The Soviet player will roll two dice and apply: +1 for the aggression modifier listed on the conventional balance track. -2 for adjacent worth 2 countries (UK and France). The total is -1 applied to each die.

The die roll is a 5, modified to a 4 – a political success. The US player has naval advantage and applies a further -1 to the roll. The end result is *failure*. Unrest is placed in West Germany and the USSR.

To succeed, the USSR would have to roll a 6 – around 30% chance.

## 4.0 The President

At the end of every turn the US player must roll two dice and looks up the results on the US player mat in the top left of the map. The dice are each modified as indicated and markers are then placed into the relevant boxes on 'the president' display.

Each box gives an effect that can be trig-





gered once during the coming turn during the US players activity.

Mark each result rolled with a disc. Use the effect and remove the disc when desired. Items 1 'Civil Rights' and 2-3 'Economy' can be used right away when rolled.

Note that a die can only be rerolled once no matter the mechanism used to re-roll.

## 4.1 Soviet 5-year plan

At the end of every turn the Soviet player rolls one die and marks the space indicated with a disc. This is an extra objective that the Soviet player can complete during this turn.

To do so the Soviet must fully develop (mark with a disc) one technology on the indicated technology row. If this happens, remove the disc on the 5-year plan track and add one victory progress for the Soviet player.

Note that codebreaking on the industry tech tree is exempted and cannot be used to achieve the 5-year plan.

Tech theft can be used to achieve the 5-year plan.

*Try to achieve your five year plan every time – it is a powerful bonus which is sometimes easy to do. Historically, the real Soviets were not always successful.*



## 4.2 Western Trade

The Soviets can trade using oil money or the single military exports card. This allows them to purchase trade items which become available. The Soviets can trade only with oil or the single money/arms counter, not regular money.

*The reason for the strict limitation on trading is that Soviet trade relied on barter and the generation of US dollars through trade to purchase goods – they had to sell something, for dollars, in order to buy something*

*with dollars.*

Each turn one trade item may become available at the end of the turn – they are held in the trade box until purchased and cost one money each. They cannot be purchased if any embargo markers are in the Western trade box.

### Effect of Each Trade Marker

Agricultural Trade Add 2 farming tech successes when acquired – *seeds, machinery, chemicals, and fertilisers*

Oil Industry Trade – Ignores/reduces the cost to put the next triggered Soviet Oil card in play; and add +1 to the roll to trigger the card. (this is written on the card – you do not need to remember).

One successful use consumes this item. Keep it somewhere handy until this happens – like the USSR box. *Western drilling and refining technology.*

Technology Trade – apply 2 successes toward technology advancement of any type but only one success for farming or Industry. *Computers, electronics, and specialised machinery*

### End of turn Generation of a trade marker

Roll a die:

- 1-3 Nothing
- 4 Agricultural Trade
- 5 Oil Industry Trade
- 6 Technology Trade

A -1 is applied while Stalin is alive.

*Stalin was not particularly interested in engaging with the West unless necessary (such as in WWII)*

A marker which is generated is placed on the Soviet player mat in the Western Trade box. The counter limit for each type is intentionally limited to one. If a generated trade item is already on the mat and is generated again you place nothing.



## 4.3 Soviet Leadership

The Soviet leadership track on the Soviet player mat shows who is running the show in the USSR. At the start of the turn one, it is always Stalin, and Stalin rules until he dies. Once he does die, this track enters play.

To use the track, roll a die and apply any DRM based on the disc's current position on the track, then place the disc in the resulting space. Note that the reforms track may also provide a DRM for this roll depending on position. Apply both.

A new leader is rolled for when Stalin dies (this is detailed on his card) and on every even turn (this is shown on the turn track).

The main effect of leadership determination is the reform value – Stalin has a reform value of 0, while a progressive has a value of 3.

**Example:** It is turn 4, and so a leadership roll must be made. A member of the old guard is currently in power. The die is rolled – a 3. Adding +1 is 4, which results in a reformer. The next time this check is made, the reformer will apply -1 to the roll according to that box on the track.

### The Progressive

A progressive is not allowed at the start of the game. He is unlocked when the position on the freedom & reforms track allows it. (Remove the NO marker).

If a progressive does come into power, all occupations in Soviet aligned or communist governed countries are removed from the map. This is done without any cost.

The Soviet player can also no longer reoccupy countries.

*The new leadership abandons the use of force against aligned nations to keep them in line 'the Brezhnev doctrine'.*

## 4.4 Soviet Freedom and Reforms

The Soviet freedom and reforms track on the Soviet player mat shows the status of freedom in the USSR.

The game starts with the marker in 'Stalin's cult of personality' and can move to the right throughout the game.

*This track is a key item for the Soviet player to keep an eye on – initial reforms, like those made historically by Khrushchev after the Stalin era improve both the lives of the Soviet people and the Soviet image around the world. Later reforms can be dangerous in terms of stability but greatly improve the lives of the people – represented by the granting of hammer and sickle victory markers.*

At the end of each turn, the reforms value of the current leader is added to the freedom & reforms track using cubes. One extra cube is added if the Soviet player is winning the game (has more hammer and sickle markers than the US player has stars).

During the appropriate point of the end of turn sequence, if there are cubes equal to the next spaces' value, move the disc along one box and remove all cubes – there has been a reform.

But before this happens the Soviet player can take action to prevent a reform: One cube can be removed from the freedom & reforms track by the Soviet player exhausting a spy in the USSR and placing one unrest. Any number of cubes can be removed during a turn or at the end of a turn by doing this while there are spies available to be exhausted.

When the marker moves to the right, implement all the effects noted on the track as follows:

**-1 unrest:** The Soviet player may remove one unrest anywhere.

**Add Soviet Diplomacy:** Add the card with the same name to the cycle cards – it will enter the game next turn.



**X unrest:** The **US player** may place X unrest in the USSR and/or any communist countries adjacent to the Ukraine.

**Progressive allowed in power:** Remove the NO marker from the leadership track, a progressive can now take power during a leadership change roll.

**Leadership + DRM:** The highest DRM in force is added to the leadership roll.

Elections and Russian federation are not effects, they just explain what is being represented.

*Limited reforms are great for the Soviet player – the diplomacy card is powerful and removing Stalin’s general rule of terror is a good thing.*

*Later reforms are more painful, adding unrest and making reformers more likely. But there are several hammer and sickles on the track as well – so it’s possible to win the game by reforming the Soviet Union (assuming you can hold it together while that happens).*

## 4.5 Technology Development

Both sides track their technological advancements on the technology research chart. Each advancement provides the bonus listed on the chart and is only effective once fully researched.

To place a cube, you must have fully researched the previous technology on the row. Some technologies also open additional research – this is shown with arrows. Arrows are always prerequisites – if a technology has an arrow pointing to it, you must have fully researched the technology where the arrow starts to begin researching the technology where the arrow ends.

A technology is fully researched when you have cubes in the space equal to the number on the top of the chart immediately above the technology.

When you have fully researched a technology, remove the cubes, and replace with a

disc in your colour, then claim all the benefits that technology grants.

Discs show that a technology is completed, whereas cubes show a technology in development and not yet complete.

In addition to the research cubes required, **Moon Base** costs 3 money to make active. Place a disc when researched (removing the cubes) and track money spent with cubes, receiving the award once the full amount has been spent.

*A moon base would have been tremendously expensive – but it’s a moon base. Who doesn’t want to win the game by colonising the moon!?*

Several technologies have a die symbol near to them. When one of these techs would be fully researched, roll one die. If the die roll is in the indicated range, you lose one accumulated research.

Some technologies are marked as *first only*. Only the first player to research such a technology receives the reward.

One technology (codebreaking) is noted as lapsing at turn end. At the end of every turn, any discs on this technology are removed & the tech may be researched again.

*Enemy codes change – your cryptographers will have to break the new codes to gain advantage.*

The Soviet player receives one die roll when fully researching land/air technology – this is referred to as an interceptor roll. One die is rolled and on a result of 5 or 6, one US bomber is removed from the game, but only if there are two or more currently in play and in the strategic weapons box. If only one is in play, there is no effect.

*This is a representation of the historically significant role the Soviets gave to interceptors – even to the present day the Russians have a fascination with interceptor aircraft.*





## 4.6 Tech Theft



One tech theft marker is placed per two US technologies fully researched. There is a box on the technology research chart to record US techs researched. For each researched, place one tech theft marker.

When there are two, remove the marker and roll to generate a tech theft marker.

### Generate a Tech Theft Marker

As well as the above, at the end of each turn roll one die to see if a tech theft marker is generated, and place as follows (Soviet player chooses if there is a choice of location).

Except the USA only 2 tech theft markers can be in a location at any one time. If not placeable, don't place.

- |     |                                    |
|-----|------------------------------------|
| 1-2 | None – do not place                |
| 3   | Japan, South Korea or Saudi Arabia |
| 4   | Canada, UK or Germany              |
| 5   | Italy, France or Australia         |
| 6   | US                                 |

*This represents a more open scientific community, accustomed to sharing data and therefore easier to steal from*

## 4.7 Deployment of Nuclear Weapons



When a country develops its own nuclear weapons, place a **nuclear weapons** marker with the appropriate flag.

Additionally, either player may choose to deploy one of their available nuclear weapons markers into a friendly country – a player with the atom bomb has one available counter and receives another two when ICBMs are developed.

To deploy nuclear weapons, the country must have a friendly government and be aligned.

Instead of placing an investment, place one available nuclear weapons counter.

Multiple nuclear weapons can be deployed into the same country.

### Effect of deploying nuclear weapons:

#### Assured Destruction

If a country with one or more nuclear weapons markers is targeted for aggression, two dice are rolled for the MAD roll to prevent aggression.

#### First Strike

If a nuclear weapon is placed within 2 spaces of the enemy homeland, add one unrest to the enemy homeland at the end of **each** turn.

Once your power develops the SLBM technology, no more unrest can be placed on your homeland from this rule.

*SLBM – Submarine Launched Ballistic Missiles – once you have these, you have nukes in first strike or at least retaliatory positions all the time, so you no longer worry about enemy missiles so much.*

#### Capture

If a country with placed weapons switches to the enemy government type, the weapons are removed, and one influence can be placed within two spaces of the country (only one no matter how many are removed). Any removed weapon counters are removed from the game.

#### Agreement

If both players have nuclear weapons which would cause unrest placement, they must be removed on a one for one basis before any unrest is placed. (Even if one or both players have SLBM technology). Removed weapons are removed from the game.

*Nuclear weapons can be deployed to friendly countries to ensure they are not interfered with by the enemy superpower. This was generally used as a defensive measure, but it looks extremely hostile to the other side.*

A nuclear weapon marker with a flag which belongs to a country apply the first rule only (Assured destruction).





Example: The US could place an Influence in West Germany but instead decides to deploy a nuclear weapons counter.

This will protect West Germany if it is attacked. Also, because West Germany is within two spaces of the USSR (via Sweden) one unrest will be added to the Soviet homeland at the end of every turn until the Soviets develop the SLBM technology.

In a later part of the turn, the Soviets deploy nuclear weapons into Cuba and both sides reach an agreement to withdraw their weapons.

## 4.8 Strategic Weapons & Nuclear Balance

There are several types of military units which can be built during the game. Armies are useful only during civil wars – see [3.5]

All other units are strategic weapons which affect the nuclear balance- their primary function in the game.

Units can be built when in a player force pool. Many units do not start the game in the force pool and need to have the prerequisite technology researched before they can be constructed.

Every unit costs 1 money.

When a unit is built, it **may** immediately cancel an eligible enemy unit in the strategic weapons box according to the following rules.

The builder of the unit chooses whether this applies or not and chooses which enemy unit is cancelled where there is a choice.

Bomber cancels bomber  
ICBM cancels ICBM or bomber  
SLBM cancels SLBM, ICBM or bomber  
MIRV cancels MIRV  
Mobile missile cancels mobile missile  
Bunker cancels any

*ICBM: Intercontinental Ballistic Missile*  
*SLBM: Submarine Launched Ballistic Missile*  
*MIRV: Multiple Independent Re-entry Vehi-*

*cles (a missile with many warheads)*

A unit which is built either cancels an enemy unit or is placed into the strategic weapons box. Then the nuclear balance is calculated as follows:

2 for each unique unit type unmatched by the enemy in the strategic weapons box  
*and*  
1 for each further unit unmatched in the strategic weapons box

Both sides perform this calculation removing one total from the other to calculate the position on the nuclear balance track.

When a player marker advances into or through a space with an unrest symbol, the relevant number of unrest markers are placed on the enemy homeland. Only count spaces when your strategic balance position moves left for the Americans or right for the Russians (ie: only when your strategic situation improves)

Units which are removed by cancellation or by technical advance are **removed from the game**. Units removed by technical advance are chosen by the advancing player. Units can be removed from the force pool or even be removed before they can be built due to technology restriction.

*The Soviet will likely find technology progression limiting your ability to construct strategic weapons – this is intentional and is a key part of the arms race. Beware the mid-game US B-52's and look for ways to counteract the problem!*

## Duck and Cover? - Bunkers

A bunker does not count as a unique unit type – its only function is to cancel an enemy unit, so the only point in building it is to cancel an enemy weapon. To place it into the force pool also costs one research success – spend one research cube on it and place it into the force pool.

*You must go and scout out sites, plan the facilities, research the right mining equipment and so on – both sides spent quite a lot of time and effort on this dubious*



*useful idea. Still, probably best not to allow a mineshaft gap.*

**Example:** The US player has two bombers in the strategic weapons box for a total of +3 US nuclear balance (2 for the unique bomber, and 1 for the additional).

The Soviet player builds an ICBM and can either cancel a bomber or just place it into the weapons box. The latter is chosen.

The balance is now +1 US nuclear balance.

## 4.9 Intelligence Assessments

Every time a game effect or card alters one sides intel assessment value, move that sides' marker up one box on the track. If you can't move up any further, move the other side down on the track. The important thing is the differential between the US and Soviet markers - If one side's marker is in a higher box then that side may claim a re-roll of any one die for each box higher. Take one reroll marker for each box as soon as it is earned.

Any one die may be re-rolled except for die rolls made during the end of turn phase. This includes opponent die rolls.

Note that a die can only be rerolled once no matter the mechanism used to allow the re-roll.

Once used, a re-roll is returned to the re-roll box and allocation will be determined again at the end of the turn.

*This simple rule accounts for one of the superpowers knowing a little bit more about what is going on than the other side. It can be powerful, offsetting a bad event or allowing a failed aggression to be re-rolled for example.*

## 5.0 The Victory Progress Tracks

The aim of the game is to exert control over the economically powerful countries (those with more factory symbols).

Each country's economic worth is its value for victory purposes. To be counted the country **must have your influence, your government type and not be in civil war.**

Whenever worth is gained or lost, adjust your Victory Progress Track a number of boxes equal to the factory worth of the country gained or lost.

If your marker arrives at the end of your track, take a star or hammer and sickle marker, and place the marker back at the start of the track.

If it gets to the start of the track and you need to lose more, lose one hammer and sickle or star marker you have and place the marker one box from the end of the track. If you have no markers, give the enemy one of their markers instead.

**Example:** The US player is on space 4 on the victory progress track. A two worth country is gained. The track moves up to space 6, which is the star space. The US player takes one star marker and sets the track position to 0. Some time later, the US player loses a one worth country. The track is placed into box 5 (one box from the end of the track) and the US player loses a star marker.

### Other ways to earn

Stars/H&S can also be earned via:

Research – moon landing and moon base, and the Soviet-only agricultural self-sufficiency. (3, one is Soviet only)

Reforms for the Soviet player (up to 4)

US Debt (1 each possible, but only one at once)

and via reaching the end of the nuclear balance track (1)

### Evening Up

At the end of each turn both players discard one star for one hammer and sickle one at a time until one player has only one left, and then stop. This is to keep the number



of markers in play low and to see easily who is winning.

## 5.1 How to Win

**Sudden Death:** The number of hammer and sickle or star markers are used for victory – if you have 3 markers **more** than the enemy player then you win a decisive victory at the end of the turn. But neither side can win the game until the end of turn 4.

**End of the Game:** At the end of turn nine, the player with the most hammer and sickle or stars wins the game. The position of the progress markers is not relevant, only the number of hammer and sickle or star markers.

If you win by having one more marker, it is a minor victory. If you win by having two or more markers, it is a major victory.

## 5.2 Geographical Objectives

Several countries are printed with either a star or a hammer and sickle icon. These countries are adjacent to the indicated superpower.

If an indicated country becomes aligned to the enemy player and has the government of the enemy player (ie if a country marked with a star has a red cube and red government) then the enemy player can claim +1 intel assessment on the intel assessment track (and potentially a reroll marker) [4.9]

*The country is used as an intelligence gathering base.*

If the country is marked with a hammer and sickle, also add one reform cube to the Soviet reform track every turn-end.

*Proximity to wealthy capitalist nations illustrates the better standard of living, and the capitalists will not be shy about showing it off...*

## 5.3 Waterways

These represent the strategic waterways of Panama, Suez, and the Dardanelles, in the

countries Costa Rica, Egypt and Turkey. This is indicated with an icon of a carrier on the country.

For each of these countries that is Soviet aligned and has a communist government, (red cube and red government) move the naval balance track one place in favour of the Soviet player.

Adjust this whenever it happens. The maximum is therefore three naval balance adjustments by Soviet ownership of all three locations.

## 5.4 END of Turn Sequence

At the end of each turn, follow this sequence to setup the game for the next turn:

- 1) Move the turn marker to the next turn
- 2) 'Even up' and check to see if one player won the game by having 3 more H&S / Star markers.  
You cannot win before the end of turn 4
- 3) Soviet roll for the 5 year plan.
- 4) Soviet roll for a new trade item.
- 5) Soviet roll for a new tech theft.
- 6) Soviet roll for leadership change.
- 7) Soviet add reform cubes to the freedom & reforms track according to the current leader, +1 if winning the game and +1 per democratic and blue aligned nation marked with a hammer and sickle.
- 8) Check to see if a reform takes place.  
If it would, the Soviet player may exhaust spies in the USSR to prevent.
- 9) Remove one embargo marker from the western trade box if any are present.
- 10) US roll for the president.
- 11) US add one money to the debt track.
- 12) Flip all spies to unused.
- 13) Add one unrest for each nuclear weapon within 2 of your homeland if you do not have the SLBM technology.





- 14) Remove discs on codebreaking.
- 15) Check intelligence assessment and give re-rolls if one side is advantaged.
- 16) Apply a tech cube for Mainframe Computer.
- 17) Take the discard pile of cycle cards, Add the new cards for this turn and check the turn track for money to be added.
- 18) The Soviet player may add oil sale cards (roll if on the 5+ space - a 5 or 6 adds one oil sale card) to the deck.

Shuffle the deck and turn one over to start the next turn.

## 6.0 Comparison of the belligerents

### US advantages & disadvantages:

- *Suffers one unrest for each army placed in a civil war.*
- *Can remove multiple unrest in one money card via multiple investment expenditure.*
- *May remove Western trade items with spies.*
- *Unrest penalty for aggression.*
- *The president (and potential assassination).*
- *National Debt.*
- *Starting advantage in technology.*
- *Starting advantage in geopolitics and allied nations (UK, France etc).*
- *Starting advantage in navy & nukes.*
- *Some good cards for extra technology research can lead to faster discoveries.*
- *Can affect USSR reforms with spies.*

### USSR advantages & disadvantages:

- *May occupy a communist aligned country after seeing the result of a coup.*
- *May suppress unrest with spies.*
- *+1 DRM to counterintelligence with spies.*
- *May steal technology with spies.*
- *Trade Embargo penalty for aggression.*
- *Western trade opportunities.*
- *5-Year plans – success gives progress.*
- *Potential oil revenue.*
- *Soviet leadership, reforms and associated effects including possible breakdown of the*

### *Soviet system.*

- *Soviet interceptor roll when researching land/air tech, representing the Soviet obsession with interceptor aircraft.*
- *Farming research can limit some negative events related to the Soviet economy.*
- *Easier victory conditions.*
- *Harder geographical starting position.*
- *Early game War reparation options.*
- *Some nasty card events due to the Soviet economic model and potential grain shortage, which gets progressively worse.*

## 7.0 The SOLO Bot

The game is playable solo - either by the tradition means of playing the best turn you see for the other side, or by using the solo cards. You can choose for the bot to play either side.

First, lets set expectations about what this is: the game is far too complex to automate everything without an enormous number of flow charts and so on, so instead of prescribing everything and making this very complex, the solo bot tries to give the player direction - it will tell you what the bot should do, and give general guidelines.

Wherever in doubt, make a reasonable move on behalf of the bot - if you don't know what is reasonable, roll a die to decide where something happens or what happens.

I know it's obvious, but keep in mind that the bot exists only to entertain you anyway - so make a move you think a real player might make when there is an option.

The player side will play with all the normal rules, but the bot will resolve its activities a little differently - the actions are generally predetermined and you need only follow the relevant instructions on cards and quick reference sheet.

There are a set of rules defining what the bot will choose when a country needs to be selected for unrest placement or an effect, and there are a set of bot action cards to



determine what the bot does when its money card is turned over.

The cards have two effects on them – green and red. The green effect is normal difficulty, and the red side is hard difficulty.

By altering both the colour of events used and the content of the bot action deck a wide variety of automated opponents can be built with little effort on the part of the player.

If you want to know more about how this works, find the relevant quick reference sheet and the solo cards & take a look.

## 8.0 Interactive Example of Play

If you have not played the game before, setup using the scenario sheet 'learn to play' and follow this walkthrough of a turn, making the rolls as you go.

We are going to turn the cards over in a specific sequence so that this is understandable – play the same cards I do in the same order - but allow your die rolls and so on to diverge from my results.

Wherever you like, you can implement the same result I do, or you can roll and see what happens for you.

There are two things to be aware of:

1) Unrest causes coups – when a grey coloured country has two unrest showing (including a possible one from occupation) or when a red or blue country has three showing, you need to resolve a coup. [3.3] Occupation counters also count as one point of unrest.

2) Whenever a player loses control of one or more factories you add or remove the number of factories they gain or lose from their victory progress track [5.0]

Grab the Quick Play sheets and follow along...



### Card #1 Atomic Energy Act

There is no Soviet spy in the UK, so the roll to trigger is 4+. The roll is a five. One US influence is removed in the UK and the card is removed from the game.

The US has just lost two factories – it has a blue government in the UK but lost its blue cube and you need both to count the factories (it says this on the victory progress track). Find the US victory progress track (top left) and move it down two spaces from 4 to 2.

### Card #2 Popular Unrest

The die roll for me is a 3: both sides must place one unrest in an occupied country, Soviets first. Then the card is removed from the game.

The Soviets select West and the US East Germany. Both countries have two unrest. Note that West Germany is very stable and has a little 4 unrest icon – instead of the usual 3 for a red or blue country to suffer a coup, West Germany needs to have a total of 4 unrest for a coup to happen.

It might have been better for the Soviet to try his luck in Africa, and see what happens, but this is still an irritant for the US player.

### Card #3 Berlin Blockade

The Soviet player does not have to roll the die for this, and right now it is a real gam-



ble. But Ivan throws the die and gets a 4. *US/UK airlift* – Add one unrest in the USSR (now 2), remove any unrest in West Germany (drat! Down to just the one for occupation) and add one US investment. The card is removed.

A note here is that the US could use that investment right away to remove any unrest in West Germany (but there isn't any that can be removed) or to try to remove a trade marker – see [3.2]. But we are not going to try that the moment.

## Card #4 Soviet Famine

The die roll is a 3 and the Soviets suffer a famine. They can choose what to do here but wanting to win the civil war in the Ukraine later in the turn I'm going to add two more unrest to the USSR (now 4). This is a homeland crisis because there are three or more unrest in the homeland. The Soviet player must solve that problem first when money does eventually come out of the deck for the Soviet. See [2.2]. Card is removed.

## Card #5 US Money

The first money card, and a US one. Looking at the quick play sheet for actions, you will see there are 11 possible choices, though one is Soviet only.

The US player is going to select option #3 – place two investment. This allows two investments to be placed anywhere. One is placed in the UK and another is placed into West Germany which is fighting fit with no unrest (occupations cannot be removed with investment).

Since we've just placed investment, we can use them to perform a 'mini-action' wherever they were placed. We ignore the UK one – that one is going to help us get the UK back on-side. In West Germany though we are going to make a trade roll to try and remove the destruction marker.

The applicable modifiers on the QRS are +2 for two investment markers and no modifier for the destruction marker since it has no value marked on it.

The high die is a 5, adding  $2 = 7$ .

A 6 or above is needed so this is a success. We remove the destruction marker since it is the leftmost marker. We remove all investment markers (they've been spent rebuilding). That action is done but recall that every time you gain factories you need to adjust the progress track – and you just uncovered two factories in a country with a blue government and blue cube, so add 2 to the progress track – moving it from 2 to 4.

The card is marked cycle, so it is not discarded and is placed into the cycle pile which will be reused next turn.

## Card #6 Soviet Money

The soviets are in homeland crisis so they only have two choices – either place investment, using one in the USSR to remove unrest, or place spies and use them to remove unrest.

Action #5 says "5) Place one spy and either make an influence roll or place one investment" so this is the one we're going to choose as it gives the Soviets a chance to get out of their pickle in one money card.

We could resolve in either order, but it does not matter since spies do their thing either before the card or after the card. In this case, it will be after the card.

The spy and investment both go in the USSR. We invoke the mini-action, removing the investment and one unrest – down to 3. Now the card is completed, we flip the spy and roll two dice. We're doing a (see your QRS) suppress unrest action. The dice need a 5+ to succeed.

My roll is 5-1, so one unrest comes off (now 2) and the USSR leaves crisis.

## Card #7 Soviet Military Export

This card could be used to purchase a western trade item, but there aren't any to buy. If we were embargoed, we'd also have to roll to see if the card is discarded with no effect.

Assuming you removed your unrest down to 2 or less in the USSR you are free to act.





If not, you'll need to try again to reduce it.

We're OK in this example – so we will try to hedge our bets for the upcoming civil wars. Action #4 lets us place three investment in worth 0-1 countries. I will choose Estonia, Ukraine, and East Germany. The East German one I will remove to remove one unrest and the other two I will leave – those are supplies for the troops.

## Card #8 War Reparations

On a 3+, this card allows you to claim those war reparation markers as extra money for the deck this turn, at the cost of one unrest each.

I rolled a one, so this card cycles but this is a real shame for the Soviets – let's hope Uncle Jo comes to the rescue shortly.

## Card #9 The Red Army

I rolled a 3 which cycles the card, so there's little point reading it all – and we just put the card in the cycle pile and move on.

It is still a red card which means two spies could activate, but we are waiting to see what happens.



## Card #10 Navy Arms Race

First the US can place one influence in any 0-1 worth country because of the naval advantage (see the strategic outlook chart) and then rolls a die. The selected country

is Greece to help fund the civil war taking place.

The die roll is a 4, and the US player places one blue cube on nuclear submarines on the technical research track. The Soviet rolls a 1 and gets nothing.

## Card #11 Civil War

This is the first civil war card – adjust the little helper track on the bottom left-hand side of the map to help you remember.

A die is rolled, and the result is a 6. The Soviet player can place one civil war marker on an existing civil war. In the full game, I rather favour Vietnam but since we've cut down for this learner scenario we're going to go into Greece which now has two civil war markers.

## Card #12 Soviet Money

OK the Soviets are free to act for this one, and will decide to try and double down on a nuclear bomb. We pick action #5, place one spy and we'll choose an influence roll as well from the option available.

First the spy goes into the USA. Manhattan project is on the menu.

Second, the influence roll targets Hungary. This is to try and place a second influence cube there, which gives a 'domino effect' +1 modifier when targeting other countries adjacent to it for influence checks. The roll is 3, which fails even with the +1 for having a red government.

At the end of the card, we are going to trigger our spies to act. The first spy in the USA is flipped to try and bring home the tech-theft bacon. There is no unrest in the USA and so a 6 is required. The roll is 1-2. The next spy is also flipped, and two dice are rolled. They also fail.

## Card #13 Nazi Spies

The die is a 4, and one spy is placed in East Germany. The card is removed.

## Card #14 Paperclip/Osoaviakhim

The roll is a 2, and the Soviets place one cube into space launch vehicle – completing it. The cubes are replaced with a disc.



(you can just move the disc from missile research to the right, showing you have all preceding technologies). The card is removed from the game.

## Card #15 US Money

Before the US does anything, it will try to sort out the spy problem in the USA. The US has one spy there and exhausts it. The action is counterintelligence. There is a +1 for multiple enemy spies present. A roll of 1-5 nabs one Russian spy which is removed to the USSR force pool.

The action selected for the money is technology research. The US can place one cube and chooses to place into codebreaking on the industry row.

Because one cube will complete the research and the tech is marked with dice symbols one die is rolled. A result of a three does not match the symbols present and so the research is a success. A disc is placed on the technology, the intelligence assessment track is moved up one box for the USA (on the strategic outlook chart) and because the US is now one box higher than the USSR, one re-roll marker is taken by the US player.

Lastly, because the US player fully researched a technology (placed a disc), one tech theft marker is placed into the tech theft box. When there are two markers there (like now) roll on the tech theft generation table and then remove all markers from the box. I roll a 2, which means no tech theft marker is placed.

## Card #16 Authoritarian Unrest

The roll is a 3, so the card takes effect. The Soviet places first, and puts one unrest into Egypt, which has two unrest and will resolve a coup.

The US player places one unrest – it cannot be placed into Egypt, because a coup is already happening there. The US player would like to get rid of this with minimal impact and selects Sweden.

Once all placement is completed, any coups are resolved - The Soviet player rolls two

dice for the coup in Egypt. The die rolls are 1 and 3. The high die of 3 should mean the country enters civil war, but occupation prevents this from happening.

There is no effect, and the country returns to one unrest (retaining only the occupied marker). There was some limited fighting, but the army put down the problem.

The important thing to note about this card though is that it limits coup results to a 4 – so if you roll a 6 on your high die, this card limits that die to a 4. This one is all about the despots and strongmen taking power.

## Card #17 Stalin

The roll is a 3. You must take one or two reparations markers off the map – Uncle Jo is not interested in any of that ‘lets be friends’ stuff – so we take one from East Germany, adding one unrest there. One money is added to the deck which is shuffled. Then, one unrest is added to the USSR – Stalin is more than a little paranoid... the USSR has 3 unrest again and slides back into a homeland crisis.



Lastly, we roll a 4, and uncle Jo leaves this mortal coil, or is helped along the way (he dies). We add the two destalinisation cards to the cycle deck – they won't enter play until next turn, and we roll one die for the new leader adding +1 due to the card text. The modified roll is a six, but we can't have



a progressive, so we get a reformer instead – welcome to the game Mr. Khrushchev! Because it is turn one we place the no leader marker on the turn track so that we won't roll for a new leader next turn.

The card is removed.

## Card #18 Civil War #2

You can adjust the helper track in the bottom left of the map if you wish, and then we resolve all the civil wars. This one is a long process for the first turn so fill your coffee cup (with coffee, that is not a game effect or anything).

Right with coffee in hand we have three to resolve – Estonia, Ukraine, and Greece. Let us work top to bottom and start at Estonia.

The government player is the USSR. They will roll three dice because of the army and one investment present. The total is 3 dice at +2. Rolls are 6-4-3, for 2 hits (six or above is a hit).

The rebel player has no modifiers and needs sixes to hit. Two dice are rolled: 3-3.

The single civil war marker is removed by the two Russian hits and the government wins the war. The country is aligned (it is already because it has one red cube), the army is removed back to the USSR force pool, and an occupied marker is placed. The country is set to one unrest which is achieved because of the occupation marker. All investment present was also spent during the fighting. If the country had factories, these would then be added to the Soviet progress track, but the country is still largely destroyed from World War Two.

Lastly, the USSR claims +2 progress because a Soviet army was present. The USSR progress marker is moved up two spaces from 3. At space 4, the marker moves back to zero and a hammer and sickle is awarded to the Soviet player. Then the marker moves up one remaining box on the track to the 1 space.

Ukraine is essentially the same, and the USSR wins again with a similar result. This time the progress marker ends in the 3 box.

Lastly, we have Greece which is in a trickier position because there are no armies present. This is a dangerous situation for the US despite the arms and supplies shipped into Greece. This is because a single hit from the Rebels will win the war for them without an army present to soak up the hit.

The Government will roll two dice, adding +2 for two investments which are then removed. The rolls of 3-4 equal one hit which removes one civil war marker. The government has not won the war because civil war markers remain. The rebel will roll 2 dice with no modifiers. The dice roll 2-4, which is no hits. The war is unresolved this turn and will be fought again in the next turn.

## Card #19 Tito

The die roll is 4, and since Stalin is dead the card takes effect – one Soviet investment is added in Greece and one in Hungary, and an unrest in the USSR (now 4). The card is removed.

## Card #20 McCarthy

The roll is a 6 – McCarthy runs amok! A counter-intelligence roll is made in the USA, rolling 2-2 which has no effect. Then two unrest is added in the USA (now 2).



The US player mulls over re-rolling this with the intel analysis chit but decides to save it for something more important – the USSR



could always do something aggressive.



## Card #21 Spy Agencies

The USSR tries again in the USA – the card allows a flipped (expended) spy to perform another action. The dice are 2-5, and because there is unrest in the USA this is a successful tech theft. The tech theft marker is removed from the map and the Soviet can claim a prize.

The US player again mulls the re-roll, a harder decision- but the Soviet army is still primed to go in and the re-roll is partial proof against that. The US sucks it up and lets the USSR go through his pockets.

The USSR player decides on the Atomic bomb – an easy choice. Each tech theft allows placement of two cubes on one row, so long as the USA already has the technology (you can only steal what the US already has, except for farming) – since two cubes are required to develop the bomb, they are placed and then replaced with a disc showing the bomb has been researched.

The space gives the USSR one atomic weapons counter and all red bomber counters – these are placed in the USSR force pool and are now available to be constructed.

The US player rolls one die and gets a 3 – not enough for a free spy.  
The card is placed on to the cycle pile.

## Card #22 Research

Both sides get one research cube to place because it is turn one and neither player has supercomputer or silicon transistor.

The Soviet player goes first, and eyeing up the 5-year plan objective – selects farming. The first space requires only one cube so this is fully researched and a disc is placed onto it. Because a tech in the correct category was fully researched (the 5-year plan current objective is farming) the USSR player receives one progress added to the progress track. Happily, this pushes the track to 4, which awards the Soviet player a hammer and sickle marker. The track is then set back to 0.

The US player places one cube on main-frame computers.

## Card #23 Soviet Money

The USSR is in homeland crisis, but before using the card the Soviet player can activate spies. There is one spy in the USSR. It is flipped and rolls 3-5, removing one unrest (now 3). The Soviet player takes another action to place two investment – one in the USSR to remove one unrest (now 2) and one in Turkey.

## Card #24 US Money

The US uses action #8 to build a military unit. One bomber is placed into the strategic weapons box. There is already one US bomber present and so this is not a unique unit – it adds +1 to the nuclear balance in the USA player's favour. The track moves left to +3, which gives the US player a star marker and places one unrest in the USSR (now 3) – the US player put the USSR back into homeland crisis, taking away some options.

## Card #25 Soviet Reparations Money

The Soviet player must reduce that unrest and places two investment, one in the USSR reduces unrest to 2. One goes into the UK, which removes the US investment there already. (there can never be investment from both players in the same space – it cancels one another out).

Reparations cards are always one-use and



marked remove - once spent, remove the card.

## Card #26 Popular Unrest

A 1 is rolled which is corruption. The Soviets cannot find any US investment to remove! The USA removes one investment in Turkey.

## Card #27 Israeli Independence

The roll is 5 – Israel declares independence and is immediately invaded by a somewhat half-hearted Arab coalition (with British advisors!)

The occupation marker is removed as the British occupation force disappear into the sunset... and one civil war marker is placed on the map.

The country was previously democratic (blue) with a blue cube and therefore already counted in the US progress value. You cannot count a country in civil war however – so the US progress track moves down to 3. The card is removed.

## Card #28 US Money

The US player would like to spend on tech but has not used either presidential bonus (marked on the US player mat) – this would be a waste and so the US decides to place influence on the UK.

A 2 is rolled, which is not good enough. The *containment* president effect can be used to reroll the die. The US player removes the disc to show it has been used and re-rolls a 5, which is good enough to place a cube and remove one investment.

Note that a die can only be re-rolled once regardless of the affects you could use to force re-rolls. Once only.

The US player decides to roll again in the UK to place a second cube, the first roll fails and the intel assessment re-roll chit is discarded to allow a re-roll which succeeds.

The UK has been returned to blue government and blue cube status, so two factories are added to the US progress track, which moves from 3 to 5.

## End of turn cycle

Find the end of turn sequence on the quick play chart and resolve item by item:

1. Move the turn track to turn 2
2. 'Even up' the number of star and hammer and sickle markers by discarding one for one until one player only has one left.

The US player has two, so one marker is discarded, and the USSR does likewise. The USA now has one marker left, and the USSR has two left and is currently winning the game.

3-5. The Soviet player rolls three sets of dice and consults the tables on the player mat to place the 5-year plan objective, Western trade item and a tech theft marker.

6. Turn two is an even turn so we would normally roll for Soviet leadership change, but turn 2 is marked with NO leader change due to the Stalin card, so we skip this and move on.

7. A reformer is currently in power, so two reform cubes are added to the reform track (because the reformer has a reform value of two if you examine the leader track on the player mat). We add a further one because the USSR is winning the game.

8. A reform will take place because only two cubes are needed to move the reform track right one and we have three. If we had unused spies In the USSR we might be able to prevent this, but we do not. The Soviet diplomacy card is added to the cycle deck as per instructions on the reform track. The USSR player can also remove one unrest due to the pleasant reforms taking place.

9. If embargo markers were present in the western trade box we would remove one.

10. The US player rolls two dice and consults the president chart to see what the new president brings to the table. Apply the DRMs to each die for unrest and losing the game (which currently applies) to get the results and note the chance for presidential assassination.

11. The US player adds one money to the



US national debt track, moving the marker one box right.

12. All spies are unflipped
13. There are no nuclear weapon counters deployed so skip this.
- 14) Remove discs on codebreaking (and the US moves back one space on the intel assessment track).
- 15) Check intelligence assessment and give re-rolls if one side is advantaged – the US lost its advantage and the intel track is now even, so no re-roll counter is awarded.
- 16) Neither player has a mainframe computer, if they did then one free tech cube could be placed now.
- 17) Take the discard pile of cycle cards, add new cards for the new turn and any additional money (check the turn track) to form the new deck.
- 18) The Soviet player may add oil sale cards (roll if necessary) to the deck – not applicable here as the oil production marker gives no oil currently.

That is the full turn one, and probably 90% of the game mechanics. You should be basically ready to play the game by playing through this once or twice and then keeping going on to turn two – the quick play sheets have everything needed to play once the basics are understood.

## 9.0 Scenarios

The following is a text version of the same information displayed on the scenario set-up sheets. They are a little small in places, so using this you can check the setup and ensure you've done it correctly.

### INTRODUCTORY SCENARIO

Setup as per scenario one, but make the following alterations:

The play area stops at USA - Algeria - Libya - Egypt - Syria - Kazakhstan - USSR. Everything above and including those countries is in play, everything else is out of play.

Remove the following cards from the deck:

- 1 US money
- 1 Soviet money
- Indonesian Independence
- China Rebuilds
- Proxy War

### SCENARIO ONE : "SOVIET STEAM ROLLER"

#### **Scenario Notes**

- The Soviets begin without the atom bomb, but an advantage in rocketry.
- Much of Europe is still devastated after World War Two, the US is in serious debt and civil wars are being fought in Europe and Asia.
- Most of Africa is still occupied by the empires.
- Joseph Stalin leads the USSR.

#### **Setup Notes**

When a box is specified, always count from the left of the track. The leftmost box is box one.

Trade counters are placed on the corresponding factory symbol - a trade #1 counter on the first symbol from the left, a #2 counter on the second and so on.