UTMUN 2024

Court of Henry VIII: Thorn Among The Roses

MECHANICS GUIDE

The Crown's Influence:

The Nation's Status Matrix

The "Crown" will be given an update from the crisis team about the status of the nation as a whole represented by a matrix. This matrix will present four major categories: popularity, financial status, military power, and alliances.

Popularity status reaches beyond the royal court to the people of England and the monarchy's reputation with the general public. Consequences of low popularity may include riots, the rise of pretenders—illegitimate individuals making claims to the throne—and general discontent/resistance to the authority of the Crown. General popularity will be measured on a scale of 0%-100%, representing the approval or discontent of the population as a whole. This percentage is largely affected by policies pertaining to the raising of finances to sustain warfare.

Financial status measures the nation's overall financial status in ducats. We will equate the value of 10 ducats (1500 USD) to roughly feed, house, and maintain a single soldier comfortably for approximately 1 committee session. England will also generate revenue (mainly through taxes) which can be affected by actions such as raising taxes or negatively through the duration of fighting lengthy wars.

Military power relates to the number of personnel under England's direct command and will vary depending on the outcomes of battles, the raising of levies, and training. Professionalism represents the quality of soldiers, low professionalism can negatively affect battle outcomes and potentially lead to insubordination. 100% represents an ideal and trained army, every 1000 additional soldiers lowers army professionalism by 10% and fighting in battles increases it.

Lastly, **alliances** relate to the nation's diplomatic relationships with other states, this affects areas such as political relations, economic partnerships and trade, security and defence, international organizations such as the church, cultural exchanges, etc. Alliances will be numerically represented (i.e. Spain +50 Friendly) and shared with delegates at the beginning of committee sessions.

Character Mechanics:

Promotion

The modern-day equivalent of climbing the corporate ladder, delegates can be promoted to a rank above their current position and have new positions bestowed upon them. Promotions are evaluated by staff based on improvements in Character Matrix stats or detailed private directives explaining why a promotion ought to be considered.

Espionage

At any time during the conference, delegates are each given one opportunity to intercept one note being passed between other delegates. This cannot be used to intercept notes to Crisis. When delegates wish to use this ability, they must inform Crisis of a) which delegate's note they want to intercept, b) to whom that delegate is writing, and c) a plausible plan for interception using their personal resources. If other delegates are able to execute preventative tactics to strengthen their personal security, then there is a chance that espionage fails and the target is informed, thus, delegates are advised to use this ability at their own risk.

Marriage

Marriages must adhere to proper procedure, including written consent from all parties involved via notes, followed by a public announcement/ceremonial speech of duration max 1 minute following which the marriage will be officially recognized (this mechanic takes precedence over all substantive motions in disruptiveness). Please note that marriage-related motions may be ruled out of order at the Dais' discretion and should be raised only when they adhere to the committee's overall goals and fit within the context of debate.

Battle Simulations:

Round Tables

In conjunction with the structured timed crises, to stimulate armed conflicts and battles, delegates can expect a round table to immediately commence. Round tables require delegates to all gather in a designated area around a provided map of Europe/countries in conflict with one another and delegates will be asked to manoeuvre troops (represented by different coloured bingo tiles) into position in response to threats. Based on the situation, delegates can expect to make moves and receive updates via crisis updates or Crisis may respond immediately through moving bingo tiles as well.

Again, this will all operate under a time constraint so any actions that delegates take in battle simulations will be passed in real-time, such decisions are majority rule/collective decisions. Voting procedure will be at the Dias' discretion and can be either a written public directive followed by tile movement or a verbal/physical (hand-raised vote) agreement along with binding tile moves.

Crisis Updates:

Timed Crisis

This committee will incorporate different structured time crises, these are strict time constraints under which the committee goes directly into an unmoderated caucus to discuss a topic set by the Crisis team. Before the time elapses, delegates must complete a public directive or take action in round table simulations. Time constraints vary in length and will be announced as the committee enters into a timed crisis. Penalties are in place should delegates be unable to pass a public directive or make a battle move within the time allotted.

Update Types

Crisis updates can be expected to be presented in various formats tailored to the situation, however, the main types include the following:

- *Town Crier*
  Hear ye, hear ye, messages will be brought to the committee via an announcer who will broadcast the latest news to the delegates. Updates brought by the town crier are known to the general public and not only to the royal court.

- *Announcement Board*
  This will be presented to delegates via Google Slides presentation in the format of an announcement board. Such updates may include information privy to only delegates and not available to the public.

- *Printed Flyers*
  These will be hung around the room and can be expected to be used only for special updates concerning individuals, such as missing/wanted posters, etc.