



# Frequently Asked Questions

Compiled from Q & A found at

[www.consimworld.com](http://www.consimworld.com) And [www.boardgamegeek.com](http://www.boardgamegeek.com)

**Version 5 UPDATED 7/12/2010**

**This FAQ references ALL editions of the game  
Including the recently published DELUXE edition**

Authorized as official by designer Jason Matthews  
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Twilight Struggle is a Card-driven game published by GMT Game, LLC, of Hanford California. The above TITLE design was created by Rodger MacGowan. Game Design is by Jason Matthews and Ananda Gupta. David "the preacher" Wilson has no affiliation with GMT games, but instead just a guy who spends too much time reading rules debates and trying to bring a halt by compiling rulings, etc. He really is a Southern Baptist minister who serves in a church in Redondo Beach, California.

## ERRATA QUESTIONS:

**Q. Some say that the first edition of this game had a large amount of errata immediately following publication. Is this true?**

**A. Sort of. Most of the errata are nothing more than inconsequential, spelling errors. The major exception was the setup for Australia, see the rule errata below.**

**Q. Is there a list of the errata available online?**

**A. Check the Twilight Struggle forum at [www.boardgamegeek.com](http://www.boardgamegeek.com)**

**The following is the known errata as of 6-15-2008:**

### Map Errata (1<sup>st</sup> Edition)

1) "Chili" -- The nation of Chili is more commonly known as **Chile**; we apologize profusely to that beautiful country and traditional US regional ally.

2) Saudi Arabia -- Its stability number should be highlighted in red. **It is a battleground country.**

3) People's Republic of China -- That's "**Republic**" not "Republic" which is some new, scary form of government.

### Card Errata (1<sup>st</sup> Edition)

1) **Defectors** (card #103) -- **This is not an asterisked event.** It should NOT be removed after play as indicated at the bottom of the card.

2) **Marshall Plan** (card #23) -- Title **should be underlined** as this card has the lasting game affect of allowing play of NATO.

3) **Scoring Summary** (card #104)-- The description of "Domination" of a region is incomplete. You are required to have more countries **AND MORE BATTLEGROUND COUNTRIES** to dominate a region. See rule 10.1 for further elaboration.

4) **Cuban Missile Crisis** (card #40) -- **Should not be underlined.** The card does not have effects that carry beyond the current turn. Add the word "**West**" before Germany in the card's text. The text refers only to West Germany.

### Rule Errata (1<sup>st</sup> Edition)

#### 3.3 Game Setup

Rule 3.3 should read : "**The U.S. player sets up second, placing a total of 23 Influence markers in the following locations . . . 4 in Australia.**"

[Copy of Player Aid Card back page] SETUP -- Fourth bullet should read: "**23 US Influence markers . . . 4 in Australia**"

#### 4.5(C) Note,

4.5.C Note -- "If playing an opponent's event during the Headline phase, your opponent implements the event text as if they had played the card themselves. **As when playing your own or a neutral event during the Headline phase, if your opponent's implementation of the event results in a shift to DEFCON 1, you lose (see 8.1.5).**"

#### Example of Play:

1) Turn 3 Headline Phase -- Korean War is played, but we did not adjust the DEFCON Status. We had hoped to correct the Example of Play, but the correction did not make it to the printers in time. So, the rest of the example is off somewhat, as the DEFCON level should have been 1 lower, prohibiting several actions that occurred subsequently. **NOTE: The Korean War card was changed in the second edition- the extended example of play should NOT lower the DEFCON level.**

2) Turn 4 USSR 4 -- Central American scoring. The example incorrectly states that the US had Presence in Central America. The US player only had 1 Influence Point in Panama. He needed 2 Influence Points to control Panama. Therefore the total number of victory points is off by 1, it should be **USSR 11** here, and increased by one subsequently.

3) On page 13 of the 2nd Edition rules extended example of play, the US plays RED SCARE/PURGE "as 2 Ops for a Coup in Iraq." In the Second edition printing the ops value of **Red Scare/Purge** was upgraded from 2 ops to 4 ops.

### Player Aid Card Errata:

- 1) SETUP (front) -- Fourth bullet should read: “**23 US Influence markers . . . 4 in Australia**”
- 2) Card List (back) -- Card #17 "De Gaulee" is misspelled. It should be "**De Gaulle.**" No, this was not a subtle jibe at our French allies.

### CHANGES IN CARDS FROM FIRST TO SECOND EDITION:

*This list is not an exhaustive list of all changes. Changes that were made only to clarify cards and bring them into alignment with rulings are not listed here. Rather, this is the list of cards with actual changes.*

Card # 11: Korean War: DEFCON reduction has been removed to make the card consistent with other War cards.

Card # 13: Arab-Israeli War: an addition of a -1 to die roll if Israel is US controlled was added.

Card # 21: NATO: the following text was added : “**US Controlled countries in Europe may not be attacked by play of the *Brush War Event.***” Therefore after play of **NATO**, US controlled countries in Europe are immune to Brush War.

Card # 31: Red Scare/Purge: The Operations value of this card was increased from 2 to 4.

Card # 32: UN Intervention: The following text was added "**May not be played during headline phase.**"

### SPECIFIC CARD QUESTIONS:

(Or how do these cards really work?)

#### # 5 Five Year Plan

**Q.** Is it permissible for the USSR player to play (on his last action phase) the Five year Plan knowing that he will be forced to discard the sole remaining card in his hand which is a scoring card.

**A.** It is illegal to hold a scoring card. A player may use the Five Year Plan in order to force himself to discard a scoring card. This would be especially smart if the card would a score a region where the player is not well-represented.

## **# 6 The China Card:**

Q. Is this a 5 OP cards if used as a coup or realignment in Asia? For realignments do you have to declare that all will be used in Asia beforehand, or can you wait, so long as realignments 1-4 are in Asia, and then claim a 5<sup>th</sup> in Asia?

A. The bonus certainly applies if the coup is done in Asia. However, realignment rolls are declared one at a time. If a player has done 4 realignment rolls in Asia using this card, the ONLY thing he could do with the final point is a 5<sup>th</sup> realignment roll in Asia.

Q. In order to get out of a **QUAGMIRE** or a **BEARTRAP**, can I discard the China card?

A. No, Rule 9.5 declares **the China Card** may not be played as a discard required by an event.

Q. It is permissible to play the **China card** on the Space Race?

A. Yes

Q. If the U.S. player plays the **China card** on the Space Race does it affect the **Formosan Resolution**?

A. Yes, because the U.S. player would be playing the **China card** it would cancel the **Formosan Resolution**.

Q. My opponent says that the card is not available for play at the beginning of the game. I say it is available to the USSR player which is why it is placed face up on his side of the table. Who is right?

A. Your opponent is 100% wrong. It begins play face up and in the control of the USSR player.

## **#11 Korean War**

**Note: As of Second Edition, this Event no longer reduces Defcon status**

## **# 13 Arab-Israeli War**

**Note: As of Second Edition, if Israel is US controlled there is a -1 die roll modifier applied.**

## **# 18 Captured Nazi Scientist:**

Q. Does this count as a space race attempt?

A. No the limit is for the playing of Operational cards on the Space Race. Events affecting the Space Race do not count as a space race attempt.

**Q.** The card says that you only gain the victory points of the second box entered. Does this mean that if you land on a space that does not have victory points, but instead a printed benefit that all you gain is to jump up in the Space Race?

**A.** No, if the second box is a benefit box and you are the first player to that box you gain the benefit. The card's text was only to prevent players from attempting to gain cumulative victory points from multiple boxes.

## **# 19 Truman Doctrine**

**Q.** The Truman Doctrine says "Remove all USSR Influence markers in one uncontrolled European country." I've always played it as, and I think it is supposed to be mean: "Remove all USSR Influence markers in one European country that is not controlled by the USSR." But technically it just says uncontrolled, which would mean that the control markers have to be removed from a country that neither side controls. Which is it?

**A.** Uncontrolled means not controlled. Therefore, a European country must not be controlled by either power to be a legal target for the event.

## **# 21 NATO**

**Note:** As of Second edition the following text applies "US Controlled countries in Europe may not be attacked by play of the *Brush War Event*."

## **# 24 Indo-Pakistani War**

**Q.** If there are no Influence markers in either country, or only your own Influence in either/both countries, what effect will playing this card as an event have?

**A.** A player would receive 2 Military Operations for the event, and if he wins the war by the die roll specified on the card, he would still receive the 2 VPs. This would be true of other successful war events without Influence markers as well.

## **# 26 CIA Created**

**Q.** Does the USSR hand remain revealed for the entire turn? What happens if the USSR player gains new cards later in the turn?

**A.** The effect of the card is not ongoing. The USSR only needs to reveal his hand at the time the **CIA CREATED** card is played.

**Q.** What is meant by the phrase "Conduct Operations with this card normally?"

**A.** Simply put, it means that the USSR player's hand is revealed and then the US player conducts one point of operations. This card and **Lone Gunman** (# 62) both work in the same manner.

**Q. What is meant by the phrase "Conduct Operations with this card normally?"**

**A. The Deluxe Edition text of this card now reads "...Conduct Operations as if they played a 1 Op Card." These Operations are governed by Rule 7.4.3. This card and Lone Gunman (#62) both work in the same manner.**

### **# 31 Red Scare/Purge**

**Note- this card has a 2 ops value in the first edition of the game, but was upgraded to a 4 ops value in the 2<sup>nd</sup> edition. As of the Deluxe Edition 8.2.3 also clarifies that when a War Event is played the number of Military Operations is designated by the Event text.**

**Q. Does the -1 Ops apply to Space Race? If an opponent gets OPs from one of their event's I play, is it -1?**

**A. The reduction is for any use of Ops, including Space Race. Ops from events are not affected.**

**Q. When the **Red Scare/Purge** is in effect on a player, how does that impact their Military Operations? For example, if I play a "3" card for a coup, it is reduced by 1 for the coup attempt. But is that play thus counted as "2" military operations, or does the card number take precedence for that?**

**A. A card with a reduced ops number is considered reduced for ALL purposes. The only exception is that operational points from events are not affected.**

**Q. The rules declare that War events move the military Ops marker based on the operational points of the card. However the text of the War cards declare that the marker is moved 2 spaces. Which is right?**

**A. Apply the overriding rule of 5.5 which states that card text which contradicts the written rules overrides the written rules. A War Event, within the confines of its own card, defines the number of spaces to be moved, and does not refer to operations.**

**Q. Soviets play **Missile Envy** as headline and **Red Scare** as first Action Round. The U.S. first action round must be to use **Missile Envy**. Since **Red Scare** affects "all further operation cards played by the US" will the **Missile Envy** be included in this reduction? (the uncertainty arises because **Missile Envy** was played in the headline phase BEFORE **Red Scare**) Does the U.S. get 1 op or 2?**

**A. Even though it was preordained by the headline event, the U.S. actually implements **Missile Envy** after the playing of **Red Scare** and therefore it is reduced to 1 operational point.**

**Q. Does the -1 Ops apply to the Space Race? If an opponent gets Ops from one of their event's I play is it -1?**

**A. The Reduction is to the Card's Ops Value and for any use of Ops, including Space Race (7.4.2) and only applies to one player (7.4.1) including when an opponent plays his event. Only the 4 OPs granted by Olympics Boycott in the previous Edition were**

unaffected, but has now been reworded (7.4.3). Note the Clarification under 6.4 The Space Race.

**Q.** When the **Red Scare/Purge** is in effect on a player, how does that impact their Military Operations? For example, if I play a "3" card for a coup, it is reduced by 1 for the coup attempt. But is that play thus counted as "2" Military Operations, or does the card number take precedence?

**A.** It would be "2". A card with a reduced Ops Value is considered reduced for all purposes and it is the Ops Value that is used for Coup attempts (8.2.3).

## **# 32 UN INTERVENTION**

**Note:** As of the second edition Text was added that prohibits the playing of this card during the headline phase. If Grain Sales draws UN Intervention in the Headline Phase it must be returned, nor could it be played with an opponent's Event. Also to play UN Intervention as an Event it must be played with an opponent's associated Event, defined as a Red or White Star (Rule 2.2.2) regardless of whether the Event can occur or not under Rule 5.2.

**Q.** Can a player use **UN Intervention** on a card received through **Grain Sales**?

**A.** Yes. It works like this: 1. Play **Grain Sales** 2. Take the opponent's card into your hand 3. If it is **UN Intervention** play it with an opponent's associated Event, or if it is an opponent's associated Event play it with UN Intervention *or* 3. Return it and play **Grain Sales** normally.

**Q.** Can **UN Intervention** be used to cancel an event during an opponent's action round.

**A.** No, absolutely not! The only way that **UN Intervention** may be utilized is when played simultaneously with a card from your own hand.

**Q.** Can a player use **UN intervention** on a card received through Grain Sales?

**A.** Yes. It works like this: 1. Play grain sales 2. Take the opponent's card into your hand. 3. play it (with or without **UN INTERVENTION**) or 3. Return it

## **# 33 DeStalinization:**

**Q.** When moving influence, can it be placed anywhere on the board, or is it subject to the placement restrictions of operations?

**A.** This is covered in 6.1.1. Events that place, or in this case move, influence, allow that influence to be placed anywhere, subject only to limitations listed in that event.

**Q.** In regards to the Chinese Civil War- May **De-Stalinization** be used as an Event to place influence in the Chinese Civil War space?

**A.** No, Influence may only be placed according to the rules for Operations (6.1).

### **# 35 Formosan Resolution**

**Note-** this card was numbered #101 in earlier editions of the game.

**Q.** Does Taiwan count as a Battleground country if **Formosan Resolution** is in effect for Final Scoring at the end of turn 10?

**A.** Yes. The Deluxe Edition card text has added "...or during Final Scoring at the end of Turn 10."

**Q.** Is Formosan Resolution meant to be discarded from either player's hand after US play of The China Card?

**A.** No it is only discarded if it has been played as an Event prior to the US play.

### **# 36 Brush War**

**NOTE-** the first question and answer reflect a **REVERSAL** of a previous ruling due to a change in the rules in the latest printing

**Q.** When applying die roll modifiers for a Brush war, do the adjacent Superpowers count?

**A.** Yes, as per the Deluxe Edition Rule 2.1.5 the spaces representing the Superpowers "...provide the same benefits as 'adjacent controlled countries' for the purposes of events and realignments (6.2.2)."

**Q.** If defending against a **Brush War**, are you limited to one negative modifier, no matter how many adjacent countries you control?

**A.** **Brush War** should work in the following manner. It allows an attack on a country of 1 or 2. The die roll is modified by -1 for *every* adjacent opponent-controlled country.

### **# 40 Cuban Missile Crisis:**

**Q.** When I play this card as a Soviet player, when can the USA eliminate two influence markers in Germany or Turkey? Can they do this during my action round? When the card is eliminated, will DEFCON remain at two?

**A.** The card says "at any time" and that would include during one of your action rounds. DEFCON does not have to stay at two, but if the card is not cancelled, no matter what the DEFCON status says, your opponent **STILL** cannot attempt a coup without losing the game. The only way he may do a Coup, without immediately losing, is to cancel the card or



wait until next turn. Of course, if he is already losing, this allows him a quick way to finish the game.

Q. Which Germany is referred to in this card's text?

A. The text has received errata and now refers only to **West** Germany.

Q. Who loses the game if **Cuban Missile Crisis** has been played by the USSR player and later in the turn he plays Junta. His opponent chooses to initiate a coup.

A. If a player is operating under **Cuban Missile Crisis**, the second he chose to initiate a coup, whether or not brought about by an opponent's card play, he loses. The text on Cuban Missile Crisis takes precedence over the rule in the rulebook (lowering DEFCON to 2 when your opponent is the phasing player).

Q. What options does the US player have to cancel the Event?

A. The Second Edition text referred only to West Germany and the Deluxe Edition clarifies the 2 influence must be removed "...from either West Germany or Turkey" and thus, not 1 influence from both.

## **# 41 Nuclear Subs**

Q. The card text says: "US actions do not affect the DEFCON track for the rest of the turn." My question is -- does this mean *all* actions? So if I play an event like **Summit**, **ABM Treaty** or **How I Learned to Stop Worrying**, may I move the DEFCON status marker, even if it would be beneficial to me?

A. "Actions" should be read as referring to use of Operations; not to manipulation of the DEFCON through events.

## **#42 and # 44 Quagmire and Bear Trap:**

*See also a relevant ruling under Missile Envy.*

Q. Can you explain in simple steps how to resolve a **Beartrap** or **Quagmire**?

A. Sure. Here is a simple three step explanation:

**1) Start your action round**

**2) If you have a 2 or greater value ops card in your hand you must discard one of them (it has NO effect); you may proceed to step three, otherwise your action round is over.**

**3) Roll a die. If the number is less than 5 the card's effect is ended, you may resume normal play on your NEXT action round. If not, you must do the same on your next action round.**

## **#42 and # 44 Quagmire and Bear Trap: CONTINUED**

## **#42 and # 44 Quagmire and Bear Trap: CONTINUED**

**Q.** Just to make the **Quagmire / Bear Trap** clear - First I thought you handle it this way: discard a 2+ Ops, roll the die - if it shows a 6 your phase is over. If a player fails in rolling less than a 5 is he permitted to play a (2nd) card for acting.

**A.** No, he has essentially lost his turn. The discard and die roll is the only thing that a player may do in that action round. If less than 5 is rolled then resume normal play in the *next* action round. If a player has no cards that meet the Ops requirement of the discard, he must hold his cards until the next turn. Scoring cards are the only exception, as they must be played and cannot be held. These may be played in any order once the player no longer has ops cards that meet the requirement. While this may continue into the new turn, it does not affect the **Headline Phase**. A player may discard his opponent's events (without effect – see rule 5.4) as long as the Ops number is high enough.

**Q.** Is escaping the Trap your only permissible action for a given Action Round? Or, once the Trap is broken, is another card play (Ops/Event) allowed immediately as part of the 'normal' action?

**A.** Normal play resumes the next action round after the trap is broken.

**Q.** Does a **Beartrap** or **Quagmire** end when the turn ends or will it continue into the next turn?

**A.** The end of a turn will not end a **Beartrap** or **Quagmire**. Only the required die roll will do so. Remember that neither card affects headline phase.

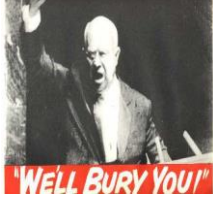
## **# 47 Junta:**

**Q.** If played as an event, does the free coup count towards military operations?

**A.** “Events that allow a free coup roll do NOT count towards required military operations.” Rule 8.2.5

**Q.** The Deluxe Edition text of the **Junta** card allows two Influence to be placed in any one Central or South American country, and either a Coup roll or Realignment. Is the order of the Coup/Realignment vs influence placement up to the player, or must the Influence be placed first (since it is listed first on the card)?

**A.** The order is significant (Influence first, then Coup *or* Realignment). Note the number of Realignment rolls will depend on the cards Op Value, which is normally 2 but may be raised or lowered and may only be made in one of the Regions, but does not have to be the same Region that the Influence was placed in.



## **#49 Missile Envy & #50 We Will Bury You:**

**Note- The Deluxe text for We Will Bury You now stresses, unless UN Intervention is played the USSR will gain 3 VP prior to any US VP award. This means no timing explanations are required for the text to override (5.5) the provisions of 10.2.3/10.3.1**

**Q.** We're at Defcon 2. The USSR plays **Missile Envy** and has got a +18 score. "We will bury you!" comes his way. What happens? If going by the sequence on the card, USSR auto-victory would occur first.

**A.** **WE WILL BURY YOU** has a condition on the implementation of the 3 VP's. The VP's are only earned after the US fails to play the **UN INTERVENTION** card. Now, **MISSILE ENVY** has to be his next play, but **UN INTERVENTION** may be played with another card, so it was still both theoretically, and practically possible. However, in either case, the nuclear war would occur first, because the DEFCON is degraded with the event, while the 3 VP's must await the US action round.

**A.** No, **We Will Bury You** has a condition on the implementation of the 3 VPs. They are only earned after the US fails to play the **UN Intervention** card in their next Action Round. Now, **Missile Envy** has to be his next play, but **UN Intervention** may be played theoretically. However in this case, because the Defcon was immediately degraded with the Event, Nuclear war occurs first and the USSR player loses (8.1.3).

**Q.** When does the USSR player receive the 3 VPs? For example the score stands at USSR +17. This is important for Auto-Victory considerations. The USSR plays **We Will Bury You** at Defcon 5 (degrading it to 4) and the US Player does not play UN Intervention but plays Duck and Cover which degrades the Defcon to 3 and awards 2 VP. Since 10.2.3 and the first bullet of 10.3.1 provide that only a net VP award be used in determining Auto-Victory what should happen?

**A.** The USSR will win an Automatic Victory in this case as the Deluxe Edition text reads; "Unless **UN Intervention** is played as an Event on the US player's next round, USSR gains 3 VP prior to any US VP award." As per Rule 5.5 the card text supercedes the provisions of 10.2.3/10.3.1.

**Q.** What happens if the US player plays **We Will Bury You** as his last Action before Final Scoring? Will the USSR be awarded 3 VP?

**A.** No, there has to be a next Action Round for the VP to be awarded. And it does not carry over to either player's next game

**Q.** When does the USSR player receive the 3 victory points. For example, the score stands at -17VP. USSR plays **We Will Bury You** that awards him 3VP unless US is able to play **UN Intervention** as an event in his next turn. He cannot do so, but he does have **Duck & Cover** that would give him 2 victory points. When do I receive the 3VP for **We Will Bury You**? Is it as soon as the US player says "I don't have **UN Intervention**" or does he get the VP for his event as well? This would take it to 18VP (3VP for my event, 2VP for his). This is important because of auto-victory conditions.

A. The USSR earns 3 points Victory points the moment the US does not play **UN Intervention**. Since the text of **We Will Bury You** was played prior to **Duck and Cover**, its text must be resolved first. Therefore, the USSR player wins an automatic victory.

Q. Referencing the above question, 10.3.1 First Bullet Note states that "All VP awards (for both players) that are scored during an event or scoring card must be applied prior to determining automatic victory." Therefore, how can the USSR player actually win an auto victory under the above circumstances?

A. The USSR player wins because the text of **We Will Bury You** is applied and ALL VP awards from its text are awarded. The VP awards from **Duck and Cover** cannot be applied at the same time because it is a *separate* event.

Q. How does one deal with a Missile Envy placed in one's hand when under the effect of a Bear Trap or Quagmire?

A. A player under **Bear trap/Quagmire** who has had **Missile Envy** played against him MUST use it as the next discard if its value has not been degraded by **Red Scare/Purge**.

Q. Here's an odd combination of events. The US player is way ahead on the Space Race track and the USSR is forced to disclose his headline event as **We Will Bury You**. Must the US player play **UN Intervention** during the first Action round and NOT during the Headline Phase? The text of **UN Intervention** specifically states that it can not be played during the Headline phase.

A. The US would cancel the effect of **We Will Bury You** if **UN Intervention** was played in the first US action round. There is indeed a distinction between a headline phase and an action round.

**NOTE:** The US player could can pull **UN Intervention** with **Missile Envy**, **Star Wars** or **Grain Sales**, and if he is able to discard a soviet event along with it he would be able to cancel the victory points from **We Will Bury You**.

## **# 53 South African Unrest**

Note the Deluxe Edition card text allows the option of 2 Influence in "...any countries adjacent to South Africa." effectively allowing one each in Angola and Botswana.

## **# 57 ABM Treaty:**

Q. If ABM Treaty gets pulled due to Missile Envy during the Headline phase, does the player get to use the 4 Ops? Or is the "Event" part of the card just the Defcon change?

A. Operations affiliated *with* the Event (including free coup rolls for things like Junta) are allowed. The Deluxe Edition text of ABM Treaty allows the player to "...Conduct Operations as if they played a 4 Ops Card."

## **# 59 Flower Power**

Q. When exactly does the USSR gain victory points based on this card?

A. Because of the high ops value of the card, all war cards played for OPS or the EVENT will be subject to the 2 VP penalty unless made unplayable by a subsequent card. War Cards played on the Space Race will be exempt from the penalty.

## **# 62 Lone Gunman:**

Note the same as #26 CIA Created the Deluxe Edition text of this card now reads "...Conduct Operations as if they played a a 1 Op Card." which are governed by Rule 7.4.3.



Q. If initiated by the US player, and the Soviet player uses the 1 OP conduct a coup in a battleground country (thereby degrading to DEFCON 1), who loses?

A. As the phasing player is the US player (he played the card) the US player loses. This is NOT an event you want to play when you are at DEFCON 2. See the example under 8.1.3 where the U.S. plays the Olympic Games while at DEFCON 2 and the USSR boycotts, causing the U.S. player to lose because he is the PHASING PLAYER.

Q. What happens in the above situation if the **Cuban Missile Crisis** is in effect? In other words, which takes precedence, the rule establishing that the player who played the card which caused DEFCON to move to DEFCON 1 (**Lone Gunman**) or the previously played **Cuban Missile Crisis**?

A. If a player is operating under Cuban Missile Crisis, the second he chooses to spend operations points on a coup, he would lose. The text on **Cuban Missile Crisis** takes precedence over the rule.

Q. What is meant by the phrase "Conduct Operations with this card normally?"

A. Simply put, it means that the US player's hand is revealed and then the USSR player conducts one point of operations.

Q. Does the US hand remained revealed for the entire turn?

A. The effect of the card is not ongoing. The US only needs to reveal his hand at the time the **Lone Gunman** card is played.

## **# 67 Grain Sales to Soviets:**

Note: As of the second edition the following text was added to clarify this card : "If Soviet Player has no cards, or returned, use this card to conduct operations normally."

Q. If the Soviets play this during their turn, can the US choose to return the random discard to gain the operations (during the soviet players turn)?

A. The event is resolved as if the US player played it.

Q. The USSR plays **Grain Sales to Soviets** and US player chooses **How I Learned to Stop Worrying**. Can the US player set the DEFCON at 1? The USSR would be the phasing player, right? Therefore, the US player could chose to set Defcon at 1 and force the USSR to lose?

A Correct -- - These cards can be dangerous when DEFCON is low.

Q. If the USSR player plays **Grain Sales** and has no cards remaining in his hand, does the US player get to use the card to conduct operations normally even though they have no card to return?

A. Yes, the US player would still get to conduct operations using **Grain Sales**.

Q. USA plays **Grain Sales** and sees the USSR Headline. **Grain Sales** resolves first. When the USA draws a card from the USSR Hand it turns out to be **Defectors**. Can it be played immediately to cancel the USSR Headline?

A: If the US player's event resolved BEFORE the USSR headline, then the text of **Grain Sales** would allow him to play **Defectors** immediately and cancel the USSR headline event. If the USSR's event was already resolved then **Defectors** could not cancel it because it has already occurred. You cannot cancel an event AFTER it resolves because the US doesn't have a time machine...yet!

Q. If **Grain Sales** is played in the Headline Phase (or an Action Round) can the card received be played on the Space Race?

A. Yes, if the Operations Value qualifies (6.4.1). The Deluxe Edition of Rule 6.4 stresses that a card must be "discarded" to make a Space Race attempt, and the Event is not implemented (6.4.5). Usually a card that gives Ops Points as part of an Event, such as ABM treaty, cannot be used on the Space Race, as they cannot be discarded while their event is implementing. Grain Sales is an exception because the text of the card allows the received card to be "Play[ed]".

## **# 69 Latin American Death Squads**

Q. Are all of your opponent's Coup attempts -1 or only those in Central and South America?

A. Only coups in Central and South America are affected.

## **# 70 OAS FOUNDED**

**Note- the Deluxe Edition text clarifies the 2 US Influence can be added "...in Central and/or South America" allowing one in each Region.**

## **# 73 Shuttle Diplomacy**

**Q. I control North Korea and that's all in Asia. My opponent has Shuttle Diplomacy. Now, of course I lose North Korea as a Battleground, but I do still have presence in the region right?**

**A. No, the card temporarily "removes" the country entirely from the equation.**

**Q. Who chooses the country that doesn't count? This is an issue only if Japan is Soviet controlled, as it would also affect the extra point for being adjacent to the US.**

**A. Because it is a US event, the US player chooses -- and shame on the US player who loses Japan.**

**Q. Does **Shuttle Diplomacy** prevent the USSR from controlling the region if he had controlled all of the battleground countries?**

**A. Only in the context of the Asia Scoring Card. Note the card will not affect Summit or Kitchen Debates and the Deluxe Edition text reads: "Does not count for Final Scoring at the end of Turn 10."**

**Q. Does this card affect the **Southeast Asia** scoring card?**

**A. Not at all. It only applies to the **Asia** Scoring card.**

## **# 77 Ask Not what your country can do...**

**Q. What happens if this card meets **ALDRICH AMES** in the headline phase?**

**A. See ruling under **ALDRICH AMES**, # 98**

**Q. If **Ask Not** is used to draw more Scoring Cards than the US player has Action Rounds remaining can he claim to be exempted from Holding the excess as per 10.1.5?**

**A. No, the player was not "forced" to draw more cards than he had Action Rounds remaining. There is absolutely no provision for playing more than one Scoring Card per Round. Therefore, he would automatically lose the game because he held a scoring card.**

## **# 90 Glasnost**

**Note the Deluxe Edition card text reads: "If *The Reformer* is in effect, then the USSR may place Influence or attempt Realignments as if the played a 4 Ops card." this wording is specifically governed by the new Deluxe Rule Section 7.4.3 and is subject to the rules for placing Influence in Rule 6.0 and therefore may not used to place Influence in the Region designated by #94 Chernobyl.**



## **# 92 Terrorism**

Q. When **Terrorism** is played and **Iranian Hostage Crisis** has already been played are the additional discards also discarded randomly?

A. Yes

## **# 94 Chernobyl:**

Q. The **Chernobyl** card says that the USSR player "may not add additional Influence markers to that region by the play of operation points." Does this mean the USSR player could still do a realignment or coup attempt in that region and, when the result is found, just take away influence markers and not add any of their own as the card states?

A. The **Chernobyl** card only deals with the placement of Influence with operational points. Realignments do not add influence, so the USSR player could still make a Realignment roll. Coups are also allowed, and a player would add influence if that player achieved a result that would normally do so. Further, the Soviet player could also add Influence in the selected region through the play of events which do so.

**NOTE: See also note under # 90 Glasnost**

## **# 96 Tear Down This Wall**

Q. Can the "free coup" be used regardless of the Defcon prohibition?

A. . If the card states that the player may coup or realign in a particular region, he may do so regardless of the DEFCON status, but that does not mean the player may disregard the impact of a coup in a battleground country. That would have to be mentioned in the card text as well. In this case, it is not so a coup in a battleground country in Europe *would* lower Defcon. *Reminder, free coups from event cards do not count towards required military ops- see rule 8.2.5*

## **# 98 Aldrich Ames**

**Note this card has been replaced in the Deluxe Edition by #98 Aldrich Ames Remix which does not force the US player to play cards in sequence and therefore all the questions below only apply to the earlier editions of the game.**

Q. If **UN INTERVENTION** is in the sequence: Can the US choose any card when it is time to play **UN INTERVENTION**?

A. No. If **UN INTERVENTION** is included in the sequence, it would have to be played for Operations Value.

Q. Can the US choose **UN INTERVENTION** when it is time to play another card?

A. No. It must be played in its sequence.



Q. If US in under **QUAGMIRE** and **ALDRICH AMES** does the US have to discard "in sequence", or is he free to discard as he wishes until Quagmire is gone.

A. The US player must discard "in sequence." However, to comport with the requirements of **QUAGMIRE** he would discard his first available 2 Operations card. This may mean skipping over cards in the sequence.

Q. If the USSR arranges **UN INTERVENTION** next to a Soviet event in the **ALDRICH AMES** sequence, can the US play **UN INTERVENTION** as an event?

A. No, **UN INTERVENTION**, when in sequence under **ALDRICH AMES** would not normally be used to cancel a card as it must be played "simultaneously" with another card. Unless the Soviet player is kind enough to stack a card with **UN INTERVENTION** for the US to play, the sequencing aspect of **ALDRICH AMES** implies that cards will be played one, after another, not with other cards.

Q. What happens if **ALDRICH AMES** is countered in the headline phase with **Ask Not What You can do...?**

A. Players implement both cards in order as far as possible. **ALDRICH AMES** has a higher Ops number and is implemented first. Then the US player gets to implement **Ask Not What You can do...?** If the US player elects to dump less than their entire hand then the portion of his hand left in place must be played in that order, before he can play any of the replacement cards. If the US player gets rid of all the cards ordered by **ALDRICH AMES**, then the new cards would not be under any restrictions whatsoever.

Q. Can **ALDRICH AMES** be used by the USSR player to force the US player to hold a scoring card?

A. Absolutely not. Even if the USSR player puts a scoring card at the end of the sequence, when the US plays the final card he **MUST** choose to play the scoring card as his final phase. In case of multiple scoring cards, the US player must play them in the order arranged by the USSR player who is implementing the **ALDRICH AMES** event.

## **# 100 Wargames:**

Q. If **Wargames** is played, is there a final scoring?

A. If you don't reach turn 10, there is no final scoring. **Wargames** brings the game to a sudden conclusion.

Q. Can **Wargames** be played as an event for no effect at DEFCON 3-5 to remove it from the deck?

A. **Wargames** is only considered used when DEFCON is at 2. The "IF" makes the impact of the card conditional. Therefore, it would not be removed if DEFCON was at 3-5.

**Q. The wording on Wargames has caused some confusion. What options does the player actually have?**

**A. The word “may” is meant to communicate options not requirements. Therefore, the Player may choose to end the game after giving his opponent 6 VP. He may choose to not end the game, after giving his opponent 6 VP. He may choose to not end the game and is not required to give his opponent 6 VP.**

### **# 101 Formosan Reolution:**

**Q. Does Taiwan count as a Battleground country if in effect for Final scoring at the end of turn 10.**

**A. Yes**

### **# 103 Defectors:**

**Q. What happens if the Soviet player plays **Defectors** in the headline phase?**

**A. Nothing. **Defectors** cancels itself and so has no effect during the headline phase and the Soviet player misses his opportunity to play the card during an action round for a Victory Point.**

**Q. If **Defectors** is played on the Space Race does the US earn a victory point?**

**A. Rule 6.4.5 declares that events played on the Space Race do not occur. Therefore, the text which would normally give the US a victory point would not take place. Therefore, the US would not earn a victory point.**

**Q: If the USSR Headline event has a higher Ops number than Defectors, does it still get canceled?**

**A: Yes**

**Q: If Defectors is not selected by the US, but a Headline event causes it to be played, is the USSR Headline event canceled?**

**A: If the event that caused Defectors to be played would be executed before the USSR event, then that event is canceled. If the USSR event has already been executed, it is not canceled.**

# **RULES QUESTIONS:**

## **SECTION 5.0 CARD PLAY**

**Q. Is a player permitted to examine the cards in the discard pile?**

**A. A player may do so at any time.**

**Q. If a player has more than one card remaining after the required number of phases, does he get to discard the one he doesn't want to keep? This can happen when a player plays "The China Card" during the turn.**

**A. Cards can only be discarded by event. If a player has an extra card left at the end of a turn he can only draw enough cards to fill his hand to the maximum hand size, which is limited to 8 or 9 depending on the game turn. Remember, the **China card** does not count against a player's hand size. (See rule 4.5, section B)**

**Q. There are a number of cards that require a player to play or discard particular cards. If this happens near the end of the turn, and that player has scoring cards in his hand, it is possible that by obeying the event text, he would be forced to hold the scoring card, which would violate the text on the scoring cards (and the rules).**

**A. The requirement that scoring cards must be played has precedence over other text.**

**Q. When a card states a player gets a "free" coup or realignment in a region, what does "free" mean? Does it mean the player can do a coup without regard to the DEFCON TRACK? Can he do a coup in Europe, though it's prohibited on the DEFCON track? Can he do a coup in a battleground country, though it's DEFCON 2?**

**A. If the card states that the player may coup or realign in a particular region, he may do so regardless of the DEFCON status, but that does not mean the player may disregard the impact of a coup in a battleground country. That would have to be mentioned in the card text as well. *Reminder, free coups from event cards do not count towards required military ops- see rule 8.2.5***

**Q. Is Southeast Asia scored when the Asia Scoring card is played?**

**A. Southeast Asia is scored normally as part of the Asian scoring card. The Southeast Asian scoring card is a special event that only scores the Southeast portion of Asia.**

**Q. There are a number of cards, **Missile Envy** and **Aldrich Ames** among others, that require a player to play or discard particular cards. If this happens near the end of the turn, and that player has scoring cards in his hand, you could reach the situation that by obeying the event text, you would have to hold the scoring card, which would violate the text on the scoring cards (and the rules). How should this be handled?**

**A. The rules state that scoring cards must be played. This rule has precedence over other text. So, for instance, if a player has two cards left and one of them is a scoring card, when**

his opponent plays Missile Envy and takes the other card, then the player would still have to play the scoring card and hold Missile Envy. In this case he would be required to play Missile Envy for Operations points in the first Action round of the next turn.

**Q. Is it permissible to play (on your last action phase) a card which forces you to discard from your own hand a scoring card rather than playing the scoring card?**

**A. The illegal act would be holding the scoring card. If a player can find a way to force himself to discard a scoring card, he is free to do so.**

## **SECTION 6.0 COUP ATTEMPTS**

**Q. A player is permitted to make multiple realignment attempts using operation points from a single card play. Is there a reason he cannot do the same thing for coup attempts?**

**A. Operations points may not be split for the purpose of resolving multiple coups. The reason a player cannot make multiple coup attempts with a single card is that all of the operation points would be used up on the first country he targets. Rule 6.3.2. provides the method for resolving a coup and the player adds the operation points from the card to the die roll result. All of the points must be added when the country is targeted and therefore there are not points remaining for multiple coup attempts.**

## **SECTION 6.2.1 REALIGNMENT ROLLS**

**Q. The player aid card states that an opponent must have at least one influence in order to attempt a realignment roll in a country. Is this correct? Does an opponent need to have influence in a country a player wishes to realign?**

**A. Yes it is correct. Despite previous rulings, at least one enemy influence must be present within a nation in order to attempt a realignment. The rationale for the action is something called "Finlandization." That's the notion in international relations, that even a nation that would like to be hostile, will eventually acknowledge real politik and curtail their behavior appropriately. That's why adjacent controlled countries matters so much. You cannot voluntarily remove influence in the game, just like you can't remove it in real life.**

## **SECTION 6.4 THE SPACE RACE**

**Q. When a power gets the special Space Race ability to discard their held card at the end of the turn, what happens when that player has more than one held card at the end of the turn (e.g. because The China Card was played)? Does he get to discard multiple cards, choose one to discard, or randomly pick one to discard?**

**A. The Space Race ability allows the player to choose and discard one card.**

**Q. Can a player use ops gained from an event on the Space Race?**

**A. With the exception of events that advance the player on the Space Race Track, players must play a card in order to advance on the space race and may not use ops generated by events to do so.**

**Q. Can a Held Scoring Card be discarded at the End of the Turn with the special Space Race ability?**

**A. No, Held Cards are revealed in Phase F and the player holding a Scoring card will lose at that time. The special ability allows the player to "...discard their Held Card at the end of the turn" so the Held card has already been revealed before the end of the turn which occurs sometime in Phase H.**

### **SECTION 8.1.5 DEFCON RESTRICTIONS**

**Note the Deluxe Edition has corrected the Defcon track Restrictions. Therefore the question below only references earlier editions.**

**Q. The map declares restrictions on coups (DEFCON TRACK) but says nothing about realignments. However, I do find a reference to such restrictions on the counters and in the rulebook, but the DEFCON track does not agree with this. Which is right?**

**A. The rule book does correctly state that the DEFCON level limits the player's ability to do both coups and realignment rolls. This is why the counters say "No Coup or realignment. The DEFCON track is missing the reference to realignment. The rulebook is correct.**

### **SECTION 7.4 EVENT MODIFIERS**

**Q. When a card's Ops value is modified, does this apply for all purposes (Beartrap/Quagmire, coup rolls, Space Race, military ops credit) or just when actually used for Ops?**

**A. Yes, it applies for all purposes and not just for operational points. Note that those modifications apply to the player playing the card, not to the power associated with the event.**

### **SECTION 8.5 REQUIRED MILITARY OPS**

**Q. What happens if a player Holds a Scoring Card but due to VPs awarded for Mil Ops can he claim an Auto-Victory?**

**A. Yes, Mil Ops are checked in Phase E and if a Player achieves an Auto-Victory due to a VP award at that time the game is over and Phase F (Reveal Held Card) will not be reached.**

**Q. What happens if both players are found to have Held a Scoring Card? This could happen if both players refused to play a Scoring Card that might have given their opponent an Auto-Victory by VP or Europe Domination, or in the hopes Mil Ops would give an Auto Victory, or by overdrawing Scoring cards with "Ask Not", or hoping an opponent's play such as 5 Year Plan could save them.**

**A. The designers are American and have declared the US Wins if both players are discovered to have Held a Scoring Card.**