



The Olympian Council

The Trojan War

INDEX

1. Intro to Crisis Committees

2. Types of Documentation

a. Public directives

b. Private directives

i. What happens after you submit
a private directive

c. Joint directives

d. Press releases

e. What makes a good crisis
documentation

3. History and Background

a. The Judgement of Paris

b. The Oath of Tyndereus

c. The Abduction of Helen

d. Rising Tensions

4. Allotments and Roles

Introduction to Crisis Committees

In a Model United Nations committee, delegates usually discuss a topic they have prepared for in advance. Crisis committees are different. Here, delegates respond to a fast-moving series of events that happen throughout the simulation. This format tries to copy real-life decision-making, where delegates have to make quick choices as new information comes in.

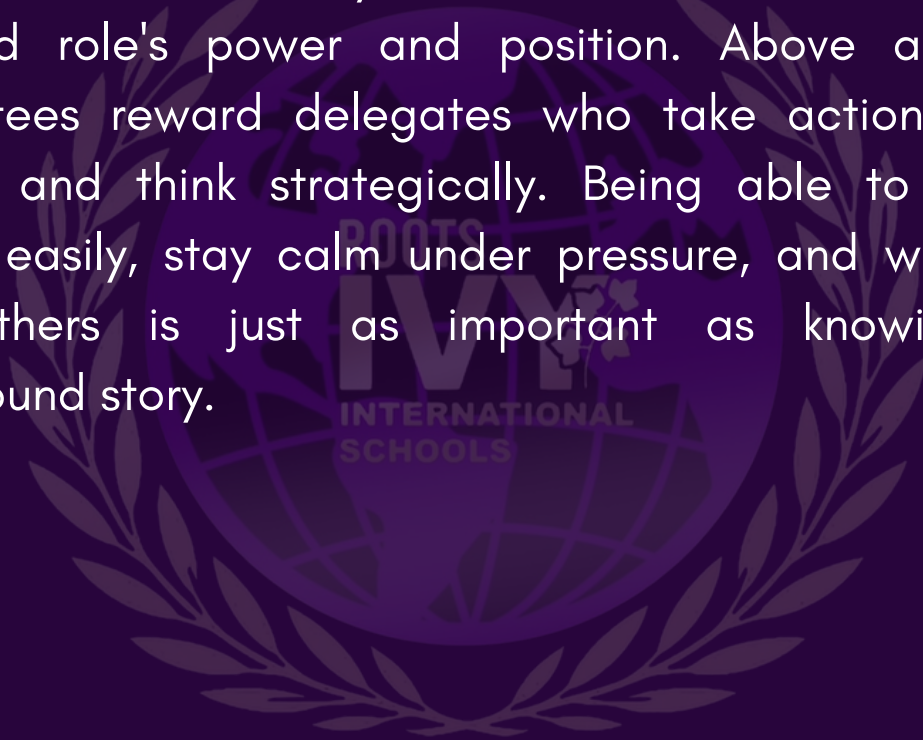
In a crisis committee, the direction of the story is shaped directly by debate and by the choices delegates make. The Crisis Staff will share regular updates that introduce new events, changing situations, or unexpected challenges. Delegates must be flexible and change their strategies as the committee moves forward.

Unlike regular committees, crisis simulations want delegates to think beyond just giving speeches and writing long resolutions. Delegates should change the story through real actions:

- **Public Directives:** Shared through committee directives and decisions made together by the whole room.

- **Private Directives:** Done through personal orders, letting individual delegates take secret or independent steps that match their own character's goals.

Success in a crisis committee is not about how many actions you take, but how good they are. Delegates should make sure every idea is realistic and fits their assigned role's power and position. Above all, crisis committees reward delegates who take action, adapt quickly, and think strategically. Being able to talk to people easily, stay calm under pressure, and work well with others is just as important as knowing the background story.



Crisis Documentation

I. Public Directives

A public directive is a formal proposal for the committee to take action. It is similar to a draft resolution in a traditional MUN committee, but it is generally much more focused on immediate action rather than establishing broad policies.

A public directive is visible to the other delegates. It represents an action that you want the committee to collectively undertake, meaning that it will normally be discussed and voted upon according to the committee's rules.

Public directives are particularly useful when the committee needs to respond to a crisis collectively. They can involve military operations, diplomatic initiatives, economic measures, investigations, humanitarian efforts, or any other action that falls within the committee's authority.

Think of a public directive as:

"This is what I want the committee to collectively do."

The most important thing is that a public directive should be actionable. Instead of writing:

"The committee will address the crisis."

Explain how the committee will address it:

"The committee will deploy 2,000 additional personnel to the affected region, establish temporary medical centers, and provide emergency supplies to civilians."

The Crisis Team can then determine the consequences of that action.



II. Private Directives

A private directive is an action that a delegate takes independently and secretly, rather than asking the entire committee to do it.

This is one of the biggest differences between a crisis committee and a traditional MUN committee.

A private directive is submitted directly to the Crisis Team. The other delegates do not automatically know that you submitted it or what it contains. The Crisis Team evaluates the action and determines what happens as a result.

Private directives allow you to act as your individual character or portfolio, rather than simply acting as a representative of the entire committee.

For example, imagine you are playing a government minister. The committee might publicly decide to increase border security. Separately, you could privately instruct your own intelligence agents to investigate whether a member of the government is secretly working with the opposition.

The rest of the committee would not necessarily know you were conducting that investigation.

Examples

- Secretly send agents to infiltrate an opposing organization.
- Privately negotiate with another country's leader.
- Attempt to bribe an important official.
- Move military forces without publicly announcing the movement.
- Search for information about a suspected spy.
- Secretly recruit influential individuals to support your political goals.
- Attempt to sabotage an enemy's resources.

Think of a private directive as:

"This is what I personally want to make happen behind the scenes."



What Happens After You Submit a Private Directive?

A private directive is not automatically successful simply because you submitted it.

The Crisis Team considers factors such as:

- What resources your character has.
- Whether your character could realistically accomplish the action.
- How difficult the action is.
- Whether other characters could interfere.
- Whether you provided enough detail.
- What consequences the action could create.

For example, imagine a delegate submits:

"I assassinate the opposing leader."

That does not mean the leader automatically dies.

A better directive would explain:

"I use two trusted agents who have previously worked within the leader's security detail. They will infiltrate the upcoming private meeting disguised as staff members and attempt to poison the leader's drink before leaving through a predetermined escape route."

The Crisis Team can now evaluate the plan and determine whether it succeeds, partially succeeds, or fails.

A private directive is therefore a plan or attempted action, not a guaranteed outcome.



Joint Directives

A joint directive is an action undertaken by two or more delegates working together.

Joint directives allow delegates to combine their resources, influence, information, and abilities. They are especially useful when one delegate has something that another delegate needs.

For example:

- Delegate A has control over the military.
- Delegate B controls the intelligence services.
- Together, they create a plan to use intelligence gathered by B to guide a military operation led by A.

A joint directive could therefore say:

"The two parties will combine their intelligence networks to identify the location of the opposing force and then coordinate their military units to intercept it."

Press Releases

A press release is a public communication intended to influence how the public, media, or other actors perceive your character or organization.

Unlike a directive, a press release does not primarily ask the Crisis Team to carry out an operation. Instead, it tells the world what your character wants people to believe or know.

Examples

- "The government announces that emergency measures will remain in place until the security situation stabilizes."
- "The organization denies allegations that it was responsible for the attack."
- "The president calls upon citizens to remain calm and cooperate with emergency authorities."

A press release can therefore be thought of as controlling the public narrative.

What Makes Good Crisis Documentation?

Regardless of the type of document, specificity matters. A good crisis action should make it clear:

Who is taking the action?

What exactly are they doing?

How are they doing it?

Where is it happening?

When is it happening?

Why are they doing it?

What resources are being used?



History and Background

1. The Judgement of Paris

The root of the conflict lies on Mount Olympus. Eris, the Goddess of Discord, was intentionally uninvited to the wedding of Peleus and Thetis. In retaliation, she crashed the feast and threw down a Golden Apple inscribed "*To the Fairest*".

The title was contested by three major goddesses:

- *Hera* (Queen of the Gods)
- *Athena* (Goddess of Wisdom and Strategy)
- *Aphrodite* (Goddess of Love and Beauty)

To resolve the dispute, Zeus designated **Paris**, a prince of Troy known for his fairness and beauty, as the mortal judge. Seeking an advantage, each goddess offered him a bribe:

- *Hera* offered supreme political power and dominion over Asia.
- *Athena* offered unmatched wisdom and military glory.
- *Aphrodite* offered the love of *Helen of Sparta*, the most beautiful mortal woman in the world.

Paris awarded the Golden Apple to *Aphrodite*.

2. The Oath of Tyndareus

Helen's hand in marriage was the most sought-after prize in the Aegean world, drawing dozens of powerful Greek kings, warlords, and heroes as suitors. Fearing that choosing one suitor would spark a devastating civil war among the Greek city-states, her stepfather, King Tyndareus of Sparta, hesitated to act.

Odysseus, king of Ithaca, proposed a solution: before the decision was announced, every suitor must swear a binding, sacred oath to uphold and defend the chosen husband's marriage against anyone who attempted to steal Helen or breach the union.

The suitors swore the *Oath of Tyndareus* over the sacrifice of a horse. *Menelaus*, prince of Mycenae, was chosen to marry Helen, subsequently becoming the King of Sparta.

3. The Abduction of Helen

Years later, Paris traveled to Sparta on an official diplomatic trade mission representing Troy. Menelaus welcomed Paris into his palace under the sacred ancient Greek laws of *Xenia* (guest-friendship and hospitality).

While Menelaus was away in Crete attending his grandfather's funeral, Paris—guided by Aphrodite's promise—stole away with Helen, taking vast amounts of Spartan royal treasury wealth with them back across the Aegean to the fortified walls of Troy.

4. Rising Tensions

With Helen taken, the diplomatic framework of the Aegean has broken down entirely, placing both coalitions on the brink of war.

- **Invocation of the Oath (The Achaean Alliance):** King Menelaus and his brother, King Agamemnon of Mycenae, have officially invoked the Oath of Tyndareus. Dozens of Greek kings—many unwilling to risk their own men for another king's marriage—are obligated by divine law to mobilize their fleets and armies at the port of Aulis.
- **Violation of Xenia:** Beyond a personal grievance, Paris's actions constitute a grave violation of Xenia (the sacred bond between guest and host). This outrage gives Agamemnon the religious justification needed to rally the Greek world behind an invasion force.
- **Trojan Internal Polarization:** In Troy, news of Paris's arrival with Helen and Spartan gold has split the royal court. Prince Hector and key advisors recognize that harboring Helen invites a war against a unified Greece, while King Priam and Paris refuse to return her, relying on Troy's massive walls and regional alliances for defense.

- **Olympic Factionalism:** The divine realm has split along clear geopolitical lines. Hera and Athena, furious at being rejected by Paris, are actively aligning with the Greeks to demand Troy's destruction. Aphrodite remains committed to protecting Paris and Helen.



Allotments and Roles:

Agamemnon: King of Mycenae and supreme commander of the Greek coalition, who views Paris's breach of hospitality as an insult to Greek power and a prime opportunity to expand his influence across the Aegean.

Menelaus: King of Sparta, husband of Helen, and brother to Agamemnon, who stands as the directly wronged party whose home and honour were violated while hosting Paris under the sacred guest laws of *Xenia*.

Achilles: Prince of Phthia and leader of the Myrmidons, who is the Greek world's most formidable demigod warrior, bound by no oath but driven by an overwhelming desire for personal glory and eternal fame.

Patroclus: Trusted advisor, close companion, and chief strategist to Achilles, who is highly respected within the Myrmidon ranks for his empathy, loyalty, and sharp tactical intelligence.

Odysseus: King of Ithaca and the premier diplomat of the Greek world, who originally devised the Oath of Tyndareus and serves as an exceptionally pragmatic, intelligent, and persuasive leader.

Ajax the Great: King of Salamis and the physically strongest, most resilient warrior among the Greeks, fiercely loyal to the Achaean cause and traditional heroic honor.

Diomedes: King of Argos and an exceptionally aggressive young warrior favored by Athena, who is eager to prove his valor alongside older heroes and uphold Greek military honor.

Nestor: King of Pylos and senior elder statesman of the Greek world, who brings decades of military experience, moral authority, and political wisdom to the coalition.

Neoptolemus: Young prince of Phthia and son of Achilles, who is a fierce, aggressive fighter eager to build his own reputation in his father's shadow.

Philoctetes: King of Meliboea and master archer possessing the legendary bow and poisoned arrows of Heracles, who is bound by oath to defend Helen's marriage.

Priam: King of Troy, father of Paris and Hector, and ruler of a powerful trade empire, who finds himself torn between protecting his son and avoiding a catastrophic war with a unified Greece.

Hector: Crown Prince of Troy, supreme commander of Trojan forces, and chief defender of the realm, who deeply disapproves of Paris's reckless actions but remains fiercely loyal to his family and kingdom.

Paris: Prince of Troy and cause of the crisis, who has returned home with Helen and Spartan wealth, believing Aphrodite's divine favor grants him the right to keep her.

Helen of Troy: Former Queen of Sparta, brought to Troy by Paris, who serves as the central political and personal catalyst of the impending conflict.

Hecuba: Queen of Troy, matriarch of the royal family, and wife of Priam, who is heavily invested in protecting her children and maintaining the stability of the Trojan state.

Aeneas: Dardanian prince, general, and divine son of Aphrodite, who commands the Dardanian allies and is bound to defend Troy while preserving his own royal lineage.

Cassandra: Trojan princess and prophetess cursed by Apollo to speak true prophecies that no one believes, who foresees the total destruction of Troy resulting from Paris's actions.

Antenor: Chief Trojan elder, diplomat, and advocate for peace, who values international law and trade stability over family loyalty and recognizes the immense danger of keeping Helen.

Sarpedon: King of Lycia, son of Zeus, and Troy's most powerful regional ally, who is bound by honor and treaties to assist Troy against external aggression.

Penthesilea: Queen of the Amazons and an elite warrior commander, who brings formidable foreign military support to Troy's side.

Athena: Goddess of wisdom and strategic warfare, who is furious at Paris for choosing Aphrodite and fully committed to backing the Greek coalition.

Thetis: Nereid sea goddess and mother of Achilles, who knows the prophecy that her son will die young if he goes to war and seeks to protect his fate.

Apollo: God of archery, prophecy, and plague, who serves as the divine protector of Trojan royal authority and patron of Paris's marksmanship.

Aphrodite: Goddess of love and beauty, who promised Helen to Paris and is now bound to protect him and Troy from Greek retribution.

Eris: Goddess of discord and strife, who sparked the entire crisis by tossing the Golden Apple at the wedding of Peleus and Thetis.

Hermes: Messenger god and patron of diplomacy, speed, and stealth, who acts as a neutral divine agent capable of slipping between enemy lines and realms.

Medusa: Gorgon whose severed head turns anyone who gazes upon it to stone, serving as a terrifying mythological artifact bound to divine power.

Medea: Legendary Colchian sorceress and master of potions, curses, and enchantments, operating as an unaligned and unpredictable magic user.

Hercules (Heracles): Ascended demigod hero of the previous generation whose historical sack of Troy and legendary artifacts heavily influence both nations.

Theseus: Legendary former King of Athens and slayer of the Minotaur, whose past heroic actions—including once abducting a young Helen—continue to influence Greek politics.

Prometheus: Titan of foresight and craft, who possesses deep, cosmic knowledge of divine fates and future disasters.

Circe: Immortal goddess-witch of Aeaea and master of transformation magic, living as an isolated, neutral threat in the Aegean waters.

Polyphemus: Enormous Cyclops and son of Poseidon, who represents a dangerous, unaligned brute force inhabiting Mediterranean shipping routes.

Percy Jackson: Modern demigod son of Poseidon with powerful hydrokinetic abilities, operating as an out-of-time wildcard in ancient Bronze Age politics.

Annabeth Chase: Modern demigod daughter of Athena and master strategist, capable of reading ancient political dynamics and designing complex military logistics.