

M A S M U N

Urgency for Justice



War Simulation Council Guide

Index

Committee Overview	2
Topic: World War III	3
Committee Mechanism	4
Weaponry and Utilities	9



M A S M U N

Committee Overview

The recent hostility between certain countries and their allies has sent the world into commotion. In the year 2022, many hypothesize of the instigation of a third World War; between cold wars and the threat of nuclear power, the fate of the world lies in the history that is about to be written by the countries involved. Throughout the conference, delegates will be put in a situation where the outbreak of a third world war occurs, giving them the chance to write history depending on how they choose to utilize their country's strengths in their directives. How is history going to come about? We're about to find out.

Topic: World War III

For many, watching the Russian invasion of Ukraine has felt like a series of completely unexpected events. Analysts say that any military mistakes or miscalculations in the Ukrainian war zone could easily result in extreme global conflict; so, what else could be unexpected?

The outbreak of a third world war doesn't seem too far from reality. A question mark is seen upon the stances of many countries regarding the issue as well as the next course of action that could be taken. The goal of WSC is to go through with the war to see what the outcome of such conflict may be.

Committee Mechanism

What is a battle plan?

Much like an action statement, battle plans dictate a course of action taken by a military general (in this case, you) and is written to describe what action will be taken, the location, the time, the strategy behind each action and the divisions deployed. The entire process of war in WSC depends on said battle plans, as they describe each action a country/countries take during the war that will play out throughout the committee. Battle plans are written down on your given notepad and handed to the chairing panel. Once the floor is open, the battle plan will be read aloud and immediately executed.

Sample:

By: the General of Ukraine

"1. Plant one Robotic Armed System at the South border of Krasnodar in Russia.

2. Send spies to Germany *SECRET*

3. Order for the installment of thermal scopes on the Russian sides of the Ukrainian Border.”

Secret/Stealth Attacks

- Assassins and spies (if successful) will not reveal the general behind them, however, if unsuccessful, the general behind the action will be revealed.
- If you plan on sending a division SECRETLY, you must write “*SECRET*” in your battle plan.

Pre-War Speech

This speech will be read aloud first day of conference. In this speech, generals are encouraged to talk about their stance on the war, the favorable outcomes and the lengths they are willing to go towards achieving the best outcome for their citizens. The speech must be **AT LEAST** 3 minutes long.

Sample:

“Honorable chairs, esteemed guests and fellow generals,
The general of Country A takes an unwavering stance against the war. Wars cause nothing but destruction, chaos and carnage to all parties involved and, as generals, we have to take the

wellbeing of our civilians into account before waging wars that could lead to the murder of many innocent people.

The general hopes that the other generals rationalize before taking such action and promote peace and unity between the involved countries.” (This is just a sample; your speech has to be longer.)

Secret Agendas

Each general will have a secret agenda that he/she must accomplish before the end of the conference. How well and strategically you achieve your agenda will determine your chances for getting **Best Delegate**.

Secret Weapon

Each general will be equipped with a secret weapon that he/she can use throughout any battle during the war. The secret weapon can be anything from bioweapons to atomizing bombs. Generals are encouraged to be strategic in when, how and where they use their secret weapon as each secret weapon is **ONCE-ONLY** use.

What is your role in the committee?

Imagine yourself being the military general of your designated country. As you see worldwide tension arise, it is up to you to form alliances in the best interest of your country.

After forming said alliances, you are then able to take action by writing *battle plans*. Within these battle plans, you can attack other countries or defend your own.

WSC offers a number of utilities one is able to consume during the war. A table including said utilities will be provided to you during the conference. They can also be found on the “Weaponry and Utilities” page at the end of the guide.

Please remember that in WSC, our goal is not to enact the most straightforward result of the war according to the current ties between countries. We want to shape a world where even enemy countries could potentially form good ties. In other words, there is no restriction on whom you choose to ally with.

Structure of WSC

WSC is structured into three main parts:

1. Lobbying and Merging: Pre-War (Day 1)

- a. The pre-war phase comprises of the time countries spend creating alliances and agreements together with the goal of understanding their allies as well as those who may potentially oppose them. It helps to try and understand the initial plan of the countries surrounding you in order to achieve the best outcome for your country.
- b. Booklets (a portfolio that gives you an overview of your recourses) and guides will be given out.
- c. Cheque books will be given out for delegates to purchase recourses and keep track of their activity.

2. War (Day 2 and 3)

- a. Battle plans will be put in action and war will officially commence.
- b. Delegates utilize their country's available wealth to create a battle plan to execute.

- c. Delegates begin to react to other countries' battle plans, guiding the direction of their battle plans. The cycle continues.
- d. War ceases on the third day, allowing the panel to announce the winning side and the final result of the battle. In this time, delegates are encouraged to think of actions their countries will take to bring their countries back to their pre-war state.

Weaponry and Utilities

The recourses listed in the table below are those which you will use throughout your battle plans. You are only able to purchase the recourses you can afford depending on how wealthy your country is. Keep in mind that you are able to give and receive money from your allies if you agree on doing so. (By documenting the transaction.)

Types of Divisions	Cost in Billions
Squad	0.5 (Only multiples of 2 are effective)

M A S M U N

Urgency for Justice

Battalion	1
Brigade	2
Fleet	2
Bombers	4
Nuclear Submarines	6
Armed Robotic System	7
Class Destroyers	9
Laser Weapon System	8
Hypersonic Missile Aircraft	8
Assassin	5
Spy	5

<i>Table of Chances</i>	1 st attempt	2 nd attempt	3 rd attempt
Spies	50%	35%	35%
Assassinations	35%	20%	20%
Stealth Attacks (divisions)	40%	25%	25%

Additional recourses:

Bioweaponry (RISK OF BACKFIRE!)	Cost
Anthrax (NOT contagious)	3
Hantavirus (mass dissemination)	5

Addition to troops (Added to standard troops)	Cost
Airburst Grenade Launcher	3
Underwater Gun	2
Laser Weapon (LaWS)	3
Quantum Stealth Camouflage	4

Defense Systems	Cost
High Energy Laser Mobile Demonstrator	3
Thunder Generator	3

Stealth Tank	5
Thermal Scopes	3

To gain a better understanding of each division, please refer to the following table:

Division	Description
Squad	A small military unit consisting of 10 to 11 soldiers.
Company	A group of 130 to 150 soldiers.
Battalion	A group of 400 soldiers.
Brigade	3,000 to 5,000 troop, three or more create a division.
Fleet	Armed ships
Nuclear Submarines	Nuclear-armed submarines

M A S M U N

Urgency for Justice

Class Destroyers	A multi-role submarine-based battleship with stealth capabilities.
Armed Robotic system	Armed group of robots (prevents death of troops)
Thunder Generator	Temporarily deafens anyone within a hundred-foot radius, could be helpful when trying to discreetly attack the enemy.
Hypersonic Missile Aircraft Carrier	Aircraft carrying advanced missiles.
Laser Weapon System	A mounted Laser Cannon that targets destruction of enemy assets.
Underwater Gun	Able to fire both above and under water (30-meter radius under water)

Airburst Grenade Launcher	Grenade launcher with a laser range finding system allowing soldiers to calculate the distance to target for most effective combat use.
High Energy Laser Mobile Demonstrator	Destructs incoming rockets, mortar, and artillery strikes.
Stealth Tank	Capable of providing a full range of protection against a variety of projectiles, improvised explosive devices and landmines.
Quantum Stealth Camouflage	Provides active camouflage to the user and mimics the surrounding environment, is

M A S M U N

Urgency for Justice

	<p>effective against both infrared and thermal scopes</p> <p>and works as one of the most efficient camouflage systems currently in military use.</p>
Assassins	<p>Hired hitmen who will assassinate a political figure of attacked country (results in \$6B being deducted from the country)</p>
Spies	<p>Hired professional who can stealthily reveal the secret goal of attacked country.</p>