

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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