



# LEMUN 2014

Friday 21st of November - Sunday 23rd of November

## GREAT EXPECTATIONS



Leiden, 22<sup>nd</sup> of October 2014

Dear delegates and MUN directors,

With this letter, we would like to inform you about the set-up of the Historical Committee and the Rules of Procedure we will use.

A hundred years ago, war broke out in Europe. Everybody thought it to be a short war and many soldiers went into battle almost cheerfully, thinking to be home by Christmas. Nobody expected this war to last for four years, killing between fifteen and eighteen million people. The First World War changed the way of fighting and the way we look at war. To commemorate this important war, the LEMUN staff decided to organise a Historical Committee, which will focus on the run-up of the First World War.

This posed us with some difficulties: how could we organise such a committee without violating the memories of those lost during the Great War? We wanted to conduct the committee with a military, but more importantly, also a diplomatic and political aspect. Thus, we decided to use the board game 'Diplomacy', which was designed in 1954, but was released several times after and has many variants, mostly designed by non-commercial game fanatics. We also decided to change some of the rules and introduce some novelties. We will first explain the set-up of the game and then explain how one can prepare for it.

Diplomacy takes place in Europe and begins in the spring of 1901. Seven countries (the United Kingdom, the German Empire, the Russian Empire, France, Italy, Austria-Hungary and the Ottoman Empire) start with some armies and / or fleets. Europe is divided in several territories, of which some are a 'supply centre'. For each army or fleet you have, you need to have one supply centre. When one country has conquered a certain amount of supply centres, it wins. So the supply centres do not only give you the opportunity to enlarge your armed forces, you also need them as 'victory points'.

You can only do earn victory points and win by negotiating with the other countries. The game is thus designed, that no one can win without the help of other countries. On the other hand, you most likely will have to break the treaties you have negotiated in order to win. This makes our Historical Committee a more diplomatic committee than other MUN committees and delegates will need to lobby far more often.

After negotiating, all delegations will write down the orders they want to give to their armies and fleets. After that, the Student Officers will execute the orders and replace the units on the map. If there is a conflict because two or more units are ordered to go to the same territory, the Student Officers will follow the play rules and decide which of the units 'wins' the battle. This might seem a little 'Risk-like': ordering your armies to fight battles and win territories on a giant map. However, the element of chance is completely absent from



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Diplomacy: throwing the dice is not used as a way to solve battles, because there are rules about those battles and who wins them. Thus, Diplomacy is a far more strategic game that forces one to plan ahead and negotiate deals with other delegations.

We believed that a political element was missing from this game. That is why we have introduced 'political victory points'. Delegates will not only have to negotiate military deals, they have to lobby on political subjects as well. These victory points may include organising an international conference on the ban of weapons, securing a specific territory, the establishment of an international organisation, etc.. We have based these political points on actual historical events. To ensure all delegates have the same chances when it comes to negotiating, we will give them these points at the conference.

Delegates can, however, create their own political victory points. They should do research on their country between 1895 and 1930, specifically their international interests. If you manage to achieve an interest and you can prove to the Student Officers that this really was one of your country's interests, the Student Officers will decide how many victory points you will get from it, based on the severity of the achievement. The delegation that possesses most victory points at the end of the conference 'wins'.

Besides political victory points, we have added another political element to the Rules of Procedure. At the beginning of every season (in Diplomacy, a year consists of Spring and Fall) all delegations will have to entertain a speech. They have, for example, the chance to explain their troop movements, argue for an international conference or express their dissatisfaction with another country.

We have attached our adopted version of Diplomacy's rules of play, the Rules of Procedure, to the e-mail to which this letter was attached. As this is the first time LEMUN organises a Historical Committee and the Rules of Procedure are somewhat experimental, the Student Officers withhold the prerogative to adapt the Rules during the conference so that the committee will be a success to all delegates.

This brings us to the preparation delegates can do in advance. Firstly, do the research on your country's diplomatic interests and document your sources (!), in order to gain more victory points. Besides, study our Rules of Procedure. Please note that it is very useful to know the rules with which the 'standoffs' are solved, as you need to base your strategy on them. It is not necessary, however, to learn them by heart, especially the part of the Rules of Procedure that deals with 'Rare Cases and Tricky Situations'. These are indeed rare cases and tricky situations and if they occur, the Student Officers will know what to do.

Secondly, it might be very useful to play the game online before doing it at our conference. There are several website that organise Diplomacy games, such as [www.playdiplomacy.com](http://www.playdiplomacy.com).



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Playing the game makes you understand the rules better and gives you an insight in what you are expected to do at the conference. Please note that these web-based games do not include our political victory points and that most follow the standard rules.

There are not many more ways to prepare for the Historical Committee. The delegates will play a Diplomacy game on Friday afternoon without our adoptions, just to learn the basic game and strategic moves. For this game, they will not represent the countries they are assigned with. On Saturday morning, the actual committee will start and delegates will represent the country assigned with.

We hope we have informed you well through this letter and our Rules of Procedure. If you have any questions left about the Historical Committee at LEMUN 2014, please do not hesitate to contact us by email. Our email address is [rotteveelmansveld@lemun.org](mailto:rotteveelmansveld@lemun.org).

Yours faithfully,

Max Callies – President of the Historical Committee

Joost Rotteveel Mansveld – President of the Historical Committee

Yuri Robbers – Board of Directors

Frans Rotteveel Mansveld – Board of Directors