

Manual for Historical Special Operations
Committee—HSOC at THAIMUN
(Updated December 2020)



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BACKGROUND and PURPOSE

Thomas May: At both of the THAIMUNs that I have attended (V and VI), I was a delegate in the Historical Crisis Committee. As a result of that, I was able to witness in both instances, several issues that hindered the experience for both myself and the other delegates. Whilst chairing HCC at HISMUN, I had an opportunity to run some of the rules and systems that are included and the results showed that there was a higher degree of enjoyment and success (in terms of ease in operations for backroom chairs) with the new HSOC rules.

Matthew Muehleck: Having attended THAIMUN VI as a chair for USSC, I was called upon multiple times throughout the conference to assist the HCC backroom in handling their directives. Having spent multiple hours in the HCC backroom, I got a chance to see how disorganised HCC had become, due to a lack of communication between chairs. Below we have compiled a list of the issues we have experienced, as both a delegate and a chair.

The main issues that we have noticed include those of:

- Long wait times for directives to be sent
- Confusion with troop numbers
- Confusion with troop/cabinet abilities
- Backroom chairs making decisions based on the fact that it is a 3-day conference
- Large groups (two cabinets comprising around 12-18 delegates) allowing for only a few people to take leadership.
- Issues with the screening of the ability of Backroom chairs
- HCC was difficult for newer delegates to grasp due to looser guidelines in terms of procedure
- Confusion whether directives had already been completed or not (lack of communications lead to multiple chairs fulfilling the same directives or directives being missed entirely)
- Confusion on whether directives were valid or not
- Certain chairs failed to work, putting additional strain on the other chairs

We are proposing the formation of a new committee, the Historical Special Operations Committee. The HSOC would either serve as a temporary replacement to the HCC for the duration of one conference or would be an additional committee. In the case of the former, it would test how successful this model is compared to the HCC model, and in the case of the latter, it would also be an opportunity for more delegates to participate.

The overarching idea is to have multiple smaller events that would be the foci of the committee, 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 the committee is to look at historical events that used a lot of covert operations and focused on National Security agendas, and ideological wars, hence the Cold War is a good setting (see Scenario Examples). We recommend either 2 or 3 scenarios to be chosen for the 3-day THAIMUN conference.

Below you will find a finalised draft of the HSOC Chair and Delegate Manual that we think will be both easy enough to implement and understand. Remember that the overarching goal is to reduce opportunities for error whilst maximising realism and involvement by each delegate.

An Update Note

Thomas May
April 18th 2020
Bangkok, Thailand

Though it brings me great pain to recognise that THAIMUN VII will not be happening, this committee does not have to die with it. I have completed to the best of my abilities, a thorough and detailed instructional guide as to how my original dream would function. I would like to thank Matthew Muehleck for his initial aid, as he was excellent to bounce ideas off of in the planning and brainstorming stages of this Committee. I have credited him as a co-author because he was also a member of the would-be THAIMUN VII Secretariat before it was disbanded due to the complications brought on by the recent and ongoing COVID-19 pandemic.

I would hope to see this committee at least revisited by the subsequent THAIMUN VIII Secretariat, and the following secretariats. However, I would also hope that one day this idea is taken to other foreign shores— not to offend the great landlocked nations of the world— and applied there. But for now, all I can do is stay home and hope this passes quickly.

I would also like to thank some other people for various contributions to this document directly or during the creative process. Firstly, Benjamin Sanders, an individual that Matthew and I both agree— as rare as that is— is a great representation of the MUN community and a generally great guy. I would like to thank him for his feedback on the embryonic idea, as well as his help in pointing out where we might find useful information to help with this endeavour. Secondly, for helping with some of the research and numbers in the Unit Table, I would like to thank Jothaprasert (Guy) Supasilp, who, unfortunately, also due to the COVID-19 pandemic, was unable to hold his independent MUN conference, which, given his dedication to MUN, would have likely turned out to be quite spectacular in one way or another. Thirdly, Mr John Wood was supportive of this idea from the elections of the Secretariat until the day the conference had to be abandoned, and it is that faith for which I am truly grateful, as he allowed me to run off and develop this idea whilst I should have been focused on chair selection or creating questions. Finally, Kanlayarak (Fai) Tangkaravakoon was also supportive in the sense that she was able to take on a lot of the 'formal' tasks of the THAIMUN VII Secretariat, and thus alleviate my workload so I was able to focus on the development of HSOC. She has also become a friend throughout this process, and the 'Crisis-Calls' held between Matthew, her, and I as soon as THAIMUN VII was formally cancelled, were somewhat memorable.

In all, this is a reflection on my THAIMUN VII experience as a whole, and the only thing I wish could have changed, was the existence of the pandemic that has gripped the world. As for HSOC and

its future, perhaps I will have an opportunity to bring this into action at university, or perhaps I shall market the idea to Paradox Interactive as the temporal successor to Hearts of Iron 4— in the same way that HOI4 succeeds Victoria II, and Victoria II succeeds EU4 and so forth.

So long and thanks for all the fish,

Thomas Gregg James May

Revolutionary Extraordinaire, and (would-be) Secretary-General of THAIMUN VII

Update Note 2: Electric Boogaloo

Thomas May

December 26th 2020

Bath, United Kingdom

Thanks to the great leadership of the THAIMUN VIII team, HSOC won't be left for dead (thanks Fai, I love you <3). Therefore, I returned to the document and gave it a quick once over to ensure that it's formatted in a way that is easy enough to read (he says knowing that this document is an overcomplicated pipe dream). Hence, most tables don't break across pages, most new sections start on a new page, and what was once 1.15 spaced 11 pt Times New Roman, is now 1.5 spaced 11 pt Arial, because my eyes also hurt when I read these chunks of text.

In terms of the running of the committee, I will be most likely be present during the conference via the internet in case there are issues with understanding the manual by chairs and delegates alike. If there are issues I assume you can contact either HSOC chairs, or members of the THAIMUN VIII secretariat and they will convey that message to me. I'll be honest, I gave up on HSOC, it hasn't been part anything I've been working on (from becoming Treasurer and Anti-Racism/Anti-Fascism Officer for the YCL South West, and a full-time member of the CPB to co-hosting podcasts with fake names), but I am glad I've been given this chance to return to it.

I look forward to seeing this play out, and I thank THAIMUN VIII for being so blindly trusting of me and incorporating this passion project of mine as part of your conference.

I hope to see you there (inshallah),

Thomas Gregg James May

Revolutionary Extraordinaire, and (would-be) Secretary-General of THAIMUN VII

COMMITTEE PROCEDURE

The committee will comprise of 3 cabinets, generally being 1 Western Democracy (primarily the USA and UK, and their local allies), 1 Socialist Polity (primarily the PRC and USSR, and a Socialist Movement/Insurgency), and 1 'Neutral'/Local Faction (often the location where the conflict/proxy war is taking place, ex: Afghanistan or Tibet).

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, with the third neutral party having no set objective other than that of self-preservation and self-determination (they are free to align themselves with other faction, to play both of them off each other, or to go it alone). However, the neutral faction may be given a special type of Victory Condition given the historical scenario at hand.

TYPES OF CHAIRS & PROCEDURE

Cabinet Chairs

Each of the 3 cabinets will have at least one 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 may be 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 a minimum of 1 chair for every 5-8 delegates (depending upon the chair's experience and comfort). Each of the chairs will be assigned a certain number of delegates, and primarily focus on directives for the delegates assigned to them. Each backroom chair will be assigned a certain number of delegates, to ensure that directives are read and seen— 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.

IMPORTANT: These press releases can be published on a Tumblr Blog, as has often been done during HCC. Directive forms can be created using google 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
- Starting locations
- Starting Tokens (see Token System)
- Character Abilities
- The maximum length of each phase (in minutes)
- The threshold(s) for certain rolls

TYPES OF DIRECTIVES

Personal directives

Directives involving the movements of a single delegate's units (example: directives involving the Mujahideen can be sent by Ahmad Shah Massoud, without the consent of other delegates). For PDs to be effective, troop numbers, troop types, and troop orders must be specified. This will reduce the chances of the directive being rejected, or failing. This helps the backroom chairs be efficient and efficacious, whilst also increasing delegates' likelihoods of victory.

Cabinet directives

Directives involving the troops of multiple parties (example: CIA and Mujahideen forces working together). Unless a delegate has specified that they wish to cede full control of their forces to another delegate, these directives should be voted on and approved by all

relevant parties. Once again, CDs must be detailed and specific, with troop numbers, troop types, and troop orders being specified.

Communique

Communications between certain nations that will be kept private, however, backroom chairs may decide at their discretion to leak certain communiques (keep confidential leaks to a minimum, but they should be incorporated to build a sense of realism and generate intrigue when there are low moments during proceedings). **NOTE PASSING**, whilst allowed, will be checked by backroom chairs if the recipient of the note is in another cabinet.

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 inappropriate— i.e. no personal insults against other delegates). 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).

PHASES

Main Phases

The main phases are:

- Initial Deliberation Phase (occurs once per scenario)
- Deliberation Phase (most common phase)
- Reaction Phase (always occurs after directive-based phases are completed)
- Summit Phase (optional phases that delegates must utilise strategically)
- Concluding Phase (occurs once per scenario)

Initial Deliberation Phase

The IDP is when dossiers are assigned, and is used to give the delegates time to plan and strategise. 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. Chairs will also be expected to answer questions and make sure all delegates have a thorough understanding of the situation.

Deliberation Phases

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!

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, reconnaissance, double agents, etc.). Certain units may withhold data, or based on the earlier actions of the committee (example: failure to properly arm or train a unit may result in a unit getting lost, meaning information will fail to be relayed for a certain amount of terms).

The chairs will call a meeting of all delegates in the cabinet and will reveal all relevant information that has occurred in the past directives phase. All actions that occurred during the last deliberation phase 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.

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 cripple both cabinets (because certain delegates will have to be at the 'summit' and will be unable to send directives). The power to call a summit will be limited to the executive delegates in a committee (example: for USA only the Head of the CIA, KGB only the head of the KGB). Summit requests can be rejected by the opposing side, in which case the summit phase will be skipped and the committee will move into the next deliberation phase.

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.

Concluding Phase

The CP is the final part 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 'winner' is determined (as to quote the 1983 film *War Games* "*The only way to win is not to play*").

Hybrid Phases:

Hybrid Phases combine two of the Main Phases to allow for more opportunities to debate and discuss the scenario with other members of the committee who are not part of the same cabinet.

Hybrid Phase | Summit-Deliberation Phases

SDPs are used to have joint conversations amongst members of the two cabinets (not all members) in order to make plans and prepare initiatives that may or may not impact both cabinets in the interest of the summiting parties. The goal with SDPs is to formulate a brief de-facto alliance between two cabinets to gain the upper hand over the third excluded cabinet. These are to be treated the same way Summit Phases are, in the sense that they are proposed by delegates and can be rejected if undesired by the propositioned cabinet.

Hybrid Phase | Summit-Reaction Phases

SRPs can be used to express condemnation or disapproval of the actions perpetrated by the opposition cabinet. They may be called for by either side, or at the discretion of the chairs, but there is no guarantee that the chairs will allow it. It may be used as a trial for war crimes, as a way to negotiate peace after a particularly devastating attack, or as an international meeting condemning a country and calling for sanctions. However, it is advisable that the chairs do not allow for peace to be reached via an SRP too early in the committee's timeline. These are to be treated the same way Summit Phases are, in the sense that they are proposed by delegates and can be rejected if undesired by the propositioned cabinet.

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 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 at least once per turn. Here are some from the HISMUN III HCC 1973 Chilean Coup and Irish Troubles Scenarios:
 - Charismatic Leader— 5% of enemy troops can be assimilated per turn.
 - Espionage powers— ONLY THOSE WITH THIS ABILITY CAN CARRY OUT ESPIONAGE, subterfuge, or any covert operations, once a Deliberation Phase.
 - Organiser— Can raise local militias, +3000 troops per DP
 - Internationalist— Can call upon regional allies to send up to 2000 troops per session, if not all of 2000 is raised, it is added to the next DP's pool (if 2000 are unused after DP 1, DP 2 has a pool of 4000 that can be raised).
 - Boston Contact— Can ask for special weapons from across the Atlantic
 - Jailbreak— Can raise 1 Prison Militia
 - Exporting Terror— Extra strength when targetting enemies outside of a certain area/region

● 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 from the HISMUN III HCC 1973 Chilean Coup and Irish Troubles Scenarios:
 - Ironside— has fewer ships, but they have increased strength and defence
 - Fingers in Pies— Extra fast mobilisation rates of CIA assets.
 - Natural Blockade— Ships reduce enemy per DP troop gain by 10%

- **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 from the HISMUN III HCC 1973 Chilean Coup and Irish Troubles Scenarios:
 - Phone to Moscow— May contact Leonid Brezhnev once to suggest a large-scale plan that may be shot down or partially accepted by the backroom chairs (ask for units etc).
 - 3D Chess— Can have one 'favour' put through per Deliberation Phase (a 'favour' is up to the interpretation of the delegate).
 - Powerbroker— Can communicate with enemy cabinets twice

- **Potential Additions**

Chairs may opt to use one, some, or all of the extra mechanics listed below to add something to the scenario if it seems fitting.

- **Special Weapons**
 - Each character can have a special 'personal' weapon or access to a special weapon type for their own personal use or to add a buff on each roll.
 - Personal Weapons can be used as a buff on their character ability rolls.
 - Special Weapon Types can be used as a buff on personal or cabinet directive rolls.
- **Ability Trading**
 - Characters can swap abilities with those in other cabinets if they are both willing. However, they must match in type (Actives for Actives, Passives for Passives, Limited for Limited)

VICTORY CONDITIONS

- **Overarching Victories**

- **Political Victory**

- A Political Victory scenario is when the goal of the cabinet is to have the most political influence in a given 'government' or 'polity'. This is often when the intervening and insurgent cabinets are trying to wrest for the control of the 'neutral' cabinet.

- **Conquest Victory**

- The map is divided into 3 Regions of Control. Each Region of Control adds up to 100%, the goal of the cabinet is to control a set amount of territory before the end of the scenario. The Percentage Value of each increase in ROC is dependent upon whether it is one of the main cities, a culturally significant region/area, or another one of the deciding factors that the Backroom Chairs conclude upon.

- **Stability Victory**

- A Stability Victory comes from being able to withstand enemy influence, and the enemy undermining a cabinet's control. Due to this, this tends to be most applicable for 'neutral' cabinets. Similar to ROC, a neutral cabinet will be given a representation of how much their government is influenced by other forces out of 100%. Their goal is to ensure it is below a certain level by the end of the scenario. This is NOT the same as a Political Victory, as it is from the perspective of the neutral forces, not the intervening or insurgent forces.

- **Unique/Scenario-Based Victories**

- **ECA Victory— Escort, Capture, Assassinate**

- ECA (escort, capture, assassinate) victories are for scenarios centred 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. 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.

- **SD Victory— Search and Destroy**
 - SD (Search and Destroy) victories are based on racking up Victory Points awarded for eliminating enemy **troops, bases, and cities**. The number of points for each awardable mechanic will be decided upon by the backroom chairs, and the point threshold is also to be set by them. SD Victories are also used in conjunction with Conquest or Political Victories. An example is the elimination of CPM strongholds and units by the British and Federal Malaysian forces as used during the First Malayan Emergency. If these cabinets were able to eliminate X number of troops, bases, or CPM held cities above the set threshold, then the Victory Condition is met.

TOKEN SYSTEM and UNIT TYPES

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

The Token System

Each directive is assigned a certain token/point price, preventing delegates from performing too many actions too quickly. Factions will be given a certain amount of tokens at the beginning of each deliberation phase, and the delegates from each faction will have to agree on how to split the tokens based on their plan of action (*i.e. CIA will be given 'x' tokens, and each member must present an argument for why they need the tokens*).

The formula to figure out the token cost is $A \cdot B \cdot C$, where A is the weight of the troop type, B is the number of units, and C is the distance that is being travelled in kilometres. The three values are multiplied together to create the final cost of the action. Tokens are rounded to the nearest whole number for convenience.

A Note on Units

There is a debate to be had whether it is 'better' to work with fewer 'groups' of units or large quantities of individual 'troops', i.e. whether we should use '5 Divisions of Infantry' or '50,000 Infantry' given that a 'Division' is between 10,000 to 20,000 troops. For our purposes, we shall attempt to make allowances for the use of both. Below is a conversion table adapted from the THAIMUN HCC Handbook, however, we have simplified it (by reducing ranges or eliminating them outright) for convenience. There are also tables for Air Force organisation and Naval Organisation unit groupings.

For the Token System, 'B' refers to the grouping. If a delegate wishes to move 3 battalions, it will be the same as if they wanted to move 3 brigades. The reason for this is larger groups will be more limited in possible distance travelled.

Army Organisation		
Rank	Unit Grouping	Number of Units (Troop Count)
Lieutenant Colonel	Battalion (AB)	<1,000 units
Colonel	Regiment (AR)	1,000 Units
Brigadier	Brigade (ABr)	5,000 Units
Major General	Division (AD)	10,000 Units
Lieutenant General	Corps (AC)	25,000 Units
General	Army (A)	100,000 Units
General of the Army/Field Marshal	Army Group (AG)	500,000 Units

Naval Organisation		
Rank	Unit Grouping	Number of Units (Troop Count)
Commander	Ship (NS)	1 Ship
Captain	Flotilla (NF)	5 Smaller ships
Commodore	Squadron (NSq)	5 Capital Ships
Rear-Admiral	Task Group (NTG)	10 Capital Ships
Vice-Admiral	Task Force (NTF)	20 Capital Ships
Admiral	Fleet (numbered/named, Atlantic Fleet or 5th Fleet) (NFx)	30 Capital Ships, 10 Smaller Ships
Fleet Admiral	Navy (N)	The whole Navy

Air Force Organisation		
Rank	Unit Grouping	Number of Units (Troop Count)
Lieutenant Colonel/Major	Squadron (AFS)	10 Small Aircraft and 6 Large Aircraft
Wing Commander/Group Captain	Wing (AFW)	30 Small Aircraft and 18 Large Aircraft
Air Vice-Marshal/Major General/Air Commodore/Brigadier General	Group (AFG)	60 Small Aircraft and 54 Large Aircraft
Air Chief Marshal/Air Marshal/Lieutenant General	Air Force (x) / Numbered Air Force (AFx)	120 Small Aircraft and 108 Large Aircraft
Marshal of the Air Force/General of the Air Force	Air Force (AF)	The whole Air Force

Unit Types

- **Land Units**

- Militia
 - Can provide basic information to their factions, will not always follow orders, can be armed cheaply, little training
- Motorised/Mechanised Infantry
 - Faster movement, strong against regular Infantry and Militia.
- Infantry
 - 'Regulars' soldiers. Can be moved far but are not particularly fast.
- Specialised Infantry
 - Includes Marines, Airborne Infantry/Paratroopers, Special Forces, Mountain/Jungle Infantry, can be treated interchangeably throughout.
- Cavalry/Armour
 - Horses and Tanks, useful for either quick decisive attacks or mobile support and damage, respectively.

- Anti-Tank
 - Strong against Armour units.
- Anti-Aircraft
 - Debuffs the success of Aircraft.
- Artillery
 - Long-range attacks can reduce enemy troop numbers, only effective when enemy troop position and strength is known.
- Army Specialists
 - Includes Army Engineers, Signalmen, Corpsmen, provides communications, entrenchment and minelaying, and medical expertise in the frontlines. Only used for ENTRENCHMENT and FORTIFICATION actions.
- **Naval Units**
 - Capital Ships
 - Includes Battleships, Heavy/Battlecruisers, provides the backbone of the naval group
 - Light Ships
 - Includes Destroyers, Gunboats, Light Cruisers, Minesweepers/minelayers, for fast-paced naval assaults or better scouting of submarines
 - Submarines
 - Includes Attack and Missile, can targets enemy ships and ground targets
 - Aircraft and Helicopter Carriers
 - Transports aircraft so they are in range or moves them to the next front.
 - Amphibious Assault/Landing Craft
 - Needed to land Amphibious Troops.
 - Transports/Convoys/Supply ships
 - Used to move troops and supplies from one place to another, can be targeted through a blockade. This is not necessarily a unit that can be added or removed during play, but rather is a concept, i.e. delegates understand that convoys are used to supply cabinets with abilities each turn, and blockades can limit that.

- **Air Units**
 - Reconnaissance/Drone
 - Gathers information and are capable of Air Strikes.
 - Fighters/Attackers
 - Attacks other aircraft and ground troops
 - Bombers
 - Good for targeting slow/static targets, fortifications, or cities.
 - Transports
 - Faster troop movement
 - Helicopters
 - Useful for flying closer to the ground, can be used for attack and transport of up to 2 units of Militia, Infantry, Specialised Infantry, and Army Specialists.

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
- Unit Weight— the 'A' part of the Token Cost
- MMR—Maximum Movement Range the furthest distance can unit can travel, the maximum 'C' of each unit
- MOR— Maximum Operating Range is the farthest a unit can be used for an attack, only applies to Naval as for Land and Aircraft units MMR = MOR (excluding artillery)
- Cost to Raise and Train— the number of tokens it takes to create the army (when not a character ability) and then Train it. Untrained units are given a base -1 on each roll.

	Combat Stats (Used by Backroom to determine outcomes)		Deployment Stats (Used by Delegates to craft and send directives)		
Unit Type	DR	Buff/Debuff on Roll	Unit Weight	MMR MOR	Cost to Raise and Train
Land Units					
Militia	D6	-1 against any unit	0.10	20km	R— 1 T— 1
Motorised/ Mechanised	D6	+1 against Militia and Infantry	0.20	200km	R— 2 T— 1
Infantry	D6	N/A	0.15	40km	R— 1 T— 2
Specialised Infantry	D6	+2 Against all units in specified terrain/action	0.20	50km	R— 2 T— 3
Calvary/ Armour	D6	+2 against Militia and Infantry	0.25	400km	R— 2 T— 2
Anti-Tank	D6	+2 on defensive rolls against Armour	0.30	75km	R— 2 T— 1
Anti-Aircraft	D6	+2 on defensive rolls against A/C	0.30	75km	R— 2 T— 1
Artillery	D6	N/A	0.30	75km 40km	R— 2 T— 2
Army Specialists	D6	+1 to entrenchment and fortification	0.20	40km	R— 2 T— 2

Naval Units					
Capital Ships	D10	+1 to naval bombardment	0.55	40km 25km	R— 5 T— 2
Light Ships	D10	N/A	0.45	100km 10km	R— 4 T— 1
Submarines	D10	+2 to blockade running	0.45	720km 35km	R— 3 T— 2
A/C Heli Carriers	D10	+1 to defence against Air Strikes within MOR	0.55	1000km MOR of A/C	R— 5 T— 2
Amphibious Assault	D10	+2 to naval landings	0.55	120km	R— 3 T— 2
Transports	N/A	N/A	N/A	100x MMR of transported unit	R— 1 T— N/A
Air Units					
Recon/Drone	D8	-1 to Air Strikes	0.35	5,000km	R— 2 T— 1
Fighters/ Attacks	D8	+1 to Dogfights -1 to Air Strikes	0.40	3000km	R— 3 T— 2
Bombers	D8	-1 to Dogfights +1 to Air Strikes +2 to Air Strikes on Cities/Fortifications	0.40	10,000km	R— 3 T— 2
Transports	N/A	N/A	N/A	100x MMR of transported unit	R— 1 T— N/A
Helicopters	D8	N/A	0.35	450km	R— 3 T— 2

BASIC ACTIONS and THEIR IMPLEMENTATION

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

Espionage

Simply, Espionage is used to ascertain troop numbers, location, strength etc.

- It is done by the roll of a D20, and adjustments for any buffs/debuffs that character may have will be made.
- Highly successful rolls (closer to 20 than the threshold) will result in highly accurate (correct numbers and locations) information being obtained.
- Moderately successful rolls (one or two points above the threshold) will result in moderately (within 10-25% more or less than reality— in terms of distance and troop number) correct information being obtained.
- Unsuccessful rolls will result in no information being obtained.

Sabotage

Sabotage may consist of actions including those listed below. Sabotage may be executed by small groups of highly mobile units, or spies and espionage/sabotage specialist characters.

- **Attacking Supply Lines**
 - Attacking Supply Lines means to limit the ability of the characters in the opposing cabinets.
 - To first determine whether the attack was successful, Backroom chairs will roll a D20 and adjust for any buffs/debuffs that the attacking unit/character may have.
 - Upon a successful roll, IF NO TARGET IS SPECIFIED, Backroom chairs will assign a number to each of the characters of the target cabinet, and then roll a die that is the correct number of sides. The corresponding character to the number rolled will be affected by having their ability deactivated for 1-2 Deliberation Phases. However, IF A TARGET IS SPECIFIED, then that character's ability will be deactivated for 1-2 Deliberation Phases.
 - Unsuccessful rolls will count towards an ability being used if it was a character/personal directive. The use of troops (in an unsuccessful roll) may not necessarily result in their defeat/elimination.

- **Attacking Bases**

- Attacking Bases means to cause small-medium scale incidents within enemy bases, not to completely assault enemy bases for their direct control. Actions may include: drone strikes, bombings, kidnappings, poisonings, etc.
- To first determine whether the attack was successful, Backroom chairs will roll a D20 and adjust for any buffs/debuffs that the attacking unit(s)/character may have.
- Upon a successful roll, the desired outcome shall occur and the appropriate effects to the target cabinet shall be made known through a press release.

- **Attacking Armies**

- Attacking Armies (not to be confused with Assault) may be executed by small groups of highly mobile units, or spies and espionage/sabotage specialist characters. The aim of this is to undermine troop numbers or undermine their strength by applying debuffs.
- To first determine whether the attack was successful, Backroom chairs will roll a D20 and adjust for any buffs/debuffs that the attacking unit(s)/character may have.
- Upon a successful roll, either troop numbers will diminish by the difference between the number rolled and 20, divided by 20, or there will be a debuff placed on this army for the next two times it is used in combat.
 - **Ex (*diminish*)**. *If the threshold to succeed is 15/20, and the roll is 17/20, $20-17 = 3$, therefore the targeted troops will diminish by $3/20$ (0.15 or 15%). If 1000 Infantry units are located in the targeted army, the action will only leave 850 left, as 15% of 1000 is 150 (also, always round up).*
 - **Ex (*debuff*)**. *The debuff is based on the number of points above the threshold the roll is. If the threshold to succeed is 15/20, and the roll is 19/20, then the debuff for this Army for the next 2 times it sees combat is -4 ($19-15 = 4$). Meaning that the Army's D6 roll will be added to -4.*

Assault

In combined armed assaults (when more than one wing of the military is used, roll all of them together, account for debuffs and buffs together). All Losses are based on the success of the roll.

Ex) Australia has 6 Divisions of Infantry vs CPM's 10 Divisions of Militia.

6 d6ss vs 10 d6s (-10, 1 per militia)

Australian roll comes to 19/36 and CPM's roll comes out to 43/60 (including -10 debuff).

Australian roll is 52.8% successful, whilst CPM is 71.7% successful. As the CPM won this roll, the damage they did will be inflicted upon the Australian Infantry Divisions, i.e. 6000 - 71.7% which comes to 3167 (rounding to the nearest whole number)

- **Air Assault**

- Air Strikes

- Air vs Naval or Land, unless there is the presence of AA weaponry or AA units, whatever percentage of the roll that is made will be inflicted upon the target, otherwise each AA unit will subtract 2 from the attacking roll.

- Dogfights

- Air vs Air, 50% of aircraft stationed in nearby defensive formations and cities will be used to counter this attack OR if this occurs between two active air groups flying towards each other, then only those units will be considered when the roll occurs. *Ex) Afghanistan has 10 aircraft stationed in Kabul, and the USSR sends in 10 fighters, Afghanistan will have 5 d8s in a roll against the USSR's 10 d8s.*

- **Land Assault**

- This is a straightforward frontal assault that uses the dice representation of each land unit.

- **Naval Assault**

- This is a straightforward frontal assault that uses the dice representation of each naval unit.

- **Naval Bombardment**

- Naval can only attack within MOR, defensive values apply.

Defence

- **Entrenchment**
 - Uses Army Specialists to construct minefields or medical camps (2 of each max per location), these add +1 each to defensive rolls, these can happen in conjunction with Fortification (bases) or in mobile positions out in the field.
 - To create these formations, Army Specialists, Militias, or Infantry must be used, they will roll the equivalent number of dice representations, the higher amount wins.
- **Fortification**
 - Uses Army Specialists to create 'bases'. These 'bases' are new geographical entities on the map that give up to +5 to all defensive rolls when enemy troops attack this formation.
 - To create these formations, Army Specialists, Militias, or Infantry must be used, they will roll the equivalent number of dice representations, the higher amount wins.
 - The defensive buff of the base is based on the margin of victory
 - **50-60% +1, 61-70% +2, 71-80% +3, 81-90% +4, 91-100% +5**

'Special'

These are actions that do not necessarily fit into 'assault' or 'defence' strategies and their offensive or defensive nature depends on their use.

- **Naval Blockades**
 - This will reduce the effectiveness of nearby troops and limit enemy character abilities.
 - To first determine if the Naval Blockade is successful, the backroom will roll against the Blockaders to see if the Blockade is successful. Each Naval unit is represented on a D10, therefore the Backroom chairs will match a dice amount based on the number of Blockading units. *Ex) Australia uses 3 Capital Ships, 3 d10s are rolled for Australia and 3 d10s are rolled by the backroom chairs, the higher value wins.*
 - Successful rolls will result in a percentage deduction of enemy units that can be raised per DP within the MMR of the furthest moving ships on Sea and the MOR of the furthest operating ship on Land. The percentage is based on the difference in the victory. *Ex) In the 3d10 rolls, if Australia triumphs with 27 over the backroom's 20, then the difference of 7 will be divided into the total*

potential value of the roll which is 30. $(7/30) \times 100 = 23.4\%$ (rounded to 3 significant figures for convenience).

- Failed blockades cause no effect
- **Blockade Running**
 - The opposite of blockades, this will entail the use of ships to try and manoeuvre around the blockade.
 - To roll this, we use the number of blockading ships to find out the dice total, and the base threshold of success is 85%, using the same number and type of dice. *Ex) If 3 ships are blockading, then a roll of or higher than 25.5 is required (round to nearest whole number, so 26 or higher).*
 - Successful blockade runs will negate the blockade effect for one DP
 - Failed runs cause no effect

SCENARIO EXAMPLES

These Scenario Examples were to be used at THAIMUN VII, and now will be incorporated into THAIMUN VIII. They were chosen for their Cold War contexts, similar structures in terms of having 3 de-facto camps:

- Intervening Forces (usually on the side of the Local Forces)
- Insurgent Forces
- Neutral/Local Forces

The Scenarios also have an outline of the cabinet's 'goal'. The goal will allow delegates to determine what type of Victory Condition will be required for their cabinet to win.

Scenario 1: The Second Malayan Emergency (1968-1989)

- International Allied Forces: Quash the Communist Insurgents.
- Communist Party of Malaya and Allies: Liberate Malaysia by taking complete control of the government and expelling foreign troops.
- Local Malaysian Administration and Allies: Determine a future based on the will of their people (may side with either faction or go it alone).

Scenario 2: The CIA Tibetan Programme (1958-1972)

- PRC and Allies: To capture/surround the Dalai Lama and occupy Tibet by destroying locations of cultural significance.
- CIA and Allies: To extract the Dalai Lama and resist China for as long as possible.

— Tibetan Administration: Can either help extract the Dalai Lama or defend their national and cultural sites from China (Lhasa, etc).

Scenario 3: The Soviet-Afghan War (1979-1989)

— USSR and Allies: To defeat the Mujahideen and take control of the DRA in order to install a new head of state.

— Mujahideen and Allies: To expel the Soviets and establish an Islamic Republic within Afghanistan.

— Democratic Republic of Afghanistan: To maintain control of the seat of government without conceding to the Soviets or the Mujahideen/CIA.

SCENARIO CHARACTER TRACKER for Backroom Chairs

The following is an example Character Tracker for the Backroom and Cabinet chairs to use throughout the Committee’s duration in order to ensure meticulous bookkeeping and precision. A tracker can be made for each Character individually, or a document can be made that is inclusive of all Characters.

<p>Name: Lord Cardigan Cabinet: Ottoman Allies Ability: <i>Retrospect</i>— After every two military failures, each confrontation that Cardigan is directly involved in gains +1 (cumulative). I.e. if he has 4 military failures, his roll gains +2 in the next engagement.</p>					
Starting Troops	Starting Location/s	Starting tokens	Current Troops	Current Location/s	Current Tokens
10 Cavalry Divisions	Inkerman, Crimea	400	2 Cavalry Divisions	Sevastopol, Crimea	230
5 Divisions of Infantry			4 Divisions of Infantry		
			12 Divisions of Militia		