



CRISIS COMMITTEES | 2014



SPARTACUS: THRID SERVILE WAR
(JOINT CRISIS)



Dear delegates,

To first clarify, I am not really the director who will be sitting in with you, instead I am the Crisis director, in charge of making sure both committees run well in parallel. I am delighted you have chosen to partake in our Classical adventure. And if you had no choice and your delegation forced this upon you, then I guarantee you could have found yourself in something much, much worse. This committee will be both engaging and subtly educational for a few reasons. A) Nothing beats the Classical period for drama, high stakes and general epicness (sic). B) This *particular* phase of Roman history may seem somewhat obscure, but in fact it sets the scene for the most dramatic changes in the history of the soon-to-be Empire (hint hint). C) If you haven't been in a crisis committee before, get ready to leave the realm of mind-numbing GAs forever. If you have, then get excited to plot, devise and conquer to your heart's content. Your staff are very experienced with crises, and this isn't my first rodeo either. Or chariot race at the hippodrome I guess.

Good luck, please in the name of Jupiter read the whole guide, and have fun!

Liam Brister

Crisis Manager - 3rd Servile War



Tips

The key to success in crisis committees is improvisation. You simply won't be able to come with a plan that covers more than the first hour at most. But improvisation isn't an excuse to be ill prepared; on the contrary it makes it all the more vital you have a thorough *understanding* of the world you are inhabiting. It's more like method acting than debating in a lot of ways. I try to use a lot of immersive language and references in the guide specifically to get you thinking in that frame of mind. If you don't understand something, look it up. Get to know what Rome was really like in *this* period and not just work off a generalized knowledge of a civilization that lasted over a thousand years (yes I include Byzantium, and you should too). Understand your and other's characters and how they seek their own goals.

Very Important - Also note: In some cases, historical records leave something to be desired, in other cases there is a downright dearth. I understand this. In fact, for the purposes of this simulation, I have committed egregious academic offenses in order to make things more interesting. In cases where information is sketchy or non-existent I have invented plot lines and characterizations. In other cases I have changed dates slightly or filled in the blanks in a character's timeline. In the case of the slaves, I downright invented a whole narrative because historical sources only started caring about people who were crucified around 30 AD. Never fear, this narrative is spun intentionally so as to create an interesting, intriguing and historically plausible crisis committee.

If you've never been in a crisis before, you'll pick it up quickly on the day. I can't really teach you here but there's some basic principles you should be aware of. The committee is moved forward by directives, which are either public or private. Public directives are like mini resolutions, in that they have only operative clauses and you don't have to worry about fancy wording (although the chair would smile upon appropriate use of proverb where applicable). They also actually happen. I know! A model UN simulation that goes somewhere! Incredible right! Besides public resolutions they are also private directives that you slip to the chair in the form of a note. Private (or portfolio) directives are things which your character controls in the simulation and so doesn't need to be exposed to the committee. Be warned: the effects of your actions may well be leaked to the committee however and your fellow delegates will also be trying to meddle with your best laid plans.

From here on, you are reading a report prepared by the most learned Greeks among the slaves.



The Nature of the Republic

It is the 3rd year of the 175th Olympiad (73 BC)

The Senate and People of Rome (SPQR) rest in control of the entire Western Mediterranean. With the Second Punic War concluded, the Republic is at peace and is prosperous. And yet, it seems poised to achieve even greater glories. It appears any threats to the power of the City of Aeneas will not come from the frontiers, which are firmly controlled by the legions and the governors, but perhaps from the power struggles of senators and the forever unruly plebeians.

As of yet, we cannot call Rome an Empire, for power rests firmly with the Senate, at least in theory. Power is constantly in flux between the Patrician dominated Senate and the rising middle class of the plebeians, who often claim to speak for the people. In reality, many of these *Equestrian* are as rich as the Patricians. In the numerous newly conquered provinces, the governors are appointed by the senate and reign largely independently. This means they are responsible for civilizing the barbarians, protecting Roman trade and when possible expanding the frontiers of their demesne, as Julius Caesar recently did largely of his own accord.

The senators are elected by the citizens of Rome, made up of Patricians and equestrians and . In theory the most powerful post in the Republic is the consulship which is shared by two men nominated by the senate and ratified by the plebs. A myriad of other bureaucrats and magistrates keep the Republic running and the all important grain supply running. Without grain, victories abroad and entertainment the mob of Rome and the other metropolitan centres of Italia are in constant threat of rebellion. Not only the mob, made up of poor and landless Romans, but also the slaves, imported from around the Mediterranean and main labor force on the huge estates of the Patricians. If this population were to go into revolt the food supply would be disrupted and the great wealth (in human capital) of the landed elite would be lost (or more accurately crucified).

A number of social factors currently are at work in Roman politics. First, The Patricians and Equestrians now hold most farmland and operate huge agricultural operations based on slave labour imported from the newly conquered provinces. The landless plebeians now flock to the army, the provinces and most of all the cities in search of work and political voice. They are somewhat successful in all three and populist leaders are all the rage in Roman politics. The masses are also deeply patriotic and flower praises on victorious generals. Celebrations called 'Triumphs' are held by the senate to officially welcome back war heroes and these are often a sign of rising political favour.



The State of the Republic

Of late, the rapid expansion of Rome has brought new challenges to the Republic. Populists, who we have noted are now quite powerful, have removed the senate's undemocratic powers and have redistributed land from the Patricians. In doing so they have severely weakened the senate and empowered the tribunes, the representative of the plebeians. This began the split of the senate into 'populares' or populists and 'optimates' or patricians.

Barely a decade ago, the optimates Consul Lucius Cornelius Sulla was dispatched by the senate to conquer northern Asia Minor. Fearing a patrician would have a glory of a successful conquest, a populares tribune used his power to recall Sulla, who promptly returned, but with his army in tow. He then seized control of the dictatorship, a special emergency position, and reverted many of the changes made by the populares, dying just a few years ago. The Republic hasn't been the same since. Although democracy has been restored, a terrible precedent has been set and the mob is more temperamental than ever and has proven its willingness to support the leader of the day, whether he be a populist politician or a successful general.

The Armies of the Republic

The legions have been reformed in the last quarter century, and are now streamlined, nearly self-sufficient war machines in their own right. Soldiers are now recruited from all classes for a period of 25 years, after which they will be given a sizable plot of land in the provinces. This serves both to build a professional force of veterans and to populate the newly conquered areas with loyal Romans. It also eliminates the class distinctions within the military that led to so many rebellions in the early days of the Republic. The legions are well equipped with arms and armour provided by the state, a rarity among our rivals, although this makes them prohibitively expensive. These costs are partly recouped by the bounties of sacking new territories. They are also engineers without equal and are capable of constructing roads, fortifications and siege works on their own. The legions are almost exclusively garrisoned in the frontier provinces where they are on hand to deal with rebellions and invasions. In this case they fell under the command of the local governor, and are forbidden to enter Italy until redeployed by order of the Senate. Leading an army across the Rubicon, the river in northern Italy which all returning armies must cross, is an act of high treason.

There are also the militia, and the auxilia. The militia are part-time soldiers based in all cities and act as police, firemen and garrisons in the more docile provinces. Their quality is questionable and they are more suited to hunting bandits than fighting on the battlefield. The auxilia are non-Roman soldiers who serve in specialized roles that Romans find below them, such as cavalymen, archers and scouts. Because they are essentially barbarians, auxilia operate closely with the legions to ensure continued loyalty.



The Current Situation

Just four weeks ago your band of gladiators in training broke free from the *ludus* and escaped into the countryside with arms and armour. Since then you have gathered a modest number of slaves from the surrounding country estates and beaten off the first private guards you encountered. From now on it will only be tougher. For now, looting will suffice to keep you and your company fed, but you also need more weapons to arm your men and a safe location to locate the women and children. You also need to determine what you're actually fighting for. The slaves and gladiators are a diverse group, made up of Gauls, and other western barbarians, Thracians, and other easterners, and the criminals and slaves who are in fact Roman. The main camps are separated along these ethnic lines.

The Roman underclass, consisting of slaves and convicted criminals, have no life outside of the Republic and seek mainly to force the senate to recognize their personal freedom, though not actually the emancipation of slaves as a whole. They also want to be given land from the over-wealthy patricians just as the plebs were given land by Cinna in the past.

The Gauls are an altogether prouder group, and have mostly been taken away from their lands within this generation or the last. Gallic peoples also hail not only from Gaul itself but across Europa including the Balkans, Hispania, and Asia Minor. Many other northern tribes have allied with them including Germans and Britons. They see the Easterners especially as craven, and too sympathetic to the Romans. Crixus on the other hand is looking to build an army with which he can plunder Italia and sack Rome herself, to what ends remain to be seen.

The Easterners, led by the the Thracian Spartacus, who is currently the most powerful leader of the rebellion, have different ambitions. Their group is made up of Thracian and Macedonian prisoners of war, domestic Greeks servants and liberated Phoenician oarsmen. The actual practice of slavery is nothing new to them and they mostly see themselves as neither barbarians nor peasants, and rather as civilized peoples who wish to be recognized as such. They wish to escape slavery and perhaps Roman rule altogether.

Spartacus: Spartacus himself was auxiliary in the Roman army, and doesn't seek the destruction of Rome, but rather to return his people safely, whether that is by taking them out of Italia or by agreeing to an amnesty. So far he has shown himself a champion for the domestic slaves, especially the women and children. Ultimately, he would prefer not to distinguish between backgrounds and instead lead as many people as possible to salvation.

Crixus: Crixus, like Spartacus, has not been a slave for his whole life and also has military experience in his homeland of Gaul. He has come to lead many of the Gallic factions of the revolt because of his noble heritage and ferociousness in combat. His longterm goals are unclear even to him, but he undoubtedly seeks to do as much damage to Rome as he can.



Castus: Castus is of Germanic ancestry, and represents the desires of his subgroup. Perhaps because of his roots, he is among the more bloodthirsty of rebels, and is also less loyal to Crixus personally. As one of the original gladiators, he is a veteran warrior, though hardly a cunning strategist.

Gannicus: In his life before slavery, Gannicus was a Gallic druid, a religious figure of enormous importance to the Gallic peoples. Many Gauls readily accept their word as law, and so leaders are wise to consult them first.

Oenomaus: Oenomaus is a Pheonician hailing from the Carthaginian colony of Carthago Nova in Hispania. Originally a merchant captain turned slave rower by pirates, he is closest thing to a naval commander the slaves have, which may come in useful if they want to leave Italia. He is more sympathetic to the Hellenes than the 'barbarians' and he despises Romans.

Lysimachus: Lysimachus was a *servus publicus*, a highly skilled slave owned by the state as a scribe and accountant. He is in fact a highly educated Greek, and not at all a fan of heroic last stands.

Kasandra: Kasandra is a Latin slave, recently set free by the advancing rebels. The only woman allowed into the war counsels of the slaves, she largely speaks for the women and children who make up the majority of the *liberati*.

Nicomedes: Nicomedes was born a slave, as was his father before him, and he has spent his life on a agricultural estates. He is the main leader of the enslaved Latins, who though they have the least skill in warfare are also a huge majority. Having worked in a Patrician family his whole life, he is well aware of the power of treachery.