

WATCH THE SKIES: COLD WAR

Team Leader Brief

How to be in Charge

Your job as Head of State is to be the team leader for your country. The team leader does these things:

- Represent the country at the most important meetings of world leaders. These are called SUMMIT MEETINGS. They do not happen often but are very important.
- Keep track of the 'Big Picture' – coordinating what is happening and keeping the team working together efficiently.
- Discuss with the other team members what to do. You should aim to agree between you what to do next.
- Listen to what the other team members are saying. They will each have information that you do not and have useful things to say.
- If the Foreign Minister is busy at the UNITED NATIONS, talk with other teams about treaties and agreements.
- If your team does not have an Intelligence Minister, you are responsible for Information Operations.

War

You must make all declarations of war in public.

Your military commander cannot attack human units in their homeland regions unless you declare war first, or they have permission from the United Nations. They can fight proxy wars in non-homeland regions, or attack aliens, without a declaration of war being made first. All war between humans can reduce DEFCON. War against humans is likely to be unpopular with your citizens and may reduce your PR, National Income or Influence scores.

Nuclear Weapons Authorisation

It is strongly recommended that you discuss with your team, and especially your military commander, the situations in which use of nukes might be authorised, and against what targets, BEFORE you think of using them in the game.

At DEFCON 3-5 your military commander can only use nukes with your explicit authorisation. With authorisation, they can launch one nuke per turn. Any use of nukes for any reason immediately changes DEFCON to 2.

At DEFCON 2 your military commander does not need authorisation from you before using nukes and can use one nuke per turn. Each use of nukes at DEFCON 2 may change DEFCON to 1.

At DEFCON 1 your military commander does not need authorisation from you before using nukes and can use any number of nukes each turn.

Once a nuke is launched, it cannot be recalled. The latest advice you have is that any use of nukes is likely to have catastrophic economic and political effects.

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

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Treaties

When you talk to other Nations (player teams) what you are trying to do is to agree to TREATIES that will be good for your own country. A TREATY is a written international agreement that you MUST KEEP. So be very careful what you agree to.

To become official a TREATY must be written down and SIGNED by the Head of State Player and the Head of State players of the countries you have made the treaty with.

A treaty can be about anything. Here are some of the possible subjects:

- Making Peace – if you have been at war with someone you might write a PEACE TREATY agreeing not to fight any more.
- Sharing information – perhaps your scientist has made an important discovery, that you agree to give (or sell) to another country.
- You might agree to an ARMS CONTROL treaty – agreeing to reduce nuclear stockpiles, to not build additional nukes, or to place a moratorium on research into advanced weapons.
- Agreeing not to attack each other – as a sign of friendship. This is called a NON-AGGRESSION TREATY.
- You might agree to help another country in a conflict they are in, this is called a MILITARY ALLIANCE. You agree to join them in fighting someone else.
- You might agree to help another country in case they are attacked. This is called a MUTUAL DEFENCE TREATY.
- You can agree to trade with that country. TRADE TREATIES will increase National Income, but may reduce Public Relations, and give the country you are trading with Influence in your home zone!

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Information Operations

Information Operations are used to defend and extend your sphere of influence around the world.

Go to the influence map when called by game control.

Draw SIX Influence Operation (I/O) cards. You have ONE minute to decide which I/O cards you are keeping, and which I/O cards you are giving away. You must give each other player at the table one I/O card. You keep the remaining cards. If you fail to allocate cards, Control will do it randomly.

You then have ONE minute to allocate your hand of I/O cards to the six operation slots, along with any supporting Agents and Resource Points (RPs). Unallocated I/O cards are discarded. If you are not present, Control will allocate your I/O cards randomly (yes, this means you can end up subverting yourself). There are four types of I/O card:

- Influence Operations attempt to increase your influence in a zone
- Base Operations attempt to place a Base in a zone that your armed forces can use
- Subversion Operations attempt to reduce the influence of the team(s) with the highest influence in the target zone
- Coup Operations attempt to change control of a Base.

Operations are more likely to succeed if:

- You have high Influence in the target zone
- The target zone has low Stability
- The operation is supported with Agents or RPs
- Your team has a high Public Relations score.

For each Operation slot, Control will draw one Outcome card that decides the outcome for all players with I/O cards in that slot. This determines if the operation succeeds or fails, and whether the outcome is a minor (+1) or major (+2) success.

After all operations are completed, if your team has the greatest Influence in a zone, you gain that zone's unique privilege card. You must use this card before the next set of Influence Operations are resolved.

If you have gained Bases, go with Control to the main map to implement those changes. You will have ONE minute to make Base location decisions. Unallocated Bases are lost.

The faster you can complete Influence Operations, the more time you will have for diplomacy.