



Frequently Asked Questions

Compiled from Q & A found at

www.consimworld.com And www.boardgamegeek.com

Version 4.1 UPDATED 5/15/07

This FAQ references both the FIRST and SECOND EDITION of the game

Authorized as official by designer Jason Matthews

Arranged and edited by David "the Preacher" Wilson

Twilight Struggle is a Card-driven game published by GMT Game, LLC, of Hanford California. The above TITLE design was created by Rodger MacGowan. Game Design is by Jason Matthews and Ananda Gupta. David "the preacher" Wilson has no affiliation with GMT games, but instead just a guy who spends too much time reading rules debates and trying to bring a halt by compiling rulings, etc. He really is a Southern Baptist minister who serves in a church in Redondo Beach, California.

ERRATA QUESTIONS:

Q. Some say that the first edition of this game had a large amount of errata immediately following publication. Is this true?

A. Sort of. Most of the errata are nothing more than inconsequential, spelling errors. The major exception was the setup for Australia, see the rule errata below.

Q. Is there a list of the errata available online?

A. Check the Twilight Struggle forum at www.boardgamegeek.com

The following is the known errata as of 5-15-2007:

Map Errata (1st Edition)

1) "Chili" -- The nation of Chili is more commonly known as **Chile**; we apologize profusely to that beautiful country and traditional US regional ally.

2) Saudi Arabia -- Its stability number should be highlighted in red. **It is a battleground country.**

3) People's Republic of China -- That's "**Republic**" not "Republic" which is some new, scary form of government.

Card Errata (1st Edition)

1) **Defectors** (card #103) -- **This is not an asterisked event.** It should NOT be removed after play as indicated at the bottom of the card.

2) **Marshall Plan** (card #23) -- Title **should be underlined** as this card has the lasting game affect of allowing play of NATO.

3) **Scoring Summary** (card #104)-- The description of "Domination" of a region is incomplete. You are required to have more countries **AND MORE BATTLEGROUND COUNTRIES** to dominate a region. See rule 10.1 for further elaboration.

4) **Cuban Missile Crisis** (card #40) -- **Should not be underlined.** The card does not have effects that carry beyond the current turn. Add the word "**West**" before Germany in the card's text. The text refers only to West Germany.

Rule Errata (1st Edition)

3.3 Game Setup

Rule 3.3 should read : "**The U.S. player sets up second, placing a total of 23 Influence markers in the following locations . . . 4 in Australia.**

[Copy of Player Aid Card back page] SETUP -- Fourth bullet should read: "**23 US Influence markers . . . 4 in Australia**"

4.5(C) Note.

4.5.C Note -- "If playing an opponent's event during the Headline phase, your opponent implements the event text as if they had played the card themselves. **As when playing your own or a neutral event during the Headline phase, if your opponent's implementation of the event results in a shift to DEFCON 1, you lose (see 8.1.5).**"

Example of Play:

1) Turn 3 Headline Phase -- Korean War is played, but we did not adjust the DEFCON Status. We had hoped to correct the Example of Play, but the correction did not make it to the printers in time. So, the rest of the example is off somewhat, as the DEFCON level should have been 1 lower, prohibiting several actions that occurred subsequently. **NOTE: The Korean War card was changed in the second edition- the extended example of play should NOT lower the DEFCON level.**

2) Turn 4 USSR 4 -- Central American scoring. The example incorrectly states that the US had Presence in Central America. The US player only had 1 Influence Point in Panama. He needed 2 Influence Points to control Panama. Therefore the total number of victory points is off by 1, it should be **USSR 11** here, and increased by one subsequently.

3) On page 13 of the 2nd Edition rules extended example of play, the US plays **RED SCARE/PURGE** "as 2 Ops for a Coup in Iraq." In the Second edition printing the ops value of **Red Scare/Purge** was upgraded from 2 ops to 4 ops.

Player Aid Card Errata:

1) SETUP (front) -- Fourth bullet should read: "**23 US Influence markers . . . 4 in Australia**"

2) Card List (back) -- Card #17 "De Gaulee" is misspelled. It should be "**De Gaulle.**" No, this was not a subtle jibe at our French allies.

CHANGES IN CARDS FROM FIRST TO SECOND EDITION:

This list is not an exhaustive list of all changes. Changes that were made only to clarify cards and bring them into alignment with rulings are not listed here. Rather, this is the list of cards with actual changes.

Card # 11: Korean War: DEFCON reduction has been removed to make the card consistent with other War cards.

Card # 13: Arab-Israeli War: an addition of a -1 to die roll if Israel is US controlled was added.

Card # 21: NATO: the following text was added : "**US Controlled countries in Europe may not be attacked by play of the *Brush War Event.***" Therefore after play of NATO, US controlled countries in Europe are immune to Brush War.

Card # 31: Red Scare/Purge: The Operations value of this card was increased from 2 to 4.

Card # 32: UN Intervention: The following text was added "**May not be played during headline phase.**"

SPECIFIC CARD QUESTIONS:

(Or how do these cards really work?)

5 Five Year Plan

Q. Is it permissible for the USSR player to play (on his last action phase) the Five year Plan knowing that he will be forced to discard the sole remaining card in his hand which is a scoring card.

A. It is illegal to hold a scoring card. A player may use the Five Year Plan in order to force himself to discard a scoring card. This would be especially smart if the card would a score a region where the player is not well-represented.

6 The China Card:

Q. Is this a 5 OP cards if used as a coup or realignment in Asia? For realignments do you have to declare that all will be used in Asia beforehand, or can you wait, so long as realignments 1-4 are in Asia, and then claim a 5th in Asia?

A. The bonus certainly applies if the coup is done in Asia. However, realignment rolls are declared one at a time. If a player has done 4 realignment rolls in Asia using this card, the **ONLY** thing he could do with the final point is a 5th realignment roll in Asia.

Q. In order to get out of a QUAGMIRE or a BEARTRAP, can I discard the China card?

A. No, Rule 9.5 declares the China Card may not be played as a discard required by an event.

Q. It is permissible to play the China card on the Space Race?

A. Yes

Q. If the U.S. player plays the China card on the Space Race does it affect the Formosan Resolution?

A. Yes, because the U.S. player would be playing the China card it would cancel the Formosan Resolution.

Q. My opponent says that the card is not available for play at the beginning of the game. I say it is available to the USSR player which is why it is placed face up on his side of the table. Who is right?

A. Your opponent is 100% wrong. It begins play face up and in the control of the USSR player.

#11 Korean War

Note: As of Second Edition, this Event no longer reduces Defcon status

13 Arab-Israeli War

Note: As of Second Edition, if Israel is US controlled there is a -1 die roll modifier applied.

18 Captured Nazi Scientist:

Q. Does this count as a space race attempt?

A. No the limit is for the playing of Operational cards on the Space Race. Events affecting the Space Race do not count as a space race attempt.

Q. The card says that you only gain the victory points of the second box entered. Does this mean that if you land on a space that does not have victory points, but instead a printed benefit that all you gain is to jump up in the Space Race?

A. No, if the second box is a benefit box and you are the first player to that box you gain the benefit. The card's text was only to prevent players from attempting to gain cumulative victory points from multiple boxes.

21 NATO

Note: As of Second edition the following text applies "US Controlled countries in Europe may not be attacked by play of the Brush War Event."

24 Indo-Pakistani War

Q. If there are no Influence markers in either country, or only your own Influence in either/both countries, what effect will playing this card as an event have?

A. A player would receive 2 Military Operations for the event, and if he wins the war by the die roll specified on the card, he would still receive the 2 VPs. This would be true of other successful war events without Influence markers as well.

26 CIA Created

Q. Does the USSR hand remain revealed for the entire turn? What happens if the USSR player gains new cards later in the turn?

A. The effect of the card is not ongoing. The USSR only needs to reveal his hand at the time the **CIA CREATED** card is played.

Q. What is meant by the phrase “Conduct Operations with this card normally?”

A. Simply put, it means that the USSR player’s hand is revealed and then the US player conducts one point of operations. This card and **Lone Gunman** (# 62) both work in the same manner.

31 Red Scare/Purge

Note- this card has a 2 ops value in the first edition of the game, but was upgraded to a 4 ops value in the 2nd edition.

Q. Does the -1 Ops apply to Space Race? If an opponent gets OPs from one of their event's I play, is it -1?

A. The reduction is for any use of Ops, including Space Race. Ops from events are not affected.

Q. When the **Red Scare/Purge** is in effect on a player, how does that impact their Military Operations? For example, if I play a "3" card for a coup, it is reduced by 1 for the coup attempt. But is that play thus counted as "2" military operations, or does the card number take precedence for that?

A. A card with a reduced ops number is considered reduced for ALL purposes. The only exception is that operational points from events are not affected.

Q. The rules declare that War events move the military Ops marker based on the operational points of the card. However the text of the War cards declare that the marker is moved 2 spaces. Which is right?

A. Apply the overriding rule of 5.5 which states that card text which contradicts the written rules overrides the written rules. A War Event, within the confines of its own card, defines the number of spaces to be moved, and does not refer to operations.

Q. Soviets play Missile Envy as headline and Red Scare as first Action Round. The U.S. first action round must be to use Missile Envy. Since Red Scare affects "all further operation cards played by the US" will the Missile Envy be included in this reduction? (the uncertainty arises because Missile Envy was played in the headline phase BEFORE Red Scare) Does the U.S. get 1 op or 2?

A. Even though it was preordained by the headline event, the U.S. actually implements Missile Envy after the playing of Red Scare and therefore it is reduced to 1 operational point.

32 UN INTERVENTION

Note: As of the second edition Text was added that prohibits the playing of this card during the headline phase.

Q. Can a player use UN intervention on a card received through Grain Sales?

A. Yes. It works like this: 1. Play grain sales 2. Take the opponent's card into your hand. 3. play it (with or without UN INTERVENTION) or 3. Return it

33 DeStalinization:

Q. When moving influence, can it be placed anywhere on the board, or is it subject to the placement restrictions of operations?

A. This is covered in 6.1.1. Events that place, or in this case move, influence, allow that influence to be placed anywhere, subject only to limitations listed in that event.

36 Brush War

Q. If defending against a Brush War, are you limited to one negative modifier, no matter how many adjacent countries you control?

A. Brush War should work in the following manner. It allows an attack on a country of 1 or 2. The die roll is modified by -1 for every adjacent opponent-controlled country.

Q. When applying die roll modifiers for a Brush War, do the adjacent Superpowers count?

A. Per the second edition rules: 2.1.5 There are two spaces on the map representing the geographic locations of the United States and the Soviet Union. They are out of play for Influence Markers, but are considered "adjacent controlled countries" for the purposes of events, and realignments (6.2.2). (Special thanks to Dave Rubin for pointing out this rule)

40 Cuban Missile Crisis:

Q. When I play this card as a Soviet player, when can the USA eliminate two influence markers in Germany or Turkey? Can they do this during my action round? When the card is eliminated, will DEFCON remain at two?

A. The card says "at any time" and that would include during one of your action rounds. DEFCON does not have to stay at two, but if the card is not cancelled, no matter what the DEFCON status says, your opponent STILL cannot attempt a coup without losing the game. The only way he may do a Coup, without immediately losing, is to cancel the card or wait until next turn. Of course, if he is already losing, this allows him a quick way to finish the game.

Q. Which Germany is referred to in this card's text?

A. The text has received errata and now refers only to **West** Germany.

41 Nuclear Subs

Q. The card text says: "US actions do not affect the DEFCON track for the rest of the turn." My question is -- does this mean *all* actions? So if I play an event like **Summit**, **ABM Treaty** or **How I Learned to Stop Worrying**, may I move the DEFCON status marker, even if it would be beneficial to me?

A. "Actions" should be read as referring to use of Operations; not to manipulation of the DEFCON through events.

#42 and # 44 Quagmire and Bear Trap:

See also a relevant ruling under Missile Envy.

Q. Just to make the **Quagmire / Bear Trap** clear - First I thought you handle it this way: discard a 2+ Ops, roll the die - if it shows a 6 your phase is over. But my opponent disagreed and said that even if you fail in rolling against the card, you still can play a (2nd) card for acting.

A. You were correct. The discard and die roll is the only thing that you do in the action round. If you roll less than 5, you can resume normal play in your next action round. If you have no cards that meet the Ops requirement of the discard, you must hold your cards until the next turn. Scoring cards are the only exception, as they must be played and cannot be held. While this may continue into the new turn, it does not affect the **Headline Phase**. You can discard your opponents events (without effect – see rule 5.4) as long as the Ops number is high enough.

Q. Is escaping the Trap your only permissible action for a given Action Round? Or, once the Trap is broken, is another card play (Ops/Event) allowed immediately as part of the 'normal' action?

A. Normal play resumes the next action round after the trap is broken.

Q. Does a **Beartrap** or **Quagmire** end when the turn ends or will it continue into the next turn?

A. The end of a turn will not end a **Beartrap** or **Quagmire**. Only the required die roll will do so. Remember that neither card affects headline phase.

Q. Can you explain in simple steps how to resolve?

A. Sure. Here is a simple three step explanation:

- 1) Start your action round
- 2) If you have a 2 or greater value ops card in your hand you must discard one of them (it has NO effect); you may proceed to step three, otherwise your action round is over.
- 3) Roll a die. If the number is less than 5 the card's effect is ended, you may resume normal play on your NEXT action round.

47 Junta:

Q. If played as an event, does the free coup count towards military operations?

A. "Events that allow a free coup roll do NOT count towards required military operations." Rule 8.2.5

Q. The Junta card allows two influence to be placed in a Central or South American country, and either a coup roll, or two realignment rolls. Is the order of the coup/realign vs. influence placement up to the player, or must the influence be placed first (since it is listed first on the card)?

A. The order is significant (Influence first, then roll).



#49 Missile Envy & #50 We Will Bury You:

Q. We're at Defcon 2. The USSR plays **Missile Envy** and has got a +18 score. "**We will bury you!**" comes his way. What happens? If going by the sequence on the card, USSR auto-victory would occur first.

A. **WE WILL BURY YOU** has a condition on the implementation of the 3 VP's. The VP's are only earned after the US fails to play the **UN INTERVENTION** card. Now, **MISSILE ENVY** has to be his next play, but **UN INTERVENTION** may be played with another card, so it was still both theoretically, and practically possible. However, in either case, the nuclear war would occur first, because the DEFCON is degraded with the event, while the 3 VP's must await the US action round.

Q. When does the USSR player receive the 3 victory points. For example, the score stands at -17VP. USSR plays **We Will Bury You** that awards him 3VP unless US is able to play **UN Intervention** as an event in his next turn. He cannot do so, but he does have **Duck & Cover** that would give him 2 victory points. When do I receive the 3VP for **We Will Bury You**? Is it as soon as the US player says "I don't have **UN Intervention**" or does he get the

VP for his event as well? This would take it to 18VP (3VP for my event, 2VP for his). This is important because of auto-victory conditions.

A. The USSR earns 3 points Victory points the moment the US does not play **UN Intervention**. Since the text of **We Will Bury You** was played prior to **Duck and Cover**, its text must be resolved first. Therefore, the USSR player wins an automatic victory.

Q. Referencing the above question, 10.3.1 First Bullet Note states that "All VP awards (for both players) that are scored during an event or scoring card must be applied prior to determining automatic victory." Therefore, how can the USSR player actually win an auto victory under the above circumstances?

A. The USSR player wins because the text of **We Will Bury You** is applied and ALL VP awards from its text are awarded. The VP awards from **Duck and Cover** cannot be applied at the same time because it is a separate event.

Q. How does one deal with a Missile Envy placed in one's hand when under the effect of a Bear Trap or Quagmire?

A. A player under **Bear trap/Quagmire** who has had **Missile Envy** played against him MUST use it as the next discard if its value has not been degraded by **Red Scare/Purge**.

57 ABM Treaty:

Q. If **ABM Treaty** gets pulled due to **Missile Envy** during the Headline Phase, does the player get to use the four OPS? Or is the "Event" part of the card just the DEFCON change?

A. Operations affiliated *with* the event (including free coup rolls for things like Junta) are allowed. You just can't play the card for its Operations value.

59 Flower Power

Q. When exactly does the USSR gain victory points based on this card?

A. Because of the high ops value of the card, all war cards played for OPS or the EVENT will be subject to the 2 VP penalty unless made unplayable by a subsequent card. War Cards played on the Space Race will be exempt from the penalty.

58 Cultural Revolution

Q. If the USSR uses **Cultural Revolution** to claim the China card is it ready for use or face down and unavailable.

A. See Rule 9.4 which states that when **the China Card** is passed because of an event it is passed FACE UP and is available for play by the new owning player.

62 Lone Gunman:

Q. If initiated by the US player, and the Soviet player uses the 1 OP conduct a coup in a battleground country (thereby degrading to DEFCON 1), who loses?

A. As the phasing player is the US player (he played the card) the US player loses. This is NOT an event you want to play when you are at DEFCON 2. See the example under 8.1.3 where the U.S. plays the Olympic Games while at DEFCON 2 and the USSR boycotts, causing the U.S. player to lose because he is the PHASING PLAYER.



to

Q. What happens in the above situation if the **Cuban Missile Crisis** is in effect? In other words, which takes precedence, the rule establishing that the player who played the card which caused DEFCON to move to DEFCON 1 (**Lone Gunman**) or the previously played **Cuban Missile Crisis**?

A. If a player is operating under Cuban Missile Crisis, the second he chooses to spend operations points on a coup, he would lose. The text on **Cuban Missile Crisis** takes precedence over the rule.

Q. What is meant by the phrase “Conduct Operations with this card normally?”

A. Simply put, it means that the US player’s hand is revealed and then the USSR player conducts one point of operations.

Q. Does the US hand remained revealed for the entire turn?

A. The effect of the card is not ongoing. The US only needs to reveal his hand at the time the **Lone Gunman** card is played.

67 Grain Sales to Soviets:

Note: As of the second edition the following text was added to clarify this card : “If Soviet Player has no cards, or returned, use this card to conduct operations normally.”

Q. If the Soviets play this during their turn, can the US choose to return the random discard to gain the operations (during the soviet players turn)?

A. The event is resolved as if the US player played it.

Q. The USSR plays **Grain Sales to Soviets** and US player chooses **How I Learned to Stop Worrying**. Can the US player set the DEFCON at 1? The USSR would be the phasing player, right? Therefore, the US player could chose to set Defcon at 1 and force the USSR to lose?

A Correct -- - These cards can be dangerous when DEFCON is low.

Q. If the USSR player plays **Grain Sales and has no cards remaining in his hand, does the US player get to use the card to conduct operations normally even though they have no card to return?**

A. Yes, the US player would still get to conduct operations using **Grain Sales.**

Q. USA plays **Grain Sales and sees the USSR Headline. **Grain Sales** resolves first. When the USA draws a card from the USSR Hand it turns out to be **Defectors**. Can it be played immediately to cancel the USSR Headline?**

A: If the US player's event resolved BEFORE the USSR headline, then the text of **Grain Sales would allow him to play **Defectors** immediately and cancel the USSR headline event. If the USSR's event was already resolved then **Defectors** could not cancel it because it has already occurred. You cannot cancel an event AFTER it resolves because the US doesn't have a time machine...yet!**

73 Shuttle Diplomacy

Q. I control North Korea and that's all in Asia. My opponent has **Shuttle Diplomacy. Now, of course I lose North Korea as a Battleground, but I do still have presence in the region right?**

A. No, the card temporarily "removes" the country entirely from the equation.

Q. Who chooses the country that doesn't count? This is an issue only if Japan is Soviet controlled, as it would also affect the extra point for being adjacent to the US.

A. Because it is a US event, the US player chooses -- and shame on the US player who loses Japan.

Q. Does **Shuttle Diplomacy prevent the USSR from controlling the region if he had controlled all of the battleground countries?**

A. Only in the context of the Asia scoring card. Note that **Shuttle Diplomacy has no impact on final scoring.**

Q. Does this card affect the **Southeast Asia scoring card?**

A. Not at all. It only applies to the **Asia Scoring card.**

77 Ask Not what your country can do...

Q. What happens if this card meets **ALDRICH AMES in the headline phase?**

A. See ruling under **ALDRICH AMES, # 98**

92 Terrorism

Q. When **Terrorism** is played and **Iranian Hostage Crisis** has already been played are the additional discards also discarded randomly?

A. Yes

96 Tear Down This Wall

Q. Can the “free coup” be used regardless of the Defcon prohibition?

A. . If the card states that the player may coup or realign in a particular region, he may do so regardless of the DEFCON status, but that does not mean the player may disregard the impact of a coup in a battleground country. That would have to be mentioned in the card text as well. In this case, it is not so a coup in a battleground country in Europe *would* lower Defcon. *Reminder, free coups from event cards do not count towards required military ops- see rule 8.2.5*

94 Chernobyl:

Q. The **Chernobyl** card says that the USSR player "may not add additional Influence markers to that region by the play of operation points." Does this mean the USSR player could still do a realignment or coup attempt in that region and, when the result is found, just take away influence markers and not add any of their own as the card states?

A. The **Chernobyl** card only deals with the placement of Influence with operational points. Realignments do not add influence, so the USSR player could still make a Realignment roll. Coups are also allowed, and a player would add influence if that player achieved a result that would normally do so. Further, the Soviet player could also add Influence in the selected region through the play of events which do so.

98 Aldrich Ames

Q. If **UN INTERVENTION** is in the sequence: Can the US choose any card when it is time to play **UN INTERVENTION**?

A. No. If **UN INTERVENTION** is included in the sequence, it would have to be played for Operations Value.

Q. Can the US choose **UN INTERVENTION** when it is time to play another card?

A. No. It must be played in its sequence.

Q. If US in under **QUAGMIRE** and **ALDRICH AMES** does the US have to discard "in sequence", or is he free to discard as he wishes until Quagmire is gone.

A. The US player must discard "in sequence." However, to comport with the requirements of **QUAGMIRE** he would discard his first available 2 Operations card. This may mean skipping over cards in the sequence.

Q. If the USSR arranges **UN INTERVENTION** next to a Soviet event in the **ALDRICH AMES** sequence, can the US play **UN INTERVENTION** as an event?

A. No, **UN INTERVENTION**, when in sequence under **ALDRICH AMES** would not normally be used to cancel a card as it must be played "simultaneously" with another card. Unless the Soviet player is kind enough to stack a card with **UN INTERVENTION** for the US to play, the sequencing aspect of **ALDRICH AMES** implies that cards will be played one, after another, not with other cards.

Q. What happens if **ALDRICH AMES** is countered in the headline phase with **Ask Not What You can do...?**

A. Players implement both cards in order as far as possible. **ALDRICH AMES** has a higher Ops number and is implemented first. Then the US player gets to implement **Ask Not What You can do...?** If the US player elects to dump less than their entire hand then the portion of his hand left in place must be played in that order, before he can play any of the replacement cards. If the US player gets rid of all the cards ordered by **ALDRICH AMES**, then the new cards would not be under any restrictions whatsoever.

100 Wargames:

Q. If **Wargames** is played, is there a final scoring?

A. If you don't reach turn 10, there is no final scoring. **Wargames** brings the game to a sudden conclusion.

Q. Can **Wargames** be played as an event for no effect at DEFCON 3-5 to remove it from the deck?

A. **Wargames** is only considered used when DEFCON is at 2. The "IF" makes the impact of the card conditional. Therefore, it would not be removed if DEFCON was at 3-5.

101 Formosan Revolution:

Q. Does Taiwan count as a Battleground country if in effect for Final scoring at the end of turn 10.

A. Yes

103 Defectors:

Q. What happens if the Soviet player plays **Defectors in the headline phase?**

A. Nothing. **Defectors cancels itself and so has no effect during the headline phase and the Soviet player misses his opportunity to play the card during an action round for a Victory Point.**

Q. If **Defectors is played on the Space Race does the US earn a victory point?**

A. Rule 6.4.5 declares that events played on the Space Race do not occur. Therefore, the text which would normally give the US a victory point would not take place. Therefore, the US would not earn a victory point.

Q: If the USSR Headline event has a higher Ops number than Defectors, does it still get canceled?

A: Yes

Q: If Defectors is not selected by the US, but a Headline event causes it to be played, is the USSR Headline event canceled?

A: If the event that caused Defectors to be played would be executed before the USSR event, then that event is canceled. If the USSR event has already been executed, it is not canceled.

RULES QUESTIONS:

SECTION 5.0 CARD PLAY

Q. If a player has more than one card remaining after the required number of phases, does he get to discard the one he doesn't want to keep? This can happen when a player plays "The China Card**" during the turn.**

A. Cards can only be discarded by event. If a player has an extra card left at the end of a turn he can only draw enough cards to fill his hand to the maximum hand size, which is limited to 8 or 9 depending on the game turn. Remember, the **China card does not count against a player's hand size. (See rule 4.5, section B)**

Q. There are a number of cards that require a player to play or discard particular cards. If this happens near the end of the turn, and that player has scoring cards in his hand, it is possible that by obeying the event text, he would be forced to hold the scoring card, which would violate the text on the scoring cards (and the rules).

A. The requirement that scoring cards must be played has precedence over other text.

Q. When a card states a player gets a "free" coup or realignment in a region, what does "free" mean? Does it mean the player can do a coup without regard to the DEFCON TRACK? Can he do a coup in Europe, though it's prohibited on the DEFCON track? Can he do a coup in a battleground country, though it's DEFCON 2?

A. If the card states that the player may coup or realign in a particular region, he may do so regardless of the DEFCON status, but that does not mean the player may disregard the impact of a coup in a battleground country. That would have to be mentioned in the card text as well. *Reminder, free coups from event cards do not count towards required military ops- see rule 8.2.5*

Q. Is Southeast Asia scored when the Asia Scoring card is played?

A. Southeast Asia is scored normally as part of the Asian scoring card. The Southeast Asian scoring card is a special event that only scores the Southeast portion of Asia.

Q. There are a number of cards, *Missile Envy* and *Aldrich Ames* among others, that require a player to play or discard particular cards. If this happens near the end of the turn, and that player has scoring cards in his hand, you could reach the situation that by obeying the event text, you would have to hold the scoring card, which would violate the text on the scoring cards (and the rules). How should this be handled?

A. The rules state that scoring cards must be played. This rule has precedence over other text. So, for instance, if a player has two cards left and one of them is a scoring card, when his opponent plays *Missile Envy* and takes the other card, then the player would still have to play the scoring card and hold *Missile Envy*. In this case he would be required to play *Missile Envy* for Operations points in the first Action round of the next turn.

Q. Is it permissible to play (on your last action phase) a card which forces you to discard from your own hand a scoring card rather than playing the scoring card?

A. The illegal act would be holding the scoring card. If a player can find a way to force himself to discard a scoring card, he is free to do so.

SECTION 6.4 THE SPACE RACE

Q. When a power gets the special Space Race ability to discard their held card at the end of the turn, what happens when that player has more than one held card at the end of the turn (e.g. because *The China Card* was played)? Does he get to discard multiple cards, choose one to discard, or randomly pick one to discard?

A. The Space Race ability allows the player to choose and discard one card.

SECTION 8.1.5 DEFCON RESTRICTIONS

Q. The map declares restrictions on coups (DEFCON TRACK) but says nothing about realignments. However, I do find a reference to such restrictions on the counters and in the rulebook, but the DEFCON track does not agree with this. Which is right?

A. The rule book does correctly state that the DEFCON level limits the player's ability to do both coups and realignment rolls. This is why the counters say "No Coup or realignment. The DEFCON track is missing the reference to realignment. The rulebook is correct.

SECTION 7.4 EVENT MODIFIERS

Q. When a card's Ops value is modified, does this apply for all purposes (Beartrap/Quagmire, coup rolls, Space Race, military ops credit) or just when actually used for Ops?

A. Yes, it applies for all purposes and not just for operational points. Note that those modifications apply to the player playing the card, not to the power associated with the event.