



TLVMUN 2019

Crisis Background Guide





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Intro Letter

Hello, and welcome to the TLVMUN 2019 Crisis!

On behalf of the entire crisis team, we would like to welcome you to the TLVMUN Crisis experience. We are pleased to announce that the topic for this year's committee will be roughly based on the book-cum-television series "The Expanse." This will entail a triple cabinet simulation that hopefully captures all the best, most challenging and rewarding aspects of Crisis. We sincerely hope you enjoy participating in this exciting simulation as much as the Crisis Staff team did while working hard to ensure that this crisis will be a success.

This welcome is extended to crisis 'veterans' as well as to fresh faces. For experienced crisis delegates, we hope the intricacies of the myriad potentialities for futuristic humanity will give you a novel and engaging crisis experience, where you are forced to think in both universal and local terms. As for MUN first-timers and those new to Crisis, we are preparing a great experience for you to enjoy, and hope this will be a wonderful and enriching experiment that you can take with you in your (hopefully) future Crises to come, as a gateway to many other Crises and the intricacies of world-building!

The team has been specially selected based on their abilities and, like you, encompass a large spectrum of experience and background. The staff you will meet at TLVMUN 2019 are all happy to answer any questions or queries which you may have, before or during the conference. You will meet the crisis team in due course, but in the meantime-- from all of us-- welcome to the TLVMUN 2019 Crisis!

Best regards,

Emily Warren

Your TLVMUN 2019 Crisis Director

A handwritten signature in black ink, appearing to read 'Emily Warren', is written over a light blue horizontal line.



Crisis Crash Course

What is Crisis?

Crisis is significantly different from standard committees in Model UN. General Assembly and other traditional committees operate using Rules of Procedure, which are moderated by the chairs. In a Joint-Cabinet Crisis (JCC), there is no formal debate-- instead, delegates represent individuals rather than countries, and the chairs also play characters in the Crisis as leaders of their respective cabinets. You will receive a biography of a specific person prior to the conference and will be largely evaluated on how authentically and accurately you represent your character, effectively role playing as that individual throughout the Crisis. The chairs, as characters themselves, are there to guide their respective cabinets and to help them achieve their distinct goals, but the events of the Crisis can and will affect them just like they can affect any delegate. Their decisions within the crisis, in turn, have the ability to directly affect you and/or other delegates in their own and other cabinets.

While the main result of a GA committee would be a written resolution, Crisis delegates instead make political decisions and plot schemes in pursuit of their personal and cabinet's collective goals. Delegates make their 'moves' and cumulatively achieve their success by communicating via a constant unmoderated caucus, in-person meetings, and individual or group directives. Directives are brief messages containing political/diplomatic decisions or instructions for action, sent to the Crisis backroom whereupon they are evaluated and processed to either further or challenge your progress. Essentially, a directive should tell the backroom staff two things: what and how you want to do things.

Ideally, this holistic approach produces a committee that lets you interact with the world, its challenges and its decision-making more intricately and authentically. Crisis transcends beyond strictly formal diplomatic discussions by simulating direct, concrete and far-reaching consequences for the individual and society, in real (or rather, hyper-) time. Thus, the following sections will elaborate the details, structure and mechanics of our Joint Cabinet Crisis.

Elements:

Cabinets: Physically separated teams, coalitions or political entities within a JCC. They comprise collective group interests-- often a country or empire, or domestic social movements/political parties

Delegates: The players, representing characters which are simulated within the crisis



Chairs: Play characters themselves, must also operate through directives/backroom approval. They serve as a leader for the cabinet, helping delegates balance collective objectives alongside individual interests and unifying the group. They also act as a liaison between front-room delegates and the backroom.

Backroom: The moderators of reality throughout the progression of the crisis; the “Gods;” the ones whom every delegate needs approval for any communication, action, or agreement that they wish to be deemed official within the crisis. The Crisis Staff, together with the Director, are the people who run the crisis committee-- the equivalent of your Dais, but a more comprehensive team of people interpreting and coordinating everyone’s directives into one cohesive plot progression.

Press Releases: The backroom frequently rights press releases to address all delegates with important updates, outcomes of battles or major operations, leaked stories, etc; however the delegates may submit directives to be published as press releases upon approval, for the purposes of major addresses, propaganda, calls to the masses, etc.

Meetings: Just like in GA committees, you can hold one-on-one or multi-lateral meetings between any delegates/cabinets-- but it must go through the backroom, like everything else!

Directives: Your course of action, short descriptive bursts of planned actions, operations, decisions, etc. Just as Motions and Resolutions are the official way to request something or take a stance in a GA committee, directives are the official way to do something in a crisis committee! They are detailed descriptions of the actions you wish to take. They are also what drives the crisis forward-- collectively, they are the story that will unfold.

How do Directives work?

Directives can be written as a story, very direct instructions such as “I wish to do A, B & C” or even bullet-points (individual style). They should be designated by category (e.g. personal, strategic, intelligence, military, correspondence, etc.) and whether it is an individual directive, group directive, or a Press Release. They are sent through software to the backroom, who then approves or denies the actions and reports the outcome/consequences in relation to the rest of the Crisis.



The extent to which a directive is approved by the backroom will often depend on how logical, creative, and detailed it is. Directives also come in all shapes and sizes, so don't stress out too much if you don't have much experience. However, basically directives should follow three points.

Directives should be:

Realistic

Think about it, can your character accomplish this with the resources currently available to them? If not, backtrack your plan a little bit and see if you can first acquire the necessary resources for your plan to be feasible.

Detailed

If you submit a very short directive, it's likely that it is not detailed enough to pass, and this can seriously backfire and sometimes even damage your character long-term. Here it's good to ask yourself questions. How? When? For example, if you want to follow another character 'discreetly', you might want to think about what clothes you are wearing, what distance will you keep from your target and how you will avoid detection by whatever security detail they may have. Here, your aim is to close all the potential loopholes in your plan.

Precise

Directives should be precise and to the point. Where possible, like with military operations and acquiring assets, try to specify numbers. Again, think about what would be realistic. Being detailed is good, but too much detail will also slow down the processing time for your directive. In principle, every sentence of your directive should add something meaningful to your plan.

However, it is important not to neglect intra- and inter-cabinet diplomacy. You can accomplish a lot with your own directives, but diversifying your tactics in committee can potentially let you finish the crisis with even bigger gains. It's not just about what directives you write, but what kind of directives you can persuade your committee members to write or, in fact, not write. In theory, convincing someone to lower their guard for you could be the difference between death and a successful cabinet defection.

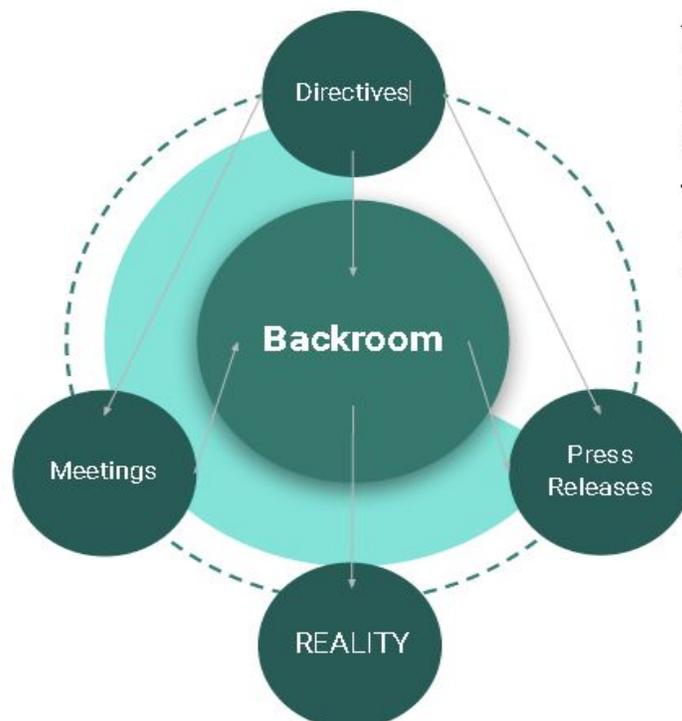
In every case, it is important to ***be as detailed as possible!*** Always look for loopholes. The backroom can (and often will) exploit any and all that you fail to consider in your directives. Be sure to account for who, what, where, when, how, and sometimes even why. Letting the backroom know your intentions/goals typically result in more favorable responses since they do not have to guess what your actions is meant to achieve.



Sessions:

As mentioned, Crisis is mainly composed of unmoderated sessions with a Chair who is also a character within the Crisis. Although the majority of sessions within the Crisis will comprise of cabinet sessions, we will also conduct individual and cabinet-to-cabinet meetings, as well as trilateral talks throughout the Crisis, in order to represent international diplomacy at play. Comparatively, in most other Crises you can expect cross-cabinet meetings to happen on a more personalized, individual basis, which means it is up to the delegates to decide whether they want to attempt a collaboration with someone from the other cabinet.

Cabinet sessions themselves will also be supplemented by news updates throughout. You will all have access to the News screen, it is *very* important that you read through all the updates, even though they might not necessarily appear like they relate to your cabinet/character. Remember that in Crisis there is always a reason behind an update/News item. Thus, you can expect that even though something might seem illogical or irrelevant, there is at least some other delegate moving gears to achieve their own goals. In these news updates, all public announcements will be published along with any important events.



tl;dr
EVERYTHING
GOES
THROUGH THE
BACKROOM!!!!!!



Introduction to the TLVMUN 2019 Crisis

As your Director, I have chosen the universe of “The Expanse” (a book, and now television, Sci-Fi series) as the theme for this year’s Joint Cabinet Crisis because it not only provides a fresh and fun setting for a crisis committee, but also addresses current and upcoming challenges for governments, individual political actors, and social movements. Although the actual scientific and technological advancement necessary to sustainably colonize the Solar System may remain in the far-off future, the political, economic, humanitarian and ecological concerns raised by the series are very relevant to our own societies, civil infrastructure, and political systems.

The world we will simulate and operate within for four days exists in the 24th century, after humanity has already colonized most of the Solar System— the Moon, Mars, the Asteroid Belt and beyond. After Mars was conquered and Earth’s climate became evermore uninhabitable during the 21st century, governments increasingly focused their economies and funding on space travel, and the United Nations became the collective government for the then-sole harbor of humanity: Earth.

Mars and Earth have since developed a fierce rivalry, pursuing an ongoing arms race while the inner planets’ economic and cultural supremacy over the outer planets and the Belt has caused mounting unrest. Three cabinets— representing rival factions within the solar system: Earth, Mars, and the Outer Planetary Alliance— will navigate complex diplomatic relations, future technology, espionage, terrorism, epic space battles, biological weapons, universal humanitarian issues, even religion, and of course, the vast expanse guaranteeing many unknowns and the most riveting Joint Cabinet Crisis!



Timeline, Sol System, Technology & Operating Rules/Physics

Timeline:

2020s-2050s-- Earth's resources gradually run out, global warming renders Earth unsustainable for its ever-increasing population

2030s-- Luna (the Moon) becomes the first space colony, originally a joint military and scientific project

~ 2050s Mars is settled

~ 2050s-2090s-- The damage done to Earth's ecosystem reaches critical levels. Earth's various nations pour their economies into the advancement of space travel. Eventually, the United Nations becomes the collective government for humanity

~ 2100s-2160s-- Mars petitions for independence from the United Nations; the UN refuses. Tensions simmer between the UN and its colony

~2160-- Solomon Epstein reaches a breakthrough concerning space propulsion and develops the Epstein drive, allowing for interplanetary travel

~2162-- Mars exchanges the technology of the Epstein drive for independence with the UN. The Martian Congressional Republic is subsequently proclaimed.

~2163-2305-- The UN and the MCR, both using the Epstein drive, colonize the remaining outer portions of the Sol system. Ganymede becomes the breadbasket of the outer planets. Serious anatomical distinctions evolve between "Inners" and "Belters" due to growth in low gravity. Such differences exist between Earthers and Martians as well, but are not as noticeable.

~2135-- the Outer Planets' Alliance is established

~2155...Tensions are increasing throughout the Belt, as it grows further marginalized and oppressed by the inner superpowers Earth (the UN) and Mars (MCR)



Sol (aka Solar) System:

Sol is a gravitationally-bound system consisting of eight fundamental planets (Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus and Neptune), several dwarf planets (Ceres, Pluto*, Eris, etc.), and various other natural satellites orbiting the Sun. It is the birthplace of humanity, with all ‘terrestrial’ life originating from the planet Earth. Humanity has since spread throughout the Sol system, colonizing planets, their major satellites, and even asteroids wherever possible.

Planet/ Moon/ Station	Type/Location	(De Facto*) Occupied By	Notes
Earth	Terrestrial Planet	United Nations	Birthplace of humanity
Luna	(“the”) Moon	United Nations	Only moon of Earth. Hosts numerous corporate headquarters as well as respected universities and scientific institutes. It is a hub for commerce and travel, with frequent shuttle flights to and from Earth, as well as regular long-haul transport and passenger service to the outer planets. Luna’s city, Lovell, is home to the New Hague United Nations facilities. The Outer Planets Command and the Outer Planets Governing Board are both located on Luna's surface as well.
Io	Moon (Jupiter)	Colony of United Nations	Houses research labs and supplies power cells to the Belt
Europa	Moon (Jupiter)	Colony of United Nations	Has a human settlement that grows vegetables and beef in large mirror-fed greenhouses and supplies food to the Belt
Ganymede	Moon (Jupiter)	Colony of United Nations	The only moon with any magnetosphere (the ability to deflect charged ionizing radiation), making it the only place where dome-grown crops stood a chance in Jupiter's harsh radiation belt besides Callisto. It is seen as a place of harvest, and certainly a lynch pin for food economy in the Belt. Big mirrors are placed around the moon to supply the Sun's light to the surface for crop growth. It also claims the lowest amount of birth defects and stillbirths. This being the case many women come to Ganymede to deliver. It is the center of what made human expansion to the outer planets possible.
Callisto	Moon (Jupiter)	Contested colony of MCR/UN (Site of proxy war between Mars & Earth)	Has a moderate subterranean population as it does not enjoy the protection from Jupiter's radiation belts in contrast to Ganymede. The colony has a mining industry and also boasts shipyards, including MCRN Callisto shipyards and the Earth owned UN Callisto shipyards. Additionally, a respected University with



			affiliations to Mars' technical institutes is located in the colony. The hemisphere facing Jupiter includes an observatory focused on Jovian research.
Phoebe	Moon (Saturn)	Colony of Martian Congressional Republic	First occupied in order to be surveyed for ice mining (much like the rings of Saturn). However, when core samples from the moon were analyzed, silicate samples were found, and the Martian government approached Protogen as a co-sponsor of a long-term research facility. It is now the site of highly secretive research.
Hyperion	Moon (Saturn)	United Nations	
Titan	Moon (Saturn)	Loose colony of United Nations; stronghold of the OPA; hub for corporate investors	Known for its luxurious dome resorts. It is rumored that the Free Navy has its strongest presence there, outside of the region of Jupiter.
Rhea	Moon (Saturn)	Colony of the United Nations; stronghold of the OPA	
Titania	Moon (Uranus)	Colony of United Nations	The site of a science base housing approximately 5,000 people
Triton	Moon (Neptune)	??	The furthest-distanced colony humanity has established within the Sol system. It is unclear who technically owns/governs Triton.
Mars	Terrestrial Planet	Martian Congressional Republic	
Phobos	Moon (Mars)	Martian Congressional Republic	One of the two moons of Mars
Deimos	Moon (Mars)	Martian Congressional Republic	Hosts military facilities and a deep radar station
Ceres	Dwarf Planet (Asteroid Belt)	Outer Planets Alliance	<p>First asteroid discovered by humanity; the site of Ceres station, a space station that was one of the first colonies in space. It is the most important port in the Belt.</p> <p>Half a generation after humans arrived there, Tycho Manufacturing managed to spin up the asteroid, which gave it a gravity of 0.3 g. The station has tens of thousands of kilometers of tunnels.</p> <p>As the most important port in the Belt, the station has a population of approximately six million permanent residents with an extra one million transiting through at any given time. Eight hundred to a thousand ships are docked on Ceres every day. Ceres was governed by Earth, and station security was handled by the private security firm Star Helix Security.</p>
Vesta	Asteroid (Asteroid Belt)	Colony of United Nations	Hosts one of the largest settlements in the outer planets
Eros	Asteroid (Asteroid Belt/Mars' Orbit)	Joint MCR-UN Protectorate	Birthplace of the Belt. From raw ore to smelting furnace, to annealing platform, and then into the spines of water haulers and gas harvesters and prospecting ships. Eros was a port of call in the first



			generation of humanity’s expansion. Eros since remained a center of ship manufacture and repair. On Eros, a ship might wait for weeks or months without impeding the flow of traffic. If a crew sought a place to relax and let loose, Eros was the destination. And with lower docking fees, Eros Station has other means of soaking money from its visitors: casinos, brothels, shooting galleries, etc.
Tycho Station	Man-made Station (Asteroid Belt)	Outer Planets Alliance stronghold	Largest mobile construction platform in the Sol system, and the Belt headquarters of Tycho Manufacturing and Engineering Co. and (covertly) the Outer Planets Alliance.
Pallas Station	Asteroid (Asteroid Belt)	Colony of United Nations; stronghold of the OPA	Long history as a refinement station for the mining operations of the Belt. Due to this legacy, it continues to have its infrastructure maintained and upgraded, making use of its older equipment as overflow capacity.

Technology:

The Epstein Drive

The Epstein Drive is a modified fusion drive invented by the Martian engineer Solomon Epstein. It enabled humanity to travel beyond Earth and the inner planets and colonize the Asteroid Belt and outer planets. The drive utilizes magnetic coil exhaust acceleration to increase drive efficiency, which enables spaceships to sustain thrust throughout the entire voyage. A ship fitted with the efficient Epstein drive can run the drive continuously for acceleration to its goal and then after flipping at about the halfway point is able to maintain high velocities through very long distances. The Epstein drive remains the most advanced transportation technology humanity had access to. All classes of UNN and MCRN warships are powered with Epstein Drives, while some OPA ships operate with Epstein Drives as well.

Transponder

A transponder is a radio beacon fixed to an object meant to be tracked and identified. An active transponder listens for incoming radio signals waiting for an activation code. When a code is recognized the transponder replies presenting its identification. A transponder will be designed to be ‘tamper-proof’ making it hard or impossible for the crew to manipulate the transponder’s ID or behavior. In civil matters, this serves to prevent faking identities, while in military craft it is essential to prevent sabotage or interference after an enemy boarding a ship. An active ship transponder will be in public mode, replying to all request with its public ID. In this mode a ‘ping’ will be sent by the searcher and all transponders in range will reply. The transponder may be addressed by its ID, ignoring all ‘pings’ with



non-matching IDs. This is called ‘tracking mode’ or ‘locking on to a transponder.’ In inactive mode, the transponder will only respond to a ping using its secret ID. This mode is common in military vehicles only. Friendly crafts can still send commands and/or force the transponder to reveal its position.

Focus Drugs

The user is granted greater alertness, awareness and recall to have better recall for details in past events making it suitable for depositions or debriefings. Another version of the drug provides full historical information on a subject to be known instantly. It also provides improved awareness, making it possible to detect even small changes in facial expression or body language. For this reason, Martian naval intelligence uses this version of the drug during interrogations. Focus drugs are usually self-administered orally. The user must suck on a tablet to release the active ingredient and have the dose take effect, lasting only a few minutes each. The usage of focus drugs is easy to spot, as the pupils of the person using it tends to dilate, opening widely.

Power Armor

This is body equipment used by Force Recon Marines in the United Nations Marine Corps, and the Martian Congressional Republic Marine Corps. The Outer Planets Alliance lacks any powered armor capabilities for now. It provides both a formidable offense and defense.

Half-armor and half-spacesuit, the equipment has radiation shielding sufficient to let soldiers walk through a nuclear bomb crater minutes after the blast. The armor’s titanium and ceramic-composite exterior shielding is typically painted with camouflage patterns appropriate to the assignment, and enemies are often surprised just how well an enormous soldier in power armor can blend into the environment when they stand still. The armor’s hydraulics system magnifies the wearer’s strength, much like a mech rig, and carries most of the weight of the suit, allowing soldiers in power armor to undertake marathon hikes and move surprisingly fast. They also enable the armor to carry heavy weaponry, typically a rotary machine gun and sometimes a grenade launcher or micro-missile pack. Sensor packages feed data to the wearer on the helmet’s HUD, allowing them to identify and track infrared targeting lasers used by opponents’ weapons, and even visually parse those weapons using the suit’s camera feeds to match them against an internal database. Those same cameras monitor in all directions, sending feeds back to squad officers and their military command center, which can monitor the life signs of both the soldiers and opponents who have been detected and attacked.



Despite all these capabilities, power armor is still designed for maneuverability in tight spaces, enabling infantry to move in microgravity and storm their way through the narrow confines of ships. Less so is a newer addition to the Martian arsenal: 4-meter tall, 9-ton combat mechs, walking tanks carrying rail guns and missiles adapted from ship weapon systems. They are strictly ground-assault troops, and there are few installations or opponents able to stand against them for long.

Ships

- *Dropships* (also referred to as skiffs and shuttles) are small transportation vessels
- *Corvettes* are the smallest type of military spacecraft utilized. These vessels are used to support larger capital ships
- *Frigates* are small warships often used to support larger classes of capitals
- *Destroyers* are a type of warship used by both the UNN and the MCRN. Currently, there is little to no information as to the dimensions and capabilities of these vessels. Destroyer class ships fit between cruiser and frigate ships in tonnage and armament. Destroyers characteristics includes keel-mounted railgun, torpedoes, PDCs, and a Fusion Drive

Missiles

Missiles are long-range, guided missile delivery systems that can be fitted with conventional explosives, plasma bombs (which melt armor and damage systems), or varying-yield nuclear warheads. They are jettisoned from the launcher, align themselves with the target, and then begin accelerating to high speed. They can accelerate far faster than a ship, are hard (nearly impossible) to dodge and cause devastating damage to a ship on contact, often wiping out smaller ships with a single hit.

Their ability to maneuver grants them a much higher effective range than rail guns. However, missiles do have a minimum range, so they are usually launched first in an engagement. Missiles are also vulnerable to Point Defense Cannons (PDCs), which can intercept them before closing to effective range. This is countered by firing them in numbers to overwhelm the PDCs on an enemy ship. Missiles can have the side-effect of turning the "splashed" ship into a destructive field of moving debris, posing a further threat to any other ship in the immediate area. For this reason, the use of missiles in CQB is avoided.

Being the standard armament on combat vessels, even ships small enough to not be fitted with rail guns can carry missiles. Frigates, corvettes, and patrol boats have one or two firing tubes. Larger ships like cruisers, battleships, and dreadnoughts carry between 3 and 10 tubes.



Railguns

Railguns are large, powerful mass drivers, on-board cannons that use electroconductive rails and the Lorentz Effect to accelerate a dense metal slug at very high speeds, relying on mass and sheer speed to punch clean through ships rather than warheads like with torpedoes. These weapons require significant power (presumably supplied by a fusion power-plant) to fire and must charge briefly before firing.

Railgun shots are powerful and accurate, capable of shooting clean through even large ships and doing critical damage, shown by their ability to take down a stealth ship with one shot. However, if the round does not hit any critical components, it will simply perforate the ship being attacked, leaving small holes that can be plugged relatively easily. Bigger warships (Donnager class, Scirocco class) feature railguns as additional offensive weapons which are mainly used in close quarter battles as they are unguided and can be dodged at longer ranges.

Point Defense Cannons (PDCs)

PDC's are turreted rotary autocannons, utilizing a set of six spinning barrels to spew out thousands of rounds per minute, whose main purpose is to intercept incoming missiles. They are laid out on a ship's hull to cover all angles with overlapping fields of fire, providing a "curtain of steel" to more easily and effectively take out missiles. PDCs can also be used as close-range ship-to-ship weapons or for direct space-to-surface strikes on personnel. Their rounds are able to penetrate the armor of most smaller ships. They also utilize thrusters on their rear to counteract the recoil of the firing cannon, that would otherwise knock the ship off course. PDCs are computer-controlled, as even juiced-up human gunners would find it nearly impossible to effectively track and destroy fast targets like torpedoes. Human gunners do, however, select targets for the guns. The cannon turrets can also be retracted into the hull and can extend outwards in mere seconds.

Stealth Technology

High Density Resonance Coating is an energy-absorbent paint coating used by stealth military ships for disguise and hunting. Stealth ships are virtually undetectable for other ships' radar. The Martian Navy is the only navy to feature ships equipped with advanced stealth technology. However, the MCRN almost exclusively uses stealth technology on smaller warships, preferring to maintain the intimidating effect of aggressive battle posture in larger ship classes.



Spin Gravity

Many stations in the system produce gravity by spinning the stations around an axis. This creates a centrifugal force perceived as artificial gravity for the people living on the station. When moving in a spinning system the centrifugal force is not homogeneous, causing a coriolis force rectangular to the direction of movement. The effect is larger in smaller stations. Belters commonly use the spin directions of a station as a system of direction of references (e.g. “Walk spinward”).

Physics/Operating Rules:

Please refer to the Crisis Crash-course resources at the beginning of the study guide for more information on how Crisis works in general.

For the purposes of this Crisis, *no* special knowledge of astronomy, physics, science fiction, military tactics or equipment, space travel or space colonization is necessary. This Crisis is meant to engage and take advantage of the most exciting aspects of such a speculative exercise, and this background guide has been created to guide you through all of the “history,” cosmographical (spatial) orientation, and technological advancements pertinent to this simulation, in order to make it as accessible, realistic and relevant as possible.

It is important to bear in mind that this is not an alien invasion Crisis, nor is it a mimic of Star Wars reserved solely for space battles. “The Expanse” comprises a rich universe of its own, whose storyline even we will deviate significantly from during the course of the conference. The sci-fi elements of our theme are intended to enhance your experience of contemplating and taking action about important and novel future issues. Capitalizing on the sci-fi aspects for the sake of humor alone would deter from the purpose of the Crisis at hand, which is to explore, address and learn from socially and politically consequential challenges of the real world.

Regarding actual game operation, the backroom will not get too pedantic about space travel mechanics and interstellar technology. However, we will account for travel times/distances and other temporal-bound movements/actions with a standardized metric which will be explained at the conference. Please make sure all relevant directives account for the technologies explained in the background guide.

Good luck!



United Nations (Earth)



Background:

Earth (aka Terra) is governed by the United Nations, a sovereign federation, that is not only in charge of planet Earth but also of other territories within the Sol system. The history of the United Nations goes back centuries: in 1945 it was founded as an international organisation with the aim to foster friendly relations and among others to avoid another world war. During the 21st century, the ecosystem suffered extreme damage, which ultimately lead to national governments giving up power and transferring it to the United Nations.

Eventually, when the states decreased their administrative power, they decided to unify and form a planet-wide government. Having colonised large parts of the Sol system and the Milky Way galaxy during the 22nd century, the UN is also the executive force for those territories. Up until Mars was granted independence from the UN, the UN Secretariat functioned as the executive institution for all of humanity.

Government Structure:

After global unification, the Security Council remained the United Nations' executive body. Only this time, it truly has the powers of a world government. Given that nation-states no longer exist, the members of the Council are no longer delegates of member-states, but the Secretary-General and their immediate subordinates (the Cabinet and Undersecretaries). The Secretary-General is both head of state and head of government. It is up to the Security Council to interact with sovereign territories like Mars, the Belt or other settlements as well as any potential independent interstellar colonies.

The UN legislator is the General Assembly, and the highest Court, is called the Court of Justice. Naturally, the UN also has a military presence which consists of the United Nations Navy and the United Nations Marine Corps. New York City is still the Headquarter of the UN, but they also have a presence on Luna (the Moon).



Political Status:

Except for a few local secessionist movements, notably in Afghanistan, most of Earth is pacified, allowing the United Nations to focus on preserving its hold on the colonies and preserving the balance of power with Mars.

The current Secretary-General of the United Nations, its chief executive and head of the Security Council is Esteban Sorrento-Gillis, who has publicly dedicated himself to fighting corruption in the government, though his Undersecretaries have significantly gained in power at his expense compared to previous administrations.

Demographics:

Ever since the ecological catastrophes of the late 21st century and the melting of the pole caps, living space had become far scarcer on Earth, yet its population continued to explode for the next two centuries, with current population estimates accounting for ~30 billion humans on Earth and its colonies, living in a series of metropolises and the vast suburbs surrounding them, while the arable land filled with fully automatized-farms has almost no inhabitants.

Out of the entire population only about half is considered part of the labor force, of which in turn only half is employed at any time. Even though the unemployed are supported through the government's Basic Assistance program, there are vast differences between socio-economic classes. Very wealthy corporate magnates live in their skyscrapers in the commercial metro districts cushioned by private security personnel, surrounded by crammed boroughs of the impoverished and unemployed, with the modestly employed middle classes living in Suburbias not unlike the 21st century USA.

To combat further overpopulation, the UN implemented a "baby tax," so parents are burdened with initial fees and exorbitant taxes that would prevent following through with a pregnancy. This led to the phenomenon of several couples pooling their DNA for a shared offspring to make parenthood more affordable. Many Earthers grow up in families with many parents, which in turn means that the child has DNA from numerous parents, not just two. Families have the opportunity to have children without paying the tax, however they have to rely on the black market and doctors which are not properly equipped. Additionally, there is an exemption lottery, although chances of winning are minuscule.

Economy & Resources:

In the 24th century, Earth is devoid of natural resources and has to rely on outside support--mostly from the Belt, to sustain its economy and the well-being of its citizens. The United Nations (UN)



is struggling to provide jobs for every citizen. The system put in place to hinder the problem of unemployment was either to get the people to enroll in a governmental educational institution or to live off the welfare system (Basic Assistance). Approximately half of the population is living off of Basic, which puts into perspective how much of a shortage there is in the labor market. The governmental educational institution requires a minimum of one year work experience in order for an individual to apply. The government put that system in place to ensure that the classroom was only filled with people that have ambition and work discipline.

Although the UN itself and most corporations are in fact wealthy, most of the population lives in extreme poverty. Generally speaking, the population can be divided into two broad groups: the employed and those that are unemployed and rely on Basic Assistance from the government. Hence, the economy is mostly driven by the employed, due to their surplus production in corporations and their purchasing power while the rest is plainly overlooked. If an individual has currency that he/she can buy products with, it is already an indication of a higher social class and status.

However, there are still some differences in the employed group, specifically on how much money they own. The ones that are very wealthy shop in their own neighbourhood and their security forces make sure that they do not have to communicate with low or middle class individuals. Most people that have jobs can afford high quality food and even proper medical care. They can purchase property and land, and they have the right to have children, since they can afford to pay the taxes.

Climate & Urban Centers:

For a while, Earth had to solve how to give all its population a home. That is how the Urban Arcology Movement started. They wanted to build huge buildings to house a lot of people with no impact on the outside environment. They were supposed to be self-sustaining ecosystems but the technology did not fully exist yet at that time to make it possible. Many of these arcologies today are not used and therefore just litter Earth. Some people, however, still live in the arcologies hoping that one day they will work.

Most cities today have a central commercial district, which is full of skyscrapers, luxurious apartments for the wealthy and offices for corporations. Basic and low income housing form a ring outside the commercial district and can stretch for miles, which makes up the largest portion of housing and real estate in each city. Even with so much area filled with these houses, space is at a minimum. The buildings are overcrowded and are old and underfunded by the government. Low-income houses are a bit of an improvement, seeing as the residents pay rent, so they have somewhat of a say in the quality of



the house. The last piece of real estate is on the outskirts of the city, which are filled with malls and middle-income housing.

The streets are very crowded with both vehicles and people, either those trying to get to their job or those with Basic Assistance trying to find some purpose in their lives. Open land outside of these cities is usually used for industrial farming to provide the population with food and other things. These farms are usually owned by the extremely wealthy families, however small family farms still exist and contribute a minimal amount to production. High-speed trains link one city to another and solar-powered cargo vessels carry production across the polluted oceans. The melting of the polar ice caps has caused sea levels to significantly rise.

There are some forests still on Earth but these cannot be considered nature anymore seeing as they are under the control of the UN. They are regulated national parks, where all its animals and plants are under the control of the government. As mentioned, most of Earth's natural resources have been depleted, and thus the UN seeks most essential elements and substances from outer space. Although the UN administers vast colonies from which it acquires its necessary resources, Earth is lacking in many self-sustainable sources of food, energy and a healthy ecosystem.

Current Tensions:

After enjoying decades of being the sole superpower in the Sol system, even after the independence of Mars, the UN was able to use the Epstein drive to colonize several moons in the Belt, as well as import the resources necessary to support its population. While both the UN as well as its major corporations became incredibly wealthy through colonization, its subjects in outer space have recently begun to demand more rights or even independence, threatening not just Earth's economy, but its very survival. Even though the UN is extraordinarily wealthy, Earth's massive population is more a burden than a boon, so finding a way to utilize them instead of just supporting them through welfare programs might turn this into an advantage.

Even though Luna (the Moon) once served as the very center of human progress, the UN Science Service located in the New Hague is a shadow of its former self, as space stations in the Belt and the Martian Congressional Republic are now pushing the boundaries of science. Similarly, due to the dominance of the MCR in most scientific fields, the far larger UN Navy is at risk, with most of its ships being significantly outdated.

While the United Nations enter this Crisis from a position of strength, that strength is slowly waning as the MCR continues to grow stronger and the OPA further undermines the UN's hold on the



colonies and its resources. To prevent a humanitarian crisis on Earth it is crucial for the United Nations to stop its decline and once more impress its rule upon the outer planets while putting the MCR in its place in Earth's shadow.

Military:

UN Navy

Earth's military, primarily the United Nations Navy and the United Nations Marine Corps, is arguably the most powerful combined military force in the system. While not as technologically advanced as the navy of the Martian Congressional Republic, the United Nations Navy is considerably larger, consisting of capital ships such as Dreadnoughts and Battleships, as well as smaller vessels like Cruisers, Destroyers, Frigates, Corvettes, and more.

The Navy itself is divided into several permanent fleets, each commanded by an Admiral. Each fleet has its assigned area of responsibility. For example, Third Fleet's area of responsibility is Jupiter and its moons; hence, it's known as the "Jupiter Fleet". However, in times of war, this division becomes rather fluid. For the purpose of executing various missions, the Navy creates temporary units of lesser size, which may consist of ships from different fleets-- these units are called Task Forces.

UNN rank structure is somehow unclear due to noticeable differences between that and 21st century Navy rank insignias, but it generally resembles the structure and insignias of western nations' navies.

The United Nations Navy is divided into two main fleets: the Home fleet and Jupiter fleet. The UNN Home fleet is the naval arm of the United Nations that operates in the inner Sol system. Seeing Mars as a major threat, the UNN maintains a large number of ships in its navy, as well as long-range nuclear missiles based on Earth and planetary defense railguns. The United Nations Navy (UNN) Jupiter fleet is mainly based out of Ganymede and Europa. The Truman-class dreadnought UNN Agatha King serves as the flagship of the Jupiter Fleet.

United Nations Marine Corps (UNMC)

The UNMC is the ground forces branch of the United Nations military. Well trained and equipped, they serve on Earth and aboard UNN ships and stations. Like their Martian counterparts, UN Marines use powered, vacuum-rated armor, operate in a variety of combat environments, and utilize a variety of weapons and tactics.



Railgun Platform

The UNN Railgun Platform is a model of orbital defense satellite built to protect Earth from outside attack. It is one of the United Nations Navy's most powerful weapons. The entire weapons platform is 81 meters long, with the visible barrel taking up two-thirds of the satellite's total length. This cannon is the peak of the UNN's railgun armament, able to accurately hit ships at up to 2 AU's away and leaving even vessels with missile armaments helpless.

At the rear end of the platform is a number of medium thruster modules designed to compensate for the cannon's recoil, as well as keeping it from falling into Earth's gravity. RCS thrusters are positioned across the chassis to turn and aim the weapon, while also used to help move it around. Seemingly automatically operated and remotely fed firing solutions from a command station, the satellite is built to be compact, being not much larger (if at all) than a Truman-class's Farren-pattern railgun turret. Without the need for rooms to carry a crew or supplies, it simply houses a reactor, a control unit, a magazine, and of course, its sole armament.

The Leonidas-class Battleship:

The Leonidas-class battleship is a class of battleship in service the UN Navy. At only 270 meters long, the Leonidas-class is small for a battleship, presenting a smaller target for hostile weapons during long-range engagements. However, it is plagued with problems.

Despite its small size, the Leonidas-class suffers from poor acceleration resulting from its low-quality S-250 series Epstein drives, units considered outdated even before the Leonidas entered service. Low-quality targeting suites also affect the efficiency of its torpedoes and point defense cannons (PDCs), requiring more to be added to increase effective point defense and torpedo impact probability in a sort of "spray'n'pray" mentality. This, however, further weighed the ship down and made it even slower. The ship's poor agility and speed earned the class the nicknames "Lead Leos" or "Brick Buckets".

Utilities:

- Large Cargo Holds, Onboard UNMC Barracks, Extensive Medical Facilities, Passive and Direct Scanning systems, Fleet-grade communication system
- Armament
- 2 Dawson-Pattern Medium Railguns (Cannot be articulated under thrust)
- 32 Single-Fire Torpedo Tubes (Conventional, Plasma, and Nuclear Warheads)
- 25 Mikazuki Munitions Point Defense Cannons



- Auxiliary Craft
- 8 M-Type Dropship Skiffs

The Truman-Class Dreadnought

The Truman-class Dreadnought is the second largest battleship class in the United Nations Navy (UNN) that primarily serves as a flagship of UNN battlegroups. Though smaller than its Martian counterpart at only 376 meters in length and not as sleek nor as sophisticated, the Truman-class is famed for its sturdiness and reliability and is one of the longest-serving vessels in the history of the UNN, having protected Earth's interests across the system for decades.

The Truman-class Dreadnought is armed with 2 Farren-Pattern high-yield heavy railgun turrets, 9 autoloading torpedo bays that are compatible with a variety of warheads, and 42 Redfield Ballistics 40mm point defense cannons (PDCs) spread across the surface of the dreadnought for maximum defensive coverage. The effective targeting range of the Truman-class is shorter than that of most MCRN warships but its extensive PDC grid enables it to endure even the largest torpedo volleys, protecting the ship from harm while coordinating fleet movements or bringing her railguns to bear.

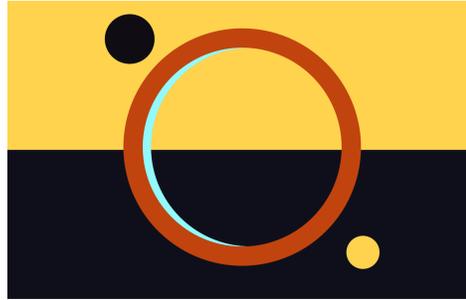
A pair of hangar bays and accompanying external docking clamps are located in the midsection of the Truman-class, where its complement of 6 L-Type UNN dropship skiffs, as well as a smaller number of short-range repair skiffs and reconnaissance drones are housed. Though the Truman-class is not quite large enough to carry corvettes in its internal hangars like the MCRN's Donnager-class battleships, its embarked dropships widen its mission profile to include Marine deployment and surface reconnaissance.

Cabinet Objectives:

- Due to the massive problem of overpopulation, Earth seeks to colonize more habitable planets
- Secure financial and natural resources (from other planets/stations)
- Sustain supremacy as the political superpower within the Sol system
- Maintain military equilibrium with Mars and develop/acquire their stealth technology
- Prevent and suppress potential uprisings in the Belt
- Balance hostile rivalry and mutual cooperation with Mars



The Martian Congressional Republic (Mars)



Background:

Originally a colony of Earth settlers, around three generations after the first colonists claimed Mars as humanity's second home, the colonists became restless. Although dependent on Earth for some supplies, Mars was largely self-sustaining. It was also becoming a leader in environmental science and research as well as the design and manufacture of a new generation of spaceships. Many of the settlers of that period wanted to secede from the rule of Earth, and likened their struggle to that of the American colonies in the 1700s. Two major events almost sparked a war between the two planets. As tensions grew, war seemed imminent until Solomon Epstein accidentally invented the Epstein Drive.

Once invented, Mars had a major technological advantage over Earth. The new ships could go further and faster than anything that had been built before, while using significantly less fuel, opening up the rest of the solar system for exploration and settlement. The colonial Martian government reached out to the UN and offered them access to the Epstein Drive in exchange for granting Mars its sovereignty. After being granted the right to rule itself, Mars formed the Martian Congressional Republic (MCR).

Government Structure:

The MCR serves as the governing body for the nine billion inhabitants of Mars. The Prime Minister of the Martian Congressional Republic is the leader of the Martian Congressional Republican Government and commander-in-chief over the armed forces with their seat being in the martian capital of Londres Nova. The position of Prime Minister is appointed by the Martian Cabinet. The executive branch of the MCR is the Cabinet, whilst legislature is handled by Martian Congress and the judicial branch is being filled by the Martian Court.

Political Status:

Mars is one of the two superpowers in the Sol system. However, the Republic is often in direct competition with Earth and its governing body, the UN. Despite Mars' much smaller population than



Earth, the ruggedness of the people as a result of the harsher environment and sparser resources makes the MCR a worthy counterweight to the UN's power. Still, like Earth, they actively oppress the Belt and its people. Due to its 'national' history, Mars is the small yet powerful military-state. Its population is characterized by grit, savviness and physical excellence. It asserts itself politically as a no-nonsense society and balances its small numbers with a historically fierce, can-do attitude.

Demographics:

The Martian population is comprised of the descendents of the first settlers, who colonized the red planet at the beginning of the 21st century. Most of them were from China, East India as well as North America. Only the brightest and most promising individuals were selected to start this new civilization and built a home away from home. While their cultural background was diverse, they were committed to their mission and shared one main objective: Terraforming the harsh and uninviting red planet into an earth-like inhabitable one. This plan united the first settlers and still unites Martians today.

This focus meant that Martian society grew to value science-based careers above any other. The difficulties of colonizing Mars required technological advancement, in many aspects, over the Earth. The first settlers saw how their home planet ached under the pressure of the increasing population; whose needs outgrew the welfare system's capacity. Since their natural resources are scarce, Martian society greatly values hard work and independence, while individualism is discouraged in the name of the greater cause.

As Mars' population (roughly 9 billion) is dedicated to realizing the terraforming project, most Martians work in the STEM-field. However, this ambitious plan is far from complete. The lack of an atmosphere still requires Martians to live underground or in domed cities, like Olympia and Londres Nova, mountains containing cities like Olympus Mons or other variously sized settlements.

Economy:

Mars' currency is the Martian Dollar (MCR\$). Mars has 9,000,000,000 inhabitants and a GDP per capita of 111.11 MCR\$. The Martian economy has since founding of the colony been revolving around terraforming the planet. Every inhabitant has in one way or another been involved with the industry behind this process. The Martian colony has thus always been a powerhouse of (environmental) science and technology. Over the generations Martians have grown accustomed to living in domes, so enthusiasm for the terraforming project has declined. While the environmental expertise of the Martians has definitely not been lost, the economy is now more focused on spacecraft and weapons industry. High



literacy and need for innovations make the Martians very technology astute and inventive. After all, it was the invention of the Epstein drive on Mars that bought Mars its independence.

Climate & Resources:

Gravity: Mars has about 15% of Earth's size and 13% of Earth's mass, which results in 38% of Earth's Gravity.

Geology: The outer mantle of Mars is dormant, which results in little volcanic activity. This also means that Mars does not have a structured global magnetic field. Mars' relatively thick (on average 50km) crust is mainly made up of Silicon, Oxygen, Iron, Magnesium, Aluminum, Calcium and Potassium (in order of abundance) in minerals and (mostly) rock. Chlorine, Phosphorus, and Sulphur are more common than on Earth.

Soil: The Soil on Mars contains elements crucial to plant growth such as Magnesium, Sodium, Potassium and Chlorine. However, the soil is basic at a pH of 7.7 and a perchlorate concentration of 0.6% makes the soil toxic.

Hydrology: Generally, liquid water cannot exist on Mars, because of the low atmospheric pressure. In the lowest elevations liquid water can persist for a short time. Water can therefore be found as water vapor in the atmosphere, although this is in very low concentrations. The bulk of the water on Mars is frozen and makes up the two ice caps on the two poles. The two caps together are estimated to contain 3.2 million cubic km of ice.

Atmosphere: Due to Mars' lack of a magnetic field, its atmosphere is unprotected from solar wind and ionizing radiation. Because of this the atmospheric pressure of Mars is only at 0.6% of the atmospheric pressure on earth. The atmosphere is made up of mainly Carbon Dioxide (96%), Argon (1.93%) and Nitrogen (1.89%). It does contain some traces of Oxygen and water. The atmosphere is also full of dust particles of the size of around 1.5 micrometres. The Martian atmosphere does not provide much protection from objects falling through it. (As opposed to Earth's atmosphere, which causes particles and objects to burn up.)



Climate: Mars has a similar seasonality to Earth's seasons, because the axis has a similar tilt to Earth's. Mars however takes about twice as long to travel around the sun. This makes a year on Mars two Earth years and thus the seasons will be double the length. The average temperature on Mars is -63°C , ranging from -143°C on the poles in winter to 35°C on the equator. Mars receives just 43% percent of the Earth's solar radiation. When Mars is closest to the Sun (thus every half Martian year), large dust storms occur. These can be big enough to engulf the whole planet, reaching speeds of 160 km/h and raising global temperature.

Current Tensions:

Mars has a strained relationship with both Earth and the Belt. Despite their many differences, Mars and Earth share one unifying trait: their utter disdain for the Belters. Both exploit the workforce of the Belt and use their resources to support their planets. While the Martian Congressional Republic controls part of the Belt, this has frequently put them at odds with the Outer Planets Alliance (OPA).

Since gaining independence from Earth, both of their military divisions, the Martian Congressional Republic Navy and the United Nations' military division, have been in an arms race. While tensions are always high, so far there has not been an open confrontation. But the balance of power is frail. One act of aggression or even a misunderstanding could escalate tensions and tip the scales towards a military conflict.

Military:

Overview and Organization

The military branch of the Martian Congressional Republic consists of the Martian Congressional Republic Navy (MCRN), the military naval arm, and the Martian Marine Corps (MMC), the space naval infantry of the MCRN. Though the MCRN is considerably inferior to the United Nations Navy (UNN) in fleet size and personnel number, its battlefleets are nevertheless considered superior by virtue of superior technology, fiercer armament, and better-trained crew.

The MCRN's commander-in-chief is the Prime Minister of the MCRN, to whom Admirals and Captains are subordinated. The MCRN is organized into three main fleets: the MCRN Home fleet, the MCRN Saturn fleet and the MCRN Jupiter Fleet. The main shipyard of the MCR are the MCRN Callisto shipyards located on the Jovian moon Callisto.



Martian Marine Corps

The Martian Marine Corps (MMC) is the space naval infantry of the MCRN. It serves on Martian-controlled outposts and navy ships. They use powered, vacuum-rated armor and operate in a wide range of combat situations employing a variety of equipment and tactics. The regular Martian Marine Infantry uses Martian light armor. Martian light armor is functional as both a vacuum suit and as general body armor. Inbuilt into both wrists are holographic computers which can be used to scan DNA via the fingertip. They also include thrusters for manoeuvring when in zero-G environments.

The Martian Marine Force Recon is the Special Forces branch of the MMC. They are equipped with Goliath Power Armor which (like light armor) is half armor and half spacesuit. Power armor is resistant to most small arms and utilizes an inbuilt multi-barrel minigun as its main armament with both armor-piercing and high-explosive rounds. Further, they can be equipped with rocket propelled and regular grenades. The inbuilt weapons onboard Goliath armour are DNA encoded and cannot be used by anyone but the assigned Marine user. Power Armour features a hydraulics system magnifies the wearers strength and enabling him or her to undertake marathon hikes and move at superhuman speed. Furthermore, Goliath Power Armour includes sensor packages which can identify and track hostile infrared targeting lasers.

Fleets	Base/Tasks	Flagship/notable ships
MCRN Home Fleet	Base: Mars Assignments: operations in protection of Mars and directly against Earth	Includes X5 MCRN Stealth C Ballistic Missile Platform
MCRN Saturn Fleet	Assignments: policing the system near Saturn	MCRN Icaria Planum
MCRN Jovian Fleet	Main Bases: Ganymede, Europa (Jovian moons)	MCRN Donnager

Stealth C Ballistic Missile Platform

The MCRN Stealth C ballistic missile platform is a first strike nuclear missile platform which is able to launch a nuclear assault from space directly against Earth.

MCRN Warship Classes

The MCRN features different classes of warships, explicitly mentioned are the following (ranked by size): Donnager-class, Scirocco-class, Corvette-class and Morrigan-class. In addition, the MCRN possesses dropships, breaching pods and first strike nuclear missile platforms.



Donnager-class

The Donnager-class battleships (comparable to present-day aircraft carriers) are the pride of the MCRN and serve (amongst others) as the flagships for MCRN fleets. They are almost 500 meters long measuring 250'000 tons of dry weight and are propelled by four Epstein Drives. Currently, the MCRN employs eight Donnager-class vessels. The Donnager-class is armed with two ultra-heavy railguns, six fore and eight after fast-reload missile launchers and 59 PDC's. Because of their high-spec railguns they are considered to be almost invincible in close quarter combat. A Donnager-class's internal storage bay is capable of holding up to two frigates of the Corvette-class or four destroyers of the Morigan-class. Furthermore, they carry Chariot-type dropships and repair skiffs. The Donnager-class is capable of hosting a crew of 2086 personnel, including squads of the MMC and their elite Force Recon Units. They possess ranging lasers and tactical systems enabling them to serve as command vessels in combat.

Scirocco-class

The Scirocco-class is designed as a high-speed troop carrier and frontline warship. They are 200 meters long and 72 meters wide. A Scirocco-class warship can hold up to three Chariot-type dropships ready for rapid deployment of up to 36 Martian Marines at once as well as 12 Mosquito-type breaching pods. They are propelled by four Epstein Drives and are armed with one light railgun, five large and five small torpedo tubes and 12 PDC's. They feature state-of-the-art targeting suites and are equipped with electronic countermeasures as well as advanced communication and tactical arrays.

Corvette-class

The Corvette-class is a light frigate which can serve a variety of purposes ranging from missile platform and defense, customs and law enforcement to reconnaissance and surveillance. They are 46 meters long and can carry a crew of up to 30 personnel. They are propelled by a single Epstein Drive and are armed with six PDC's and two Torpedo launchers (carrying 20 torpedoes). The most well-known ship of the Corvette-class is the MCRN Tachi / Rocinante.

Morigan-class

The Morigan-class is a patrol destroyer and is designed to be a combination of a patrol torpedo boat and a light destroyer. They are heavily used in policing operations. They measure 31 meters in length, can hold up to eight personnel and are propelled by a single Epstein-drive. Their armament includes 2 PDC's and two torpedo bays. However, they lack a ventral PDC making them rely on their



maneuverability to cover this side. The MCRN has equipped several Morrigan-class destroyers with stealth technology.

Chariot-type Dropships and Mosquito-type breaching pods

Chariot-type dropships are used by the MCRN as transportation vessels serving as scouts or for ship-to-ship transports. They can carry up to twelve Martian Marines alongside a complement of Force Recon Marines and are armed with two automated ground-support machine guns and one PDC. Mosquito-type breaching pods are hexagonal in shape and used to deploy forces quickly onto hostile ships and stations

Cabinet Goals

- Obtaining more natural and scientific resources, especially to gain the upper hand on Earth and the Belt
- Sustaining Mars' technological superiority over the UN and the OPA
- Restarting the Terraforming Project
- Expanding Mars' territorial and political power; further colonization and consolidation
- Maintaining the economic and social dominance over the Belt and outer planets while preventing a full-fledged Belter rebellion (especially on Martian-governed or occupied moons and stations)



Outer Planets' Alliance (The Belt)



Background:

The “Outer Planets” are designated as such in relation to their inner planet counterparts: Earth (UN) and Mars (MRC), as they comprise the myriad colonies that lay within and beyond the Asteroid Belt. The outer planets themselves are not actually inhabited, since they are made of Gasses; however, their moons, as well as larger, sturdy asteroid rocks and even gigantic man-made space stations make up the region and cultural/political entity known as “the Belt.” The Asteroid Belt was colonized roughly 150 years ago (~2200 CE) by Earth and Martian entities.

The Outer Planets' Alliance (OPA) is not a government nor an official political body for the Belt, however they make up the most vocal, powerful and dynamic group taking up an organized (if somewhat disunified) platform in the Belt. The OPA is part-social movement, part-political party, and part-paramilitary organization (according to Belters and their sympathizers). It is deemed a terrorist group by both the MRC and the UN.

In reality, it is a loosely affiliated yet diverse collection of various interest groups and dissident factions from throughout the Belt. They are not monolithic, but do resemble some form of mobilized front, led by engaged and organized actors and representing legitimate political and civil interests and aims. The OPA is an obscure network co-opting or associating under a core common ideology, which first emerged as a labor union/advocacy group fighting for the social, political and economic interests of the citizens of the Belt, oftentimes in direct conflict with the UN-Mars Coalition. Today, distinct factions have cells based in every station in the Belt, including two major hubs: Tycho Station and Ceres Station.

Political Status and Organization:

Although unofficial (and illegitimate to the inner planets), the OPA is the quasi-representative political body for the Belt. Because of its decentralized structure and the range of activities by groups claiming affiliation, it struggles with forming a unified political platform as well as maintaining internal



stability and hierarchy. It has de facto headquarters on Ceres Station, and its most commonly accepted and interplanetary- recognized leader is Fred Johnson.

However, a common saying is “there’s OPA and there’s OPA.” Although recognized by the general populace and media of Earth and Mars as a cohesive group, the OPA contains many groups and factions, all on varying points on the political spectrum. Fred Johnson represents the largest faction, achieving a form of legitimate recognition by the United Nations and Martian Republic. Marco Inaros represents the Free Navy, a faction pursuing Belter independence from intervention and taxation by the inner planets. Black Sky is a violent terrorist-like militant underground faction. Various other minor factions and interest groups also exist within the OPA.

Faction	Leadership	Areas of Operation	Notes
Tycho Station OPA	Fred Johnson	Tycho Station, Behemoth, Medina Station	Primarily recognized body of the OPA
Ceres Station OPA	Anderson Dawes	Ceres Station, Behemoth, Medina Station	
Zig Ochoa’s OPA	Zig Ochoa	Ceres Station	Opposing group on Ceres
Kelso Station OPA	Unknown	Kelso Station	Publicly condemned Free Navy
Rhea OPA	Unknown	Rhea	Publicly condemned Free Navy
Voltaire Collective	Rosenfeld Guoliang	Medina Station	Known as “ideological provocateurs”
Marattuva Kulu	Unknown		Non-violent collaborationist*
Black Sky	K. Nikil	Tycho Station, Ceres Station, Pallas, Hygiea	Extremist faction that is particularly violent and vengeful
Inaros OPA	Marco Inaros	--	Went on to form the Free Navy
Tres Copains	Unknown	--	
Union OPA	Unknown	--	
Golden Bough	Unknown	Ceres Station	Openly criminal organization--claims to be OPA but denied by other OPA factions

Demographics:

The people from the Belt and beyond are referred to as Belters. Belters are an oppressed and mistrusted working class, who provide many goods and resources for Earth and Mars through mining and other manual work facilities built on the asteroids. The Outer Planets Alliance (OPA) was formed to bring together the Belt and to further their interests socially, economically and politically. OPA members typically have characteristic patterned tattoos around their necks.



Although according to official inner planet censuses the population of the Belt is around 50 million, other sources including the OPA claim the number to be around 100 million.

Belters are physiologically different than Earth and Martian humans. Humans born in the Belt are taller and thinner than those from the inner planets, standing 2-2.5 meters tall. They also have fairly brittle bones from growing up in low-gravity. As a result, they cannot survive in Earth's gravity for very long-- it feels like enormous weight on their lungs and entire being. On the other hand, Belters can recover faster than Earthers after periods of high-G. These physical differences, along with cultural and language differences, contribute to Belters being dehumanized and mistreated as second-class citizens by many of Earth and Mars' residents, since on a superficial level, they seem to be a deviation from the norms of the human species.

Due to the biological consequences of low gravity to the human body, Belters face considerable difficulty in completing regular, healthy pregnancies. Abdominal and uterine muscles often atrophy from underuse, rendering labor a very long, painful, and dangerous process. Whenever possible, Belter women will relocate to Ceres station for the duration of their pregnancies, where the artificial spin gravity allows for a more predictable and healthy pregnancy and delivery. Ganymede Station is also frequently cited as a hospitable location for pregnancy and childbirth because of the high density of medical science professionals from the Belt and outer planets.

The language Belters speak is Belter Creole or *Lang Belta*, a patois (a speech that is non-standard and eclectic in origin) of the various dialects spoken by the original settlers of the Belt. During humanity's expansion into the solar system, people from various different parts of Earth and Mars often had to live and work together, and therefore developed an integrative language in order to communicate with each other. Eventually, this developed into a full-fledged Creole language, which became the lingua franca of the Belt and the outer planets. Depending on the socio-economic status of the speaker, it can be almost impossible for non-Belters to understand. Belters have also developed a variety of physical gestures not shared in common with people from the inner planets because of the increased need for non-verbal communication during spacewalks.

Economy & Society:

The Belt has been the frontier of the Sol system and the destination of many travelers, and has thus held significant influence in trading. However, as the Belt is beholden to vested corporations from the inner planets and their and the UN and Mars' austere economic policies, its economy has not been able to flourish like the inner planets' have. The Belt and outer planets therefore operate like a sort of



Wild West, where human rights, fair labor regulations, and government services and supervision are undermined by profit prospects and complacent colonial administration.

In many bodies in the Belt and outer planets, private security companies are responsible for policing services in lieu of official UN or MCR law enforcement. They are known for being corrupt, inconsistent and self-serving. Companies like Star Helix, Protogen and CPM Security Corp. are wide-spread stand-ins for traditional police forces, Earth-owned and stationed in places like Ceres and Ganymede among other systems.

Furthermore, the OPA as a para-legal political group operates with no formal, democratic structure and thus acts as a kind of loose association of pirates, oftentimes looting stations, raiding resource supply transports, or stealing ships, weapons, cargo, water, parts, and other goods for bargaining power and upgrades. Captured ships are refitted and re-purposed into the Free Navy's growing armada. The OPA attempts to disperse newly fitted and branded ships across different stations throughout the Belt. The criminal factions of the OPA engaging in these pirating activities often clash with more moderate groups following Fred Johnson's ethos of diplomatic pragmatism. Nevertheless, criminal activities and organizations permeate Belter outposts. Crime syndicates such as the Loca Greiga collaborate with and exacerbate these pirate operations.

Climate & Resources:

The "Outer Planets" (aka the Belt) are really the surrounding moons, giant rocks and artificially constructed stations around and beyond the Asteroid Belt (between Mars and Jupiter). The Belt is therefore predominantly comprised of variations of space rock, lacking in some significant basic natural resources like water, oxygen and other essential materials and elements. Thus, the Belt is heavily reliant upon regular shipments of basic amenities from the inner planets.

Human-constructed space stations like Tycho Station are also a staple of the Belt, cultivating goods or serving as commercial hubs for imports and exports. Decades prior to corporations like Pur'n'Kleen Water Company's harvesting ice from the rings of Saturn, Tycho engineers captured a small comet and parked it in stable orbit as a water resupply point for the Belt.

The Asteroid Belt does have an abundance of ice/oxygen, palladium, gold, magnesium, titanium, ore, platinum, iridium and other precious metals. Precious metals are transported back to Earth, while iron group metals and other common resources are used for further construction in space.

Current Tensions:



Internally, the OPA is not as stable and cohesive as many believe. The organization has become ever more fractured as time goes on and as decisive leadership is contested for. While Fred Johnson assumes the outward label of ‘leader’ of the OPA, various cells and sub-factions continue to splinter off from the core OPA group. Small grassroots cells such as the Far Horizons Foundation, a student led organization, as well as larger cells have now emerged. Keeping these increasingly dispersed interests aligned, as well as maintaining structural unity as an organization, poses a difficult challenge.

Furthermore, striking the proper balance between advocating for the Belt’s more radical, pressing interests and asserting modest political legitimacy as an organization to the inner planets has proved a fine line thus far. The OPA will have to juggle managing and synthesizing various factions’ pursuits and mixed interests, as well as consolidate itself into a more efficient, legitimate and cooperative political group. Particularly, it has to decide whether to proceed as one entity or formally separate, and whether to operate with violence and intimidation or with diplomacy and outreach.

On a more macro-level, as the Belt’s socio-economic and political position further deteriorates and becomes desperate, various private individuals and instigators from within the OPA have been pushing for the Belt and outer planets to rise up against Earth and Mars. Although they are a weaker, less organized population than the inner planets, Belters have started to resist the power of the UN and the MCR. They have begun to organize weekly protests at Ceres and Medina Stations. A social and political rebellion now seems imminent, as Belters grow increasingly restless and resentful at their disenfranchisement and marginalization.

Military:

Due to its economic and cultural subjugation by Earth and Mars, the Belt significantly lags behind the inner planets in terms of technology and military capability. Most of their outfitting is a collage of various salvaged or pilfered equipment. However, due to their amoral methods of pursuing technological advancement (pirating), they frequently acquire new improved technologies.

Free Navy

The Free Navy is the self-entitled naval military branch of the Outer Planets’ Alliance. Originally, it was formed from a student-led organization. Their members are often perceived and/or referred to as “OPA extremists,” especially by the incumbent OPA leader Fred Johnson. They are commanded by Marcos Inaros.



OPA Navy

The OPA Navy is an attempt by the Tycho Station OPA and Anderson Dawes' OPA, as the most legitimate factions of the OPA, to create an official military force. It competes with the Free Navy as the dominant military arm for the OPA. Tycho station, despite being a civilian shipyard, has been used to build several gunships as a part of the OPA Navy. These ships are the first in a custom built OPA Naval fleet that form an armed defensive force.

Known OPA Ships

Designation	Class	OPA Faction	Notes
Nauvoo / OPAS Behemoth / Medina Station	Generation ship / Behemoth-class / Spin Station	Tycho Station (Fred Johnson's) OPA / Anderson Dawes' OPA / OPA Navy	
Rocinante	Corvette Class (Formerly MRC)	Independently owned (operates under contract for the OPA)	
Callisto's Dream	Heavy Freighter	Tycho Station OPA	Supplies Medina Station
Scopuli*	Transport Ship	Anderson Dawes' OPA	Captured by Protogen and used as bait in order to destroy the Canterbury
Guy Molinari	Transport Ship	Tycho Station OPA	
Talbot Leeds	Transport Ship	Tycho Station OPA	Sent teams to plant nuclear weapons onto the surface of infected Eros*
Weeping Somnambulist	Transport Ship	Tycho Station OPA	
Desiderata of Bhagavathi	Unknown	Carlos Walker OPA	
Jammy Rakshasa	Unknown	Goodfortune OPA	Docked at Tycho Station during high level OPA meeting during Free Navy Conflict*
Giambattista	Converted water-hauler	Ostman-Jaszinski OPA	
Torngarsuk	Unknown	Al-Dujaili OPA	Destroyed by Free Navy during Free Navy Conflict

Cabinet Objectives:

- Maintain unity and stability as the OPA
- Gain political and economic independence & official recognition by inner planets
- Cultivate more self-sustainable resources and socioeconomic capital in the Sol system
- Establish political/civil structure for the Belt



Getting Started

Before you arrive for the conference and we initiate the simulation, please have a thorough read through this background guide. Aside from upcoming personal bios, this provides all the information you will need to commence the Crisis. As you have no position paper to submit or further research to conduct, please see to it that you familiarize yourself with the Crisis through these materials. Due to the specific theme and intricacy of this Crisis, you will not understand the simulation without it.

Beginning the simulation...

It can be helpful to first account for your own finances, resources, political/military assets and influence, (personal) security, and/or intelligence of your immediate surroundings/cabinet members. You must figure out what your agenda is

What are your overarching goals (factoring in secrets, allegiances, personal objectives, unique characteristics, cabinet goals and dynamics, etc.)? How do you want to navigate the crisis in the long-game? How can you get what you want? Who can you work with? Who can you manipulate? How can you start setting these gears in motion from the start?

General Tips:

- Think on your feet & be creative
- Don't be shy-- be prepared to go all-out
- Always have contingency plans
- Operate strategically, long-term
- Check for loopholes
- Exploit all opportunities
- Trust your instincts!