

2 MINUTES TO MIDNIGHT

POSSIBLE ACTIONS (3.0)

- 1) *Make two influence rolls*
- 2) *Make one influence roll and place one investment*
- 3) *Place two investment*
- 4) *Place three investment if all are in worth 0 or 1 countries*
- 5) *Place one spy and either make an influence roll or place one investment*
- 6) *Place two spies*
- 7) *Research technology*
- 8) *Build a military unit, or place an army in a civil war*
- 9) *Resolve an aggression*
- 10) *Soviets: occupy an aligned, communist country (after a coup is rolled for)*
- 11) *Remove an occupied marker and place one investment*

Place Influence 1d6 6+

Select a target country and roll one die:
+1 per own investment
+1 if placing into your colour government
OR if any adjacent country is fully aligned (with 2 influence) with your influence.

Success: 6+ (a roll of 1 or 2 always fails)

- 1) Remove 1 friendly investment if present
- 2) Remove 1 opposing influence *or if not present* place a friendly influence.

OR 3) if friendly influence is present replace the government type with your own & place one unrest.

If occupied, the country must first be fully aligned (2 influence) to switch governments.

A spy can be exhausted to re-roll a failed **place influence** roll - One per roll only.

Investment

Remove one enemy investment OR place one investment in a target country.

OR if own government and aligned deploy an available nuclear weapon (4.7)

Whenever investment is placed (3.2)

- May remove one investment marker to remove one unrest.

Once only per country if not democratic.

- May roll to remove one trade or destruction marker: 2d6 6+

+1 per own investment
- counter modifier (top right, may be zero)

Any success removes the leftmost trade or destruction marker from the target (making the country more valuable and removes all investment markers.

Place one Spy

Place one spy in any country on the map.

Technology Research

Place one cube on the tech track.

If you have supercomputer, place one cube in the computing box, and if there are now two cubes there place one on the tech tree & discard the other.

If you have silicon transistors place an extra cube on the tech track. This technology **replaces** the supercomputer ability.

With each full technology developed by the US, the US player places a tech theft marker in the tech theft box.

When there are two, remove them both and roll to generate a tech theft marker.

Build Military

Select any one unit from your force pool and place it into the strategic weapons box

OR place an army into an allowed civil war (must have own influence and no enemy army).

If placing an army

- US add one unrest in USA.

- Add one cube on the land/air tech chart on a one die roll of 3+.

Play an available aggression

Minor: Target worth 0-1, not occupied

Major: Any target

The target must be adjacent to an aligned country with your own colour government.

US: Add unrest +1 or +2

Soviet: Embargo 2 or 3 & US make a remove trade item free spy action.

Soviets occupy country

Must be communist & aligned.

Place an occupied marker.

Can occur immediately AFTER a coup.



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Remove Occupation

Remove one occupied marker from an aligned country with your colour government. If Soviet, add 1 reform cube to the reform track.

SPY ACTIONS (3.1)

Two spies maximum on your colour card - exhaust the spy (flip).

Use before a card or after a card, not both.

A spy can act in the country it is in with two dice or with one die in any adjacent country.

Suppress Unrest (SOVIET) 2d6 5+ SOVIET ONLY

Remove one unrest in a communist country for each successful roll.

This represents infiltration and propaganda tactics, mass deportations & arrests.

Steal Technology (SOVIET) 2d6 6+

Target country must have a tech theft marker.
+1 if any unrest in target country.

Each success removes one tech theft marker and applies two successes in one category toward technology advancement. Only one success in computers/industry or farming *these are massive scale industries requiring huge investment to improve – simply stealing some useful technology is unlikely to be enough to generate a meaningful gain.*

The US player must already have the technology being stolen and is always considered to have agricultural technology.

Secure Secret (US) 2d6 5+ US ONLY

Each success removes one tech theft.

Remove Trade item (US) 2d6 2 x 4+

No target country – this removes trade items from the Soviet 'Western trade' display.

Both dice must roll 4+; if successful remove one item from the display

Western intelligence acts to secure secrets and specialist technology from the Soviets.

Place Unrest 2d6 6+

+1 if any unrest in worth 0 or 1 target country

Each success places one unrest in the target

A US spy in the USSR may instead choose to place a reform cube on the reform track.

Counterintelligence 2d6 6+

+1 if the country has a communist or authoritarian government.

+1 if there is more than one enemy spy in the country.

This action cannot be resolved in a country with the enemy government type.

A spy can be exhausted in the USSR to remove one reform cube. Place one unrest.

A spy can be exhausted to re-roll a failed **place influence** roll - One per roll only.

NUCLEAR WEAPONS (4.7)

- 1) Two dice for MAD if targeted for aggression.
- 2) If within 2 spaces of enemy homeland, +1 unrest per weapon until SLBM researched
- 3) If captured, +1 influence within 2 spaces
- 4) Agreement – both players must remove.

Flagged weapons apply #1 only.

GEOGRAPHICAL OBJECTIVES (5.2)

Star country with red gov. & influence:
+1 USSR intel assessment.

H&S country with blue gov. & influence:
+1 USA intel assessment & +1 Soviet reforms every turn-end.

WATERWAYS (5.3)

If red gov. & influence: +1 Soviet naval balance per country.

Lose the naval balance adjustment if the country no longer has a red gov. & influence.

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COUP (3.3)

If there is no influence present, remove any government **unless it is an occupied country** & set the country to one unrest. Roll one die and place 1 US influence on a 1 or 1 Soviet influence on a 5 or 6.

Otherwise roll 2d6 and resolve based on the highest die roll: (roller is player without gov.)

5+: Successful Coup (or government voted out)

1. Remove an opposing influence *or if not present* place a friendly influence.
2. If the highest die roll was a 6, repeat step 1.
3. Replace the current government with the coup winner's government **unless it is an occupied country** – if it is occupied, the government is not altered.
4. Set the country to one unrest (including occupied unrest, if present)

4: Strongman takes power (or puppet installed)

1. Remove an opposing influence *or if not present* place a friendly influence.
2. Replace the current government with an authoritarian government **unless it is an occupied country** – if it is occupied, the government is not altered.
3. Set the country to one unrest (including occupied unrest, if present)

1-3: Country slides into armed conflict

if the country is occupied or has a worth of two or more, no effect – Set the country to one unrest (including occupied unrest, if present)

Otherwise place a civil war marker in the country and cover the rightmost revealed factory symbol with a destruction marker

CIVIL WAR (3.4)

All civil wars are resolved when the second civil war card is drawn.

Only investment, armies & spies may be placed into a country marked civil war.

The government player is: The player with their own colour government. If authoritarian, the player with influence.

Otherwise the US player

To resolve, both players roll dice:

Roll 2d6 Maximum +3 DRM
+1 DRM per friendly investment, then remove **ALL** investment.
+1 DRM and +1 DIE per friendly army
+1 DRM if a friendly spy is present
+1 DRM if civil war has three markers (rebel player only)

Each modified 6+ causes one hit

The government player:

Each hit: If the government has an army present add 1 unrest to the homeland (or owning country) for each hit taken - *bodies return home*.

The player may choose to withdraw armies and take one less hit.

If no army present, the civil war has overthrown the government.

The rebel player:

Each hit received removes one civil war marker. if there are no civil war markers left the government has won the war.

In a draw (both sides won) the government wins the war.

Government Wins

1. Align the country if not already (one friendly cube)
2. Place an occupied marker if one or more government armies are present and then remove the armies.
3. Set the country to one unrest.

Rebel wins - government Overthrown

1. Flip all influence to the rebel player, if none present place one rebel influence
2. Remove the government of the previous owner's colour if present
3. Place an occupied marker if one or more rebel armies are present and then remove the armies OR
4. Remove any occupation marker if 4 did not apply
5. Set the country to one unrest.

If the war is unresolved and no hits were scored on the civil war add one civil war marker. *The war continues*.

+1 progress for winning a civil war
+1 additional progress if OWN army present.



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AGGRESSIONS (3.6)

If target country has enemy government or is occupied, make a MAD roll. Success cancels the aggression but not the unrest or embargo.

A country in civil war can be a target – resolve as normal. The civil war will continue afterwards in the same state as before. Place an army into the country if you now occupy it.

Process

Roll 2d6 and apply using the **highest die**:

6	Blitzkrieg!
5	Success
4	Political Success
1-3	Failure

DRMS: (maximum + - 2)

+ Aggression modifier

- 1 per adjacent country 2 worth or more with the enemy government type. Ignore Sea connections if you are naval advantaged.

(USSR/USA and China always apply -1)

-1 if adjacent by sea and not naval advantaged

+1 if in civil war and no enemy army present

Naval advantage allows the advantaged player to apply -1 to the high die. If this is done, roll another die and add one unrest to their homeland on a roll of 1, 2 or 3.

Blitzkrieg!

As per success

You may attack again adjacent to the previous target country.

Success

Place an occupied & a destruction marker.

Switch the government to that of the aggressor and place one of your own influence there.

Political Success

Place one friendly influence in the target country OR an unrest and an investment.

Failure

Place one unrest in the target country and one in the aggressing players homeland.

if either die is a modified one, place two unrest in the aggressing players homeland.

END of Turn Sequence (5.4)

1) Move the turn marker to the next turn

2) 'Even up' and check to see if one player won the game by having 3 more H&S / Star markers (5.0).

You cannot win before the end of turn 4.

3) Soviet Roll for the 5-year plan (4.1)

4) Soviet Roll for a new trade item (4.2)

5) Soviet Roll for a new tech theft (4.6)

6) Soviet roll for leadership change (4.3)

7) Soviet add reform cubes to the freedom & reforms track according to the current leader, +1 if winning the game and +1 per democratic and blue aligned nation marked with a hammer and sickle. (4.4)

8) Check to see if a reform takes place.

If it would, the Soviet player may exhaust spies in the USSR to prevent. (4.4)

9) Remove one embargo marker from the western trade box if any are present

10) US roll for the president (4.0)

11) US add one money to the debt track (2.4)

12) Flip all spies to unused.

13) Add one unrest for each nuclear weapon within 2 of your homeland if you do not have the SLBM technology.

14) Remove discs on codebreaking

15) Discard all intelligence assessments and collect new ones if one side is advantaged.

16) Apply a tech cube for Mainframe Computer

17) Take the discard pile of cycle cards, Add the new cards for this turn and check for new money (on the turn track).

18) The Soviet player may add oil sale cards (roll if necessary) to the deck..

