# WATCH THE SKIES

## CHIEF OF DEFENCE STAFF

## HOW TO INTERCEPT UFOs

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

Bring the space interceptor counters you want to use this turn with $M1 for each counter.
Give the $M 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 you want to attack.

More than one space interceptor can be sent to attack the same ufo.

**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.

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

If your space interceptor is damaged, cross off one box on the space interceptor counter.

If the ufo is damaged, cross off one box on the ufo counter.

If the ufo still has unmarked boxes it can choose to complete its mission.

If the ufo is driven off it cannot complete its mission.

If the ufo is destroyed it is removed from the game permanently.

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

**Go back to your team table**

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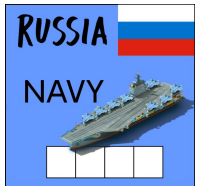
## HOW TO FIGHT WARS

**THE FIRST RULE : You cannot attack another country without a GOOD REASON. This reason must be announced publicly.**

**THE SECOND RULE : You may not use ARMIES and NAVIES to fight unless your President or Prime Minister has DECLARED WAR in public, or unless the UNITED NATIONS SECURITY COUNCIL has agreed to it.**

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

It Costs $M2 per ARMY to use it to fight in a neighbouring country.
It costs nothing to use an ARMY to DEFEND your own country.




It Cost $M2 per NAVY to move it anywhere at sea and fight another NAVY or transport an Army.
It costs nothing to use a NAVY in defence.

To fight a country further away than the country next to you you need an active NAVY (Costing $2M), and it costs $4M per ARMY for it to fight.

**FIGHTING A WAR**

Each ARMY fighting DRAWS a Watch The Skies Card. Look at the BATTLE SCORE.
If both Armies have the same score, then this is a DRAW. **Each** ARMY crosses off one box on the counter.
If one ARMY has a higher score, then it has won the battle. The losing ARMY crosses off one box on the counter.
If two Armies are attacking one, then each attacking ARMY draws a card and the commander can choose the best card to use for the battle.

The same process is used for NAVIES fighting each other.

Any unit that has all its boxes crossed off is removed from play.

**Go back to your team table**

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## CHIEF OF DEFENCE STAFF

## NUCLEAR WEAPONS

**THE FIRST RULE : You cannot attack another country without a GOOD REASON. This reason must be announced publicly.**

**THE SECOND RULE : The entire team must agree before using Nuclear Missiles.**

It takes One Turn to prepare to fire Nuclear Missiles. To prepare Nuclear Missiles for use the team must announce to everyone that they are "***Going to DEFCON ONE***" on the turn BEFORE they intend to use their weapons. This will automatically and immediately reduce the team's PR level by 1.

Teams can always choose to 'stand down' their Nuclear Missiles so that they are no longer ready for use.

**IF** the agreement to launch is given then the Chief of Defence Staff writes down the targets to be attacked. These can be:

- An enemy ARMY or a NAVY – the attack will cause 3 damage per Nuclear Missile Unit used.
- A named CITY – will cause millions of people to die, and reduce the target country's PR by 3, and the firing country's PR by 1
- A country's Nuclear Missile force (if it has one) – If the target country is at DEFCON ONE then it will be firing back at the same time. Draw a Watch The Skies Card and get a BATTLE SCORE of 5 or 6 to hit and destroy the target before it fires.

**Once fired, the Nuclear Missile is removed from play.**

**SPECIAL RULE : NUCLEAR WINTER.** If more than 5 nuclear missile forces are used in the game then this might badly affect the world's climate and bring on 'Nuclear Winter'. Nobody knows how bad this will be, but it will certainly reduce everyone's PR levels.