

# Political Maneuvering: The Art of Crisis

A Guide to Crisis Committees at AMUN

By the AMUN XX Crisis Teams

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## Basic Elements of Crisis

*Before reading this guide to Crisis committees, please review standard Parliamentary-Procedure*

### Differences Between General Assemblies and Crisis Committees

- Crisis committees do not begin with a speaker's list, nor do those even exist in this wonderful world of crisis. Instead, you either start with a **moderated caucus**, a **crisis update** followed by a moderated caucus, or a **Round Robin** where each delegate introduces themselves and their position.
  - What you as a committee do is either based on what you motion to do or on the discretion of your chair if you cannot pass the vote
- Instead of working papers, you write shorter and more descriptive **directives**, which will be explained in more detail later in this guide
- Debate will occasionally be interrupted by a **crisis update**- this could either be a virtual update (a news article or a picture of some sort), or somebody barging into the room screaming bloody murder with information pertinent to the current situation. Please do not be alarmed if the second happens- it's totally normal.

## **It says I'm in a JCC; what's that?**

A JCC is a Joint Crisis Committee, which means that there are two rooms working in the same “universe”. Delegates in a JCC are simultaneously working to keep the situation in their room stable and react to the actions of the delegates in the other room. The committee rooms are “joined by”, that is they share a backroom (where directives are processed)

In a JCC, you can also communicate with delegates from the other room, which opens up the possibility for live negotiations and moles, as well as a simulation of war.

## **The Crisis Update: the Heart of Committee**

Sometime into the start of a crisis committee everyone will receive a “Crisis Update”, in which the chairs will provide updated information on the events of the crisis. It is during this time that information relating to the advancement of the crisis arc will be relayed along with the information relating to any directives that might come to pass. The Crisis Update will prove to be one of the most crucial parts of committee as it is during this time you can see what effect, if any, your actions will have on the crisis.

## **Directives**

- **Personal** (A power/connection that your character has)
- **Joint-Personal** (You and 1-2 others are writing a note that combines your powers)
- **Committee** (Introduced and voted upon by committee, but has the highest degree of power attached to it)

## Writing a Crisis Note: Building a Crisis Arc

### ➤ Basics

- BE SPECIFIC
- Make sure it isn't too long
- Have legible handwriting
- Make sure you have the following components

The image shows a handwritten note on lined paper with several annotations. The note is written in cursive and contains the following text:

IF you wish to establish "peace" ~~you~~ in the caucases you need to talk to Minister of Interior Affairs and they will impose martial yes.

Chair's Response

To my personal Secretary:

Write to all my subordinate governments and presidents in the Russian Caucasias, tell them

It has come the time for peace in the Caucasias. On June 6, (6/6) Start gathering a list of political enemies and send me how many you want arrested, and how many you want arrested. I expect 5 responses of 2 answers

- At Khatupam, Envy to North Caucasias

Annotations:

- A red arrow points from the text "To my personal Secretary:" to the label "To Whom is this Addressed".
- A green arrow points from the date "June 6, (6/6)" to the label "When do you want it done".
- A blue arrow points from the sentence "Start gathering a list of political enemies and send me how many you want arrested, and how many you want arrested." to the label "What do you want to do".
- An orange arrow points from the signature "At Khatupam, Envy to North Caucasias" to the label "This note is from (ALWAYS ADDRESS YOUR NOTE)".
- A purple arrow points from the first sentence to the label "Why do you want to do it (This note is a bit weak on this front)".

### ➤ Crisis Arc

- Builds a story
- Gather resources and hint at your final goal
- Logical progression between your crisis notes

## **How You are Evaluated**

- Debate skill: How well are you speaking? Are you speaking with a purpose in mind? Are people listening to your speeches?
- Coalition building: Are people willing to work with you? Can you get support?
- Arc/crisis note making: How many well-written crisis notes are you sending? Do they actually have an influence on the committee?
- Directive writing: Are you an active force in committee? Is your influence allowing your committee to accomplish its goals?
- Advancing your cause: Are you completing your character goals?

## **Ways of Increasing Your Power**

- Crisis, although different from General Assemblies in a lot of ways, still relies on some of the same principles for advancing one's own agenda, whether that be coup d'états to assassinations. You're still going to need to amass power bases, strike your opponents down, and build yourself the high ground. Form alliances and/or coalitions with your fellow delegates, and always seek out ways to put yourselves in control of new positions.

## **Dealing With a "Crisis"**

- Take a deep breath - a crisis is often a complicated matter, so your knee-jerk response is not always the best action to be taken
  - Chances are, a bad response WILL come back to haunt you in the future
- Having said that, respond in a timely manner

- Trust me, your crisis team probably put a bit of thought into that update, so chances are, it is important
- Ignoring a crisis will often result in it getting worse
  - For example, doing nothing about a famine for long enough will result in riots, which (if not taken care of) will result in a military coup and your committee just got a whole lot harder
- Crises should really be addressed using a committee directive
  - Remember, this is the course of action that holds the most power behind it!
  - However, if there's something your character can do, then do it
    - Powers can still be referenced in directives, and being specific will help the crisis be resolved faster and, more importantly, better
- If a crisis isn't properly addressed the first time, just remember that it may come back in the future.

## Special Committee Mechanics

- These are functions of the crisis specific to your committee. Look to your committee-specific topic guide for further specifics.

## What Not to Do

- Prewrite
  - We're procrastinators. Don't do any actual work until committee begins. So that means, leave your directive-writing for committee.

- The heart and soul of MUN is the in-flight action, which is easy to spoil by prewriting. But this doesn't mean to leave all your research, ideas, and stuff to be thought up in committee. Just don't spend your time scripting out entire directives overnight, get yourself some quality rest so that you'll be fresh and peppy for committee.
- Steal other people's documents
  - Play nice. Be original. Use your common sense to be a diplomatic delegate.
  - If anything like this happens, trust me, the chairs know and consequences will be had...
- Forget how to be a decent person
  - Crisis can be very fun and heated, in both cases people tend to say stupid stuff...
  - Don't say stupid stuff.
- Be stagnant -
  - Work with the Crisis directors, not against them. If you're told you don't have a certain power or can't do a certain thing, don't keep sending directives about it, you're just wasting ours and your own time.

## **Crisis Features**

- To Kill a MUN Delegate(-bird)
  - When considering to kill a MUN delegate, consider the following: it's kinda hard, it's pretty hard, and try to NOT do that. In the case that you decide to end the further existence and livelihood of one of your fellow delegates, do be as precise

as you can possibly be in the execution of your directives. And no, you can't quietly assassinate a fellow delegate, it's a guarantee that killing one of your fellow delegates will grab the attention of everyone around the room (and this includes the chair!). There are two ways an assassination by committee can be interpreted by the chair 1.) the victim was too powerful/influential and everyone was afraid of them 2.) they are really irksome and poor diplomat. Be careful then about killing your fellow delegates - it may increase the chairs' opinions of them.

➤ Kidnapping someone/Disenfranchising someone

- If kidnapping/disenfranchising another delegate or an unconnected character will do some good to your cause, go for it
- The former involves a delegate being "kidnapped" and removed from committee for what is usually a brief time
- The latter removes someone's voting ability, which can only be done by committee-wide directive. This rarely lasts, however, because chairs like to intervene.
- Just remember, be specific and make it clear WHY you're doing this to someone to the crisis staff, and they will be more than happy to assist you and provide tips

➤ Hiring bodyguards/detectives

- If you feel that you are in danger, make an effort to protect yourself!
- If you want to get dirt on somebody or find out what another delegate is doing, hire a PI to follow them. Who knows, if they're not careful with their crisis notes, you may just uncover a plot of theirs.

➤ Reincarnating in committee

- You will get a new character if you do manage to get yourself killed off in committee, which also means that everything you've been doing up to now?

Yeah, that's gone

- If the Chairs killed you off, improvise and adapt: this is a test of your skills! So own it.
- If the Committee killed you off, you dun goofed son: You must have went wrong somewhere. Take a careful look at the people around you, and try to figure out what someone could have gained by killing you. Usually Chairs are very resistant to killing delegates by assassination - 99% of the time attempts fail unless it is the last committee session. However, if a committee wide directive votes to execute/imprison you, consider changing your stance and/or try to be more diplomatic. In many committees there are those who simply don't know when to pick their battles and they end up alienating everyone else - that does not look good in front of the chairs!

➤ "Trials by Fire"

- At AMUN committees are not allowed to bring toy guns as props because of school rules, however the rules on swords are ambiguous.
- Occasion, the chairs will allow for duels, usually through directives and some other requirements determined by the chair



- The Harry Potter JCC, for example will allow you to “duel” someone you are attempting to convict of a crime such as treason to their cause
- The loser will receive a new character if it is a duel to the death
- Other dueling systems may exist, for example if you’re in the Harry Potter JCC, read the spell chart below- we’ll be dueling with wands!

### Harry Potter Dueling System

All players get 10 health points to begin

Spell	Required Roll (Out of 12)	Damage Done	Action/Other Effects
<i>Protego</i>	7	0	Protects the player from taking any damage in the round this is cast
<i>Petrificus Totalus</i>	10	3	Makes the player skip a turn
<i>Expelliarmus</i>	4	2	Player has to drop wand and pick it back up/throw wand in air and catch it with one hand
<i>Obscuro</i>	6	3	Make your next roll blindfolded/eyes closed
<i>Sectumsempra</i>	11	5	No additional effect
<i>Stupefy</i>	5	3	No additional effect
<i>Avada Kedavra</i>	12	101	Instantly murders the other player, but puts a target on the casting players’ back



