

COLD WAR

- 12 Agents: 6 CIA and 6 KGB
- 21 Objectives: 15 nations and 6 events
- 24 Groups: 6 of each faction

SETUP *2 players, 30 minutes*

- **Decks:** Make an objective and group deck.
- **Choose Sides:** Choose either CIA or KGB; stack your 6 agents face down as a HQ; take your domination token and score card.

GAME END *1st player to 100 points*

At the end of a game turn when any side has 100 or more – most points wins! **Ties:** Play until one side wins at the end of a game turn.

GAME TURN SEQUENCE *6 phases*

① Briefing *3 stages*

a) Determine Objective

Flip the top objective face up on the deck as the object of conflict for the turn.

b) Assign Balance Token

Give the **balance token** to the lowest scoring side. If tied, give it to the side who lost last turn's Cease-fire phase. If both sides caused **civil disorder** last turn, the token remains with its current owner. *On the 1st turn assign the balance token randomly.*

c) Shuffle Group Deck

Shuffle **all** groups into the group deck. Side who succeeded with Analyst last turn looks at the top 3 groups; replace them in any order.

② Planning *choose Agent X*

Each side chooses an **Agent X** at their HQ, then agents on leave return to HQ.

Double Agent: Side successful with him last turn may see enemy agent X before choosing.

③ Influence Struggle *3 action choices*

Take turns doing an action until both sides pass. **Balance token** holder decides starter.

● **Recruit Group** *add a new group*

Put top group deck card in front of you in **ready** state. You **must** recruit if you have none. You can't recruit at all if you would have **more groups than** the objective's population icons.

● **Activate Group** *mobilize a group*

Mobilize one of your **ready** groups (turn it sideways) to use the power of its faction.

● **Pass** *do nothing*

You can act later if the phase has not ended.

④ Cease-fire *assign domination token*

Side with highest influence \leq objective's stability puts **domination token** on objective. Count all ready and mobilized group influence.

Tie Break: Highest group from objective's largest **bias icon** faction wins. If no one has that faction then use the next largest icon.

Civil Disorder: If influence $>$ stability, show and terminate your Agent X; enemy gets objective. If **both sides** have this, show and terminate both Agents X, put objective under the deck.

⑤ Debriefing *enact Agent X agendas*

Reveal Agent X, resolve agendas in initiative order 1-6. Don't resolve a terminated agent.

Blue & Red Box Agendas

Do red box agenda if KGB domination token is on objective, blue box if CIA token is on it.

After Agendas: If objective not claimed then the side with its token on it takes it.

⑥ Détente *send Agent X on leave*

Send each Agent X on leave face up near HQ. Deputy Director returns to HQ instead.

Begin a new round if no one has 100 points.

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Agent Agendas *with initiative number*

1-Master Spy: Side **without** domination token on objective claims it.

2-Deputy Director: No effect but **always** survives termination and **never** goes on leave.

3-Double Agent: Before next choosing Agent X either view enemy Agent X or send an enemy agent on leave. 2 Double Agents: Side **who placed** domination token does agenda.

4-Analyst: Next turn, set order of top 3 groups. 2 Analysts: Side **without** token does agenda.

5-Assassin: If other side put token, terminate their Agent X and put objective on deck bottom.

6-Director: Win **extra** objective if his side placed its domination token.

Event Card Special Ability

Discard after use and reduce your score by its victory point value.

Faction Powers

🏦 Economic Faction *change state*
Switch the state of any **other non-economic** group from mobilized to ready or vice versa.

📺 Media Faction *peek at deck*
View top group deck card then discard it, recruit it, or leave it on the deck.

🏰 Military Faction *destroy group*
Destroy any other group card on either side.

🗳️ Political Faction *move group*
Switch any other group's side. Not if **receiver** groups $>$ objective population icons. Not if **enemy** influence $>$ objective stability. Ignore stability on move **to you**. Group retains state.