

# WATCH THE SKIES: COLD WAR

## Foreign Minister Brief

### How to do Science!

Your job is to do scientific research and to become Top Scientist. There may be all sorts of things you can study, but one of the most interesting will be alien technology that might be recovered from crashed alien flying saucers. Your team will be looking to you to provide the best assessment of the alien motives for terrorising Earth, any vulnerabilities that might be exploited, and whether or not it is possible to establish peaceful relations with the aliens.

#### ALIEN TECHNOLOGY CARDS

When alien technology is recovered by your country's Space Interceptors, you will get an ALIEN TECH CARD. You can also get Tech Cards from the undercover and officially denied 'Grey Market'. A Tech Card from the Grey Market will cost FOUR Resource Points (RPs) and is drawn at random from the Tech Card pack.

#### RESEARCH SHEETS

You use Alien Tech cards to complete Research Sheets. Completed Research Sheets give all sorts of advantages to you and your team. They might provide an opportunity to increase the fighting ability of your armed forces or they might improve the abilities of your Space Interceptors.

Each completed Research sheet will increase the number of Science Credits (SCs) your team gets each turn by one and contribute to you becoming Top Scientist.

At the start of the game you will have research sheets for:

- Alien Technology
- Alien Culture

#### COMPLETING RESEARCH SHEETS

As you collect Alien Tech Cards you place them on the research sheet you are working on. Once placed they CANNOT BE MOVED. There will also usually be a RESEARCH COST in RPs and/or SCs – the game tokens have to be placed on the sheet to count.

Once the research sheet has been filled, the research is complete and all the cards and tokens on the sheet are handed in to CONTROL. Usually there is information on the Research Sheet that explains what you get for your completed research. Completing a research sheet may lead to new research topics.

#### SHARING RESEARCH

You can only share research results from completed research sheets. If you share research with another scientist, they can ignore one Alien Tech card requirement on their own version of your completed research sheet.

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### How to be a Diplomat

Your job is to talk to the other teams, briefing media about what is going on, helping your team leader to negotiate treaties, and representing your nation in the United Nations (UN). If you have a large team, you may have a player with the specific role of being your team's ambassador to the UN. If you have free time, you should be making sure your team members are up to date on any breaking developments.

### United Nations Security Council (UNSC)

#### **When called by Control, you must attend the UNSC meeting.**

The UNSC President is the chair of the meeting. The first President is the United Kingdom UN Ambassador, or the USA UN Ambassador (if there is no UK team). The presidency rotates between players in alphabetical order of member countries names in English.

#### DETERMINING VOTES

Place your team's contribution of Resource points(RP's) on the table. Announce your current Public Relations (PR) score, and the names of the zones where you have more Influence than all other teams.

In 1962 the permanent members of the UNSC are France, the Republic of China (Taiwan), the United Kingdom, USA, and USSR. Each player team that is a permanent member of the UNSC has at least one vote on all UNSC resolutions. The support of other members will be handled through the following abstract method:

- +1 vote if you have the more influence than all other teams in each zone (except Antarctica). If influence is tied, no one gets the vote.
- +1 vote for the highest PR score
- -1 vote for the lowest PR score
- +1 vote for the greatest RP contribution to the UN budget
- -1 vote for the smallest RP contribution to the UN budget
- -1 vote if you vetoed the most resolutions last turn.

#### RESOLUTIONS

The UNSC issues instructions called RESOLUTIONS, which ask all states to cooperate in resolving international problems. A Security Council Resolution might be on almost anything, but usually they are on:

- Setting up a Peacekeeping Mission. This is used to reduce the effect of a war somewhere. It costs THREE RPs to set up, must have units contributed by at least two teams, and you must select a member country of the UNSC to lead the mission.
- Setting up a UN Refugee Camp. This is used where lots of people have become displaced or homeless as a result of war, famine, drought or disaster. It costs THREE RPs to set up.
- Sending UN Food Aid. This is used where there are serious food shortages. In many cases this is used together with Refugee Camps. It costs THREE RPs to set up.
- Calling on a Nation to do something, or stop doing something. This is used to tell the world that a country is misbehaving. If the country concerned does not respond, then this will allow the use of Sanctions (see below).

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- **Imposing UN Sanctions.** This means the members of the UN stop trading with the sanctioned country and generally refuse to help or support that country. This usually puts a lot of pressure on the sanctioned country and a sanctioned country will drop by 2 PR levels.
- **Approving UN Military Action.** In very extreme cases the UN can authorise members to go to war against a country. Sometimes this is used when Sanctions have not been enough.

### THE VETO

Under the rules of the United Nations, certain countries have the 'Power of Veto'. This means if they say 'no' to a Resolution it cannot be passed. All permanent members of the UNSC have this power. It is a good idea to make sure the veto powers are likely to agree before proposing a UN Resolution. If you are not present at a meeting, your agreement is not required for a Resolution to pass.

## 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!