



ACADEMY MODEL UNITED NATIONS 2010
BERGEN COUNTY ACADEMIES

HISTORICAL JOINT CRISIS
COMMITTEE: ROMA ET GERMANIA-
SPQR

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Welcome, delegates, to one of the most unique committees you will experience during your times in Model United Nations. This committee will deal with the trials and tribulations facing the declining Western Roman Empire starting with the year 370 AD. No longer does one man truly rule the Empire but instead by an array of Senators, Governors and Generals seeking not to improve their society but instead their personal power. The emperor is at present little more than a showpiece...though perhaps not for long. Due to the current situation, not the most skilled and fit for the task but the most cunning hold their places among the most affluent in Rome. Fortunately, the main threat to the Roman power is the various Germanic Barbarian tribes, none of which are in comfortable positions. However, this committee will feature many interactions within itself and with the Barbarians, as alliances change at the drop of a hat and deals remain in play only as long as there is no better one on the table.

Your chairs for this committee are Josh Murphy and Matt O'Connor. Josh has been involved in Model UN for a relatively small amount of time, about a year and a half. However, since he became interested, he has attended multiple conferences and won various awards. He especially enjoys historical crises, and as such is thrilled to be chairing this committee for you. His favorite periods of history are all forms of ancient history and world history from the end of the 19th century and on. Matt is the overall mastermind of most of the procedure and theory behind the committee and it is his third year in AMUN. His favorite committees are historical and he has won Best and Outstanding awards on such committees in the past. History and board gaming are his passions, and it shows through in the committee. They work closely with the Germania chairs Jacob Lemash and Alexandra Svokos in order to create a coordinated committee.

Sincerely,

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Romans

In order to understand the current situation in the Roman Empire and surrounding lands, one must first understand the circumstances that brought it there. The main events that have actual effects on the current situation begin with the splitting of the Empire into the East and West empires, as dictated by Diocletian. Due to the declining state of the Empire, which at that point had been riddled with problems, Diocletian saw the vast Empire as too unwieldy for a single ruler to manage and as such saw fit to separate the empire, with two different leaders keeping in contact. In Diocletian's plan, each half of the empire had two equal emperors who ruled under the title of Augustus. Later, each Augustus took on a junior Emperor known as a Caesar in order to provide a definite succession. This system of ruling came to be known as a Tetrarchy. Unfortunately, despite the merits of Diocletian's plan it would not last long. After his death in 305 AD, the Tetrarchy lasted only one more year until its end with the death of Constantius Chlorus in 306 AD. After the death of Constantius, his son Constantine the Great was immediately named Augustus, and after a period of civil war came to rule the entire empire, and was also the ruler responsible for the legalization of Christianity in 313. After Constantine's unification, which ended in 337, the empire was once more thrown into civil war, which only ended upon Julian taking power in 355. Julian's rule was especially problematic for Christians, but ended in 363 when he received a mortal wound in battle allowing for Jovian to become emperor. Jovian restored the privileges of Christians, however also surrendered various territories won from the Persians. He then died in 364, when Valentinian I took over as Augustus of the east with his brother Valens serving as the Augustus of the west, thus once more

dividing the Empire in two. Turmoil continued however, as people such as Procopius attempted to seize power for themselves. Procopius managed to have himself declared emperor in 365, and was eventually defeated in 367, eventually reaching the current conditions, in which the Western Emperor has little more power than your average senator, and seemingly changes with the tides.

The provinces of the Roman Empire and their leaders have played a significant role in Roman history. Traditionally, the governorships of the provinces were given to members of the Senatorial order, the higher aristocratic class within the empire. However, this policy was changed during the reign of Augustus. Augustus created what was known as Imperial provinces. In Imperial provinces, the emperor had the sole right to appoint a governor. Senators were forbidden from ruling and even visiting Imperial provinces. As such, their governors were chosen from the lower of the two aristocratic classes, the equestrian class. Imperial provinces were located primarily on the frontiers of the empire. Thus, large amounts of the military were stationed there, which necessitated what amounted to direct military control. On the other hand, Senatorial provinces remained largely the same after the reforms of Augustus. These provinces were ruled by Governors who were appointed by the Roman Senate. These provinces were often in the interior of the Empire, and were known for their stability. Though the power of the Senate as a whole became politically irrelevant with the rule of Diocletian, individual senators and governors retained the ability to gather relatively large personal power and influence.

Outside of the political arena, the conditions of the Western Roman Empire at and

leading up to the year 370 are critical in the understanding of its current problems. At this time, the Roman Empire was undoubtedly in a period of decline, and not long after would begin truly falling apart. One issue that contributed to the empire's decay is that of the influx of German mercenaries into the ranks of the Roman legion. This germanization of the military caused a decrease in quality and loyalty to the Roman commanders and also brought about various cultural changes in the military. Much of the reason for the assimilation was, as previously discussed, due to the westward migration of the Huns. Joining the Empire allowed certain tribes to receive land and food that they otherwise would not have. Obviously, however, this was not the only factor. Indeed, many historians posit that it was a large combination of factors that eventually caused the fall of the empire. These factors include economic decline, German expansion, dependency on German mercenaries and a rather disappointing set of leaders. Essentially, the decline was caused by a series of events that combined proved to be devastating. In any society, economic decline has the potential for causing true tragedy. In the case of the Roman Empire, it was largely brought on by that which caused its success for so long; that is, the impressively large Roman military. In later years it proved impossible for the government to support the military without a drastic increase in taxes, which in turn led to decreases in the production of food and poverty for the general populace. Furthermore, with more people entering the lands of the Empire from the Germanic tribes, the resources of the empire were rapidly depleting.

Germanic Barbarian Tribes

Regarding the Germanic Barbarian tribes, for the most part they were faring little better. During the fourth century, the Huns began a migration west into the lands of the Western Roman Empire. This caused other tribes to also push further west in order to have each group with a comfortable amount of land with which to flourish. This was quickly found to be impossible. There were simply too many people for what little land they had to support. When combined with the population explosion that came about as a result of the inability of the Roman Empire itself to launch campaigns and expand its territory, the Barbarian tribes were faced with an ultimatum: unite against the Roman Empire or face extinction. Luckily for them, Rome is not what it once was. The Barbarians were seeking dominance in Europe, however said goal must be put on hold while the means to support their rapidly expanding population is found.

The major Germanic tribes include the Visigoths and the Ostrogoths, the two divisions of the former inclusive Gothic tribe. The Visigoths were the more amicable with the Roman Empire out of the two. They were located mainly on the delta of the Danube River. The Ostrogoths were both less amicable and more removed from the Roman Empire. Under the reign of King Ermanarich, they conquered and controlled a large kingdom. However, the Ostrogoths faced a large amount of direct pressure from the invading Huns.

That said, a perfect unified front between the various Germanic tribes is simply ridiculous. These are, after all, Barbarians, and territorial combat is as ingrained into their psyche as is the need for shelter. While on the surface they are all striving towards the same goal, that is, more land and eventually

what remaining influence over Europe the empire has, no faction wants any other group to share in their power. To that end, the individual factions have no qualms dealing with their Roman counterparts on the side in order to increase their personal power, and backstabbing is all but a given.

Procedure

The committee will be in almost a constant state of moderated caucus, with the occasional unmoderated caucus. Topics of discussions will ordinarily be along the lines of dealing with threats to the nation, dealing with internal strife, and attempting to secure foreign aid. National military campaigns can also be planned in this format, but personal treachery and intrigue will have to be done with notes.

Most significantly, the movement of armies and battles will be turn based. Thus, every 10 minutes, military and personal orders that have been submitted to the chair will be locked in and processed, with the results reported, ideally, within 5 minutes. Thus, every turn will take about 15 minutes to complete before the next can truly begin. It is important that the turn time be strictly followed and the processing of orders done quickly and efficiently. Every turn will represent approximately two years of time passing in the ancient world.

Every delegate will take the role of a significant member of Roman politics (albeit fictional). Due to their incredible influence and prestige, the delegates have their own personal office holdings as well as a large number of followers who are steadfastly loyal to the delegate, some of whom have their own political offices and offer their services to the whim of the delegate. The delegate will be known as a Faction Leader, and the collection of himself and his

followers as a Faction. Every delegate has their own faction. If anything were to happen to the faction leader, another member of the faction would step up and take the role of faction leader, with the delegate assuming the personality of the new character. The delegate is assumed to have complete control over all offices held by members of their faction, even though the faction leader themselves do not hold all of these offices. Possible political offices include Governorships of provinces and Generalships of the Imperial Army. The ultimate political office which all delegates should strive for is the position of Emperor of Rome.

The specific order of a turn will be; Debate, War Calculations, Resolve Assassinations, Declare Campaigns, Declare Rogue Status, Receive Income, Fill Vacancies, Advance Year. Each turn will be specifically detailed.

Debate

Debate will be handled as described above, with an assumed moderated caucus and a possibility of moving to an unmoderated caucus. Large amounts of note passing is expected during this time, and will last for 10 minutes before entering into the next phase.

War

The military of the Roman Empire is composed of Roman infantry Legions, cavalry drawn up from Equites, and the Ballista siege weapon; a single legion or a single equites or a single ballista will be known as a Unit. Because of the germanization of the army, these units are now of equal strength to their German counterparts. Any collection of multiple units is known as an Army. Every province has a starting standing army as well as a maximum amount of units that it can muster.

The provincial army can be increased in size by paying to raise more soldiers (with the maximum being different for each province) and decreased by losses in battle and an inability to pay existing soldiers. A computer program will keep track of how large every provincial army is and where it is in the world, with all Romans knowing the military status of all other Romans. In addition to provinces, some factions contain Imperial Generals which have their own loyal elite that will follow them without upkeep. However, this force cannot be increased and can only be rebuilt on orders from the Emperor himself. The Empire itself has an Imperial Army which can only be used by the Emperor for special purposes.

Armies will move on a turn by turn basis of four provinces per turn. Roman armies can use naval movement in the Mare Internum and Oceanus as one of their four moves. The Germans can likewise use the Oceanus Germanicus and Mare Suebicum. All moves must be submitted in specific writing before the end of the turn in order for them to be calculated. When moving, the place of origin of the moving army, what units are moving as part of the army, and the destination of the army must be noted. Unless otherwise specified, the most direct route will be used. Upon arriving in the destination province, a battle will initiate if there are armies on more than one side. The strength of both armies will be calculated with an added bonus to the defender and a random modifier added to both sides to generate a result. Legions have a strength of 4, equites a strength of 2, and ballistae a strength of 2. Every cavalry unit that an army has in excess of the opposing cavalry has a strength of 6 instead of 2. The victor will remain in the province of battle and the loser will retreat to where they came from or to an adjacent friendly province. Both sides

will take casualties according to how the battle proceeded.

After all field battles are calculated, any army that is still in a province belonging to an enemy will initiate a siege. Sieges are the only method of taking provinces from another delegate. A successful siege will give control of the province to the besieger, making a member of the conquering faction governor; simply having an army in the province does not mean control of the province. Whenever a province changes hands, all soldiers that originated from that province will disintegrate and return to their homes under the new leadership. Whenever a siege is calculated, a random number from one to six will be generated, with success being on a result of six. The besieging army will receive a one point bonus to their number for every siege weapon that they have with them, as well as an addition one for every turn after the first that has passed. Thus, for an army that has one siege weapon and is on the third turn of a siege, the province will fall on a four, five, or six. If a besieging army is moved or forced to retreat due to loss in battle, the siege will be lifted and any bonuses lost, even if the army returns in the future.

Assassinations

An integral part of politics in this era is the use of a sword when the pen simply won't do. Such operations are lengthy in planning and require correct timing and support in order to truly succeed. Therefore, all assassination orders must be submitted in writing to the chair before the end of a turn. The sponsor of an assassination must sign their name to the order, and any supporters of the deed can also sign on. The more supporters to an assassination there are, the more likely it is that the aristocrats of Rome will turn a blind eye to the shady man in the corner with a knife. If the assassination is a

success, the target will be killed and any position held by him vacated, to be filled by popular vote later on. If a faction leader is the target, another member in the faction will rise to take his place as leader, but the office held by the deceased will still be vacated and have to be filled. If the assassination is a failure, nothing will happen to the target, but there is a chance for the assassin to be caught, in which case he will implicate the sponsor in order to save himself. Should this happen, the sponsor will have to “face the Emperor” for his crimes against Rome. Any delegate that must face the Emperor must either step in front of the Emperor to receive his judgment or declare himself rogue (see Rogue Declarations section). If the delegate chooses to receive the Emperor’s judgment, the Emperor will choose to allow the accused to go free, strip them of their title, or even sentence them to death for treason, all at the Emperor’s discretion.

Campaign Declarations

In addition to being the ultimate judge in the Empire, the Emperor has the option to begin a great campaign of conquest and glory. Such declarations do not need to be submitted in writing, but are simply announced at this time. Once a campaign is declared, the Emperor calls upon all governors to submit at least one unit to the army and any province that does not answer the call to arms must have their faction leader face the Emperor. Contributions from the provinces will be gathered in Rome and combined with the Imperial Army to be placed under the sole command of the Emperor himself. This army can, and should, be used to meet the greatest threats to the Empire and embark on great conquests that would be impossible for any one faction to accomplish. However, this grand army acts in the interest of Rome, and so any conquered provinces cannot be

retained by the Emperor, but instead must be appointed to one of the factions who has soldiers in the army. Due to the size and unwieldy strength of a campaign army, if it were ever to be defeated in the field of battle, it would immediately break apart, with the Imperial Army returning to its duty to guard Rome and all factional units returning to whence they came. Once defeated, a campaign cannot be called again until the Imperial Army has returned to full strength. When not campaigning, the Imperial Army remains in Rome as a permanent garrison.

Rogue Declarations

At this time, any faction leader can voluntarily declare that they are going “rogue”. Rogue factions are factions that are no longer nominally part of the Empire, instead forming their own mini-nation. All rogue factions are considered to be working together and friendly to each other, with their enemies being Rome and any Germans that they have not befriended. While rogue, a faction ignores any requests from the Emperor and has the income from all of their provinces increased by one, as they are no longer paying the standard taxes to the Empire. Rogue status remains until it is ended by one of three means. The first way to end rogue status is for the rogue faction and the Emperor to agree to return to normal, peaceful conditions, assimilating the faction back into the greater Empire. The rogue faction can also surrender to the Empire, forcing the faction leader to face the Emperor’s judgment and stripping the faction of all income beyond that which is needed for upkeep for one turn. Finally, the rogue faction can complete its ultimate goal and end its rogue status by seizing Rome itself, deposing the Emperor and installing themselves as Emperor in his place. Whenever such a usurpation occurs, the rogue faction that has the most soldiers in

Rome (if there are multiple rogue factions) or another rogue leader appointed by the faction with the most soldiers in Rome will immediately become Emperor and all factions must either swear loyalty to their new Emperor or become rogue themselves. Usurpation causes any army that is currently on campaign to break apart and return home. The deposed Emperor will no longer have any power, but will retain the other political offices held by their faction. The new Emperor will immediately gain all powers ordinarily held by the Emperor.

Income

Every nation needs money to function. Every turn, at this stage, factions receive and are able to spend their gold. Every province gives the faction a certain amount of gold in taxes and trade. This number is different for every province, and the income is placed into the faction's treasury. The faction treasury is where all of a faction's money will be and cannot be lost or stolen from. Once income is collected, the Emperor has the ability to call for emergency taxes. Once called for, every loyal faction must give up one gold to the Emperor's personal treasury. Money in the Emperor's treasury can be used by the Emperor for anything that they please, but the treasury itself passes from Emperor to Emperor. After the emergency taxes, delegates have the ability to pay tribute to each other. Since there is no organized debate during this time, this will have to have been agreed upon earlier, but the request can be given any time up to this stage, making it possible to pay another delegate for favors during phases between debate and income. Transfers will happen instantly before all factions must pay upkeep for all of their soldiers. Every legion under a faction's command costs them one gold, every equites two gold, and every ballista four gold. If a faction cannot pay all of its soldiers or chooses not to, any unpaid units

are immediately disbanded. Generals do not need to pay their armies, as they are in the service and paid for by the Empire. Any remaining gold can be spent to muster additional soldiers, with the cost being twice the upkeep (two for a legion, four for an equites, and eight for a ballista). Any units raised will be available for the next turn. The Emperor has the ability to spend his Emperor's treasury for his own upkeep and mustering costs. The Emperor also has the ability to use the infinite Imperial treasury (separate from the Emperor's treasury) to rebuild the Imperial Army (no more than five units a turn) as well as rebuild any units that were destroyed from any army belonging to a general; generals cannot rebuild their own armies, they must appeal to the Emperor for new recruits. All mustered soldiers appear where they were mustered from.

Fill Vacancies

Over the course of time, political offices such as governorships and generalships will be vacated due to various reasons. During this time, the Senate votes with all factions being equal as to who will fill any vacant offices in the Empire. The winner of the popular vote will have one of their faction members take the office and will have control over the office as long as they hold it. In the case of a tie, the Emperor will decide.

Advance Turn

Once everything is taken care of in both committees, time will advance and the next turn will begin, repeating the cycle.

Important to Note

The Roma et Germania committee will be more complex and fast paced than any other committee at AMUN XI. While it may seem that the debate portion of a turn is

insignificant to the other sections, through the proper use of technology and planning the entire process will be streamlined so as to provide as much information to you, the delegates, as fast as possible. It is important to know the information included in this guide, as well as to conduct independent research about the state of the Roman Empire in 370 AD because, despite the fact that every delegate will take the role of a fictional character with fictional and simplified roles, the entire committee is based around the actual history and capabilities of the time. It is important to note that while the Empire and the Germanic tribes certainly do not enjoy each other, there are individuals in both camps that are willing to overcome these differences for personal advancement. As such, delegates will be able to send written messages to their Germanic counterparts and arrange personal meetings in order to coordinate plans to, say, overthrow the Empire and establish a new world order, or work together in order to meet a larger, more pressing threat.

Position papers will be required, but will be more in the format of allowing a delegate to express information that they have learned about the Empire, the tactics employed by armies, and how they hope to use this knowledge to their advantage in the committee. It is important to remember however, that despite the great emphasis on the military and strategic aspects of this committee, the fact that there are twenty-four participants who are all more or less of equal strength means that no one person will be able to become a domineering force on their own, nor remain one if the lesser powers band together. Balance of power and the manipulation of the perception of this balance will be the most important step to victory. The winner will not be he who stands as king of the world when all is said and done, but rather who has done the most

with what they were given and who reacts best against threats. If you have any questions or wish to submit position papers electronically, you can email us at matoco@bergen.org or josmur@bergen.org.

Maps:

For the Roman Provinces:

http://en.wikipedia.org/wiki/File:The_Roman_Empire_ca_400_AD.png

For the position of the Germanic Tribes:

http://en.wikipedia.org/wiki/File:Roman_Empire_125.svg

Ceterum autum censeo, Germanium esse delendam.

Roman Senate

*Dossier – These are all fictional characters yet reflect the general feelings of the time. Please use the small description of the aristocrat to create your own understanding of how they would act, and reflect it accordingly in the committee.

Tiberius Salvius Pulcher, Leader of the Salvius Faction and Governor of Lugdenesis

Faction includes Governorship of Mauretania. Tiberius Salvius was born into a wealthy and powerful family and inherited the head of the faction upon the death of his father. Despite growing up in Rome itself, he often visited his father's villa in Lugdenesis, becoming attached to the Gallic country, giving rise to a desire to secure all of it under his personal control.

Aulus Memmius Metellus, Leader of the Memmius Faction and Governor of Sicilia

Faction includes Governorship of Belgica and Sardinia. Large, lazy, and cunning, Aulus Memmius became a leading politician after his successful career as a merchant

gave him the money to secure political office. Preferring his island strongholds to landlocked areas, Memmius would much rather trick someone else into doing his work, giving them useless mountains in exchange for glorious beaches and ports.

Quintus Marius Malleolus, Leader of the Marius Faction and Governor of Southern Italia

Faction includes Governorship of Germania Inferior. Quintus Marius is a man who truly believes in the strength and glory of Rome, truly wishing to see the Empire last a thousand years. Through dedicated and efficient civil service, he has gained governorship over the prosperous Southern Italia province and quickly courted the governor of the frontier province of Germania, hoping to use it as a base to expand the Empire.

Publius Fulvius Galeo, Leader of the Fulvius Faction and Governor of Northern Italia

Faction includes Governorship of Pannonia. Publius Fulvius is a decadent man who, once obtaining governorship over Northern Italia, slipped into greed and selfishness. Disliking non-Romans, he “persuaded” the governor of Pannonia to join him to use as a base of further operations against Germania.

Titus Aelius Celsus, Leader of the Aelius Faction and Governor of Maxima Sequanorum

Faction includes Governorship of Corsica and Galleacia. A simple trader thrust into politics, Titus Aelius is more interested in the Mediterranean than Germania. His islands’ position to Rome gives him the unique opportunity to either support or repel any assault on Rome itself.

Marcus Curtius Balbus, Leader of the Curtius Faction and Governor of Tarraconensis

Faction includes Governorship of Southern Britannia. Born to a Celtic family, Marcus Curtius has nonetheless become a force in Roman politics. His control of two key Celtic provinces makes him eager to expand his control of the rest of the Celtic people and ultimately to show the world, Roman and German alike, the strength of the Celts.

Appuis Livius Dolabella, Leader of the Livius Faction and Governor of Baetica

Faction includes Governorship of Northern Britannia. A lifelong Roman politician, Appuis Livius has become disillusioned with the Empire and is disgusted with its decadent and wasteful ways. He has courted a German wife during his administrative travels and would rather live in a German world than one ruled from Rome.

Vibius Cornelius Vespillo, Leader of the Cornelius Faction and Governor of Aquitania

Faction includes an Imperial General. Originally born in Gaul, Vibius Cornelius inherited political power from his father and through his governorship in Aquitania, supported an Imperial General in quelling a rebellion in the region. Believes in the superiority of Romans above all other people and seeks to lead the subjugation of the world.

Gaius Petronius Fimbria, Leader of the Petronius Faction and Governor of Dalmatia

Faction includes Governorship of Raetia and an Imperial General. Gaius Petronius grew up in Byzantium before coming to the Western Empire as a military attaché, earning many powerful friends in the process. He has since settled down as governor of Dalmatia and seeks to use his

political power to bring himself to the top of an East-West coalition.

Decimus Manlius Imperiousus, Leader of the Manlius Faction and Imperial General
Faction includes Governorship of Noricum. Decimus Manlius has served in the military since childhood, and has risen to be one of the most respected and feared generals in the Imperial Army. He commands an impressive force of loyal legions that would turn on their own families if he gave the word. His goal is nothing less than Emperorship of a reinvigorated Rome, and intends to reach his goals with the tip of a sword.

Manius Tuccius Nerva, Leader of the Tuccius Faction and Governor of Africa
Faction includes Governorship of Lusitania and Balears. A lonely and often forgotten figure, Manius Tuccius has carved out a significant personal Empire out of the scraps that other politicians avoid. Ultimately, he seeks an entire Empire to himself. Even if seizing Rome is too difficult, a new Tuccius Empire could easily be formed out of the outlying provinces.

Caeso Gemenius Lentulus, Leader of the Gemenius Faction and Governor of Carthaginensis
Faction includes Governorship of Gallia Transalpina. Caeso Gemenius sees himself as the guardian of the Roman order. Even when sent off to Carthaginensis in an attempt to quiet him down, he managed to win over the province of Gallia Transalpina, the key to Northern Italy. Believes in the Roman order, and is not afraid to personally step in if the order is threatened.