

# MUN 2014

*Background Guide:*

*Prohibition:*

*Age of the Bosses*

University of Illinois at Urbana-Champaign  
March 14-16, 2014

# Letter from the Director

## *Delegates,*

Hello! My name is Stuart Polen and I would like to welcome you to Model United Nations Illinois 2014. I will be serving as your Simulations Director for this conference and I am running the simulation for Prohibition: The Age of Bosses. Before I get into the details about your joint crisis committee, I would just like to give you a little information about myself. I am in the university's College of Business undeclared, but I intend to declare as an International Business major. While business is one of my passions, Model United Nations is my primary hobby; I started Model UN my junior year of high school, and I have been in love with it ever since. I have staffed CIMUN X as a Political Officer for NATO.

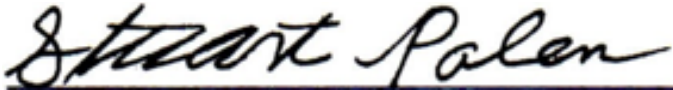
In Prohibition: The Age of Bosses, you will be exploring the dynamic criminal landscape of 1920s America created both through history and film. As a boss, you will be challenged as a businessman and as a leader. Your goal is to bring in as much revenue as you can through the lucrative industries of bootlegging, gambling, prostitution, and more. It is of the utmost importance that you forge partnerships with other bosses to expand your influence, protect your industries, and gain as much wealth as possible.

However, this task will not be easy for you. There will be various obstacles in your path: the police, rival gangs, and above all, the FBI. As a federal agent, your goal will be to keep as much liquor off the streets and bring down the alcohol empires all over the country. However, this task is not for the faint of heart, because the bosses will stop at nothing to deceive you, evade you, and preserve their empires. America must be cleansed of liquor, and you are the only agents to ensure its end.

Regardless of the side you are on, I promise that this committee will challenge you beyond the bounds of traditional diplomacy. To make it in this committee, you will need cunning, a mind for business, and the will to go above and beyond to achieve your ends. In terms of research, I encourage you all to not only explore your characters through the realm of history, but also to engage some of the wide variety of popular media in which many of these figures have appeared.

I hope you all are just as excited to participate in Prohibition: The Age of Bosses as I am to run the simulation. I can assure you that I have plenty in store for you all. I wish you the best of work.

My Regards,

  
**Stuart Polen**

Bachelor of Science in Management

# The Bosses



## *Overview*

In 1919, the Volstead Act was passed to assist in the execution of the 18th Amendment, or Prohibition. From then on, the sale, distribution, and importation of liquor were made illegal. In a perfect world, this legislation would end the consumption of alcohol, but there are many people who know that is not the case. In many parts of the United States, gangsters and political bosses established crime rings so they could make a quick buck from selling alcohol. The sale of alcohol is an incredibly lucrative industry, but not every gangster can do it alone. Because of this, many gangsters made partnerships with one another in order to ensure a steady supply of alcohol into their territories. These partnerships not only helped the bosses get alcohol, but they also created different security networks as they had to take on the challenges of protecting their businesses from federal agents and other gangsters. The bosses will have to be creative, tough, and cunning to protect their territories and partnerships from those who try and diminish their influence.

## *The Gathering of Bosses*

In this committee, the crime rings represented have all struck a lucrative deal with Enoch “Nucky” Johnson. The nature of this partnership is that Chicago, New York, and Cincinnati will purchase alcohol from Atlantic City. More specifically, the rings will be selling Irish whiskey. In order to increase profit margins, the whiskey will be diluted with water to make more bottles to sell. While this is the initial deal between bosses in this simulation, the bosses are encouraged to find the best way to benefit their empires and to turn the highest profit. Therefore, it will be natural for bosses to create new deals as they see fit.

Throughout this committee, each gangster and boss will be expected to turn as high of a profit as possible in their empires. This can most easily be done through the sale of alcohol, but you are not limited to that singular criminal activity. The sale of alcohol can be made to be more profitable through the creation of brothels and gambling rings. However, again, members will not be limited to these practices and are encouraged to find creative ways to turn a profit.

## *Characters (by city)*

During your research, it may be to your advantage to not only research in the bounds of history, but also to analyze some of the Prohibition-themed movies and TV shows, including *The Untouchables* and *Boardwalk Empire* just to name a couple.

### *Atlantic City*

Enoch L. Johnson  
Alfred “Alf” Johnson  
Mickey Duffy  
Edward L. Bader  
Commodore Louis Kuehnle  
Albert “Chalky” White

### *New York City*

Arnold Rothstein  
Charles “Lucky” Luciano

### *Chicago*

Johnny Torrio  
Al Capone

### *Cincinnati*

George Remus

# The Feds



## Overview

In 1919, the Volstead Act was passed to assist in the execution of the 18th Amendment, or Prohibition. From then on, the sale, distribution, and importation of liquor were made illegal. In a perfect world, this legislation would end the consumption of alcohol, but there are many people who know that is not the case. Since the implementation of the Volstead Act, various gangs across the country have established alcohol rings to keep liquor on the streets. On top of that, corruption is rampant throughout the political field as more of these so-called “bosses” establish alcohol rings and support gangs. Because of this rampant corruption, it is of the utmost importance that Prohibition Agents work to keep the streets clean in order to uphold the law. However, this task will not be easy, so only the most righteous agents have been selected to clean the streets.

## *The Cooperation of Agents*

This committee is a gathering of some of the best Prohibition Agents from across the country. The purpose of this group is to address the rampant crime, especially the violations of the Volstead Act, that are occurring across the country. However, the main priority is not to bust the small-time gentlemen making bathtub gin, this group has their eyes on the major bosses in Chicago, New York City, and Atlantic City. As prohibition agents, you will need to infiltrate the crime networks in these cities to not only bust the operations, but to also put away as many high-ranking leaders as possible. Every agent has been chosen because of their unique skill sets: some are master wire tappers, others know how to trail suspects, and some are skilled tacticians. Your performance will be gauged by how prominent the leaders and other gangsters are. But, catching these bosses will not be an easy feat. Since they do a good job of covering their tracks, you will have to look hard for ways to connect them to their crimes.

While you are researching your characters, it could also be to your benefit to watch some episodes of the HBO series Boardwalk Empire, as the other committee has some roots in the series. I would recommend either watching some episodes from Project Free TV or reading [boardwalkempire.wikia.com](http://boardwalkempire.wikia.com)

## *The Agents*

- Gaston Bullock Means
- Eliot Ness
- E.J. Brennan
- Isadore “Izzy” Einstein
- Moe Smith
- Mike King
- Barney Cloonan
- Paul W. Robsky
- Samuel M. Seager
- Joe Leeson
- Tom Frie

*Questions? Contact me at [polen2@illinois.edu](mailto:polen2@illinois.edu)*