

WATCH THE SKIES: COLD WAR

Military Leader Brief

Arms Race

Go to the main map when called by game control.

You have ONE minute to build one unit set. A unit set is one of the following:

- One Nuke (UK and France from 1962 onwards, Non-aligned Movement from 1964 onwards)
- One or two Nukes (USA and USSR only)
- One Army or one Fleet (largest dice size)
- Three Divisions or Squadrons (medium dice size)
- Six Brigades or Ships/Subs (smallest dice size)
- One Special Operations Forces (SOF) unit,

-1 National Income if you build a Nuke, Army, or Fleet (France, Non-Aligned Movement and United Kingdom only).

-2 National Income if you build two Nukes (USA and USSR only).

Place new Land units in a region where you have a Base

Place new Naval units in an ocean adjacent to a region with a Base

All unit builds are limited to the available number of dice or rocket tokens.

Some special action cards allow extra unit sets to be built or allow division/squadron sized units to be upgraded. Some technology cards gained from the Space Race or completed research projects also allow extra unit builds or upgrades. Follow the instructions on the cards.

Logistics

After the Arms Race is complete, you have ONE minute to move units and repair interceptors.

You cannot move units into homeland regions controlled by other teams unless you are at war with them!

- Dark Blue = NATO (USA, France, United Kingdom, and their allies)
- Red = Warsaw Pact (USSR and their allies)
- Green = Non-Aligned Movement.

Naval units can move to any ocean or sea area.

Land units can move to any region:

- where you have a Base
- that is adjacent to a region where you have a Base
- is on the coast and adjacent to an ocean or sea where you have supporting naval units of equal or greater size.

To repair an interceptor, spend ONE RP, remove the damage token, and turn the interceptor face down. An interceptor being repaired cannot be used to intercept UFOs in the turn it is being repaired.

Step back from the table

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How to Intercept UFOs

Go back to the main map when called by game control.

Bring the space interceptor counters you want to use this turn with ONE Resource Point (RP) for each counter. Give the RP to game control. These are spent whether you fly your interceptor or not.

Look at where on the map the aliens have placed their UFO counters.

When the game controller says you can, move your space interceptor unit(s) next to the UFO(s) you want to attack. You must have a Base in the zone to send an interceptor there. You have TWO minutes to allocate interceptors and to make any naval/ground attack declarations (see how to fight wars below). More than one space interceptor can be sent to attack the same UFO.

You have FIVE minutes to resolve UFO interceptions and battles.

Draw a watch the skies card from the top of the pack

Look at the card and read what it says. This is the result of the interception.

“1 Alien Tech Card” means you can take a card from the alien tech pack.

If your space interceptor is damaged, bluetack a damage token to the space interceptor counter. If the interceptor now has THREE damage tokens, the interceptor is destroyed and removed permanently from the game.

If the UFO is damaged, bluetack a damage token to the UFO counter. If the UFO now has THREE damage tokens, the UFO is destroyed and removed permanently from the game.

If the UFO is driven off it cannot complete its mission. If the UFO is not destroyed or driven off, it can choose to complete its mission.

After working out what has happened move your space interceptor back to base.

How to Fight Wars

Are you allowed to declare an attack?

1. **Proxy War:** You cannot attack human units without a good reason. This reason must be announced publicly.
2. **Open War:** You cannot attack human units in their homeland regions unless your team leader has publicly declared war on them, or you have been granted permission by the United Nations.
3. **Bug Hunts:** You can always attack alien units.

Will the battle affect DEFCON?

1. Proxy war conflict MAY increase tensions and lower the DEFCON status. Control will roll a die for each region of proxy fighting. If it is less than current DEFCON, DEFCON will be reduced by one.
2. Open warfare WILL increase tensions and lower the DEFCON status. Reduce DEFCON by one per battle.
3. Battles with alien units do not change DEFCON.

Remember, causing DEFCON to drop to 1 triggers a global war, and means that your team loses the game!

How to Fight Wars (continued)

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All attacks must be declared during the TWO minutes allocated to UFO interception. Battles are resolved in the following order:

1. **SOF Phase:** draw one watch the skies card. All enemy die rolls matching the battle score number are ignored for the entire battle (this includes Overmatch rolls).
2. **Overmatch Phase:** If you have an overmatch bonus (see below) roll a die and remove that many enemy units. Only one player can get one overmatch bonus in each battle.
3. **Battle Phase:** All remaining units roll dice. The side with the highest score wins. All defeated units are destroyed and removed from play.

You have an Overmatch bonus if:

- You use a nuke in the battle (see below for more information on nukes)
- You have one or more Army units and your enemies only have Division/Brigade size units
- You have one or more Fleet units and your enemies only have Squadron/Ship size units
- You have one or more Division units and your enemies only have Brigade size units
- You have one or more Squadron units and your enemies only have Ship size units.

You must prioritise your battle resolution. If you run out of time, any unresolved battles are ignored.

Go back to your team table

How to use Nukes(continued)

At DEFCON 3-5 you cannot use nukes without your team leader's explicit authorisation. With authorisation, you can launch one nuke per turn. Any use of nukes for any reason immediately changes DEFCON to 2.

At DEFCON 2 you can launch one nuke per turn. You do not need authorisation. Each use of nukes at DEFCON 2 may change DEFCON to 1.

At DEFCON 1 you can launch any number of nukes per turn. You do not need authorisation.

Remember, causing DEFCON to drop to 1 triggers a global war, and means that your team loses the game!

A nuke can hit any target on Earth. If used tactically in battle, the nuke gets an Overmatch roll (see above). If used strategically, the nuke destroys a target city. Depending on the context in which a nuke is used, Control may do any or all of the following:

- Reduce Stability in one or more zones where nukes are used
- Reduce the Public Relations of a team using nukes
- Reduce the Influence score of a team using nukes to zero in any regions they attacked with nukes
- Reduce the National Incomes of teams attacked with nukes
- Increase the global Terror Track by +10 (nuking aliens), +20 (tactical nukes) or +30 (strategic nukes)
- Spawn Refugee units.