COLD WAR
CIA vs KGB

RULEBOOK

Introduction

"There is nothing wrong with change, if it is in the right direction."

– Winston Churchill

The end of World War II has brought chaos and confusion to the nations of the world as two new global superpowers – the USA and USSR – each seek the upper hand.

In *Cold War: CIA vs. KGB*, two players, each controlling a side of this worldwide conflict, send agents to attempt to "persuade" foreign governments to embrace the "proper" ideologies. These shadowy operatives will resort to any means necessary – dirty tricks, devious ploys, underhanded machinations, and outright treachery – to ensure their side emerges victorious.

Welcome to the covert world of spies, assassins, and proxy wars.

Welcome to the Cold War.

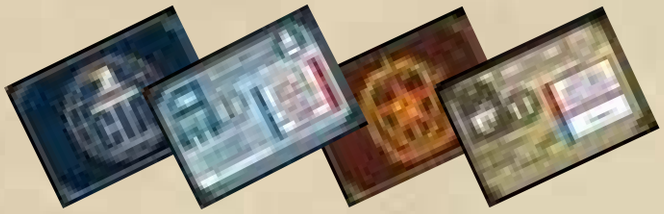
The Object of the Struggle

In each game turn, which represents one year of conflict, a single country or event (represented by an Objective Card) becomes the focus of a covert ideological clash between the USA and USSR. Each player sends an undercover agent (an Agent Card) to spearhead his activities, infiltrating and manipulating the locals (Group Cards) to gain the upper hand in that struggle. By prevailing, players claim the Objective Cards, which provide them with victory points. The first player to accumulate 100 victory points wins the game.

Game Components

12 Agent Cards (6 CIA, 6 KGB)

These cards represent the agents the superpowers utilize to achieve their goals.



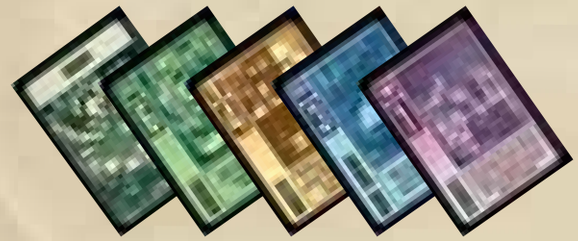
21 Objective Cards (15 nations, 6 events)

These cards represent the nations or events the superpowers are attempting to dominate.



24 Group Cards (6 military, 6 economic, 6 media, 6 political)

These cards represent the local assets the superpowers use to achieve their goals.



2 Domination Tokens (1 CIA, 1 KGB)

These tokens are used to mark which superpower has achieved influence over the objective.



1 Balance Token

The possessor of this token determines which superpower must make the first move in the attempt to dominate the objective.



2 Score Cards (1 CIA, 1 KGB) and 2 Score Markers

These cards and markers are used to track how well each superpower is doing in the Cold War.



1 Rulebook (this booklet)

Setup

Follow the steps below to set up the game:

1. Create Objective Deck: Shuffle the Objective Cards and place them facedown in the center of the table to form the Objective deck.

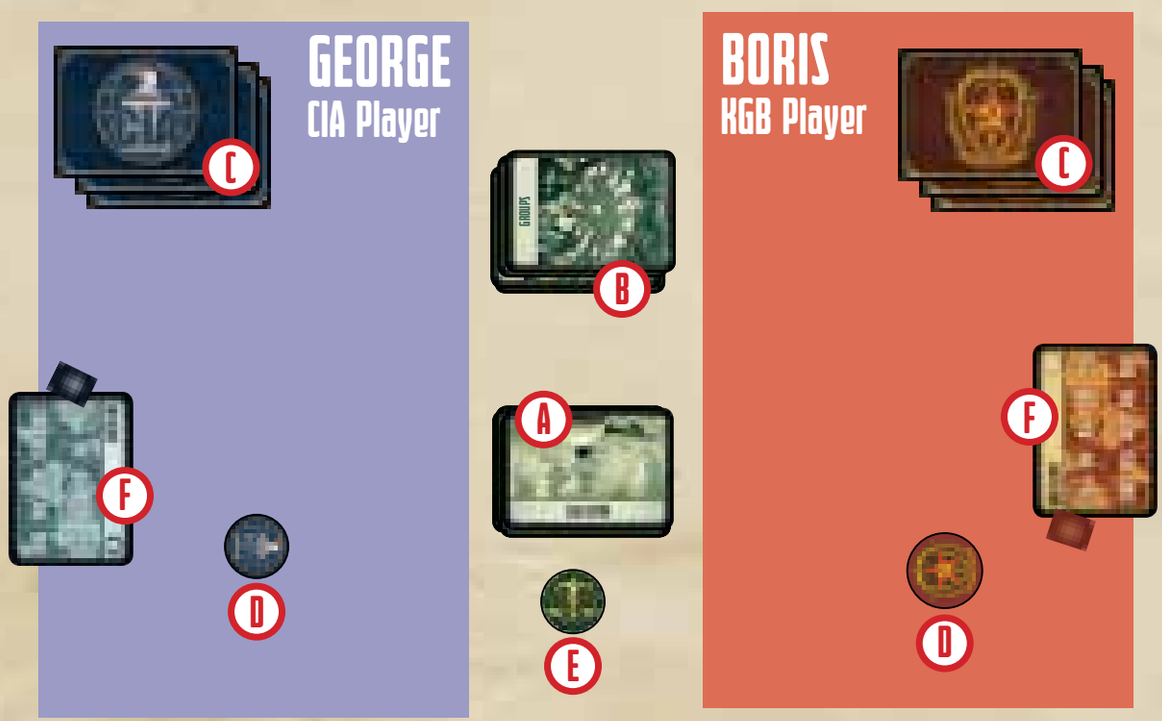
2. Create Group Deck: Shuffle the Group Cards and place them facedown in the center of the table to form the Group deck.

3. Select Side: Each player takes either the six CIA Agent Cards or the six KGB Agent Cards and places them in a stack, facedown, in front of himself to form his HEADQUARTERS. Both sides are equal, but if both players want the same one, choose randomly.

4. Take Player Components: Each player takes his corresponding domination token (blue for the CIA, red for the KGB), score card, and score marker. One player places the balance token adjacent to the Objective deck.

5. Begin the Game.

SETUP DIAGRAM



A OBJECTIVE DECK
B GROUP DECK
C HEADQUARTERS
D DOMINATION TOKEN
E BALANCE TOKEN
F SCORE CARD AND MARKER

Game Turns

Each game turn is divided into six phases:

1. Briefing
2. Planning
3. Influence Struggle
4. Cease-fire
5. Debriefing
6. Détente

Each phase is completed by both players before the next phase begins. Each phase is described in detail in the sections that follow.

After the Détente Phase, the game turn is over and a new one begins, starting with the Briefing Phase. Players continue resolving turns until one player reaches 100 or more victory points (see "Winning the Game" on page 14).

Phase 1: Briefing

The Briefing Phase of each game turn sets the table for that year's struggle. There are three steps to each Briefing Phase, which are as follows:

1. Determine Objective
2. Assign Balance Token
3. Shuffle Group Deck

Determine Objective

Flip the top card of the Objective deck faceup (leaving it on top of the Objective deck). This card is the object of conflict for the game turn and is simply called the "objective." Each objective is worth from 5 to 20 victory points, depending on the card.

Most Objective Cards represent nations that the superpowers seek to control, but some are event cards, which represent other arenas in which the USA and USSR fight for domination.

Event cards give the players who win them the option to use special abilities. See "Event Card Special Abilities" on page 14 for more information.

Assign Balance Token

The player with the lowest victory point score takes the balance token. If there's a tie, the player who lost last turn's Cease-fire Phase takes it. If both players caused civil disorder last turn, the balance token remains with its current owner (see page 11).

On the first turn of the game, the balance token is assigned randomly.

The player who has the balance token chooses which player goes first in the Influence Struggle Phase.

Shuffle Group Deck

One player shuffles the Group Card discard pile back into the Group deck. This step is skipped on the first game turn, as no groups have been discarded yet.

Note: If either player successfully used his Analyst Agent Card in the previous game turn, he then looks at the top three cards of the Group deck and replaces them in the order of his choice (see page 13).

Example: Boris and George reveal their first objective, flipping "Cuba" faceup from the top of the Objective deck. They randomly determine that George will start with the balance token. They don't need to shuffle the Group deck, since this is the first turn.

Phase 2: Planning

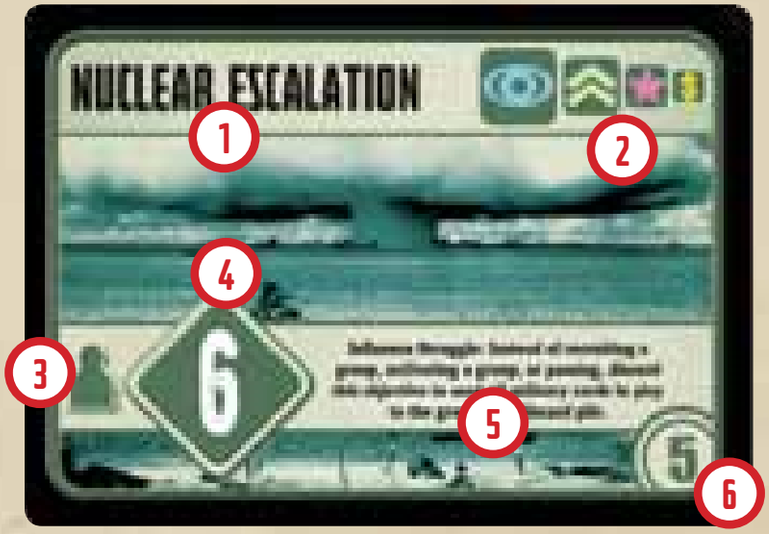
In the Planning Phase, each player secretly chooses one of his agents to send into the field and fight for the game turn's objective. The Agent Card each player chooses becomes his Agent X for the remainder

OBJECTIVE CARDS

Nation Card



Event Card



1. NAME
2. BIAS ICONS
3. POPULATION ICONS
4. STABILITY
5. SPECIAL ABILITY
6. VICTORY POINTS

of the game turn. Each player places his Agent X facedown on the table in front of himself, separate from his headquarters.

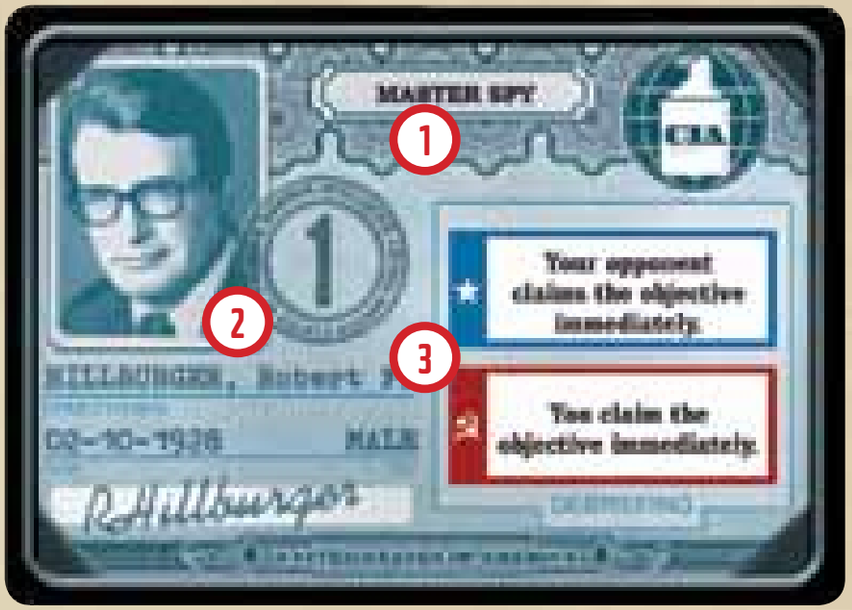
A player can choose any of the agents in his headquarters as his Agent X. However, agents who were sent on leave in the previous game turn (because they were in the field last turn, for example) are not at headquarters and can't be chosen as Agent X (see page 14). Likewise, agents who've been terminated (due to the Assassin's agenda or because they caused civil disorder) are no longer in play and also can't be chosen (see page 13).

Note: If a player successfully used his Double Agent's agenda in the previous turn, he may be allowed to see the identity of his opponent's Agent X before he chooses his own Agent X (see page 12).

Once each player has chosen his Agent X for the turn, agents on leave return to their respective headquarters, ready for assignment in future game turns.

Example: George decides to play aggressively, choosing his Assassin Agent Card as his Agent X. He places that card facedown in front of himself. Boris opts for a more devious plan, choosing his Master Spy as his Agent X, placing it facedown in front of himself.

AGENT CARDS



1 NAME 2 INITIATIVE 3 AGENDA

Phase 3: Influence Struggle

During the Influence Struggle Phase, each player draws Group Cards one at a time, which contribute to his Influence total. Each player tries to accumulate an Influence total as close as possible to the objective's Stability score, but without exceeding it (see the Objective Cards diagram on page 5).

Each player must also try to see through his opponent's actions, because the identity of each player's Agent X may later tip the struggle's outcome in a surprising direction.

Is your opponent trying to lose on purpose, because his Master Spy will turn the tables? Or is he just trying to fool you into thinking that?

The player with the balance token decides which player goes first. On each player's turn to act, he must choose one of these three options:

- **Recruit** a group, by drawing the top card from the Group deck and placing it faceup in front of himself.

- **Activate** a group, by using the power described on one of the Group Cards already in front of himself.

- **Pass**, by doing nothing for the moment.

A player who has no Group Cards in front of himself must always choose the "recruit a group" option. He may not activate a group (obviously) or pass.

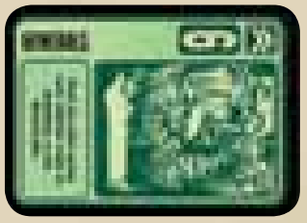
GROUP CARDS



1 NAME
2 INFLUENCE
3 FACTION
4 POWER



READY STATE



MOBILIZED STATE

Recruit a Group

To recruit a group, a player takes the top card from the Group deck and places it faceup in front of himself.

A group on the table in front of a player can be in one of two states: READY or MOBILIZED. A ready group is vertically oriented; a mobilized one is turned on its side. When ready groups are mobilized, they're turned sideways to the horizontal position. When mobilized groups are readied, they're turned back to the vertical. Newly drawn groups always begin in the ready state.

Ready and mobilized groups both contribute their Influence when determining which player wins the objective.

A player may never recruit a group if it would make him ***exceed*** the number of population icons on the current objective (see the Objective Cards diagram on page 5). In other words, the number of Group Cards a player has must always be less than or equal to the objective's number of population icons. This is true even for unusual recruitment due to an event card special ability; see the "Live Benefit" Objective Card, for example.

Activate a Group

This action allows a player to use the power of one of his previously recruited groups.

First, the player mobilizes the group of his choice, turning it to the horizontal. If a group is already mobilized (i.e., sideways), it cannot be mobilized again unless it is readied first (see "economic cards" on page 9).

Then, the player follows the instructions on that particular Group Card. These instructions are that group's power. All Group Cards of the same faction – military, political, economic, or media – have the same power. Each faction's power is described below:



Military cards can destroy other Group Cards in play. A given military card can destroy any other Group Card in play, on either player's side, but can never destroy itself. Destroyed Group Cards are placed faceup in a discard pile next to the Group deck. Players may not look through this stack of discards.



Political cards can switch the allegiance of another Group Card in play, moving it from one player's side of the table to the other player's side. A player may not do this, however, if it would make the receiving player's number of groups exceed the objective's population icons. A player may also not do this if it would make his opponent's Influence total exceed the objective's Stability (or if his opponent's Influence already exceeds the objective's Stability). A player may, however, move one of his opponent's groups to his own side in violation of the objective's Stability. Such a move is risky, but legal. Groups moved between players retain their current state, ready or mobilized.



Economic cards can switch the state of another Group Card in play. This can make a mobilized card ready or a ready card mobilized. (In the latter case, the group's power does not take effect.) ***The exception is that one economic card cannot affect another economic card with its power.***



Media cards allow a player to look at the top Group Card on the Group deck and then choose to discard it to the Group deck's discard pile, place it faceup in front of himself (like the "recruit a group" action), or leave it facedown on top of the Group deck.

Pass

A player who doesn't want to do anything at the moment can pass. Usually, players pass when they think they can win the current objective without any additional changes to their situation.

A player may choose to pass and then choose some other action later on, assuming the Influence Struggle Phase doesn't end in the meantime. That is, once a player passes, he need not pass in future actions in the same Influence Struggle Phase.

Whenever both players pass in a row, the Influence Struggle Phase ends.

The Influence Struggle Phase does not end until both players pass, even if one or both players exceed the objective's Stability. While exceeding the objective's Stability, a player can continue recruiting and activating groups as normal. Also, he can potentially reduce his Influence total to be equal to or less than the objective's Stability through play (e.g., by destroying one of his own groups with a military group). Players do not check for civil disorder until the Cease-fire Phase.

Example: George has the balance token and decides to act first. He begins without any Group Cards in front of himself, so his first action must be to recruit a group. He draws "Opposition" (5 Influence, political faction) and places it in front of himself in the ready position.

Boris, also lacking any groups, must recruit as well. He draws "Industry" (4 Influence, economic faction).

Next, George chooses to activate his "Opposition" group's power to steal Boris's "Industry" group. He mobilizes "Opposition," turning it sideways, and moves "Industry" to his own side of the table.

His Influence total is now 9. "Industry" remains in the ready state.

It's Boris's turn to act. He has no Group Cards, so he must again recruit. He draws "Newspapers" (4 Influence, media faction).

George's action is next. He activates "Industry," mobilizing it to turn Boris's "Newspapers" to its mobilized state.

Boris acts again. He recruits a new group, drawing "Mafia" (2 Influence, economic faction).

George thinks his 9 Influence gives him a good chance to win this struggle, so he passes.

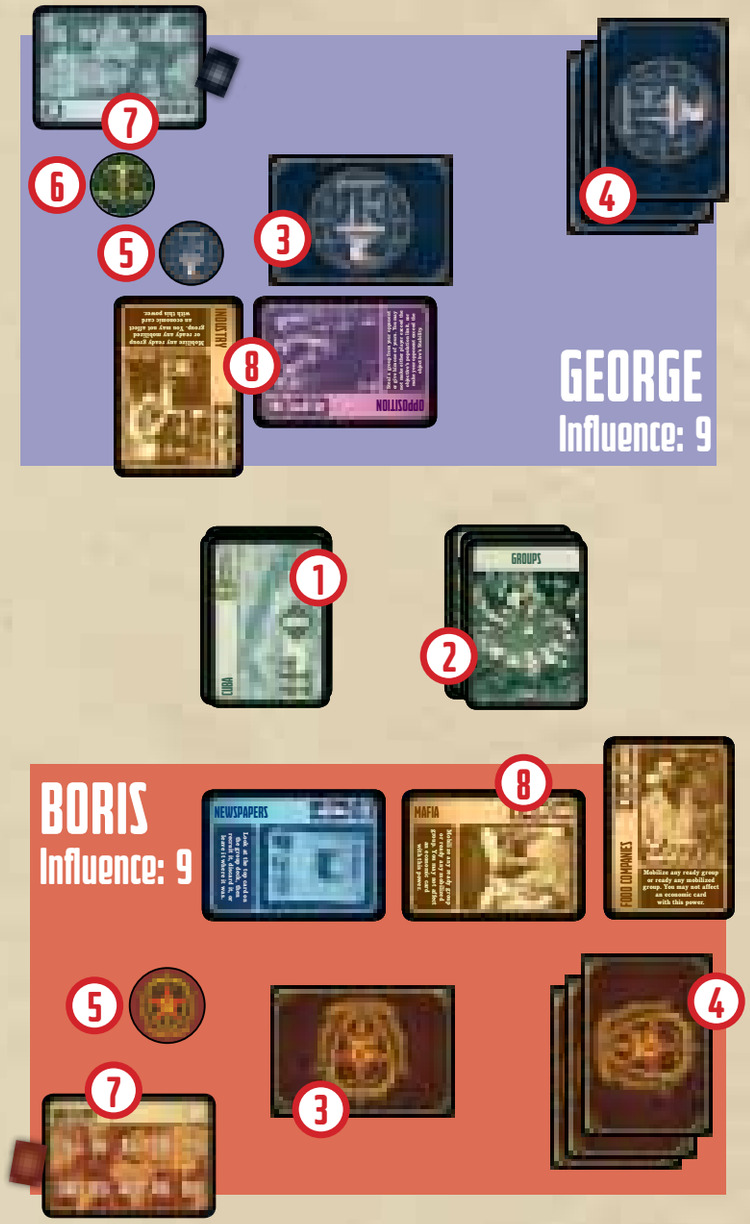
Boris activates his "Mafia" card, mobilizing it to ready his "Newspapers" card.

George passes again.

Boris activates "Newspapers," mobilizing it to look at the top card of the Group deck. It is "Food Companies" (3 Influence, economic faction). He takes it and places it in front of himself in the ready position. Boris and George now both have 9 Influence.

George passes again, and Boris does the same. Since both players have passed successively, the Influence Struggle Phase ends.

EXAMPLE: END OF THE INFLUENCE STRUGGLE



1. OBJECTIVE DECK
2. GROUP DECK
3. AGENT X
4. HEADQUARTERS
5. DOMINATION TOKEN
6. BALANCE TOKEN
7. SCORE CARD AND MARKER
8. GROUPS

Phase 4: Cease-fire

In the Cease-fire Phase, the results of the Influence Struggle are determined.

The player with the highest Influence total that does not ***exceed*** the objective's Stability score places his domination token on the objective. Remember that both ready and mobilized groups contribute their Influence. A player whose Influence total is equal to the objective's Stability is not exceeding it.

However, if the players' Influence totals are tied (and do not exceed the objective's Stability), the tie is broken by the bias icons on the objective (see the Objective Cards diagram on page 5). The bias icons on each objective include one icon for each faction, presented in decreasing order of size, indicating the decreasing order of the factions' relative importance to that nation or event.

Address the most important (i.e., largest) faction first. The player with the single highest value group from that faction wins the tie (not the total value from multiple groups). If neither player has any groups of that faction, the next most important (i.e., the next-largest) faction is addressed. This continues until the tie is broken. The player in whose favor the tie was broken places his domination token on the Objective Card.

Example: George and Boris both have 9 Influence. They see that the "Cuba" Objective Card's bias icons are – from greatest to least – economic, military, political, and media. George and Boris begin by comparing their largest group of the economic faction. George's "Industry" has Influence 4, while Boris's "Food Companies" only has Influence 3. George wins the tie without the need to compare military, political, or media values. George places his blue domination token on "Cuba."

Finally, any player whose Influence total exceeds the objective's Stability causes civil disorder. If this happens, the indiscriminate Agent X's superiors disavow all knowledge of the agent and his activities and abandon their agent to his doom. That Agent X's identity is revealed, and the agent is terminated (i.e., removed from the game). The exception is the Deputy Director, who, rather than being terminated, instead returns immediately to his headquarters. Furthermore, that player's opponent immediately claims the objective, regardless of the identity of the opponent's Agent X.

However, if both players cause civil disorder, both Agents X are revealed and terminated (again, with the exception of the Deputy Director). In this case, the current objective is placed at the bottom of the Objective deck (facedown) and is not claimed by either player.

Phase 5: Debriefing

In the Debriefing Phase, the agendas for surviving Agents X are resolved.

First, each player reveals his Agent X. (Unless, of course, his Agent X was terminated due to civil disorder.) If only one player caused civil disorder, the other player still resolves his Agent X effects (if possible).

Next, the agendas of the Agents X are read and applied in initiative order, from the lowest initiative score (1) to the highest initiative score (6). (See the Agent Cards diagram on page 6.) Some agents' agendas have different effects depending on which player's domination token was placed on the objective. When effects differ, the effect in the red box is carried out if the KGB player placed his domination token, and the agenda in the blue box is followed if the CIA did. Other agents' agenda effects are the same no matter which side prevailed. Remember, do not resolve agendas for agents terminated because of civil disorder.

The six different agent agendas are:

- **The Master Spy** (Initiative 1) is a master of confusion and misdirection. He maintains his adversary's confidence just long enough to steal the objective for his own side. He causes the objective to be claimed by the player who did not place his domination token on it. (This agenda has no effect if the player has already claimed the objective due to civil disorder.)

- **The Deputy Director** (Initiative 2) is an anonymous bureaucrat who takes unpredictable risks and is generally incompetent. He has no effect on which player claims the objective, but always survives termination (regardless of whether it is caused by assassination or by civil disorder) and never goes on leave (instead returning immediately to headquarters after his deployment).

- **The Double Agent** (Initiative 3) sleeps anonymously in the enemy hierarchy, waiting for the order to take decisive action or pass along sensitive intelligence. He either sends a rival agent from his opponent's headquarters immediately on leave or allows his player to see his opponent's Agent X in the next game turn's Planning

Phase before he chooses his own Agent X. The latter is allowed even if the Double Agent is subsequently terminated by his opponent's Assassin. If two Double Agents face each other, only the agenda of the one whose domination token was placed fulfills his agenda.

• **The Analyst** (Initiative 4) finds the seeds of future crises in the intelligence he examines. He allows his player to look at the top three cards of the Group deck in the next game turn's Briefing Phase and replace them in any order he chooses. If two Analysts face each other, only the agenda of the one whose domination token was ***not*** placed fulfills his agenda.

• **The Assassin** (Initiative 5) lies in wait for the enemy's Agent X, ignoring all else, his only mission to make sure his counterpart disappears forever. If his side places its domination token, the enemy Agent X is terminated (removed from the game) and the objective is sent to the bottom of the Objective deck. (This agenda has no effect if the player has already claimed the objective due to civil disorder.)

• **The Director** (Initiative 6) is a mastermind who keeps the greater conflict firmly in mind at all times. When he involves himself in a struggle personally, he reveals only a small portion of a much larger plot. If his side places its domination token, he manages to win an additional objective, above and beyond the current struggle!

After Agent X agendas are resolved, if neither player has claimed the objective, the player who placed his domination token on the objective claims it, places it on his score pile, and advances his score marker on his score card to reflect the newly gained points.

Finally, the domination token from the objective is returned to its owner.

Example: George and Boris reveal their Agents X. Boris played his Master Spy (Initiative 1) and George chose his Assassin (Initiative 5).

The Master Spy is resolved first. The color of the domination token on the objective is blue (USA), so according to Boris's Master Spy's agenda, Boris claims the objective. He moves the "Cuba" card to his score pile.

Next, George's Assassin's agenda is addressed. Since the color of the placed domination token is blue (it doesn't matter that "Cuba" has already been claimed), Boris's Agent X – his Master Spy – is

terminated and removed from the game. However, because "Cuba" has already been claimed, the second part of the Assassin's agenda ("...the objective is put on the bottom of the Objective deck") is not relevant and is simply ignored.

Then, George takes his domination token back.

Phase 6: Détente

Détente is primarily a record-keeping phase.

First, each player's Agent X goes on leave (unless that Agent X was terminated or that Agent X is the Deputy Director, who never goes on leave and instead returns directly to headquarters). An agent who goes on leave is placed faceup beside his player's headquarters and cannot be chosen as Agent X next turn.

Then, each player places all of his Group Cards into the Group Card discard pile.

Next, each player updates his score card, moving his score marker to reflect any objectives he claimed this turn.

Finally, if neither player has achieved 100 victory points – thus winning the game – the next game turn begins with the Briefing Phase.

Example: Boris's Master Spy has been terminated, so he is removed from the game rather than going on leave. George sends his Assassin on leave, placing that card faceup next to his headquarters.

Boris claimed "Cuba," so he advances his score marker to reflect his 10 victory points. George hasn't claimed any objectives yet, so he leaves his score marker at 0.

Since neither Boris nor George has won the game, the next game turn begins.

Winning the Game

The object of *Cold War: CIA vs. KGB* is to score 100 victory points. The first player to have 100 victory points in the Détente Phase is the winner. If both players achieve 100 or more victory points in the same Détente Phase, the player with the greater total wins. If there's a tie, players play additional game turns until one player has a higher total during a Détente Phase.

Event Card Special Abilities

Each event card has a special ability printed on it that allows the player who

claimed the card to take an unusual action during play.

Event card special abilities are used during various phases of the game turn, as noted on each individual event card. To use an event card's special ability, its possessor announces that he is doing so (in the appropriate phase) and resolves its effects as described.

If using a special ability results in multiple discards (as "Nuclear Escalation" does, for example), the player who used that special ability may place them on the discard pile in any order.

After using an event card's special ability, the card's victory points are lost for good. The player who used the special ability must discard the card to the Objective deck's discard pile and must immediately move his score marker to reflect his reduced score.

Credits

Game Design: David Rakoto and Sebastien Gigaudaut

Graphic Design: David Rakoto

Layout and Additional Graphic Design: Edge Studio (www.edgeent.com)

English Translation: David Rakoto and Sebastien Gigaudaut

Fantasy Flight Games Edition

Producer: Mark O'Connor

Editing & Proofreading: Mark O'Connor, Jeff Tidball, and James Torr

Russian Language Assistance: Steven Collier

Graphic Design: Peter Wocken

Managing Art Director: Andrew Navaro

Cover Art: Scott Schomburg

Production Management: Eric Knight

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Guerre Froide is © 2007 Edge Entertainment and is a trademark of Edge Entertainment, all rights reserved. *Cold War: CIA vs. KGB* is © 2011 Fantasy Flight Publishing, Inc., all rights reserved. No part of this product may be reproduced without specific permission. *Cold War: CIA vs. KGB,* Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Not suitable for children under 36 months due to small parts. Components may vary from those shown. Made in China.
THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

Game Turn Breakdown



1. Briefing

1. Determine Objective
2. Assign Balance Token
3. Shuffle Group Deck

2. Planning

1. Choose Agent X

3. Influence Struggle

- Recruit a Group
- Activate a Group
- Pass

4. Cease-fire

1. Place Domination Token (resolving ties if necessary)
2. Resolve Civil Disorder (if any)

5. Debriefing

1. Resolve Agent X Agendas (from lowest initiative to highest)

6. Détente

1. Send Agents X on Leave
2. Discard Recruited Group Cards
3. Update Score Card
4. Check for Victory

www.FantasyFlightGames.com

edge®
WWW.EDGEENT.COM

FANTASY FLIGHT GAMES