



T&T Model United Nations

Session V

Crisis Committee: The Fall of Rome

T&T MUN 2024



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Position Paper Expectations

- a. 1 Page
- b. Times New Roman 12pt font
- c. 1-inch margins
- d. Header
 - i. Committee:
 - ii. Delegation:
 - iii. Name, School
- e. Paragraphs:
 - i. Background of the issue (based on background guide)
 - ii. Country stance / past United Nations actions (what has your country and the UN done about the issue)
 - iii. Proposed solutions (how do you and your country think this issue should be solved)



Letter to Delegates

Co-Chair: Olivia Luddy

Dear Esteemed Delegates,

My name is Olivia Luddy and I'm honored to be one of the co-chairs for this year's historical crisis: The Fall of Rome. This is my second year taking part in La Jolla Country Day's Model United Nations program and my first year chairing a committee for T&T MUN.

This is a particularly exciting committee for me as I intend to study ancient history in college (and I am a complete nerd when it comes to antiquity: Rome especially). To combine two of the biggest influences in my life, diplomacy, and ancient history, is something I am extraordinarily grateful for. I am looking forward to watching you collaborate and take on your characters' personalities, perspectives, and motivations. There is no doubt in my mind that this committee will be as chaotic as it is productive, so please remember to have fun with it!

This goes without saying, but remember to stay respectful and cordial with one another.

Whether this is your first conference or your fifteenth, if you have any questions you can reach out to me or Iain anytime. I'm looking forward to seeing you all on the committee!

Best wishes,

Olivia Luddy

olivia.luddy@ljcds.org



Co-Chair: Iain Halloran

Dear Esteemed Delegates,

I'm Iain Halloran, and I'm looking forward to being one of the co-chairs for this year's historical crisis at T&T mun: The Fall of Rome



Topic Synopsis

When the 3rd Century A.D. fell upon Rome, it served as a hammer that cracked the foundations of *Pax Romana*, the infamous Roman Peace. The end of the third century A.D. brought civil war, plague, political instability, and foreign invasions to the Roman people, threatening the security of a once flourishing city-state. The Romans patched themselves up with patriotism: a method that would soon prove to be a failure. As it turned out, not even patriotism could prevent waves of Barbarian attacks from descending on Rome, and the empire's stability soon dissipated.

The Germanic peoples, consisting of numerous social and political groups, began migrating west around 200 B.C. Most of the tribes originated in Scandinavia but began to spread their influence South towards central Europe and, eventually, toward the Italian peninsula. Their attacks on the outskirts of Rome were somewhat tame at first. They invaded sparsely-populated Roman villages, rarely exhibiting more violence than necessary on civilians. However, when contact with the Germanic peoples and the Romans began to escalate and invasions began in earnest, Rome's population became weaker. This weakness rose from not just fear, but also civil unrest, plague, economic toil, and military instability; when combined with the migration and settlement of foreign groups such as the Germanic peoples to Roman territory, these contributors proved to be far deadlier than ever before. As chaos bloomed, many began to fear this was the end for Rome and its glory. How will you reshape this seminal event in European history? Will you save the light of Rome, or stamp it out altogether?



Committee Structure

The Fall of Rome Committee will be conducted as a crisis committee due to the fast-paced, multifaceted nature of the events surrounding the raids of Attila the Hun, as well as their effects on the late Roman empire's meteoric decline and eventual catastrophic fall. Crisis committees are structured somewhat differently from the general assembly and security council committees, as individuals possess unilateral "Portfolio Powers," with which they can effect and change the events of the committee directly.

Portfolio Powers can be acquired through Crisis Notes, which are sent directly to staff and often remain private to the sender. Additionally, Joint Notes may be sent in without a vote, using a maximum of four individuals' Portfolio Powers. Finally, there are Committee Directives, which may use any number of Portfolio Powers possessed by the sponsors and signatories, and are voted on by the committee. A maximum of four delegates can *sponsor* a Committee Directive, but an unlimited number may be signatories. There will be time to draft these resolutions and decide who will become sponsors during unmoderated caucuses, which will occur periodically throughout the committee session.

Events (and how they are influenced by the actions of delegates) are discussed in frequent Crisis Updates. These updates describe events and present any new developments during the timeline of the committee. Crisis updates arrive roughly every thirty minutes, though this may change depending on the circumstances of the committee.

With that, we hope you all have an exciting and enlightening experience in crisis! Once again, reach out to either of your chairs if you have any questions about the structure of the committee and subsequent procedures and regulations.



Lexicon

- Portfolio Powers: The abilities, power, and influence *your* character has, and can apply unilaterally.
- Crisis Notes: One-person notes sent in to invoke your powers and yours alone. Do not require a vote. **Be specific!**
- Group Notes: Similar to crisis notes, they may invoke the powers of up to four characters, specified on the note.
- Committee Directives: Larger plans of action which require votes, and may invoke the powers of as many characters as are signatories and sponsors. Maximum four sponsors.
- Crisis Update: An update given by staff on crisis events, and any new developments. Occurs roughly every thirty minutes. This is, of course, subject to change.



Committee Background

Please note that despite the fall of Rome being a centuries-long process, we have chosen to focus on the fourth century A.D. as the basis of the committee. This is for a multitude of reasons, though mostly to ensure influence from Germanic peoples is an integral part of committee progression. This ensures that we have enough characters plotting the downfall of Rome to create a well-rounded crisis.

Rome, a legendary empire that shaped both European and global history, is remembered for its complex political system, military might, wealth, and global power. Rome's vast power led it to be responsible for many innovations in modern technology, such as aqueducts and complex roads, as well as claiming co-responsibility with ancient Greek city-states for the primary outline of democracy as we know it. However, at the beginning of the fourth century A.D., Rome faced unprecedented challenges such as famine, plague, corruption, and economic struggle. When combined, these problems weakened the empire: an empire many believed indestructible. Many historians identify these internal struggles as the "beginning of the end" for Roman power, and, when combined with foreign intervention, that interpretation seems apt.

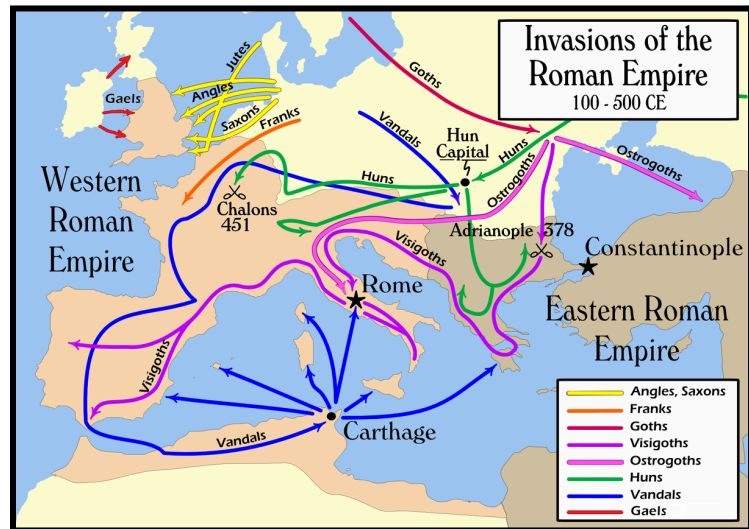
Roman global influence spanned the Western world - from the Southernmost tip of Italy to France. However, groups with burgeoning powers of their own were rising in the North. The Huns, nomadic warriors believed to originate from the Xiongnu people who were known for raiding various Chinese dynasties, experienced an evolution of strategy during the fourth century A.D. When the Huns crossed the Volga River and conquered the Alans -another group of nomadic horsemen- their position as a threat to Rome and its empire solidified. They proved themselves to be a power worthy of facing the



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Roman empire, and therefore, they were labeled as enemy barbarians. The Huns, however, were not the only group to attack Rome. The Visigoths, first appearing in the Balkans, were united under a king and co-existed with various other small tribes to bring down the Roman empire and take over the land they sacked. They began their attacks along Northern Italy and slowly moved Westward, establishing control in areas such as Toulouse and Eastern Spain.

Despite the similarities in their goals, the Goths and the Huns were not known to work alongside each other to progress the fall of Rome. Instead, the Huns held immeasurable power over smaller Germanic nomadic tribes such as the Goths, and the Goths fled to Rome as a last resort: as they attacked, they



acquired new land to settle and prove their strength to the Huns. The Huns conquered the Visigoths, the westernmost tribe of Goths, and most of the conquered peoples joined the Huns' militia as soldiers. This combination of powers began to build up the size of their militia, heightening the threat posed by their proximity to the outskirts of the Roman empire.

Rome's size, population, and modern military allowed for a false sense of security, but both the toll of the fourth century's struggles and the growing power of the Huns made many Romans weary. By 395 A.D., the Huns and their motley infantry of tribesmen descended into Roman territory, and



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their raids began. When combined with the previous struggles Rome faced as an empire, the raids and attacks by the Germanic peoples severely weakened the state. The tension of both the third century and the plague of the Goths + Huns left Romans biting at each other's throats. Year 395 A.D. brought upon numerous civil wars as well as the death of Theodosius I, the emperor, and led Rome to be informally split between those of varying political parties. Barbarian groups took advantage of this strain amongst the Romans, and more groups crossed the Rhine to create livings in Roman territory. Soon enough, the amount of Goths, Bulgars, and other tribes outnumbered Roman civilians, and the Romans could no longer imprison or expel Barbarians. They lacked all power over foreigners, and therefore, had nothing to lose. Fighting around the empire became more violent as Roman civilians - as well as their makeshift armies - became more desperate. Central rule in Rome was a thing of the past, and the effects of the civil war meant that nobody had control over Rome's situation: neither the Emperor nor the Senate was able to institute methods of protection against the Huns and Goths.

Barbarian kingdoms, such as the Goths' capital of Toulouse in modern-day France, began to prevail in what once was impenetrable Roman territory. The chaos in the Roman empire reached its peak in 476 A.D. when a Germanic king killed the final Western Roman emperor: Romulus Augustus. With only one leader on the Eastern side, the Roman empire was largely defenseless against the Barbarians' rising power. The rest is up to you: how will the Roman Empire see its end? Will the Barbarians take over all Roman territory, or will Roman imperial rule survive? How will the Roman people respond to the Western Emperor's death? Will the barbarians simply become Romans?



Character Biographies

Valentinus III, Emperor of Western Rome: As the emperor of the embattled western half of the Roman Empire, you are surrounded by enemies, but have as many friends after you married your cousin, the daughter of the eastern Roman Emperor Theodosius II. If you can bring yourself to cooperate, the Roman Empire's two halves might be able to support each other into the second half of the fifth century, and beyond.

[Powers: CInfluence over the military and the Senate]

Licinia Eudoxia, Empress of Western Rome: As the empress of Western Rome, you have a great deal of political caché to use to influence events, and a direct line to the Eastern Roman emperor, as his daughter. Your direct political power is limited due to lacking a high military or imperial position, but your place in the imperial court gives you strong influence.

[Powers: Influence over Roman civilians and Senators]

Theodosius II, Emperor of Eastern Rome: As the ruler of the significantly richer, more powerful, and more stable eastern half of the Roman Empire, you have come to support your relatives' hold over the empire, and to address the issues that you already face from Attila the Hun.

[Powers: Control over Byzantine navy, access to global goods, access to the provinces closest to the Huns]

Senigben, King of the Bulgars: You once ruled the kingdom of the Bulgars with a solid, guiding hand, but when Attila the Hun conquered your land, you decided that the wisest choice would be to flee with your court and your army to the Roman Empire and ask the two emperors for help. As an exiled king your power is limited, but your troops are loyal enough to follow you into hell. Your position as a Christian also



improves your standing with the Romans greatly.

Note: This character is fictional

[Powers: Primary power over the military, which is very loyal to you]

Gutius Bergius, Inventor: As a rich Roman civilian without a powerful family name to back you, your political power is limited. However, through your wealth and intelligence, you have created a large business in blacksmithing and other trades, using innovative ideas to advance your position. It may well be your new ideas that save the ailing empire.

Note: This character is fictional

[Powers: Money, the ability to invent and fund inventions]

Marcellinus, Chronicler/Writer: As a preeminent chronicler and scholar of your era, you have a great deal of influence in high society due to your noble Illyrian birth. Unfortunately, you lack official power, though you do have a large network of contacts to gain information.

Note: This character's history is partly fictionalized

[Powers: Contacts, influence among patricians, loyalty from readers]

Leo I, The Pope: The leader of the Christian faith both within and outside the Roman Empire, your social influence over most rungs of society is highly indirect, but incredibly significant, as you can move heaven and earth to fit your agenda.

[Powers: Controlling over the church, power of excommunication, moral suasion over the Roman emperors]



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Bahman, Persian Ambassador to Rome: Your limited power and your home country's distance from these issues allows you to take a neutral stance, look at the problem of the Hunnic conquests from differing angles, and possibly secure an alliance between the Romans and your own home country.

Note: This character is fictional

[Powers: Ability to request aid from the Shah and receive it in a timely manner]

Marcus Whaetius, Grain Merchant: Being one of the main beneficiaries from the caesarian conquest of Egypt, even generations later, you are one of the leading owners of the breadbasket of the Roman Empire. Your position, however, is precarious, as your homeland is wracked by religious instability, and the barbarian slaves who work many of your farms are increasingly unavailable as the pace of Roman conquest slows.

[Powers: Governor of Egypt, strong control over grain prices, understanding of waterways]

Caelius Aurelianus, Physician: As a well-known Greco-Roman physician, you're well-versed in plague, disease, and chronic illness. While you're not living in Rome, your knowledge of the disease has led you to grow weary of the deaths of thousands of Roman commoners. If you ever chose to travel to the Western Roman Empire, your understanding of death and disease could assist in saving hundreds of Romans from early deaths. Less plague allows for more soldiers, of course, so your actions during the invasions of Rome are crucial.

[Powers: Fast-working healing abilities, medical knowledge]

Geiseric (King of Alans): The Alans, nomadic people from the area of the Black Sea, are under your supervision as you head towards the Western Roman Empire. You became King of the Alans (otherwise



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referred to as the Vandals) after your father was killed by the Franks while attempting to cross the River Rhine, leaving you to be the most powerful member of the Alans. You use this power to make your dreams of overtaking Rome a reality. In the early fourth century, you decide to push back towards the Rhine with your navy, setting out on the sea until you reach Carthage (estimated to be around modern-day North Africa). When you arrive, you must utilize your public image and prestige to convince the Alans to sack Rome.

[Powers: Wealth, power over civilians as king]

Theodoric I (King of the Visigoths): As the son-in-law of Alaric I, you were raised around power. When you succeeded King Wallia in 418, you completed the settlements he'd begun in the Aquitaine Gaul and began moving larger numbers of Visigoths Southwest. As Roman power began to decline, you took advantage of low militia numbers and expanded your settlements into Southern Roman territories. However, after the brutal mutilation of your daughter by Huneric, the son of a Vandal (Alan) ruler, tensions begin to rise with other Germanic nomads near your settlements. Will you sustain loyalty to the Germanics sacking Rome, or will you pursue an alliance with the Romans if it provides your people stability?

[Powers: Wealth, power over civilians as king]

Valentinian III (Emperor): Despite never personally managing the affairs of your state, you're recognized as the emperor of Rome from 425-455 A.D. You are the son of a former emperor and inherited the throne after four years without members of your bloodline in power. In 437, you married Licinia Eudoxia, the daughter of the Eastern Emperor of Rome. After your marriage, however, your political activity declined.



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A prominent Roman politician, Aetius, stepped in to control the government while you sought pleasure, rest, and amusement. Despite this, though, you still hold great power over the Western Roman Empire and the opportunity to assist while the sackings begin.

[Powers: Relative power over militia, power over civilians, knowledge of Roman terrain]

Fritigern (Barbarian): According to the records of Socrates Scholasticus, you spent much of your political and social life in an open rivalry with Athanaric, a prominent leader of the Tervingi Goths. This led to a small-scale civil war that broke out during the first Hunnic sacks of Rome. Despite you being on good terms with the Romans after they assisted your people in crossing the Danube to settle on new land when a famine hit your settlement, the Romans ignored your pleas for help. The Romans began to abuse your loyalty, and Roman rulers denied you assistance when asked. As Rome continues to suffer beneath raids, you know that you have the power to help. However, remembering the way they treated you, you have to decide on who to ally with: the rival leader of fellow Germanic people or the Romans.

[Powers: Convincing, leadership over the Barbarians]

Hypatia (female philosopher, mathematician, and astronomer): Born in Alexandria, Egypt, you were destined to be remembered as one of the great minds of the Roman empire. As a citizen of the Eastern Roman Empire, you were a traveling teacher in both astrology and philosophy. You were one of the first well-recorded female mathematicians and assisted in creating newer versions of the pre-existing astrolabe. You taught many students and were historically tolerant of Christians, making your work well-read and accountable. All that being said, your paganism is odious to many high and powerful people, which may prove to be your downfall. Radical groups of Christians within Rome began to target



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you for what they thought were unorthodox views. What conclusions will you meet as you watch the Western Roman Empire fight off sackings? How will you use your public image to spread the word of the danger Rome is in?

[Powers: Social knowledge, well-liked]

Petronius Maximus (Aristocrat): You were born into wealth. As a young man, you began your career in the Western Roman senate. Your word as a prominent aristocrat was well-received by high-ranking Roman families, making you popular amongst other Roman senators. That's how, in 455 A.D, you were elected as the emperor of the Western Roman Empire. After the assassination of your predecessor, Aëtius, you enlisted the help of the senate to move for your election to office despite you having no relation to Aëtius' bloodline. During your short two months of reign, how will you assist the Roman empire in its efforts to combat the Germanic peoples?

[Powers: Knowledge of Roman lands, power over army, wealth]

Flavius Aetius (General, friend of Barbs): You rose to power through the militia, gaining higher ranks throughout your years of service. After returning from combatting Visigoth invasions, you found yourself a political prisoner upon re-entry to the Roman Empire. You were sent to the court of the Hun King Ruglia where you learned Hun tactics and familiarized yourself with the Huns' political, social, and military systems. You soon became one of the heads of the Hun army, siding with the infamous Joannes and making yourself a threat to the Roman Empire.

[Powers: Knowledge of fastest routes into the Roman empire, power over militia]



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Avidius Cassius (Dead + Resurrected): Despite your untimely death, you've been resurrected to join us in the fourth century A.D.! During your lifetime, you were a Syrian-Roman general who used his power to lead various armies. As a resurrected member of the Roman army, how will you use your tactic and leadership to assist Rome in its protection?

[Powers: Military control, influence, *cannot be killed*, also, you're glow-in-the-dark because you're a ghost. Get it?]

Rouia [Rugilla] (Dead + Resurrected): Unfortunately, you passed away too soon to see the fall of Rome. Luckily for you, we've resurrected you to take part in our committee. During your lifetime, you were a Hun ruler who assisted in penetrating the Western Roman Empire and seeing the Huns' success on the battlefield. During the timeframe of this committee, your brother Octar -your successor- will continue your legacy and fight for the Huns' place in the Roman Empire. How will you band together with his militia to bring the Germanic Peoples closer to the heart of Rome?

[Powers: military control, influence, *cannot be killed*, also, you're glow-in-the-dark because you're a ghost. Get it?]

Ricimer (Goth): As a successful Gothic invader, you brought your militia into the Roman Empire with little pushback. Despite your Romanized methods of attack, you defeated Roman emperor Avitus and established your settlement in the remaining territory of the Western Roman Empire. You ensure that the Goths, beneath your rule, acclimate to the new location of their kingdom. However, when you begin to butt heads with the new Roman emperor Anthemius, you must employ more political power over those beneath your rule to secure your new territory.



[Powers: military control, influence]

Claudia Acisculus: Unfortunately, your father married you off to a brutish, unlikeable member of the Roman Senate. However, his interests lie in entertainment and long-winded vacations near the coast, which means you have political power while he's away. As the invasions continue in full force, you must step in to guide the men of the Senate towards peace.

Note: This character is fictional

[Powers: Element of surprise/hidden talents, power over Senate]



Backup Character Biographies (Fictitious)

If you are killed, exiled, or imprisoned during committee, fear not. We have a replacement for you!

Cassandra (Oracle): You are an outcasted oracle in your Macedonian village. However, you know that your powers are both real *and* correct. You can see the future, as well as predict just what may happen to Rome and its citizens. Use this ability wisely and keep in mind that you still have to earn the trust of those around you, as your oracles are never believed upon first readings.

[Powers: Ability to predict the future]

Bacius Porkius (Rich Guy): As a rich vegan in the heart of the Western Roman Empire, you have both severe influence and responsibility. You can fund armies and get in with the Senate to influence decisions. However, you're easily swayed by a little cash and are prone to paying others to do deeds for you.

[Powers: Wealth]

Grainius Breadicuculus (Grain Merchant): You loved a good loaf of bread as a kid, so you decided to turn that passion into work! As a grain merchant, you control the flow of the good stuff in and out of the Roman Empire. Who you align yourself with is important. You could easily save Roman civilians for famine or set them up for disaster in a matter of days.

[Powers: Control of food supply]

David (Hebrew slave): You were brought into the Roman Empire unwillingly and have been abused by your masters ever since. You quickly find interest in the sackings going on at the edge of the Empire. What does this mean for you? How do you join and burn some stuff down?

[Powers: Easily-swayed, able to turn votes]



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Saint Nicholas (Wealthy Philanthropist): You have money, and you're not ashamed of it. Born and raised on the border of the East and West Roman empires, you've devoted your life to funding rehabilitation for Roman orphans and the children of slaves. However, you've been unhappy with the recent rule of Rome and aren't opposed to a little bit of treason...

[Powers: Wealth, loyalty from patrons who have benefitted from your kindness. Also, you can summon orphan spies who still are trying to repay you for their toy trains...]



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