

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).

X/Y X = VPs for first player in box, Y = VPs for second player in box.

SPACE RACE TRACK

Start	H-Bomb 2/1	Earth Satellite 2/0	ICBMs 2/0	Eagle/Bear has Landed 3/1	MIRVs 3/1	Anti-Ballistic Missiles 4/2	Neutron Bombs 4/2	SDI 4/2
2 Ops: Roll 1-3	2 Ops: Roll 1-4	2 Ops: Roll 1-3	2 Ops: Roll 1-4	3 Ops: Roll 1-3	3 Ops: Roll 1-4	3 Ops: Roll 1-3	4 Ops: Roll 1-2	
	At the beginning of the Check Military Operations Status phase, add two Military Operations to your total.		Once per Action Round, placing influence in a country controlled by your opponent costs the standard 1 Operations point, rather than 2.		Once per turn you may re-roll one of your Coup attempts, accepting the re-rolled result.		Your opponent's Coup attempts incur a -1 modifier to the die roll.	

