

★ OPERATIONS



INFLUENCE MARKER

OPERATIONS POINTS:

Use to pay cost for influence marker placement in friendly countries or countries adjacent to a friendly country existing at round start.

COST:

1 Operation Point to place influence in an uncontrolled or friendly-controlled country.

2 Operation Points to place an influence marker in an *enemy-controlled* country. If a country's control status changes while placing influence markers, additional markers placed during that action round are placed at the lower cost.

CONTROL DEFINED:



White side of marker for uncontrolled
Dark side of marker for controlled

Your influence must be \geq the country's stability number and...
...your influence must exceed your opponents by at least the country's stability number

REALIGNMENT ROLLS

OPERATIONS POINTS:

COST: 1 Operation Point per roll. Countries may be targeted more than once per round.

Note: The acting player need not have influence markers in the target country.

MODIFIERS:

- +1** {
- a) More influence in target country
 - b) Each *controlled* country adjacent to target country
 - c) Target country adjacent to friendly superpower



RESULT:

Superpower with lower roll decreases influence in target country by difference in modified roll. Ties are considered draws. No influence may be gained.



No Military OPs points are awarded.

COUP ATTEMPTS

OPERATIONS POINTS:

Are added to a coup attempt die roll.

Note: Your opponent must have influence markers in the target country.

$$(\text{Red Die} + \text{Star}) > (\text{Yellow Card} \times 2)$$

RESULT:

If *difference* ≤ 0 then no result

If *difference* > 0 then adjust influence

First, reduce opponent's influence.



Use remainder to increase your influence.



REMEMBER:

★ = Military OPs points

Coup attempts in battleground countries (purple bar) lower DEFCON by 1



THE SPACE RACE

OPERATIONS POINTS:

The minimum number of operations points required for each new stage in the space race varies: stages 1-4 require 2 OPs pts/stages 5-7 require 3 OPs pts/stage 8 requires 4 OPs pts.

Note: Events on card do not take place. Only *one card* per turn may be played on the Space Race.*

* Exception: special ability in stage 2



ROLL DIE:

If your die roll is within range listed in the target box, advance to new stage.



POINT VALUES:

The number on the left of the slash is the V.P. award for the first player to reach the stage. The number on the right of the slash is the V.P. award when second player reaches the stage.

SPECIAL ABILITIES:

Granted only to the first player to reach the stage. Cancelled when the second player reaches that stage.