

WestwoodMUNCII

Game of Thrones Committee

In a continent crippled by civil strife, what will the Great Houses do to maintain peace?



Letter from Chair:

Dear Delegates,

Welcome to the WestwoodMuncII Game of Thrones Committee. My name is Allison Marcus, and I will be your chair. I am a senior at Westwood High School, and I have been doing MUN for four years. I am a huge Game of Thrones fan and am very excited to chair this committee.

This committee starts in the middle of the first season of the show, and aims to find a solution to who will have control over Westeros. Right now, tensions are high and many people are after the throne. Robert Baratheon, King of the Seven kingdoms, is dead, but Ned Stark is still alive. You will not need an extensive knowledge of the TV show or the book series to be successful in this committee, but you should have an understanding of who the other characters are and what has been going on Westeros up to Robert Baratheon's death. From there, you will not have to follow the plot of the story, and you are encouraged to progress throughout the committee making decisions different from what happens during the show or the books.

From,

Allison Marcus

Delegates,

Since Westwood MUNCII is being run as an entirely crisis-based conference, it is important for newcomers to the format to be familiar with the rules of procedure, as it does diverge from some of the more traditional General Assembly procedures. Please see below for a quick rundown of most of the rules we will be following for the duration of the conference:

I. Overview:

Crisis committees are run differently from “normal” Model UN committees. Because they are run at a very fast pace, each committee is run in a perpetual moderated caucus. This means that instead of a Speakers’ List, the chair will set the speaking time and the topic at the beginning of the first committee session. The rest of the committee follows normal parliamentary procedure with a few notable exceptions.

II. Format:

As previously stated, the format of debate differs slightly from a general assembly in a crisis simulation. There is no speakers list and therefore, the default method of debate is the moderated caucus. It is encouraged that the first motion be a round robin so as to ascertain the positions of others in the committee. This will serve as a good jumping off point for seeing who delegates are most likely to work with and who is most likely to get in the way of achieving their goals. After that, delegates will be able to motion for the “traditional” (un)moderated caucuses, round robins, straw polls, moving into voting procedure, etc. In order to make any of these motions, a delegate must be recognized by the chair by raising their placards. Points and motions may be made between speakers.

III. Directives:

Delegates **do not** work to pass resolutions. Rather, they will pass a series of *directives* that are binding, take effect immediately and can potentially alter the course of events for the entire crisis simulation. A directive is a specific action that the committee wishes to take.

VI. Personal Directives & Portfolio Powers

Additionally, individual members of the committee may pass *personal directives* depending on their “portfolio powers.” Portfolio powers are special privileges that are specific to a position, which will either be assigned in the Background Guide or at the start of committee. These powers can range anywhere from allocating funds for military development to taking military action and carrying out assassinations.

These actions do not need to be passed by the committee at large and their effectiveness is determined by their feasibility and the crisis staff. It is suggested that delegates refrain from sharing what personal directives they are planning taking as they should be used to achieve personal objectives that might not always align with the interests of the committee as a whole. Delegates with the ability to spend money will be updated on their budget at the beginning of each committee session. Budgets will not increase unless that individual is specifically allocated additional funding by the committee.

V. Communication:
Communication is an essential part of any crisis simulation. At the beginning of the conference, delegates will be provided with a pen and a pad of paper. They may use the paper to write notes to each other, write up directives, or organize thoughts. Regarding note passing: delegates may pass notes to each other during committee while other members are speaking, but this privilege may be revoked by the chair should it distract from the debate. Specifics about note passing will be addressed at the beginning of the first committee session by the chair.

VI. Conference Prep:
In order to prepare for this conference, it is **strongly** recommended that each delegate consolidate their thoughts and strategy by writing a position paper. Delegates that do not submit a paper by the deadline below will not be eligible for awards. Position papers should:

- Be 1-2 pages in length single spaced, 12 point font
- Address specific questions from the Background Guide that are relevant to your character
- Outline your character's likely optimal resolution and steps you need to take to achieve it
- MLA or Chicago style citations along with a Works Cited or Bibliography

Please email your position paper to your chair no later than **11:59 pm on Sunday April 22** so that they have adequate time to read them.

Once again, please feel free to email your chair or crisis director with any questions you may have regarding conference policies or procedures.

Best,
WestwoodMUNCII Staff

Introduction

Westeros is a land embroiled in strife. Deep family ties and layers of alliances have created a powder keg, itching to explode. It seems the fuse has been lit, as crises from all sides move against the kingdom. Will failure by the prominent and powerful be the downfall of all Seven Kingdoms? Or will our leaders will band together against approaching desolation?

Robert's Rebellion was the conflict that determined the current political climate of Westeros. The Targaryen's had long been the rulers of Westeros, but the Targaryen downfall began when Prince Rhaegar Targaryen kidnapped Lyanna Stark, who was betrothed to Robert Baratheon. Brandon Stark, Lyanna's brother, heard of this event and rode to King's Landing to confront Rhaegar. He was arrested by King Aerys II, the Mad King, and was executed alongside his father and many others. Aerys then called for Lord Jon Arryn to deliver to him the heads of Robert Baratheon and Eddard Stark, who was now the Lord of Winterfell. Arryn did not comply, and raised his banners in rebellion. Thus started Robert's rebellion, the bloody civil war that cost the lives of thousands. Of the many engagements in Robert's rebellion, two contributed greatly to the current situation in Westeros. At the Battle of the Trident, Robert Baratheon slew Rhaegar with a massive warhammer. Following this, the powerful Lannister family, which had remained neutral, sacked King's Landing and Jaime Lannister slew Aerys Targaryen, ending the century-long Targaryen reign.

The heir of House Targaryen was killed brutally, which caused a falling out between Robert and Eddard, as Robert was pleased by the deaths but Eddard was appalled. Eddard rode south to complete the campaign and rescue Lyanna. After slaying the men guarding Lyanna at the Tower of Joy, Eddard found a dying Lyanna.

Not all Targaryens were killed however, as Daenerys and Viserys Targaryen escaped across the narrow sea. In the years following these events, Eddard and Robert joined together to put down a Greyjoy rebellion, while Eddard grew into his role as Steward of Winterfell, and Warden of the north, while Robert became King, though he was forever dogged by the death of Lyanna. Unbeknownst to Robert, Daenerys and Viserys grew up across the sea, raised by Targaryen loyalists who hoped to see the Dragon Lords once more reclaim the throne of Westeros.

We have linked a recap of season 1 of Game of Thrones. **Disclaimer: there is some adult content in this video including language and intimate scenes with blocked out nudity.** You are not required to watch the recap, but we have provided it as a refresher. Please do not watch if you do not feel comfortable and you will NOT be at a disadvantage. [Season 1 Recap](#)



Topics to consider:

The Internal Crisis:

Internal politics and chaos are tearing Westeros apart. Robert Baratheon has recently passed, and the line of succession does not seem clear. Ned has been thrown in jail by Cersei Lannister on accounts of treason, and claims for the Iron Throne are popping up all across Westeros. Additionally, the Starks are livid about the treatment of Ned and the hostage situation of Sansa and Arya. Tensions between the Lannisters and Starks, the two most powerful families in Westeros, are higher than ever. Civil war seems looming on the horizon.

Questions to consider:

- What should be done to make peace between the Starks and Lannisters?
- Who should be the rightful king of Westeros?

The Northern Crisis:

An existential threat looms on the horizon. Reports from the Night's Watch indicate that the wildlings have rallied a massive army behind the "King Beyond The Wall." This army is reported to be 100,000 strong with monsters and giants. An attack seems imminent and the Night's Watch is poorly manned. Outgunned and short of supplies, the Night's Watch faces a grim outlook and desperately needs men and weapons. To make matters worse, reports of the living dead haunt members of the Watch. A wildling invasion and conquest could potentially unravel the entire Westeroisian way of life.

Questions to consider:

- Should we believe in these fairy tales about dead men rising?
- Should we reinforce the Night's Watch or focus on our own squabbles?

The Eastern Crisis:

Spy reports from the East tell an alarming tale. Daenerys Targaryen is rumoured to be alive and pregnant, holding the child of Khal Drogo, a Dothraki warlord. Drogo has an army of 100,000 and all he needs to do is cross the narrow sea to reclaim his child's birthright. The spies also indicated that Daenerys has 3, lucrative unhatched dragon eggs that could buy her enough boats to send Drogo's army across the Narrow Sea.

Questions to consider:

- What should be done with Daenerys and her child? Is it right to murder a child?
- Where does this threat line up on the priority list in regards to the Northern and internal conflict?

Roles:

Jaime Lannister: A member of the Kingsguard, widely viewed as one of the greatest swordsman in Westeros. He is known as "Kingslayer" for the role he played in Robert's Rebellion as he killed Aerys II, the King he was sworn to protect. **Powers:** Controls 30,000 Lannister troops and 1,000,000 gold coins.

Robb Stark: The oldest son of Eddard Stark, heir to Winterfell. His prowess in battle and skill as a commander makes him a formidable force in the Westerosi geopolitical landscape. **Powers:** Controls 20,000 loyal Northern soldiers and a direwolf.

Stannis Baratheon: The elder brother of the late Robert Baratheon and the Lord of Dragonstone. Known for his belief in swift justice, Stannis Baratheon is a grim and serious commander who expects discipline and chivalry. **Powers:** Commands 25,000 soldiers and 20 ships.

Renly Baratheon: The younger brother of Robert Baratheon, well-liked among the Seven Kingdoms. Renly's charisma and ability to garner support makes him a formidable player in the Game of Thrones. **Powers:** Commands 20,000 soldiers and 180 ships.

Tywin Lannister: The richest and most powerful man in the Seven Kingdoms, he quietly maneuvers pieces in the Game of Thrones to enhance his own grasp of power and wealth. Father of Cersei, Jaime and Tyrion Lannister, Tywin must deal with his quarrelsome children as well.

Finally, Tywin commands the massive Lannister Army, widely considered the cream of the crop of the Seven Kingdoms. **Powers:** Commands 30,000 soldiers and has 10,000,000 gold coins as well as 50 ships.

Tyrion Lannister: The Dwarfish son of Tywin Lannister, Tyrion has a soft spot for the outcasts. A genius in all respects, Tyrion is a master at planning and maneuvering pieces in the Game of Thrones. **Powers:** Powerful schemer who can manipulate people behind the scenes.

Cersei Lannister: The Queen of the Seven Kingdoms, Mother to Joffrey, Tommen and Myrcella Baratheon. Cersei loves her children but is ruthless in her quest for power and her family's safety.

Powers: She owns the loyalty of the Kingsguard and the Gold Cloaks which number 1,000 strong.

Petyr Baelish: Also known as Little Finger the Master of Coin under Robert Baratheon. Baelish is one of the most crafty character's in the series. From the outside, he is a quiet, well-spoken treasurer, but secretly, he is putting together the pieces for your downfall. **Powers:** Baelish is the master of coin and can control the treasury of the 7 kingdoms. Also, he has a vast network of informants.

Catelyn Stark: The wife of Eddard Stark, lady of Winterfell. Above all, Catelyn is concerned with her family and keeping peace in the Stark Household. **Powers:** Adviser to Rob and commands allegiance of Northern houses.

Walder Frey: The Head of House Frey, located at the Twins, an important crossing. Frey is an opportunist, and he will only commit to any battle if he knows the winning side. **Powers:** Holds dominion over important crossing point between North and South parts of Westeros.

Balon Greyjoy: Head of House Greyjoy, Balon Greyjoy is the bitter and irritable Lord of the Iron Islands. Balon incited a rebellion years back against Robert Baratheon, but that was quickly quelled, and as reparation, his son Theon became a steward for the Starks. **Powers:** Master of the seas, controls 50 of the most powerful and fast ships in Westeros.

Maester Pycelle: The Maester of the Red Keep. Pycelle is a loyal man who does his duty to the Lannisters. Pycelle is not so much concerned with power as keeping his head off the spikes around King's Landing. **Powers:** Advanced knowledge about poisons and explosives that can be exploited for war or political purposes.

Margaery Tyrell: The young Lady of House Tyrell. Margaery is ambitious and cunning in true machiavellian fashion. She works to climb the ladder in the great game, hoping to end at the top. **Powers:** Masterful manipulator and has the High Garden Armies at her disposal.

Varys: An Advisor to the King and a member of the Small Council. Varys is a cunning player in the game as well and he has an advanced network of spies. Varys is truly a man who knows everything and his actions will guide the fate of the kingdom. **Powers:** An advanced network of spies who keep him extremely well informed.

Sir Barristan Selmy: An older member of the Kingsguard, known as the best Swordsman in Westeros. Concerned with justice and loyalty, Selmy is one of the most respected knights in the Seven Kingdoms. **Powers:** Commander of the Kingsguard, an elite team of 7 knights sworn to protect the King.

Joffrey Baratheon: The son of Robert Baratheon, next in line to the Iron Throne. Joffrey, like all children of Cersei, has lived a privileged life. Joffrey demands respect and control from all of his subservients. **Powers:** Acting King of the 7 Kingdoms, has the endorsement and protection of the Lannister family and their army.

Theon Greyjoy: The son of Balon Greyjoy who grew up at Winterfell as a Ward of Eddard Stark. Theon feels like a captive at the Starks and has some serious self-confidence issues; consequently, he constantly feels the need to redeem his pride and family name. **Powers:** Heir to the throne of the Iron Islands and can influence the loyalty of the troops and ships of the Iron Islands.

Lysa Arryn: The Lady of the Vale and the wife of the late Jon Arryn. Lysa commands the powerful Knights of the Vale but she is estranged from reality and prefers the solidarity of her castle. **Powers:** Controls the Knights of the Vale, and elite calvary of 2,000 knights whose battle prowess is unmatched in the 7 Kingdoms.

Mace Tyrell: The Lord of the Reach. The Tyrell's command a powerful army as well as the food supply of Westeros. This position puts Mace Tyrell in a unique bargaining position. **Powers:** Controls 20,000 soldiers from High Garden and the food supply of Westeros.

Commander Mormont: Commander Mormont leads the Night's Watch. He was exiled to the Wall after supporting the losing side in the last war. He is an honorable man who desperately needs men and arms at the wall. **Powers:** Controls the 700 men of the Night's Watch.

Jon Snow: Snow is the bastard son of Ned Stark and the steward of Commander Mormont. He traveled down with Mormont and hopes to settle this conflict so that his family does not get hurt. An honorable and charismatic soldier, Jon Snow will have an interesting role to play in moderating negotiations. **Powers:** Great swordsman and inspires loyalty.

Red Woman: The Red Woman is a servant to the Lord of Light, protector of life. She is concerned with a larger picture as she warns of a Great War looming on the horizon. She serves Stannis Baratheon, who she believes is the prophesized “Prince who was promised” that will defeat Death and Winter, and bring peace to the 7 Kingdoms. **Powers:** Can see the future.

Outside sources:

Martin, George R. R. A Game Of Thrones: Book One Of A Song Of Ice And Fire. New York : Bantam Books, 2011, c1996. Print.

Nutter, David, director. Game of thrones. HBO Home Box Office, 2016.