
 -1 zero turn



ZERO TURN P9

-1

ANDROPOV

SOVIET 'TURN ZERO' CARD

Subtract 1 from the die roll total for the current Crisis.

Discard after playing this card on a Crisis.

DISCARD AFTER PLAYING THIS CARD ON A CRISIS

 -1 zero turn



ZERO TURN P10

-1

KHRUSHCHEV

SOVIET 'TURN ZERO' CARD

Subtract 1 from the die roll total for the current Crisis.

Discard after playing this card on a Crisis.

DISCARD AFTER PLAYING THIS CARD ON A CRISIS

 -2 zero turn



ZERO TURN P11

-2

MOLOTOV

SOVIET 'TURN ZERO' CARD

Subtract 2 from the die roll total for the current Crisis.

Discard after playing this card on a Crisis.

DISCARD AFTER PLAYING THIS CARD ON A CRISIS

 zero turn



ZERO TURN P12



BERIA

SOVIET 'TURN ZERO' CARD

Cancel effect of US card for the current Crisis.

Discard after playing this card on a Crisis.

DISCARD AFTER PLAYING THIS CARD ON A CRISIS

 zero turn



ZERO TURN P13

DUMMY CARD

SOVIET 'TURN ZERO' CARD

No effect.

Take back into hand after playing this card on a Crisis.

TAKE BACK TO HAND AFTER PLAYING THIS CARD ON A CRISIS



