

Joint Cabinet Crisis

Rules of Procedure

Hamburg Model United Nations

“Shaping a New Era of Diplomacy”

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Introduction by the Crisis Directors

Dear esteemed delegates,

We are Lukas and Robert. After already having the honour to serve as crisis directors in 2016 and 2017 (Lukas) and 2018 (Robert), we decided to team up to provide you with the best possible crisis experience. After the epic clash between the Christian and Pagan armies in the Great Scandinavian Crusade in 2016, the struggle for power in the Baltic Sea between the merchants of the Hanseatic League and the pirates in 2017 and the fall of Rome to the hordes of the Huns and other barbarians last year, we decided to go back to the roots. This year's crisis will evolve around the invasion of the Great Viking Army in England in the year 866. We are glad to welcome you to our crisis committee and we are sure that it will be an unforgettable experience.

As you will probably recognise soon, researching and preparing for a historical crisis is different from the preparation for an ordinary UN-Committee. Sometimes it is very hard to find useful information and if you find any, they often contradict each other. Since our main goal is to provide you with an interesting and challenging setting for the crisis and not to deliver a historically accurate depiction of England in the year 867 (which would be difficult anyway since only very little written sources from that time have survived until today), we took the freedom to reinterpret the historical setting.

Although it is still broadly based on the historical England, we incorporated events that are more likely to belong into the realm of myths (like the legend of *Ragnarr Loðbrók* and his sons), made assumptions on the life of real historical persons or even introduced entirely fictional characters. So, if the google search on your character does not deliver any results, do not panic. The information we will provide in our Study Guides, Rules of Procedure and the Character Information you will receive prior to the conference you will be well prepared for the crisis. If you conduct your own research, you are of course welcome to do so. You can assume that everything until 867, happened as it did historically unless specifically stated otherwise. Everything beyond that point will be decided by your actions and probably heavily deviates from what happened historically. This said, it should be obvious that this Study Guide is not scientific



work. It is more fiction based on a historic setting than it is an adequate depiction of the time. This also means that for your research watching TV shows as *Last Kingdom* or *Vikings* is probably as valuable to get an idea of the historic setting as reading scientific books and articles.

If you have any further questions you can contact us at crisis@hammun.de.

Finally, we want to thank our amazing team which helped us to compile the information you can find in these Study Guides and without whom the simulation at HamMUN would not be able to function. Many thanks to every single one of you!

Many thanks also to the crisis directors of the JCC at HamMUN 2018, Matej Lovrenovic and Arkan Diptyo who came up with the *introduction to crisis section* which was so comprehensive that we only needed to change a few minor details for this year's Crisis RoP.

This said, we can't wait to seeing you at this year's HamMUN!

Kind regards,

Lukas Hofmann and Robert Fedler



Table of Content

Introduction by the Crisis Directors	1
Table of Content	3
Introduction to Crisis	4
1.1. Conference Preparation and Position Papers	5
1.2. The Backroom	6
1.3. The Frontroom	6
1.4. The Chair	7
1.5. Master of Disaster	7
1.6. News and Announcements	8
1.7. Directives	8
1.7.1. Be concise and to the point, but still detailed enough to not leave room for misinterpretation	8
1.7.2. Do things step by step.	8
1.7.3. Do not include multiple issues in one directive.	9
1.7.4. It's good to refer to your previous directives.	9
1.7.5. Provide clear instructions.	9
1.7.6. Whenever numbers are involved, use exact numbers, not percentages.	9
1.8. Death of a Character	10
1.9. Final remarks	10
2. History	11
3. Map	13
4. Characters	14



Introduction to Crisis

Dear delegates,

Welcome to crisis. Crisis is known as a dynamic, intense and complex committee, but it is also the most fun and competitive one because of those things. This section is geared both towards delegates who have not done crisis before and those who did to set up common rules of the game.

Firstly, what is crisis? Crisis is a committee type where we simulate real world events and issues, and attempt to solve them in real time. Hence, everything you do in crisis counts and alters the reality of the committee. This is the main distinction from regular MUN committees and adds a great deal of complexity. Whether you implement new policies, start businesses, declare war, or assassinate other delegates, what you do changes the current state of the committee. For purposes of this crisis, we will use the software called Master of Disaster to keep track of all these things easier (more on this later).

The type of crisis we are simulating here is called a Joint Cabinet Crisis. We have multiple cabinets, in this case – the Anglo-Saxon Kingdoms of Mercia and Wessex as well as the Army of the Viking Invaders - which form the crisis committee. You, the delegates, represent (more or less) historical figures within these cabinets. Each one of you has certain character goals, ambitions, beliefs, and affinities. It is your mission to try and balance both your personal and cabinet interests. This means that someone who is in your cabinet can potentially be your enemy as well as an ally. In the same manner, just because someone is in a different cabinet does not mean that they are necessarily your enemy, you might have the same interest in some area. Expect to forge dynamic alliances which are easily broken and always shifting. However, you must balance your personal goals versus your cabinet goals as your personal fortune will still depend on how your cabinet is doing relative to the others. Sometimes you might want to undertake actions which would contradict the goals and characteristics of your character. Then, it is important to keep in mind that despite the great level of freedom crisis provides you compared to regular Model UN, you are still representing a character. As you would not support any positions which



contradict your country's policy in a GA committee, you should do nothing what your character would not do.

For example, you might be an ambitious ealdorman in the Mercian cabinet that desires to take over the Mercian throne. Naturally, you might want to weaken the king and might find some allies in other cabinets to do so. However, if you weaken the Kingdom of Mercia as a whole too much you might not be able to defend your new kingdom against the heathen invaders or the ambitions of Wessex. At the same time, if you unconditionally throw all your support behind your king without working towards your personal goal you will get the benefit of ensuring you are on the winning side, but you will lose out on award points for going against your character. Keep these things in mind.

How do you do all those things? It's very simple. You debate within your cabinet and you write directives. Let's have a look at crisis principles and concepts one by one.

1.1. Conference Preparation and Position Papers

One of the first questions you will probably ask yourself after you have been allocated to the crisis probably is: How do I prepare? The answer to this is pretty simple. The most important thing is to read the information we provide in these Rules of Procedure, your character information document and your cabinet's Study Guide carefully. If you do this, you will be well prepared for the crisis simulation. Of course, you are welcome and encouraged to do your own research but since there are very limited sources on the time of the crisis, we interpreted history in the way which seemed best for an exciting crisis simulation. Therefore, the information we provide on certain characters will differ from what you will find during research while other characters are entirely fictional. So, if you want to do your own research we would suggest that it is probably most helpful to get a general feeling for the time and its political dynamics, instead of researching your character. Everything that happened to your character after 867 AD will not be taken into account anyway. From this point we will write our own history!

For this crisis, we would like every delegate to write a Position Paper of approximately one page. We leave it open for you to decide in which form you want to write the Position Paper. It could be written in the form of a classical Position Paper introducing your character and his history and outlying his plans but you can



also be more creative with it. You could also introduce your character and his objectives in a short story, a dialogue with an ally, a motivational speech or even in a prayer. Note that the Position Papers will not be open to other delegates before the conference.

1.2. The Backroom

This is where decisions take place. You generally do not have direct contact with the backroom. Here, the crisis directors, along with their team, decide whether directives are approved or not and keep track of everything that is happening within the crisis. In this regard, they are the ultimate arbiters of truth. Once the backroom confirms some piece of information, that information is the truth concerning the crisis. Some other things the backroom does are publish news, create events to push the simulation forward, play external characters not represented in the committee (e.g. the pope), arrange cross-cabinet communication and meetings, and provide you information if you ask for it.

Since it is very important for the experience of the delegates that the decisions the backroom makes are fair and unbiased, we decided to factor in chance and luck. Most of the major decisions are going to be made by dice rolling. Of course, not all outcomes of a decision are equally likely. We came up with a system to account for all possible influencing factors to end up with a relation of odds that is as realistic as possible. As history is full of events that were happening against all odds, our crisis will also account for a little bit of unpredictability. We are sure that you can look forward to many unexpected and memorable moments!

1.3. The Frontroom

This is where your simulation experience takes place. You will have one chair who moderates the debate just like in any other MUN committees. However, in a crisis, the chair will also be playing a historical character like the other delegates. Unlike other MUN committees, there are no set chronologic rules of procedure to follow. By default, you will spend most of your time in unmoderated caucus talking to each other to come up with solutions to problems ahead of you. Thus, our advice for beginners is to approach it like a focus group discussion. In order to communicate with members from other cabinets you must send a directive with a message and/or a meeting request with that person to the backroom.



1.4. The Chair

The chair takes a back seat in the crisis compared to regular MUN. They are a character just like you with their own agenda and everything that can happen to you can happen to them. In our case they will be kings or the commander of an invading army. Their job is to ensure that all delegates feel comfortable, know what they are doing, and that no one is left behind. They are also there to provide guidance in achieving cabinet wide goals, approve cabinet directives, communicate with the backroom, and make sure everything runs smoothly. Since they are the only part of the crisis team who would constantly be part of the frontroom, you can come to them for guidance regarding directives and checking out on backroom progress. They will not moderate the debate in formal setting unless certain circumstances arise and, as is often the case, at one point one or a few dominant delegates will effectively start leading the cabinet instead of the chair.

1.5. Master of Disaster

The software used to handle this crisis will be Master of Disaster. You can reach it under www.hammun2019.masterofdisaster.co.uk. You will receive your personal login details at the first day of the conference. To make working with it easier for you, we will give you a short introduction here.

When logged into your account, you will hopefully find it easy to deal with which is why we swapped to it after using Deus before. At your very left you got a box for the news. Here you find any information published by the backroom that was made accessible for everyone. Just click the newest entry or any other and it will open in the middle of your screen. In addition to this, there are news which are specifically written for one cabinet. We call them announcements. The second and most important feature is the directives. They can be found in the top middle of your screen and include both old directives to reread and new directives to write.

Next to it you can find the “messages” option where you can both read and send messages.

Your profile gives many useful information, for example your troop numbers. You can find a cemetery which is waiting to be filled during the crisis as well as



1.6. News and Announcements

This feature is where the backroom will announce new information. Information for the entire crisis will be called news. Cabinet specific information will be referred to as announcements. Some news and announcements happen intrinsically as time passes, some because a certain delegate did something newsworthy or an important event happened; sometimes the backroom will use news flash feature inside Master of Disaster to put forth a problem that needs to be solved and occasionally memes will be posted (usually connected to one of the previous three things). Some announcement might also be of a more urgent and drastic nature that the backroom might come to the cabinets, and either act out theatrically or explain what had happened. In any case this is your primary source of information on the crisis. Everything you need to know that is not in the study guide will appear here.

1.7. Directives

Directives are your tool for affecting the crisis. Whether you want to contact a person in another cabinet, make troop movements, establish spy networks, set up bodyguards, do press releases or assassinate other people, you have to do it through directives. No deal or action is “true” concerning the simulation unless it has come through a directive.

To write a directive simply open the directive tab in Master of Disaster and type in what you want to do. Here is some guidance on how to approach it.

1.7.1. Be concise and to the point, but still detailed enough to not leave room for misinterpretation

E.g. Do not write “I want to kill person B”. Instead, use what you know of them and write a plan. How do you find them? Who kills them? What is the weapon? What is the contingency plan? Try to fill in as many holes as you can without writing essays, which brings us to our next point

1.7.2. Do things step by step.

You cannot create the best spy service, most profitable business, or a successful assassination through one directive.

To continue with the assassination example. First you might want to hire a spy. Then you might want to send that spy to spy on the person you plan to assassinate. Once you get certain information,



exploit it to create a successful plan and cover your tracks. Just remember, the backroom will never do something that is not written in your directives, but if there is room for interpretation it can get exploited.

1.7.3. Do not include multiple issues in one directive.

If you have to juggle your private business, an assassination, and troop movements at the same time, use separate directives for each. In this way it is easier for the backroom to process it and get back to you sooner as well as being easier to track both for you and for the backroom.

1.7.4. It's good to refer to your previous directives.

Do this briefly in the opening sentence because crisis can get hectic and the backroom can lose valuable time in trying to see what you are talking about. If you have troops in region A and want to move them to region B, it's better to spell it out and possibly remind the backroom if you had something special about them (maybe you equipped them with certain piece of weaponry) instead of just writing "move my troops north". Move my troops equipped with weapon X from region A to region B goes a long way in reducing response time.

1.7.5. Provide clear instructions.

The most basic example is that if you want to write a press release you do not write "I want to publish a press release denouncing person X" but rather type it up and send it to the backroom with "publish as press release". As the crisis goes on, anything you leave to interpretation can be used against you (mostly to a humorous and horrible outcome for you in equal measure. We're sure some experienced delegates will have stories about this). Which also goes to the next point

1.7.6. Whenever numbers are involved, use exact numbers, not percentages.

This applies whether it be personal business (e.g. using up your personal wealth for a plot) or committee/joint directives with other delegates (e.g. moving troops). By providing exact numbers it will also give the backroom a faster time to response, especially when we move to the latter stages of the crisis where a lot of plans and movements might get convoluted.

Other than that, the only other thing you need to note is different types of directives. Sometimes you send joint directives with few other delegates and then you need to make sure all of you are



among the senders so that we can verify that everyone is ok with the decision. There are also cabinet directives, very often battle plans, which need to be approved by the chair and which use all of the cabinet's resources. You will get to know these as crisis goes on.

Last but not the least, never (and we really mean **NEVER**) try to pose, or write directives as another person by sending directives from their account or intentionally misleading the backroom. This will not get you anywhere and is always quickly discovered. And just like any other directive you send, this too shall have its consequences.

1.8. Death of a Character

If you followed the introduction to crisis so far, you might have stumbled about a few passages about assassinations and the death of a character and if you are new to crisis you might wonder whether that means that you will no longer participate, if that happens to your character. Luckily in crisis, the end is always a new start. We have several backup characters prepared and when you die you will just be assigned a new character. This character might be part of your old cabinet or another cabinet. In the case of a whole cabinet dying we might even come up with a completely new cabinet.

1.9. Final remarks

Awards will be given on the basis of both frontroom and backroom performance. If you just type away on your laptop without participating in the debate, or are a great discussion leader with a poor directive record, you will probably not get the award. You must strive to do both.

Also, crisis is intense, especially when it comes to amount of information. Give the backroom time to respond to you as they are trying to monitor and prioritize which tasks should go first now. Sometimes we will block directives or institute a timer to be able to deal with the backlog. We will always work with the advancement of the crisis story and the fun it goes with as a priority. Thus said, while waiting for your directive to be responded, you can be sure the next big announcement to come up will change the direction of the crisis and provide a new surprise element – which is what crisis consist of; constant surprises.

Finally, have fun! We hope you will enjoy crisis as much as we do and then spread the gospel of the best type of MUN committee there is (this is not an opinion, it's a fact).



2. History

In the year 865, England was divided into four kingdoms: East Anglia, Mercia, Northumbria and Wessex. After more than two centuries of Mercian dominance, the balance of power shifted in favour of Wessex after King Egbert conquered Surrey, Sussex, Kent and Essex from Mercia and ended the Mercian rule over East Anglia. Although the direct rule of Wessex over Mercia was only of a short duration, Wessex should be the dominating power on the British Isles in the following years. While Wessex prospered a phase of consolidation was needed for Mercia. When King Burgred ascended the throne of Mercia and forged an alliance with Wessex which was sealed through the marriage with Æthelswith of Wessex, the sister of the current King of Wessex Æthelred and his brother Alfred. This alliance secured the peace between the Anglo-Saxon Kingdoms for almost half a century.

Later in 865, a great army of pagan Norsemen arrived on the shores of England, led by the sons of the legendary Viking Ragnar Lodbrok the ruler over large parts of modern day Scandinavia. While pillaging Northumbria with a small force, Ragnar was captured by King Ælla who executed the Norseman in his snake pit. The death of their father needed to be avenged, so his sons Ivar the Boneless, Björn Ironside, Halfdan Hvitserk and Ubba prepared an invasion against Northumbria to take their vengeance.

They landed in East Anglia where the army was payed off with horses and supplies. King Edmund of East Anglia also agreed to pay tribute and thus de facto accepted the overlordship of Ragnar's sons. In late 866, the army marched northwards to Northumbria and seized the city of York. The Northumbrians were weakened by a civil war between King Ælla and his predecessor Osberht, so they were unable to put off resistance against the Great Heathen Army. When Osberht and Ælla settled their differences and joined forces to retake York in spring 867, it was already too late. Their joined forces were decisively defeated at the gates of the city. Osberht died and Ælla was taken prisoner. Ragnar's sons took their revenge for the death of their father and carved the blood eagle into Ælla, killing him in a sacrifice ritual. The remainders of the Northumbrian forces made peace with the Vikings. Ecbert one of Osberht's commanders was appointed their puppet king and together with Wulfhere the Archbishop of York, he now governs the remaining Northumbrian territories for his masters.



Although the sons of Ragnar took their revenge, this is not where the story ends. While their guiding motive may have been revenge, many of the men who accompanied them on their campaign came to England to conquer fertile land or to acquire riches, so the Great Army would not withdraw until all of England had been defeated. Shortly after the victory over Northumbria the army marched into Mercia and seized the city of Nottingham. Burgred the King of Mercia called his brother in law Æthelred the King of Wessex for help to retake Nottingham and fight of the heathens. This is where our crisis starts.



3. Map



England 867 AD, Created with Google My Maps

This is a simplified version of the map that will be used by the backroom and the cabinets to keep track of the developments during the crisis.



4. Characters

As already stated previously, the delegates will represent individual characters within the three different cabinets of the crisis. The characters will be allocated by the crisis directors based on crisis experience and the preferences indicated in the mymun application. Each delegate will receive his position and a sheet with character information, specifying further details, via e-mail in the weeks leading up to the conference.

The Character Information continues the following details:

Character Name:

The name of your character

Cabinet:

The cabinet your character is a part of

Biography:

The short biography of your character that was published in the Study Guide of your cabinet

Attributes:

Attributes are values which are specifying how good your character is at doing something. The values of the attributes will be considered by the backroom, when they are determining whether one of your actions which is related to the attribute is successful or not. All attributes are given on a scale from 1 to 10, with 10 being the highest value. The actions you take during the crisis might increase (or decrease) your character's attribute score. Although this is obviously subject to certain limitations. A bishop for example who has never held a sword before will not become the fiercest fighter in England during the time of the crisis even if he spends his all his time practicing how to fight. The following attributes are given:

Combat skill:

Combat skill shows how good your character is at face to face fighting. This will be relevant, if your character is duelling another character or if your character gets caught in the mayhem of a battle.



Strategy:

While combat skill depicts how well your character can fight, strategy is about how well your character can react to an opponent's battle plan or how easy it is to come up with a battleplan on their own. Obviously, this does not mean that you as delegates are not required to come up with a battle plan in advance of a battle. Of course, these will be considered as well but when it comes to how well tactical decisions are made during the battle the backroom will consider the strategy values of your army's leading commanders.

Cunning:

Cunning is related to everything around intriguing, developing plots and planning assassination attempts but also discovering the conspiracies of other characters. For this the same applies what was already said for strategy. A high cunning value does not make it obsolete to lay out an assassination plan or a strategy how your spy will be infiltrating the enemy's army. Instead it should be considered as an indicator about how familiar your character is with the world of intrigues, e.g. how easy it is for you to find a skilled spy or assassin.

Charisma:

Charisma will be considered for everything that has to do with how charming your character is. This might be giving an inspiring speech at the start of a battle, convince a nobleman who is not present in the crisis to back your course or convincing the inhabitants of a certain region of the true faith. Obviously, charisma will as well not make your directives redundant but it might help you with your actions.

Resources:

Where attributes depict certain skills and characteristics of your character, resources will show you the assets your character can bring to the table, financially and militarily. Of course, these numbers might change very well during the crisis. If your character pillages the entire north of the Kingdom of Mercia this might very well multiply your financial resources and only one unfortunate battle might be enough to cost you the majority of your soldiers. Resources within the crisis simulation will be:

Financial Resources:



Financial Resources include both, your character's income and wealth. As well as the attributes your financial resources are given on a scale from one to ten. When the implementation of one of your directives would require financial resources, the backroom will check whether your wealth is sufficient enough to do so. In most cases this will be a rather broad decision since exact numbers are missing but, in the end, we are in a crisis simulation and not in an accounting class. Simplifying the financial system of the crisis will leave more time for the aspects of crisis which are actually fun and we believe that this is in everyone's best interest.

Soldiers:

Soldiers gives you the number of troops your character commands. Soldiers refer to those parts of a cabinets military which received at least rudimentary military training. During the time of the crisis this is only the minority of the total troops a Kingdom could muster. This especially holds for the Anglo-Saxon Kingdoms whose military mainly consists of peasant militia. Since not only quantity is deciding but also quality each unit of soldiers has a quality value, ranging from 1 (untrained, poorly equipped peasant militia) to 7 (veteran, elite unit).

Ships:

As the number of soldiers, the number of ships should be relatively self-explaining. For the Vikings ships are the backbone of their invasion and therefore of extreme importance. This is not the case for the Anglo-Saxons: Despite its coastal position and plans to construct a navy, the Kingdom of Wessex only possesses very little ships and this applies even more so for the mostly landlocked Kingdom of Mercia. Therefore, you should not be too worried, if your Anglo-Saxon character only has control over very little to no ships. For the purpose of the crisis, we will assume that one ship can carry up to 50 soldiers.

Dominion:

Your dominion is the territory you rule over, the base of power for any Ealdorman or Viking Chieftain. For each of your dominions we will specify which towns it includes, how it contributes to the wealth of your character and how big the fyrd (peasant militia) you can muster from it. The individual regions will be marked inside the map we will provide you with during the conference but you can expect them to more



or less correspond with modern-day English counties and historic sovereignties.

Objectives:

The Objectives are giving you the (secret!) motivations and goals of your character. They will give you a broad guideline of what your character would want to achieve and what your plan should be throughout the crisis.

