



**HISTORICAL SPECIAL OPERATIONS**  
**COMMITTEE**  
**Guide Book**



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## Committee Overview

Welcome, delegates to the Historical Special Operations Committee (HSOC)! This section should act as a primer for the basic concepts of HSOC and how it deviates from typical MUNs you may have attended in the past.

HSOC was created by Thomas May and Mathew Muehleck with the purpose of improving and reforming HCC crisis management, so the procedure may sound similar as they overlap on various senses. HSOC is composed of multiple smaller events, with each delegate representing various roles. HSOC could be described as the midpoint between the Historical Security Council (structured like UNSC) and the Historical Crisis Committee itself. The goal of HSOC is to look at historical events that used a lot of covert operations and focused on National Security agendas, and ideological wars in order to reduce opportunities for error whilst maximizing realism and involvement by each delegate. Typically for HSOC, each scenario takes 1 entire day, so 3 scenarios are chosen for the 3-day THAIMUN conference.

The committee is composed of 2 cabinets. Although delegates may be assigned to either faction, they may also be assigned a “neutral” stance. Each cabinet is trying to win based upon a given Victory Condition. To do this, the delegates who are playing the role of characters involved in the conflict at various points in time during the conflict’s timeline will be tasked with designing directives that are sent to the Backroom chairs in order to achieve whichever Victory Condition they are given. The Victory Conditions will be revealed during the Initial Deliberation Phase, which will be the same for all delegates of the same faction. However, neutral delegates will have their own unique Victory Condition which will be separate from the other factions who will have one collective Victory Condition. Neutral characters have only the Initial Deliberation Phase to scout the different cabinets. After the end of the Initial Deliberation Phase, they may not swap anymore and are stuck with the cabinet they choose.

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## A Letter from Jonas and Kush (2023)

The Historical Special Operations Committee is a committee that we hold near and dear to our hearts. At THAIMUN IX, we were both put in the same cabinet and had probably the most enjoyable conference working alongside each other. This love for HSOC never stopped, and when presented with the opportunity to rewrite the guide book, we went all out. Since HSOC was always done virtually, we were glad to know that THAIMUN X would be in-person. As we were part of the Student Management Committee, we fought to include HSOC as one of the committees for this iteration of THAIMUN. Our efforts proved themselves well, as we got HSOC as a committee.

As delegates of HSOC, we both saw different areas of the rules that could be improved. There were some overcomplications, some redundancies, and overall a lack of polish. With this, we started to work.

We'd like to thank a large number of people for helping us with this rewrite. Firstly, we'd like to thank our co-chairs and delegates from BKKMUN 2023 and ICSTMUN II for being patient with us as we changed and shifted rules around right before the conference and during it. Second, we'd like to thank Rehaan Goyal and Belle Mateedunsatits for their support in the creation of the Directive Tracking system. Third, we'd like to thank the Secretaries-General for THAIMUN X, Sara Landry and Jeremy Kim, alongside the THAIMUN Director, Mr. John Wood, for their support and encouragement for us to rewrite this guide book. And lastly, we'd like to thank Thomas May and Matthew Muehleck for creating the original HSOC guide book, as well as May for overseeing and guiding the rewrite.

Happy Strategizing!

Jonas Christiaen, Parliamentarian of THAIMUN X

Kush Natani, HSOC Chair of THAIMUN X

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## Types of Chairs & Procedure

### Frontroom Chairs

Each of the cabinets will have one Frontroom chair who will be in charge of maintaining order and advising delegates on the procedure of the committee. They will also be expected to be able to answer most questions on the topics and help delegates understand the situation. They must correspond with Backroom Chairs to ensure that directives are being passed, and they are allowed to share information between different chairs of different cabinets, however, they are NOT allowed to disclose any information from the delegates in one committee to another.

### Backroom Chairs

There should be 2-3 Backroom Chairs (depending upon the committee size and chair's experience/comfort). All the chairs work together to process and focus on directives, typically assigning one cabinet to each chair. They will also be responsible for processing Press Releases and it is up to their discretion whether to send the Press Releases to the Frontrooms or whether to deliver them themselves (typically in cases of important Press Releases or ones the Backrooms have made for a Crisis). Each backroom chair will be assigned a certain number of delegates up to them to decide to ensure that all directives are read and processed – thus aiming to improve efficiency and efficacy of the directives, and preventing directives from being repeated or overlooked. The backroom chairs will be the main driving force behind the committee, as they will be responsible for moving units and building the story and tension of the committee. Backroom chairs will be expected to write press releases and give other background information on the event, along with making decisions to balance out the events of the simulation. They will be responsible for the majority of what happens during a given scenario. They will be in charge of managing the forms and spreadsheets, usually with help from some automation.

**Important:** Press releases can be published on a Tumblr Blog, as has often been done during HCC, or on a Google Doc. However, as referred to earlier, it is up to the Backroom chairs if they want to present the press release in a speech given by a chair or to just post the text on a Tumblr blog. Directive forms can be created using Google Forms and Sheets, and the various dice rolls can be done online. It may also be beneficial to have maps (a general map for chairs and cabinet specific maps for each faction).

Backroom Chairs will also be tasked with designating the following elements of the Scenario:

- Starting troop numbers and locations
  - Starting character locations
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- Starting Tokens (see Token System)
- Character Abilities
- The maximum length of each phase (in minutes)
- The threshold(s) for certain rolls

## Phases

### Main Phases

Name of Phase	Order of Phase	Time
Initial Deliberation Phase (IDP)	Occurs once at the beginning of the day	40-60 min
Deliberation Phase (DP)	After IDP, these 2 phases are repeated until the end of the day. This movement is referred to as a “turn/round” in this book	40-50 min
Reaction Phase (RP)		5-10 min
Concluding Phase (CP)	Occurs once at the end of the day	15-20 min
Optional: Summit Phase (SP)	Can happen during a turn, initiated by the delegates	Varies

### **Initial Deliberation Phase**

The IDP is when character profiles are reviewed, and is used to give the delegates time to plan and strategize. During this phase, delegates will work with other delegates in their committee to come up with an initial plan and establish their priorities. Delegates will be given limited (and possibly inaccurate) data about the situation at hand and the strength and capabilities of the opposing side(s), with the goal of coming up with the best possible plan of action.

Chairs will give a brief presentation/speech on the event, explaining the Procedure and the situation at hand. In addition, cabinet Victory Conditions will be presented. Chairs will also be expected to answer questions and make sure all delegates have a thorough understanding of the situation.

Usually takes around 10 minutes to present the situation, and 30-50 minutes for delegates to come up with the first directive.

### **Deliberation Phases**

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DPs are spaced throughout the conference and are the period during which delegates can send directives to chairs. It is also time for discussion with regards to tactical manoeuvres, similar to unmoderated caucus during HCC. The delegates are free to move around the room and discuss their plans. However, the chair may take charge and use the time as they like. **THIS IS THE TIME TO TAKE ACTION!**

This takes about 40-50 minutes. It is highly recommended that directives are sent in as soon as possible, usually 10-15 minutes before the end of the DP to give the Backroom chairs time to process the directive. With the remaining time, delegates are encouraged to start planning (NOT sending) the next directive.

### **Reaction Phases**

RPs are used to show the results of the deliberation phases. All information designated as available for release will be revealed to the appropriate committee (information gathered by units, results of battles, double agents, etc.).

The chairs will call a meeting of all delegates in the cabinet and will reveal all relevant information that has occurred in the past DP, and all actions will be revealed. If a unit fails to report (i.e. the backroom chairs have decided that the unit has been wiped out or has failed to relay information back to its commanding delegates), then no information from the unit will be reported to the cabinet.

Usually takes about 5 minutes to deliver the information, but will likely take longer as Backroom chairs will be processing directives. However, this time is not wasted as delegates may start planning for their next DP. It is important to reiterate that delegates may NOT send in directives until they receive information from the previous RP.

### **Concluding Phase**

The CP is the final phase of the committee, where the final result of the efforts of the various belligerents is revealed to be either fruitful or fruitless. This is where the ‘winners’ is determined (as to quote the 1983 film War Games “The only way to win is not to play”). This usually takes about 15-20 minutes.

### **Summit Phases**

SPs are used to call meetings between the two opposing committees in order to try and seek a diplomatic resolution to certain issues. Summit phases will be limited, as they will hinder both cabinets (because certain delegates will have to be at the ‘summit’ and will be unable to send directives or use abilities). Summit requests can be rejected by the

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opposing side, in which case the SP will be skipped and the committee will move into the next DP.

If a Summit is approved, it is expected that the relevant delegates will be brought into a separate room to discuss the issues at hand. No other delegates will be allowed inside, and a chair will be expected to be in the room to moderate the summit. In the case of a negotiation, chairs will be expected to remain impartial and expected to not involve themselves with either side. Additionally, the Backroom chairs may choose to release a press release summarizing the events of the summit for the delegates not invited to the conference.

Amount of time taken depends on how long the delegates wish to speak, but from prior experience it takes about 5-15 minutes.

## **Types of Directives**

### **Personal Directives**

Directives involving the actions of a single delegate who wishes to use their ability independently, move their own troops independently, or use personal tokens can be sent separately from the cabinet in which the delegate resides. For example, if Park Chung-Hee wanted to send in a Press Release using their own tokens without the South Korean cabinet's consent or knowledge, they would send in a Personal Directive. There is no limit on how many a delegate can send, but it is up to the chairs' discretion – typically in cases where many irrelevant personal directives are sent.

### **Cabinet Directives**

Directives that represent the actions of the entire cabinet and require the use of different abilities from different delegates. This action usually has a lot of information that needs to be highly specific and detailed. Raising troops, moving troops, attacking, defending, ALL of it needs to be detailed. These are limited to 1 per cabinet per DP, but chairs may make an exception in any cases of error or other cases.

### **Press Release**

A public statement by either the committee or a delegate to the rest of the committee (including the opposition cabinets). They must be written fully, with a title, in the way that it is wished to be received (they will not be altered by backroom chairs unless they are considered

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inappropriate— i.e. no personal insults against other delegates or any content that would generally be deemed offensive). They can be used by Backroom Chairs to note historical events or build the story (i.e. anti-war protests in America, purges in the Soviet government, changes in government and power). They cost 10 tokens and are limited to 2 per DP per cabinet. They also affect the Political Meter (detailed later in the guide book).

A D10 is rolled to see how the public reacts to it (it acts as propaganda) of which the threshold is determined by the chairs based on how effective they think the Press Release is (better = lower threshold). The single affected cabinet will adjust their Political Meter depending on how over or under the threshold it was. For example, if the threshold was  $>3$  and a 7 was rolled, the affected cabinet's PM will change by 4%.

## **Communique**

Often referred to as note-passing in other committees, delegates can send a note over to another cabinet. The recipient of the note must be visible, however the sender can choose to remain anonymous or even write someone else's name. To pass the note, the delegate must pass the note to a page who will check the note to make sure it is appropriate, and then send it to the intended recipient.

## **Character Profiles**

Other than the chair report, chairs will need to individually send out character profiles to each delegate. These profiles are usually made by the backroom chairs and sent very near the conference, sometimes the night before or the morning of the conference. These are meant to be secret but delegates may share or not share whichever parts of the profile they wish. Character profiles should contain:

- Character name and cabinet
- A brief description of the character which is RELEVANT to the scenario at hand
- 1-2 abilities which are up to the chairs' discretion
- Victory Condition (cabinet VC and/or personal VC)

For chairs – an example format will be provided.

## **Character Abilities**

Abilities are determined by the chairs and are meant to suit the main historical importance of the character. For example, an individual who was a politician would not

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necessarily be given any military units to command, this allows for more variety in characters and subsequently their abilities. Some main Character Abilities are below:

- **Active Abilities**

- Active Abilities are those that the delegate has full control over, they are usable once per DP. Here are some examples, which are recommended to be included in every cabinet.
  - **Espionage:** ONLY THOSE WITH THIS ABILITY CAN CARRY OUT ESPIONAGE, once a DP
    - This ability is typically included 1-2 times per cabinet
  - **General:** Can raise 3 units of Infantry to any friendly location for free
- Some neutrals may have personal funds as an ability, usually 10-20 tokens per DP which CAN be carried over to the next turn.

- **Passive Abilities**

- Passive Abilities are those that the delegate has as a result of simply being that character, they usually add a buff for the rolls of the cabinet that they are in, or a debuff for opposition cabinets' rolls/abilities. Here are some examples, with the first 2 being recommended to be included in every cabinet:
  - **Excellent Commander:** +1 buff to all Militia/Infantry units led by you (does not stack; if multiple characters are leading the best buff is applied)
    - The exact units which get a buff can be changed by chairs when making Character Profiles, ranging from just Infantry to ALL units. They can be changed depending on the character's historical strength, for example a character may get +1 when leading Naval Units. It is important to note that these buffs can only be applied when delegates specify that those troops are being led by a certain character to is PRESENT (i.e these buffs cannot be used if left unspecified and can only be applied to one army/location at a time)
  - **Excellent Speaker:** +1 buff when making Press Releases
  - **Defense Master:** +10% on rolls when defending a city

- **Limited Abilities**

- Limited Abilities are those that can be used only a few times throughout the course of a scenario, they are usually very powerful abilities saved for the 'main' characters of each scenario. Here are some examples:
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- **Diplomatic Ties:** Can call a non-rejectable SP once in the entire committee and may include up to 2 people from the enemy cabinet. The other cabinet may choose who to send.
  - **Political Influence:** May ask for 2 favours throughout the entire committee, of which the approval is ultimately up to the Backrooms

## Victory Conditions

### - Overarching Victories

#### - Political Victory:

- If the Political Meter for one cabinet goes below a certain threshold (recommended is 20%), then (with the Backroom's discretion) a crisis can occur with certain repercussions to stall the victory, as to not end the committee too early. However, going below 20% is noted as an almost immediate loss for the cabinet.

#### - Conquest Victory:

- The goal of the cabinet is to conquer certain areas as specified by the chairs. For example, capturing the enemy's capital and/or 2-3 major cities which can be generic or specific. On the contrary, a victory condition could also be to retain control of areas. This is ideal in situations where there is one clear attacking cabinet and one defending cabinet.

### - Unique/Scenario-Based Victories

#### - ECA Victory (Escort, Capture, Assassinate):

- ECA victories are for scenarios centered around specific people. Scenarios may have an ECA victory as an additional victory type when the focus of the scenario is a Conquest or Political Victory, but are not as common. An example being the escorting of the 14th Dalai Lama out of Tibet would be considered a Tibetan cabinet committee, overriding the land gains that the PRC may have made or the political gains the CIA may have made. The ECA victory reminds delegates that the committee IS the Historical SPECIAL OPERATIONS committee.

## Token System & Unit Types

Unit Types can be found in the table below the explanation for the Token System

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## The Token System

Each Cabinet will be given 120 tokens to begin with. After the turn ends, tokens will be replenished back up to 120 but tokens will NOT be carried over, so delegates are encouraged to use all of their tokens. In addition, delegates may individually be given independent tokens for use in either a personal directive or for extra aid in a cabinet directive.

## Unit Types

### Table of Unit Types

- **Dice representation (DR):** What kind of die is used to represent this unit in a roll
- **Buff/Debuff on Roll:** Does this unit have a bonus or downside to being used in a roll?
- **Raise Cost:** The number of tokens it takes to raise ONE division of a unit
- The Units Per Division figure is irrelevant. It only serves as a general indicator so delegates have an idea of how large their armies are. It should be noted that every directive regarding troops should be written in divisions. Backroom chairs will not accept raw numbers.

<i>Land Units</i>					
Unit Type	DR	Description	Buff/Debuff	Units Per Division	Raise Cost (Tokens)
Militia	D6	Untrained infantry units	-1 Twice as likely to defect	1000	R: 1 Convert to Infantry: 1
Infantry	D6	Average infantry soldiers	N/A	1000	R: 2
Cavalry/ Tank	D6	Faster, more mobile units. Slower in rough terrain.	+2 against Militia & Infantry*	100	R: 3
Ranged	D6	Units that have a greater attacking range	+1 on defense -1 on offense	500	R: 3
Artillery	D6	Less mobile units best used to attack Cities & Fortifications	+2 against Cities & Fortifications -1 to everything else	25	R: 3

Anti-Aircraft	0	Immobile defensive unit effective against Air Units	-2 on each roll of attacking enemy Air Unit*	20	R: 2
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<i>Naval Units</i>					
Unit Type	DR	Description	Buff/Debuff	Units per division	Raise Cost (Tokens)
Capital Ship	D10	Large ships best used for naval combat Has 2 Anti-Air	+2 to Naval Assault	2	R: 5
Light Ship	D10	Smaller, versatile ships Has 1 Anti-Air	N/A	2	R: 4
Submarine	D10	Versatile and stealthy, effective at setting Blockades.	-1 to Naval Assault +2 to Blockades & Blockade Breaking	3	R: 3
Amphibious Assault/ Landing Craft	0	Ships to carry Land Units to assault coastlines. Can carry 5 divisions of Land Units	+2 to Naval Landings	50	R: 3
Naval Transport	N/A	*See section on Transports	N/A	N/A	R: 5

<i>Air Units</i>					
Unit Type	DR	Description	Buff/Debuff	Units per division	Raise Cost (Tokens)
Fighter	D8	Fast and agile, excels at quick strikes	+1 to Dogfights -1 to Air Strikes	5	R: 4
Bomber	D8	Slower and heavy-hitting, best used to attack Cities & Fortifications	-1 to Dogfights +1 to Air Strikes +2 to Air Strikes on Cities &	5	R: 4

			Fortifications		
Helicopter	D8	Versatile and low flying, best used against Land Units	-1 to Dogfights +1 against Land Units*	15	R: 4

## Basic Actions & Their Implementations

Delegates are encouraged to be creative with their directives, however, a basic list of what they may want to do is listed, along with their cost in tokens. Simultaneously, the directions for Backroom chairs are listed below each action.

### **Boost Success (5x)**

Decreases the threshold for ANY action that rolls a D20 by 1 for every 5 tokens, up to 5 stacks. This means that it can be applied to espionage, coups, assassinations etc.

This can also be applied to any actions not listed here, as they are rolled with a D20. The only condition is that the actions must be approved by the chairs.

### **Press Release (10)**

See Press Release section above

### **Conscription**

Conscription increases the maximum troop raising capacity from 20 to 30 units per turn. Similar to Espionage, this action must be sent in through a directive at the beginning of a round. Similarly, if you wish to stop conscription this must also be done at the beginning of a round. Your use of conscription will be forwarded to the other cabinet.

However, this will lead to discontent within your citizens and thus for every turn you have conscription active you will lose 10% of your PM. This is taken away at the beginning of every round.

### **Research & Development**

Increase the total cabinet tokens per DP by  $\frac{1}{3}$  of what was spent, up to spending 30 per DP (increasing token capacity by 10). For example, spending 21 tokens on R&D would boost the

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cabinet tokens received per DP by 7 tokens. The tokens spent on this should be a multiple of 3 as any excess is not counted

### **Espionage (15)**

Espionage is used to ascertain troop numbers, locations, general plans of the enemy cabinet for this turn etc. They are sent early on in the deliberation phase, with each character only being able to use the ability once per DP (characters with this ability are usually limited to 1-2 per cabinet). Note that standard information (rough troop numbers near friendly cities, results of battles etc.) should be shared regardless and is not included in Espionage. What is regarded as such is up to the chairs' discretion.

It can only be performed by characters with the Espionage ability, and is done by the roll of a D20 with a threshold (usually >15; higher than 15), with adjustments for any buffs/debuffs that character may have.

- Successful rolls (above the threshold) will result in accurate information being given.
- Highly successful rolls (about 2-3 more the threshold) will result in most information being accurately retained.
- Unsuccessful rolls will result in no information being obtained
- Optional: Very unsuccessful rolls may have absurd information be given by the chairs. This is not required but past HSOC chairs have enjoyed it immensely

### **Deception (40)**

If the enemy's Espionage D20 roll ends up being between the threshold and the threshold - 9 (all inclusive), the enemy cabinet will receive false information provided in the directive under this action. For example, the threshold is >15 and the enemy cabinet rolled 11. This means they will receive the false information because they rolled between 6-15 (6 and 15 inclusive). Lower rolls will continue to provide no information, and higher rolls will still provide accurate information (see Espionage).

### **Assault**

In combined armed assaults (this can include Land or Naval but not Air, roll all DR together & account for all buffs/debuffs). The higher total roll is the victor, with casualties and Political Meter changes being calculated using these numbers (explained later in the handbook). An example calculation for an entire scenario can be found in the **Example Scenario** section. As always, delegates need to be specific as to which units are being used, and which characters are

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leading them. ABILITY BUFFS CAN ONLY BE USED WHEN SPECIFICALLY BEING LED BY A CERTAIN CHARACTER.

The percentage of the lower roll divided by the higher roll, subtracted by 1 (or 100%), is the **Victory Percentage**. This is the decisiveness of a victory, and the mathematical formula is  $100 - 100 \times \frac{[Lower\ Roll]}{[Higher\ Roll]}$ . For example cabinet A rolls 80 and cabinet B rolls 100; thus the VP is 20% in cabinet B's favour.

### **Unit Buffs:**

Whenever there is a buff that is effective against a certain unit type, there will be a \* in the table. This means that the buff will only stack for the lower number of each unit type. For example, if 8 armor units attack 3 infantry units, the buff will only stack thrice and vice versa.

### **Casualties:**

Casualties are always rounded to the nearest integer. The formula to calculate them is *Survival Rate* =  $(VP + 5 \times D6)$ . Examples of how to use them are in the Scenario Example.

### **Air Strikes**

Air Units are a bit more complicated which is why they are not covered in Assault. 1 of 2 actions which Air Units can take is Air Strikes, which is attacking units and/or Cities & Fortifications from above. Air Strikes deal casualties as a percentage of the Air Strike roll over the total roll of all striked units. This is similar to Assault but the attacking Air Units have no casualties and there is no  $[+ 5 \times D6]$  part of the formula – just the pure percentage.

However, if the enemy reinforces the location, all Air Units in the location will be able to retaliate, turning the Air Strike into a Dogfight (which is just a regular Assault but with Air Units only) and there will be no damage to non-Air Units.

To summarise the units which will participate:

- If the enemy has not Reinforced, the only resistance will be Anti-Air debuffing the rolls.
- If the enemy has Reinforced, those Air Units and Anti-Air units will fight, turning the Air Strike into a Dogfight instead. This can be treated as a regular assault but only with Air Units, and Anti-Air debuffing the attacking Air Unit's rolls.

Because of the potential resistance, Bombers which are better suited to the task may be escorted by Fighters in case the enemy Reinforces and a Dogfight breaks out. Fighters can still contribute to the Air Strike, but are less effective.

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## **Naval Landing**

Naval Landings are like Assault, but Naval Units from either side other than the attacking Amphibious Assault/Landing Craft cannot be used. The only differences are for the attacking side, and those are that only Land Units can only be used if they are in an Amphibious Assault/Landing Craft and Air Units can only be used if they come from a nearby Naval Transport or if they are carried directly from nearby coastal city with the Amphibious Assault/Landing Craft. This can only be used to storm coastline areas.

## **Reinforce (15)**

Delegates specify a location to reinforce. The reinforcement lasts for this DP only. The total roll on defense is given +20% if this location is attacked, and all Air Units are airborne (they are usually not meaning they can engage in defensive Dogfights)

## **Blockade/Siege**

Can be used on coastlines, ports, Cities & Fortifications. As it is merely a test of power and not a combat, no casualties are counted. To start a Blockade/Siege, roll the total power of both sides. If the Blockading side is successful, then a Blockade is set up. Otherwise, nothing happens.

- For Naval Blockades, this only includes Naval Units
- For Sieges, this only includes Land Units

A Blockade/Siege does the following:

- Units hostile to the cabinet performing a Blockade/Siege cannot move in or out of the blockaded area.
  - Enemy characters who are trapped in the area may also not move and all character abilities of affected delegates are ineffective. They also may not write directives.
  - All new units raised in the affected area cost double to raise.
  - Units in the area of the Blockade/Siege are given a -1 debuff for every DP that the Blockade/Siege is active, starting in 2 DPs. For example, if the Blockade/Siege was created 2 DPs ago, the debuff for this DP would be -1, and -2 the next. This gives the cabinet suffering from the condition 1 DP to resolve the issue before the debuffs occur.
  - If all ports in a region are under siege, nearby cities and armies will have issues with supply and provisions. While in this case nearby units also suffer the consequences listed above, chairs can and will punish the besieged/blockaded cabinet through means such as
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not limited to: reducing troop numbers, adding a debuff to all affected troops, reducing PM et cetera to represent nationwide supply issues.

### **Break Blockade/Siege**

The blockaded cabinet may try to break the Blockade/Siege, with both the affected units and help from external units – it is essentially an Assault. If the blockading cabinet is victorious, the blockade remains and nothing is changed. Otherwise, the Blockade/Siege is broken and all debuffs are instantly removed. It is important to note that in contrast to Blockade/Siege, casualties ARE counted when attempting to break a Blockade/Siege.

### **Coup (15)**

Delegates may try to stage a coup against their own cabinet. If successful, the government gets overthrown and the delegates submitting this directive get thrust into power.

The success of a coup will be determined by a D20. The threshold will be determined by the Political Meter + 20%, rounded to the nearest multiple of 5. This can only be used in your own cabinet, so if you wish to stage a coup in the other cabinet you would have to persuade a delegate from that cabinet. For example, the Political Meter is 62% – this would mean the threshold for the coup would be >16 (80% of 20).

- A successful coup will reduce the Political Meter by 10%
- An unsuccessful coup will reduce the Political Meter by 5%

As coups will reduce the PM regardless, delegates are advised not to stage coups when the PM is very low as it can lead to an immediate loss for everyone in the cabinet.

### **Assassination (15)**

Delegates may try to assassinate someone in their own cabinet. Assassinations are usually not entertained until the last 2 DPs as delegates should not be removed from the committee early. If successful, the assassinated character is “dead”. This means they cannot write directives and cannot use their own abilities, but may still speak and plan with the rest of the cabinet.

The success of an assassination will be determined by a D20. The threshold will be >16. This can only be used in your own cabinet, so if you wish to assassinate someone in the other cabinet you would have to persuade a delegate from that cabinet to do it for you.

- A successful assassination will reduce the Political Meter by 10%
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- An unsuccessful assassination will reduce the Political Meter by 5%

## The Political Meter

The Political Meter, or PM, is a simple system to gauge the political stability and control in each cabinet. It is a percentage from 0-100%, and cannot go above or below – if an actions would bring you over the 0-100 range any excess would not be counted. Many actions are influenced by this, such as coup success rates, defection/mutiny rates, and is used by Backroom chairs to influence their decisions.

The chairs will decide the starting values, but usually each cabinet starts at 90%.

Other than the actions that explicitly say so (including Press Releases), the other major factor which influences the PM is when fighting battles. This is the only case when one action influences both PMs. After a battle, the victorious side's PM gets increased and the defeated side's PM gets decreased by a certain amount. This is determined by the importance of the city that was fought over and how major the victory or defeat was.

It is calculated using the formula  $[VP \times [City Multiplier]]$ , and this number is increased or decreased accordingly. The Base Stats are listed below and also have a limit. The calculated value cannot go over, so if it does the limiting value is used instead. For example, cabinet A defeated cabinet B in a Major City with a VP of 20%. This means cabinet A's PM increases by  $20 \times 0.5 = 10\%$ , and cabinet B's PM decreases by the same amount. However, if the VP was 40%, the change in PM would be capped at 15% even though using the equation would give you 20%.

City Multipliers:

Capital: 2 (up to 60% final)

Major City: 0.5 (up to 10% final)

Minor City/Fortification: 0.1 (up to 5% final)

## Scenario Example

Cabinet A's troops launch a Naval Landing on Cabinet B's, supported by Air Units.

Cabinet A:

- 3 Amphibious Assault
  - 15 Infantry
-

- 
- 6 Fighters

#### Cabinet B:

- 4 Anti-Air
- 8 Armour
- 4 Bombers

#### Cabinet A rolls:

- 3D10 for 3 Amphibious Assault
- 15D6 for 15 Infantry
- 6D8 for 6 Fighters
- +2x3 (Amphibious Assault buff for 3 divisions)
- +1x6 (Fighters Dogfight buff for 6 divisions)
- Total value is 100

#### Cabinet B rolls:

- 4D10 for 4 Anti-Air
- 10D6 for 10 Armour
- 4D8 for 4 Bombers
- +2x8 (Armour buff against Infantry)
- -1x4 (Bomber dogfight debuff for 4 divisions)
- Total value is 80

Cabinet A wins the assault, but it is not a decisive victory as the Victory Percentage was not so great. The VP is 20%, thus this is the “base” survival rate for cabinet A’s troops (assuming cabinet B didn’t retreat and thus all their troops are destroyed).

Using the formula *Survival Rate* =  $(VP + 5 \times D6)$ , we get:

- For Amphib Assaults: A 2 was rolled so the survival rate is 30%. 30% of 3 is 0.9, so rounding to the nearest whole number we get 2 divisions casualty, with 1 surviving.
- For Infantry: A 6 was rolled so the casualty rate is 50%. 50% of 15 is 7.5, so rounding to the nearest whole number we get 8 divisions casualty, with 7 surviving.
- For Fighters: A 1 was rolled so the casualty rate is 25%. 25% of 6 is 1.5, so rounding to the nearest whole number we get 5 divisions casualty, with 1 surviving.

## Maps

For chairs in chair guide.

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## Scenario Character Tracker For Backroom Chairs

For chairs in chair guide.

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