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Game: COLD WAR CIA VS KGB Pub: ©2007 Fantasy Flight Games	v1 Apr 2009
Page 1: Rules summary front Page 2: Rules summary back	

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lamine and trim to size.

COLD WAR

CIA vs KGB

SETUP

Shuffle the **Objective** and **Group** cards into decks and place them face down.

One player takes the 6 **CIA Agent cards**, the **blue Domination token**, and their score card and token. The other player takes the 6 **KGB cards**, the **red Domination token**, and their score card and token. Each player places their Agent cards facedown front of him in a stack (his **headquarters**).

A random player takes the **Balance token**.

PLAYER TURN

1. BRIEFING

Flip the top card of the **Objective deck** and place it faceup on the deck.

After the first turn, the player with the lowest **Victory Point (VP)** score takes the **Balance token** (on a tie the player who lost last turn's Cease Fire turn takes it).

Shuffle all the **Group cards** (including last turn's discards).

2. PLANNING

Each player chooses any of his **Agents** as his Agent X for the turn, and places it facedown in front of him.

Agents sent *on leave* in the previous turn, or agents who have been *terminated*, cannot be chosen.

Once both players have chosen their Agent X, agents *on leave* return to their player's headquarters.

3. INFLUENCE STRUGGLE

Each player draws group cards, trying to accumulate an **Influence** point total as close as possible to the objective's **Stability** score, without exceeding it.

The player with the Balance token decides who goes first. On each player's turn to act, choose one of the following options:

1. Recruit a group by drawing the top card from the group deck and place it in front of him.

A player with no cards must always choose this option.

2. Activate a group by using the power described on one of the group cards already in front of him.

3. Pass and do nothing for the moment.

Recruiting

A player may never recruit a group (even by a special ability) if it would make him *exceed* the number of **Population icons** on the current objective.

Activating

A group on the table in front of a player may be either **ready** or **mobilized** (turned sideways). Newly drawn groups always begin the ready state.

A card cannot be mobilized again until it is somehow readied again first.

Each group that is part of the same **Faction** (Military, Economic, Media, or Political) has the same power.

Both ready and mobilized groups contribute their Influence points to the player's running score.

Passing

Players usually choose to pass when they think they can win the current objective without any changes to their situation. Once a player passes, he need not pass in future actions in the same Influence Struggle.

When both players pass immediately one after the other, the Influence Struggle ends.

4. CEASE-FIRE

The player with the highest Influence total that does not *exceed* the objective's Stability score puts his domination token on the objective.

Ties

If the player's totals are tied, and neither exceed the Stability score, the tie is broken by the **Bias icons** on the objective. Start with the largest (most important) faction icon; the player with the highest value group from that faction wins the tie. Continue down the order of factions until the tie is broken.

Civil Disorder

Any player whose total exceeds the objective's Stability causes **civil disorder**.

That Agent X's identity is revealed and he is terminated (removed from the game).

If both players cause civil disorder, both Agents are terminated and the objective is placed facedown, unclaimed, at the bottom of the objective deck.

5. DEBRIEFING

Each player reveals his Agent X (unless he was terminated).

The agendas of the agents are read and applied in **Initiative** order, from lowest to highest.

The effects may vary depending on which player's domination token was placed on the objective. The effect in the **red box** is carried out if the KGB player placed his token, and the effect in the **blue box** if the CIA player placed his token.

If 2 **Double Agents** face each other, only the agenda of the one whose domination token was placed fulfills his agenda.

If 2 **Analysts** face each other, only the agenda of the one whose domination token was *not* placed fulfills his agenda.

After the agendas are resolved, if neither player has claimed the objective, the player who placed the domination token on it takes his token, claims the objective card, and puts it on his scoring pile. He then advances his scoring token on his score card by the card's listed number of VP.

6. DÉTENTE

Each player's Agent X goes *on leave* and is placed faceup beside his player's headquarters (unless he was terminated or the agent is the *Deputy Director*). The agent cannot be chosen as Agent X next turn.

The next game turn begins with the Briefing phase.

EVENT CARD SPECIAL ABILITIES

Each **event card** has a **special ability** on it. A player may announce he is using the special ability of an event card in his scoring pile during the appropriate phase; he then resolves its effects as described.

If using a special ability causes multiple discards, the player using the ability chooses in which order.

After using the special ability, that card's VP are lost for good. The player discards the card to the objective deck's discard pile and updates his score card.

WINNING THE GAME

The first player to have 100 VP in the Détente phase is the winner.

If both players achieve 100 or more points in the same phase, the player with the greatest total wins. If there's a tie, play additional turns until one player has a higher total during a Détente phase.