



The Fall of the Roman Empire

Committee Manual

1. Organization of the Committee

a. Who will lead the Committee?


The High Mediating Seat of Europe (HMSE)¹ is a group of individuals unanimously chosen by all leagues to serve as mediating powers between all delegates. The leagues have agreed that the HMSE will have the liberty to choose where the public sessions take place, but the private sessions will take place in Constantinople, Ravenna, and Pannonia. For purposes of formality, all delegates, including emperors and leaders, must refer to the HMSE as the High Seat. Characters, as is traditional, will be referred to as Delegates.

2. Stages of the Committee

a. What are stages?

The stages of the committee are the key points of the war and function as subtopics for the debate. The selection of these responds to the four main stages of the committee: Migration Period, rebellion of Germanic tribes, the future of the

¹ The HMSA serves as a “Chair” in traditional committees. As such, their powers are identical. For the purposes of the historical committee, the background given on the HMSA is assumed to be true.



Empire, and German and Roman Unification. The events that occur in each stage respond to actions taken by the delegates.

I. In each stage there are corresponding sub-stages. The sub-stages indicate the events that are occurring during the time periods of each stage.

II. Sub-stages indicate if there are either private or public sessions at that moment, and the topics for each of the sides.

The committee's background specifies what topics should be debated by each side in private sessions and which ones are to be debated in public sessions.


b. What happens when a stage is over?

When the stage comes to an end, each side is required to hand in an edict² to the High Seat. In edicts, both sides should write the actions that are being taken to mediate the conflict and topics discussed in the debate. These edicts will be of crucial importance as they will heavily influence what occurs in the following stages.

3. Time-Based Committee

The Seat will specify when a stage (or sub-stage) has begun. If the substage is specified as All, then all sides will sit together and discuss the matters at hand. After this substage has passed, and if the following stage is specifically for one side, then the sides will separate and

² For more information on edicts, refer to clause no. 6




discuss their actions and other matters. Finally, each stage ends with a War phase, during which the leagues plan their actions for the war, except for the final stage, which ends with a final negotiation. (The war phase in stage one is optional).

4. Committee Sessions

- a. **Public Sessions:** In these sessions, the leagues will be able to discuss in formal and informal debates. They will occur before the time of war in each stage, when there are no military conflicts between sides.

I. During public sessions, delegates will be able to change their allegiance from one side to another (e.g. a delegate from the Western Empire goes to the Eastern Empire). If a delegate wishes to do this he or she would have to send a note or approach the High Seat communicating the situation and reasons for the change. The High Seat will then decide if this change is approved or denied.

→ **Anonymously:** Delegates can act as spies for their new houses. This means that, for example, if a Germanic delegate decides to act as a spy for the Eastern Empire, the delegate would stay on the Germanic side acting as a spy for the Eastern Empire. If a spy is discovered by the side affected, then that side would be able to hold the spy prisoner. To accuse a delegate of being a spy, the accusing delegate must send a letter to the High Seat in

A decorative illustration of a dark grey dragon with a spiky mane and tail, set against a teal background with stylized green foliage. The dragon's head is on the left, and its body curves across the top of the page.

order for it to evaluate it. Evidence is required in this letter, if evidence is not presented, the accusing delegate would receive a call to attention.


→ **Publicly:** Any delegate who wishes to change their alliance must explain their reasons for doing so in front of the committee. One delegate from his past alliance will be aware of this change and might speak out against him.

b. Private Reunions

Delegates have the ability to request a private reunion with another delegate. In these reunions, both delegates will move to an isolated space where the rest of the committee is not listening to their conversation. To request this reunion, delegates should send a letter explaining the reasons for requesting the reunion. The High Seat will decide if it accepts or rejects the request. When accepted, the delegates can use this space for:

- I. **Political maneuvering:** Strategies are not only recommended but necessary in order to develop the war. The reunions might serve as a way of creating and solidifying plans for defense and attack.
- II. **Consulting with spies:** Spies might request a private reunion to update their new side about topics and situations being handled in the opposite league.

c. Private Sessions



These sessions will occur in times of military conflict and also in moments where each league has to debate about dilemmas affecting them in their own territory. In times of war, private sessions will function as a crisis committee, where delegates can take action through edicts according to their positions and allowances.

d. War Phases

The war phase will be an interactive moment for the committee where both sides will engage in conflict for specific territories in real-time. Taking turns, each side will decide if they want to attack a territory and with how many troops they want to do so, and through a system explained during the committee, the confrontation will take place.

5. Imprisonment

a. When will delegates be imprisoned?


Delegates will be imprisoned after being discovered as spies in the committee.

b. Who can imprison delegates?

The side that is affected by the spy discovery can take action and imprison the delegate. This means the three sides have their own jails.

c. What can a delegate do while imprisoned?


Delegates imprisoned will have communication with other delegates imprisoned on their side.

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- i. Prisoners might only act through personal edicts. These edicts will be thoroughly revised by the High Seat, who will decide if the action is approved or denied. These actions might include a plot to escape imprisonment.
 - ii. Prisoners might communicate with other delegates in the committee through letters revised by the High Seat. Only one letter can be sent through each sub-stage.
 - iii. In order for a delegate to leave imprisonment, his or her side must negotiate with the capturing side in order to return his or her freedom.
 - If a delegate lives in imprisonment for more than two sub-stages, the imprisoning side will assassinate him.

6. Edicts

I. What is an Edict?

An edict is a formal document written by an individual or multiple delegates (with signatures of the participants) that is similar to directives. Using the political power of the delegate, it commands a certain action be done. They will come into effect at the end of the substage if approved by them. Once it has been approved, its impacts will be announced by the High Seat. The criteria for the approval of an edict are as follows: if it is coherent with the political position of the delegate, if it offers a detailed explanation of how it will be done, if it explains its expected impact on the



committee, and if it does not include more than half the side. If the edict were to include more than half the side, it would be considered a side edict, which would be taken into account after the war phase. An edict must also not call for the assassination of more than one member of the side. If the edict fails in any of the previously stipulated categories, it will be denied. If any delegate wishes to consult something about their edict, they may approach the High Seat.

II. When may an edict be done?

a. During Public Sessions

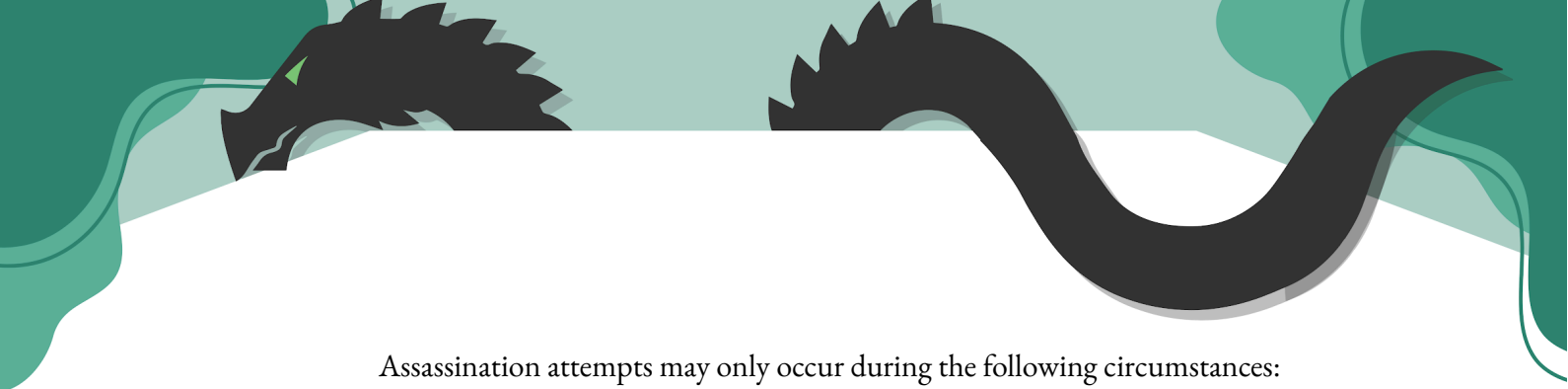
Personal edicts during public sessions will involve non-bellicose directives. Troops may not be mobilized during these edicts. Only one personal edict will be admitted from each delegation every public session, even if it is rejected by the High Seat.

b. During Private Sessions

During private sessions, delegates may issue more than one edict to the High Seat, and may collaborate with members of their league to do it. If the edict is done during the war phase at the end of each stage, then it will be reviewed alongside ad hoc edicts to determine the outcome of a battle or expedition.

7. Assassination Attempts and Death

i. When can somebody be assassinated?



Assassination attempts may only occur during the following circumstances:

1. If a leader has **sent an edict** for the death of one of their own.
2. If a general or civilian chooses to go to war; they are a casualty.
3. If a delegate is imprisoned by the opposing side and has spent more than two sub-stages without liberty. After the two sub-stages pass, the delegate will be assassinated by the leader of the side that had him imprisoned.

ii. What happens after a delegate is assassinated or killed?


If a delegate dies, they may write a final will (which will be revised by the High Seat) leaving their powers (if any) to another delegate. After this has been announced, they will be re-introduced to the committee as another delegation, and given background by the High Seat on their position, powers, etc.

8. Awards

The High Seat will give awards to those delegates that have proven their ability to adapt to new circumstances, demonstrate their cunningness and ability to persuade, their diplomacy, and other qualities. These awards will include the original, BAMUN awards (Best Junior, Best Delegate, etc.).

9. Extra features

- a. Randomness




It is pertinent for delegates to know that the committee, as is normal given its nature, will have a controlled degree of randomness. This means that edicts and other actions such as military expeditions may or may not fail, meaning that each action must be carefully planned.

b. Callings to Attention

If any delegate receives three warnings or callings to attention, they will have to leave the committee temporarily. If the delegate returns to the committee and receives a call to attention, he or she will be banned temporarily again. Depending on the amount of callings to attention that a delegate receives, their opportunity to receive an award might be diminished.

c. Individual delegate features

- Emperors: Roman civilizations will start with a determined Emperor (Zeno for the eastern side and Julius Nepos for the western side) and they will be able to vote and select new leaders during private sessions. Delegates who wish to be an Emperor will have the space to debate on why they should be chosen, and afterwards, the votation procedure will be executed by a member of the High Seat. Emperors can stay the same during all stages, however, it is recommended that they stay a maximum of two stages.
- Leaders of Germanic tribes: Germanic tribes will need to select two representatives during their first private session to form the Germanic



Council alongside the Germanic Chieftain; each representative will last a maximum of two stages (the two stages in which a delegate is the representative don't have to be consecutive) and the Chieftain may stay the same during all stages, however, it is recommended that they also stay a maximum of two stages.

10. Objective of the Committee

Beyond exploring and simulating the ambiance of the fall of the Roman Empire, the objective of this committee is to provide a space for individuals to innovate and for groups of people to take that innovation one step further. Even though the fall of the Roman Empire is a complex conflict, this is the place for all delegates to think further beyond and find peace where it might not be clearly seen. We expect all delegates to enjoy and be inspired by this experience. Remember to have fun and find the best solutions for your side and character. Hope to see you there!