SOVIET 'TURN ZERO' CARD

TWILIGHT STRUGGLE

THE COLD WAR
1945-1989





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Twilight Struggle
Turn Zero Rules

The Turn Zero expansion is a way to freshen up your *Twilight Struggle* experience. It represents a series of variants on the end of World War II and its aftermath that could have resulted in a substantially different Cold War.

Warning: due to the large number of new possibilities in the starting setup, game balance is not guaranteed with Turn Zero!

Turn Zero assumes that you are playing without the Chinese Civil War variant and the optional cards from the first Deluxe edition. If you wish to use the Chinese Civil War variant, remove the CHINESE CIVIL WAR crisis card before creating the crisis deck (see step 3 below), and each player must discard one Statecraft card at random prior to resolving Crises. This discard is face down, so the players do not know which Statecraft card the opponent discarded.

Components:

1. Turn Zero consists of this rulesheet, six Crisis cards, ten Statecraft cards, two modified event cards (Europe Scoring and Nationalist China), and six counters to help track Crisis results. The Statecraft cards are divided between the players—each will get the three that are marked with his superpower's flag.

Procedure:

1. Determine sides. Bidding for sides is not recommended when using this variant; however, if bidding is being used, bid and assign sides per the bidding rule you are using. If Influence bidding is not being used, determine sides as you normally would.



2. Each player should now take his five Statecraft cards.

3. Take the six Crisis cards and separate them into two piles of three each. The first pile should contain V-E DAY, YALTA AND POTSDAM, and 1945 ELECTION. The second should contain ISRAEL, V-J DAY, and CHINESE CIVIL WAR. Do not include CHINESE CIVIL WAR if you are playing with the Chinese Civil War variant from the first deluxe edition. Shuffle the piles.

4. Turn over the top card in the first pile.

5. Each player now selects one of his Statecraft cards and places it face down.



6. Reveal both selected Statecraft cards.

7. Roll a die, applying any modifiers from the Statecraft cards (if any). Cross-reference the result on the face-up Crisis card, and implement the indicated effects (if any). We recommend placing bonus Influence in or near the areas on the map where it will go. Counters are available to track other Crisis effects.



Note that the Statecraft cards that give modifiers can only be used once; the dummy cards can be used multiple times.

8. Repeat steps 4-7 for the rest of the cards in the first pile; then again for the cards in the second pile.

8.1 Once all of the Crisis cards have been resolved, Statecraft cards play no further role in the game; return them to the box.

8.2 Apply modifications to the event deck as indicated by Crisis results, e.g. the '6' result from 1945 UK GENERAL ELECTION. Where a Crisis result indicates that an card's event has no effect, it remains in the deck and is removed normally should its event be triggered. The event simply does nothing when triggered.

9. If either of the YALTA AND POTSDAM results that grant choice of a card for the starting hand was rolled, the applicable player now chooses that card.

10. Cards are now dealt. Any card added from step 10 counts as a dealt card—that is, it counts against the starting hand size as if it had been dealt normally.

11. Normal setup is now conducted, with the players placing Influence on the board per the standard setup rules, and modified by the results of the Crises. All extra influence granted from Crises is in addition to that normally received in setup; all influence reduction is taken from that normally received in setup.

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Optional Space Race Track

On the optional space race track, as with the base game one, special capabilities are granted only to the first player to reach the space. The special effect or capability is immediately canceled when the second player reaches that box.

- Upon reaching space 2 (Earth Satellite), then during each Check Military Operations Status phase, before VPs are deducted for shortfall, the player adds two Military Ops to his or her total.
- Upon reaching space 4 (Eagle/Bear has Landed), the player may, once per Action Round, pay only one Operations point to place one Influence point in a country controlled by his or her opponent (instead of the usual two Operations points that this normally costs). When this capability is used, place a control marker or cube near the track to indicate that this capability cannot be used again until the next Action Round.
- Upon reaching space 6 (Anti-Ballistic Missiles), the player may, once per turn, re-roll one Coup attempt. When this option is used, the player must accept the re-rolled result. When this capability is used, place a control marker or cube near the track to indicate that this capability cannot be used again until the next game turn.
- Upon reaching space 7 (Neutron Bombs), the player's opponent suffers a –1 modifier to all Coup die rolls.

As with the base game space race capabilities, these capabilities become available immediately and are cumulative (that is, a player can be entitled to more than one capability, if he or she is sufficiently ahead in the space race).



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P3

2 MID WAR



BERLIN WALL

Add 2 Influence in East Germany and, if you are behind or tied with the US in the Space Race, advance your Space Race marker by one box.

Remove from deck if the event is played

P2

2 MID WAR



MOBUTU SESE SEKO

Zaire's stability number permanently becomes 3. Add 2 US Influence in Zaire.

Remove from deck if the event is played

P1

1 MID WAR



NON-ALIGNED MOVEMENT

Select India or a country in Africa, Southeast Asia, the Middle East, or South Amaerica with at least 2 US and 2 USSR Influence.

Remove all Influence from that country, then take the next four cards from the top of the draw pile and put them in the discard pile (reshuffling if necessary).

P6

2 EARLY WAR



FIRST LIGHTNING

Play at the same time you play a card with a US-affiliated Event for its Operations.

Ignore the event text and place the card in the discard pile.

Reduce DEFCON by 1 if this card is played for Operations or its Event.

Remove from deck if the event is played

P5

2 EARLY WAR



KREMLIN FLU

US takes Operations as if this card were played as Operations. USSR must play a scoring card on its next Action Round if it holds one; if no scoring card is in the USSR hand, the USSR forfeits its next Action Round.

P4

3 LATE WAR



STANISLAV PETROV

Play only if DEFCON is 2.

Set DEFCON to 4 or 5.

Remove from deck if the event is played

P8

3 MID WAR



"DON'T WAIT FOR THE TRANSLATION"

If the US is behind in Military Operations, the US scores 2 VP.

Remove from deck if the event is played

P7

1 EARLY WAR



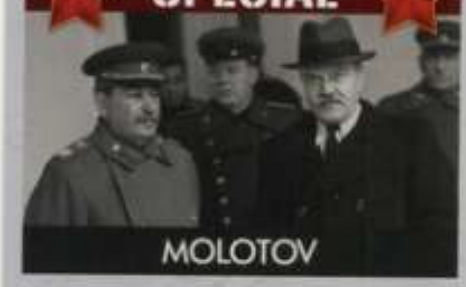
WHO LOST CHINA

If the USSR holds the China Card, reset US Military Operations to zero.

If playing with the Chinese Civil War variant, this card cannot be played if Chinese Civil War is still in effect.

P11

SPECIAL



MOLOTOV

Subtract 2 from the die roll total for the current Crisis.

Discard after playing this card on a Crisis

P12

SPECIAL



BERIA

Cancel effect of US card for the current Crisis.

Discard after playing this card on a Crisis

P13

SPECIAL

KGB

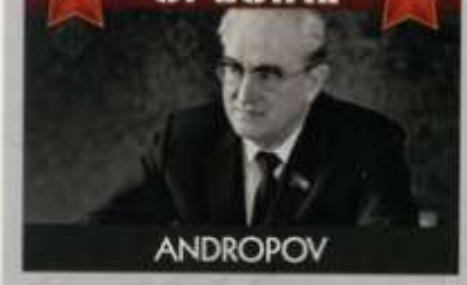
DUMMY CARD

No effect.

Take back into hand after playing this card on a Crisis

P9

SPECIAL



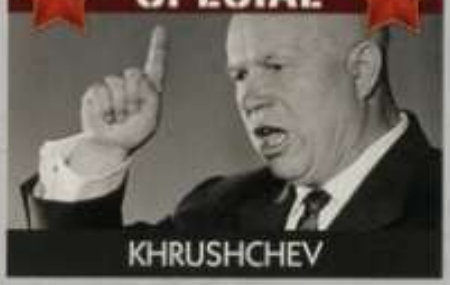
ANDROPOV

Subtract 1 from the die roll total for the current Crisis.

Discard after playing this card on a Crisis

P10

SPECIAL



KHRUSHCHEV

Subtract 1 from the die roll total for the current Crisis.

Discard after playing this card on a Crisis