President

This game is set in the UN. Each player plays the president of a different country at the Security Council. The aim of the game is to become the big cheese, president of the security council.

Character generation.

1. Choose a country
2. Choose Status, Resources and Minority.
Status + Resources = 10
Minority = 5 – Status (>=0)
S7 R3 M0 or S3 R7 M2 are valid choices.
3. Your country's priority is the lowest of Status or Resources. You can choose one in the event of a tie.
4. Choose a name for your character.

Aim of the game

The aim of the game is to become President or to get the highest score in your priority area. If the highest score in Status or Resources is possessed by a player with that priority then they win (or tie), otherwise the President wins.

Game play

Play is divided into turns during which players can propose resolutions. A round is when each player has had a turn.

After each player has had a turn there is a vote for President. All nations in the UN vote, including the minorities. Each player gets one vote plus one for each point of minority support. The bottom country is eliminated from the voting. This continues until one country remains and their representative is elected president.

Resolutions

During their turn a player can propose resolutions that affect other players. These can be security council measures or plenary measures. A country affected by a measure can reject that measure. They are then open to a motion of censure (which still needs to be proposed) which if passed means they can be attacked without incurring censure. Resolutions can be time limited or last until repealed.

Plenary measures

These are voted on by all members, including minorities. Voting is as per Presidential elections.
These measures can affect a countries resources or status by up to two points. Any loss is compensated by a gain of a Minority point.
Motions are passed on a simple majority. A country that refuses a measure is either docked a point of Status or a point of Minority.

Security council measures

These are only voted for by the members with one vote per country. These can affect a country in any way, except barring them from Security council voting.

Crises

Once each turn on country at random is affected by some kind of crises. This is determined at the start of the round. The crisis either affects Status or Resources. This will decrease by 1d4 at the end of the round. Countries can send aid in the form of resources but this must be ratified by a resolution. At the end of the round the country affected gains in Minority what they lost in Resources. Countries that sent aid gain in status what they lost in resources. Other countries lose 1 Status. If no-one sends aid, the country affected by the crisis loses 1 status too.

Attack!

A country can attempt to deal with a crisis by stealing resources. This forces a vote from the security council on a motion of censure. If passed, this country maybe attacked without censure for one round.

Attacking score= Rd6+Sd4
Defending score = Rd6+Sd4

Each 1 on a d6 costs a point of resources, 1 on a d4, a point of status. It costs 1 R extra to attack.

If attacker wins they can take resources up to the difference in the scores, up to half the defenders resources.

Other countries can stake resources or status to either side. These are lost if their side loses.

Character Sheet

Country   :
Name   :
Flag

Resources :
Status   :
Minority   :

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