

COLD WAR™

CIA vs KGB



RULES OF PLAY

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*, agents on both sides of this worldwide conflict 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.

Game Components



12 agent cards
(6 CIA, 6 KGB)



21 objective cards
(15 nations, 6 events)

2 domination tokens
(1 CIA, 1 KGB)



24 group cards
(6 military, 6 economic,
6 media, 6 political)



2 score cards (1 CIA, 1 KGB)
2 score tokens



1 balance token

1 rulebook
(this booklet)

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 its activities, infiltrating and manipulating the locals (**group cards**) to gain the upper hand in that struggle. By prevailing, players claim the objective cards, and score **victory points**. The first player to accumulate 100 victory points wins the game.

Setup

First, shuffle the objective cards and place them facedown in the center of the table. This is the **objective deck**.

Next, shuffle the group cards and place them facedown in the center of the table. This is the **group deck**.

Then, 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 him. This stack is called that player's **headquarters**. Both sides are equal, but if both players want the same one, choose randomly.

Finally, each player takes his corresponding **domination token** (blue for the CIA, red for the KGB), score card, and score token.

Then, the first game turn begins.

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 described in detail in the sections that follow.

Example: George and Boris start a game. They shuffle the objective and group decks, choose the predictable sets of agent

cards (CIA for George, KGB for Boris), and take the corresponding domination tokens, score cards, and score tokens. They taunt one another and prepare to play.

Phase 1: Briefing

The Briefing phase of each game turn sets the table for that year's struggle. There are three stages to each Briefing phase.

Determine the Objective

Flip the top card from the objective deck faceup (leaving it on top of the objective deck). This card becomes the object of conflict for the game turn. It is frequently called the "objective."

Most objective cards represent nations over which the superpowers struggle, but some are event cards, which represent

OBJECTIVE CARDS

Nation Card



Event Card



1 NAME

2 BIAS ICONS

3 POPULATION

4 STABILITY

5 SPECIAL ABILITY

6 VICTORY POINTS

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 15 for more information.

Assign the 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.

On the first turn of the game, the balance token is assigned randomly. To do this, one player hides the token in one of his closed fists. If the other player can guess which hand it’s in, the guessing player takes the token. If the guessing player is wrong, the hiding player keeps the token.

The player who has the balance token will choose which player goes first in the Influence Struggle phase.

Shuffle the Group Deck

One player shuffles the last game turn’s group card discards back into the group deck, then the other player cuts the group deck, and finally the newly randomized group deck is replaced in its position in the center of the table. (This isn’t necessary in the first game turn.)

If either player successfully used his Analyst 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.

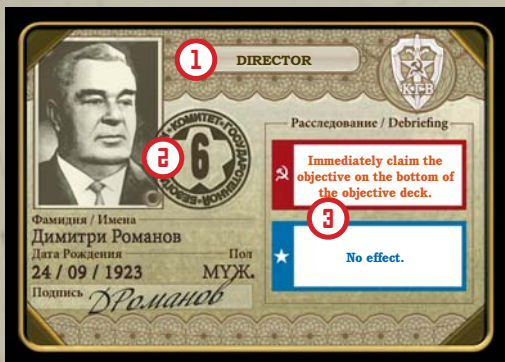
Example: Boris and George reveal their first objective, flipping Cuba faceup from the top of the objective deck. George hides the balance token in his right hand, but Boris guesses that it’s in his left, so George keeps it. They don’t need to shuffle the group deck, since this is their first turn.

Phase 2: Planning

In the Planning phase, each player 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 of the game turn. Each player keeps his Agent X’s identity secret, and places that card facedown on the table in front of him, 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

AGENT CARDS



1 NAME

2 INITIATIVE

3 AGENDA

the previous game turn (due to the Double Agent's agenda, for example) are not at headquarters, and can't be chosen as Agent X. Likewise, agents who've been terminated (due to the Assassin's agenda, for example, or because they caused civil disorder) are no longer in play, and also can't be chosen.

Note that 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.

Once both players have chosen their Agents X, agents on leave return to their respective headquarters, ready for assignment in future game turns.

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

Phase 3: Influence Struggle

During the Influence Struggle phase, each player draws group cards, which contribute to his running score of **Influence** points. Each player is trying to accumulate an Influence total as close as possible to the objective's Stability score, but without exceeding it.

But each player must also try to see through his opponent's play, 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 him.
- *Activate a group*, using the **power** described on one of the group cards already in front of him.
- *Pass*, and do nothing for the moment.

A player who has no group cards in front of him must always choose the "recruit a group" option. He may neither activate a group (obviously) nor pass.

Recruit a Group

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

A group on the table in front of a player can be in one of two states: **ready** or **mobilized**. 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.

GROUP CARDS



- ① NAME ② INFLUENCE
③ FACTION ④ POWER



READY STATE



MOBILIZED STATE

Ready and mobilized groups both contribute their Influence when determining which player will win 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 4). This is true even for unusual recruitment due to an event card special ability; see “Live Benefit,” for example. A player *may* draw a card that would give him a number of groups *equal* to the number of population icons.

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 can't be mobilized again until it is somehow readied again first.

Then, the player follows the instructions on that particular group card. These instructions are that group's power. Each group that's part of the same **faction** – military, economic, media, or political – has the same power as the other groups in its faction. 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's. 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, put it faceup in front of him (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 one immediately after the other, the Influence Struggle phase ends.

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

Boris, also lacking any groups, must also recruit. 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 running Influence total is now 9. "Industry" remains in the ready state.

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

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

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 TOKEN
- ⑧ GROUPS

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

George, considering his next move, thinks his running score of 9 Influence gives him a good chance to win this struggle, so he chooses to pass.

Boris, whose running score of 6 Influence is not going to cut it, activates his “Mafia” card to ready his “Newspapers” card.

George passes again.

Boris mobilizes “Newspapers” to look at the top card of the group deck. It’s “Food Companies” (3 Influence, economic faction). He chooses to take it, and puts it in front of him 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.

Phase 4: Cease-fire

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

First, the player with the highest Influence total that does not exceed the objective’s Stability score puts 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* considered to be exceeding it.

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 4). The bias icons on each objective include one icon for each faction, presented in decreasing order of size, connoting decreasing order of the factions’ relative importance in that nation or event.

Address the most important (i.e., largest) faction first. The player with the highest value group from that faction wins the tie. 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.

Any player whose Influence total exceeds the objective’s Stability causes **civil disorder**. When this happens, the indiscriminate

Agent X's superiors disavow all knowledge 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). Furthermore, that player's opponent immediately claims the objective. The exception is the Deputy Director, who, rather than being terminated, instead returns immediately to his headquarters.

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

Example: George and Boris both have 9 Influence. They see that Cuba'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 puts his blue domination token on Cuba.

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.)

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.

- *The Deputy Director* (Initiative 2) is an anonymous bureaucrat who takes unpredictable risks in the field but is generally incompetent. He has no effect on which player claims the objective, but always manages to survive termination (even when he causes 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 meets his destiny. 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.
- *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 it claims it, puts it on his scoring pile, and advances his scoring token on his scoring 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 scoring 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.

Finally, George takes his domination token back.

Phase 6: Détente

Détente is a 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 Directory, 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 can't be chosen as Agent X next turn.

Next, each player updates his score card, moving his score token 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. If both players have 100 or more victory points, the player with the greater total wins. If there's a tie, play additional game turns until the tie is broken.

Example: Boris's Master Spy has been terminated, so he has been 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 token to reflect his 10 victory points. George hasn't claimed any objectives yet, so he leaves his score token at zero.

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

Event Card Special Abilities

Each event card has a special ability printed on it, each of which allows the player who claimed that card to take an unusual action during play.

Event card special abilities are played during various phases of the game turn, as noted on each individual event card. To use an event card's special ability, simply announce that you are doing so (in the appropriate phase, of course), and resolve 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 put them on the discard pile in any order.

After using an event card's special ability, its victory points are lost for good. The player who played the card must discard it to the objective deck's discard pile and immediately update his score token to reflect his reduced score.

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, additional game turns are played until one player has a higher total during a Détente phase.

Credits

Game Design: David Rakoto and Sebastien Gigaudaut

Graphic Design: David Rakoto

Layout and Additional Graphic Design: Edge Studio

www.edgeent.com

Packaging Design: Andrew Navaro

Cover Artist: Daniel Rudnicki

English Translation: David Rakoto and Sebastien Gigaudaut

English Editing and Proofreading: Jeff Tidball and James Torr for Fantasy Flight Games

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