

Forum: Crisis Committee

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# MUN Study Guide

Topic: The Trojan War

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## 1. Preface

*Hello delegates!*

This is the study guide for DUUNA’s upcoming Model United Nations (MUN) session on November 13<sup>th</sup> and 14<sup>th</sup>, focusing on the mythological Crisis Committee of the Council of Olympus. Whether this is your first MUN or not, I hope you will learn from each other, make new friends, and have meaningful discussions on the selected topic, “The Trojan War.”

To this end, we have prepared this study guide, meant to help delegates and provide guidance on how to approach the topic. This document begins with an explanation of Crisis ROP, including examples of directives, ideas of what you will (or won't) be able to do and the expectations we have regarding writing a directive. It then introduces the background of the crisis and gives some insight into key actors in the crisis.

Please note, however, that this guide only provides a basis for your own further investigation. We strongly recommend you conduct independent research; delegates should find as much information as necessary on the topic of debate.

Please do not hesitate to contact us with any questions that may come up as you prepare for the session, and please remember to, above all else, have fun and enjoy yourself.

Best Regards,

**Anthony Law**  
MUN Officer

**Cholatich Supawattanapong**  
President

## 2. Introduction to the Crisis Committee

Welcome, Delegates, to the world of MUN Crises! Once you have experienced the wonder of Crises, you'll never ever want to go back to General Assembly!

Crisis committees, in Model United Nations, are rather different from your usual committee. Instead of a nation, you represent a person. Instead of an overarching international issue, Crisis usually focus on a single conflict between factions.

This might be a past or present historical event, or even something completely fictional! You're essentially here to role-play a character, and try to steer the situation towards one most favourable to you.

Crisis also differs in being dynamic, rather than stationary. As you make your own decisions during the various Unmoderated Caucuses and Moderated Caucuses, the situation will develop in real time. Depending on the committee, this may reflect a real-time progression of months, or even years!

As for your goals? It pretty much depends. You see, role-playing a character means that, for the Conference, you will be inheriting the character's personality and goals.

Apart from the universal ambitions of acquiring more power and wealth, our Character Biographies will give you your unique goals to strive for. Sometimes, it may be your character's aim to betray your friends and join the enemy!

### **3. Rules of Procedure in a Crisis Committee**

Crisis differs from regular MUN procedure in five major ways:

## **1. Personal Pronouns**

You represent an individual, rather than a nation. Therefore, personal pronouns are *accepted* in the committee.

## **2. Note Passing**

Note passing from delegate to delegate is *permitted* in Crisis Committees. Since Crisis is rapidly evolving, it is vital that delegates inform their allies (for now) of their nefarious plans. Note passing should be done by sending them through your directive channel as a message addressed to another delegate.

## **3. No Resolutions**

There are no resolutions in Crisis! Instead, you will write a series of private and public directives (explained later). There might be as many as hundreds of personal directives and dozens of public directives passed by the end of the day!

## **4. The Backroom**

Instead of Chairs, Crisis has two distinct chains of command – the Crisis Director, who functions as a normal Chair and gives updates, and the Backroom, which controls what is going behind the scenes (e.g. what directives pass and what directives fail).

## **5. Crisis Updates**

A key component of a Crisis Committee is that the actions of the delegates are immediately considered and have immediate effect on the progression of a Crisis. Once some directive pass, the director may create corresponding results and announce a *crisis update* in which the director delivers the delegates new information.

## **4. How to Write Directives**

Delegates announce their actions to the backroom using Directives, and the backroom responds accordingly. As for what constitutes a good directive:

## 1. Directives are Letters

The first and most important rule is to format your directives as if you're writing a letter to those who you want to carry out your orders. In-character directives are particularly helpful to you as a delegate when getting into character and getting immersed in the crisis.

An example is shown below:

Dear Zomboni Tank #5

Our invasion of the pesky person's front yard has failed. Yet, we will not give up. We shall modify our strategy to take down that pesky plant lover once and for all!

First, we will send 4 Regular Zombies as our vanguard, to see what plants they have, then we shall send our main forces all at once! Damn those pesky Peashooters!

The pool will be easy. Why on earth did we use snorkels before? Zombies don't need to breathe! Just submerge everyone underwater, and we will be able to ambush the enemy immediately!

The plant huggers will never see this coming! We shall feast on brains tonight!

Yours sincerely,

Dr. Edgar G. Zomboss, Supreme Overlord of Plants vs Zombies 2

## 2. Be as clear as possible!

Usually, the backroom is lenient when it comes to directives. However, if your directive is so unspecific and unclear as to give the backroom reasonable doubt, it probably will not go through, or may be executed incorrectly! Hence, it's important to be as clear as possible.

Let's look at a bad example shown below:

Dear Backroom,

Sneak onto Padme Amidala's flagship and assassinate her and her guards.

Yours sincerely,

Darth Sidious

This directive is probably not going to work. Directives should **never be addressed to the backroom**. The person carrying out the orders does not know how to sneak on, where Padme Amidala or her guards are, what the layout of the ship is, and certainly not where it even is! There is also no escape plan at all, meaning even if the backroom does carry it out they may certainly die.

Instead, consider the following:

Dear Darth Maul,

Glory to the restoration of the Great Sith Order! At last, your training is complete!

My foolish servants have informed me that Senator Padme Amidala's flagship is currently stationed near the Outer Rim, a perfect location for us to carry out our plans! She will be undefended!

A high-speed infiltration pod, cloaked and outfitted, will enable you to bypass standard docking procedures. Sneak onto Amidala's flagship at 0300 hours, where security protocols are at their weakest. Once aboard, locate the main security hub. Disable or slice the flagship's surveillance and alarm systems. Use a remote slicer droid to loop security feeds.

Amidala's quarters are on the flagship's upper deck, likely secured by her personal security detail. Eliminate them all! Rendezvous at the pre-arranged extraction point, where a cloaked ship awaits to transport you away.

Yours sincerely,

Darth Sidious

### **3. Be sensible and logical!**

Directives should be about one thing and be one step in a plan or arc. If you want to assassinate someone and send one singular sentence saying, "I assassinate [name of delegate]", it will fail. Much like the plot in a work of fiction, you cannot arrive straight at the payoff.

Just like in real life, letters and orders must make sense and be logical and plausible.

Let's look at a bad example:

Dear Keir Starmer,

I wish to purchase 30000000000 F-22 Raptor fighter jets from your reserves. I'll pay you 5 USD for them!

Your one true friend,

Xi Jinping

This directive is not passing. The UK and China are openly hostile towards each other, so the odds of the UK selling advanced fighter jets to China is close to zero. Keir Starmer, the Prime Minister of the UK, is not in charge of weapons exports. The UK also does not have 30000000000 F-22 Raptor fighter jets. Even if it did, 5 USD is not sufficient compensation.

Let's look at a good example:

Dear James D. Taiclet,

As a member of the JSF program, the Polish Air Force wishes to purchase 20 F-35 Lightning II fighter jets from Lockheed Martin. 2 billion Euros from the Polish military budget will be allocated for this.

Poland shall never be lost!

Yours sincerely,

Marek Sokołowski

The price is reasonable, the letter is addressed appropriately, from the Polish Chief of Air Force to Lockheed Martin, and the relationship between the two parties are amicable enough for the purchase to happen.

**N.B. – Metagaming**



Your characters' knowledge is a resource. While you as a person may have access to certain information (maybe you know how the crisis ended in real life), we discourage metagaming, the use of this information for your own gains.

## **5. Topic Introduction**

The Trojan War was a mythical conflict between the early Greeks and the people of Troy during 12th-13th century BCE. Helen of Troy, daughter of Zeus, was named to be the most beautiful woman in all of Greece. Helen's suitors ventured from all over the world; Helen chose Menelaus, a Greek king, as her husband.

However, when Menelaus was away, Helen was abducted by Paris, son of the Trojan king Priam, and taken to Troy. This event triggered a coalition of Greek forces, led by Agamemnon, Menelaus' brother, to wage war against Troy. The war lasted for ten years, marked by famous episodes such as the hero Achilles' rage, the clever tactics of Odysseus, and the use of the wooden horse to infiltrate Troy.

Although on the surface the conflict appears to be merely mortal, the gods of ancient Greece play a significant role. The Olympians were known as powerful and capricious beings who often meddled in the affairs of humans, and the Trojan War is one of the most well-known examples. The abduction of Helen by Paris was instigated by the goddess Aphrodite, who promised him the love of the most beautiful mortal woman. Throughout the war, the gods took sides and intervened in battles to favour their chosen heroes.. The gods also played a role in the mortal characters' motivations and decisions.

## **6. The Current Situation**

The Greek fleet has landed off the coast of Troy, on the Northwestern coast of Anatolia (Asia Minor). It is composed of 1,186 ships carrying 150,000 soldiers, organised into 29 units under 49 commanders. Agamemnon of Mycenae is given command as the High King. The Trojan army and its allies are no less formidable than the Greek Alliance. King Priam and Prince Hector lead the Trojan contingent and their allies Aeneas of Dardania, Glaucus and Sarpendon of Lycian, Eurypylus of Mysian and Pandarus of Zeleia.

Troy is strategically located at the entrance to the Hellespont Strait between the Aegean and the Black Sea, and King Priam (the ruler of Troy) also controls a critical section of the land-based trade routes that span from Europe to Anatolia.

The city itself employs irrigation channels sourced from the Karamenderes and Dumrek rivers to supply water to the 207 square kilometers within its territory. The city also contains a large food supply stored underneath the residential structures for its 10,000 citizens. Surrounding the city are thick limestone walls constructed by the gods Poseidon and Apollo as punishment for disobeying Zeus.

## 7. Key Figures

**Achilles:** A Greek hero, invincible in battle due to his invulnerability (sans his heel). His mother is the goddess Thetis. Achilles is extremely confident to the point of arrogance, and is easily manipulated by the Gods.

**Patroclus:** A Greek hero, brother in arms to Achilles and his one true friend in war. Patroclus provides good emotional support to Achilles and helps his friend from letting his temper get the best of him.

**Agamemnon:** The Greek king of Mycenae and leader of the Greek Coalition. A charismatic commander burdened by responsibility and stress, needing to mediate debates between the kings under his command.

**Menelaus:** The Greek king of Sparta, husband of Helen. Enraged by Paris's betrayal, Menelaus summons all Helen's past suitors by calling upon the oath they all swore, that if Helen were ever to fall in danger, they would all readily fight to protect her.

**Odysseus:** The Greek king of Ithaca who was the very person who proposed the idea of swearing the oath of defence. It is his personal objective to finish this war as soon as possible and return to his family. He is known to be extremely intelligent and a brilliant strategist.

**Ajax:** The prince of Salamis and Periboea, described to be a "giant." His size and fearlessness let him thrive in the battlefield. As a young man, he trained with Achilles under the same master, Chiron, and therefore shares some friendship with both Achilles and Patroclus.

**Diomedes:** A young but exceptional Greek hero, even willing to fight the gods if needed. He counsels Agamemnon on battle strategies and earns the respect of his comrades for his wisdom and maturity.

**Priam:** The King of Troy, a kind but old and mostly powerless man. He delegates most of his duties to his princes.

**Hector:** The greatest Trojan prince, chief of the Trojan armies and the mainstay of Troy. A favourite of the God Apollo. If he were to fall, Trojan morale would break.

**Paris:** The Trojan prince who started the chain reaction, eloping with Helen and drawing the retribution of Menelaus. Portrayed as unskilled and cowardly by the Iliad, but frequently emerges victorious due to aid from the Gods.

**Aeneas:** A Trojan hero, son of the goddess Aphrodite. His divine heritage grants him protection and favour from the gods. Brave, pious, and destined for greatness, Aeneas is seen as one of Troy's best warriors after Hector.

**Cassandra:** A Trojan princess, gifted with the power of prophecy but cursed by Apollo so that no one would believe her predictions.

**Penthesilea:** Queen of the Amazons and answers the call to aid of Troy during the Trojan War, bringing with her the entire host of the Amazons. This alliance may yet change though, depending on what our delegates do...