## REALIGNMENT ROLLS

**PURPOSE:** Reduce enemy Influence in a country.

**CONDITIONS:** Opponent must have Influence markers in the target country.

**COST:** 1 Operation Point

**PROCEDURE:** Each player rolls a die and each player adds the modifiers below to his own die roll. The high roller may remove the difference between the rolls from the opponent's Influence in the target country. Ties are considered a draw, and no markers are removed. A player may make several realigment attempts against the same country using the Operations points from the same card.

**MODIFIERS:**

+1 for each controlled adjacent country
+1 if adjacent to rolling player's superpower
+1 if rolling player has more influence in target country than opponent

*NOTE: if any Ops points are spent for Realignment, all ops points from that card must be spent on Realignment rolls.*

## PLACING INFLUENCE MARKERS

**PURPOSE:** To increase Influence in a country.

**RESTRICTIONS:** All markers must be placed adjacent to, or in the same space with friendly Influence markers that were on the map when the Operations card was played.

**COST:** 1 Operation Point to place an Influence marker in a country that is friendly-Controlled or Uncontrolled. It costs two (2) Operations Points to place an Influence marker in an enemy-Controlled country. If a country's Control status changes while placing Influence markers, additional markers placed during that Action are placed at the lower cost.

*NOTE: if any Ops points are spent for placing Influence, all ops points from that card must be spent on placing Influence markers.*

## SETUP

- 8 Early War cards to each player.
- 'The China Card' to the USSR player.
- **15 USSR Influence markers:** 1 in Syria, 1 in Iraq, 3 in North Korea, 3 in East Germany, 1 in Finland, and 6 anywhere in Eastern Europe.
- **25 US Influence markers:** 2 in Canada, 1 in Iran, 1 in Israel, 1 in Japan, 4 in Australia, 1 in the Philippines, 1 in South Korea, 1 in Panama, 1 in South Africa, 5 in the United Kingdom, and 7 anywhere in Western Europe.

## COUPS

**PURPOSE:** Reduce enemy Influence in a country and possibly add Influence for your own superpower.

**CONDITIONS:** Opponent must have Influence markers in the target country.

**COST:** 1 card

**PROCEDURE:** multiply the Stability Number of the target country by two (x2). Then roll a die and add the Operations points on the card to it. If this modified die roll is greater than the doubled stability number, the coup is successful, otherwise it fails.

**MODIFIERS:** None

### EFFECTS:

**INFLUENCE MARKERS:**

- SUCCESSFUL COUP: Remove a number of your opponent's Influence markers from the target country: the number removed is equal to the number produced by the Coup resolution. If there are insufficient opposing Influence markers to remove, add friendly Influence markers to make up the difference.
- UNSUCCESSFUL COUP: No Influence markers are removed.

**MILITARY OPERATIONS:** Move the marker on the Required Military Operations track a number of spaces equal to the Operations value of the card.

**DEFCON TRACK:** Any Coup attempt in a Battleground country degrades the DEFCON status one level towards DEFCON 1 (nuclear war).

## CONTROLLING COUNTRIES

A country is considered Controlled by a player if:

- The player has Influence points in the country greater than or equal to the country's Stability Number, and
- The player's Influence in the country exceed his/her opponent's Influence in that country by at least the country's Stability Number.

## SCORING SUMMARY

**Presence:** Control 1 or more countries in a region

**Domination:** Control more countries *and* more Battleground countries in the Region than opponent. Must control at least 1 non-Battleground and 1 Battleground country.

**Control:** Control more countries *and* all Battleground countries in the Region.

+1 VP per Controlled Battleground country in Region.

+1 VP per Controlled country adjacent to enemy superpower.

© 2011 GMT Games, LLC

# *Twilight Struggle Card List*

## EARLY WAR

| | | | |
|---|---|---|---|
| 1. | Asia Scoring | 0 | |
| 2. | Europe Scoring | 0 | |
| 3. | Mideast Scoring | 0 | |
| 4. | Duck and Cover | 3 | US |
| 5. | Five Year Plan | 3 | US |
| 6. | The China Card | 4 | |
| 7. | Socialist Governments | 3 | USSR |
| 8. | Fidel* | 2 | USSR |
| 9. | Vietnam Revolts* | 2 | USSR |
| 10. | Blockade* | 1 | USSR |
| 11. | Korean War* | 2 | USSR |
| 12. | Romanian Abdication* | 1 | USSR |
| 13. | Arab-Israeli War | 2 | USSR |
| 14. | COMECON* | 3 | USSR |
| 15. | Nasser* | 1 | USSR |
| 16. | Warsaw Pact Formed* | 3 | USSR |
| 17. | De Gaulle Leads France* | 3 | USSR |
| 18. | Captured Nazi Scientist* | 1 | |
| 19. | Truman Doctrine* | 1 | US |
| 20. | Olympic Games | 2 | |
| 21. | NATO* | 4 | US |
| 22. | Independent Reds* | 2 | US |
| 23. | Marshall Plan* | 4 | US |
| 24. | Indo-Pakistani War | 2 | |
| 25. | Containment* | 3 | US |
| 26. | CIA Created* | 1 | US |
| 27. | US/Japan Mutual Defense Pact* | 4 | US |
| 28. | Suez Crisis* | 3 | USSR |
| 29. | East European Unrest | 3 | US |
| 30. | Decolonization | 2 | USSR |
| 31. | Red Scare/Purge | 4 | |
| 32. | UN Intervention | 1 | |
| 33. | De-Stalinization* | 3 | USSR |
| 34. | Nuclear Test Ban | 4 | |
| 35. | Formosan Resolution* | 2 | US |

## MID WAR

| | | | |
|---|---|---|---|
| 36. | Brush War | 3 | |
| 37. | Central America Scoring | 0 | |
| 38. | Southeast Asia Scoring* | 0 | |
| 39. | Arms Race | 3 | |
| 40. | Cuban Missile Crisis* | 3 | |
| 41. | Nuclear Subs* | 2 | US |
| 42. | Quagmire* | 3 | USSR |
| 43. | SALT Negotiations* | 3 | |
| 44. | Bear Trap* | 3 | US |
| 45. | Summit | 1 | |
| 46. | How I Learned To Stop Worrying* | 2 | |
| 47. | Junta | 2 | |
| 48. | Kitchen Debates* | 1 | US |
| 49. | Missile Envy | 2 | |
| 50. | "We Will Bury You"* | 4 | USSR |
| 51. | Brezhnev Doctrine* | 3 | USSR |
| 52. | Portuguese Empire Crumbles* | 2 | USSR |
| 53. | South African Unrest | 2 | USSR |
| 54. | Allende* | 1 | USSR |
| 55. | Willy Brandt* | 2 | USSR |
| 56. | Muslim Revolution | 4 | USSR |
| 57. | ABM Treaty | 4 | |
| 58. | Cultural Revolution* | 3 | USSR |
| 59. | Flower Power* | 4 | USSR |
| 60. | U2 Incident* | 3 | USSR |
| 61. | OPEC | 3 | USSR |
| 62. | "Lone Gunman"* | 1 | USSR |
| 63. | Colonial Rear Guards | 2 | US |
| 64. | Panama Canal Returned* | 1 | US |
| 65. | Camp David Accords* | 2 | US |
| 66. | Puppet Governments* | 2 | US |
| 67. | Grain Sales To Soviets | 2 | US |
| 68. | John Paul II Elected Pope* | 2 | US |
| 69. | Latin American Death Squads | 2 | |
| 70. | OAS Founded* | 1 | US |
| 71. | Nixon Plays The China Card* | 2 | US |
| 72. | Sadat Expels Soviets* | 1 | US |
| 73. | Shuttle Diplomacy | 3 | US |
| 74. | The Voice of America | 2 | US |
| 75. | Liberation Theology | 2 | USSR |
| 76. | Ussuri River Skirmish* | 3 | US |
| 77. | "Ask Not What Your Country..."* | 3 | US |
| 78. | Alliance For Progress* | 3 | US |
| 79. | Africa Scoring | 0 | |
| 80. | "One Small Step..." | 2 | |
| 81. | South America Scoring | 0 | |

## LATE WAR

| | | | |
|---|---|---|---|
| 82. | Iranian Hostage Crisis* | 3 | USSR |
| 83. | The Iron Lady* | 3 | US |
| 84. | Reagan Bombs Libya* | 2 | US |
| 85. | Star Wars* | 2 | US |
| 86. | North Sea Oil* | 3 | US |
| 87. | The Reformer* | 3 | USSR |
| 88. | Marine Barracks Bombing* | 2 | USSR |
| 89. | Soviets Shoot Down KAL-007* | 4 | US |
| 90. | Glasnost* | 4 | USSR |
| 91. | Ortega Elected in Nicaragua* | 2 | USSR |
| 92. | Terrorism | 2 | |
| 93. | Iran-Contra Scandal* | 2 | USSR |
| 94. | Chernobyl* | 3 | US |
| 95. | Latin American Debt Crisis | 2 | USSR |
| 96. | Tear Down This Wall* | 3 | US |
| 97. | "An Evil Empire"* | 3 | US |
| 98. | Aldrich Ames Remix* | 3 | USSR |
| 99. | Pershing II Deployed* | 3 | USSR |
| 100. | Wargames* | 4 | |
| 101. | Solidarity* | 2 | US |
| 102. | Iran-Iraq War* | 2 | |
| 103. | **(Early War)** Defectors | 2 | US |

## OPTIONAL CARDS

| | | | |
|---|---|---|---|
| 104. | **(Early War)** The Cambridge Five | 2 | USSR |
| 105. | **(Early War)** Special Relationship | 2 | US |
| 106. | **(Early War)** NORAD | 3 | US |
| 107. | **(Mid War)** Che | 3 | USSR |
| 108. | **(Mid War)** Our Man in Tehran* | 3 | US |
| 109. | **(Late War)** Yuri and Samantha* | 2 | USSR |
| 110. | **(Late War)** AWACS Sale | 3 | US |

© 2011 GMT Games, LLC