In this document, you will find additional information about the crisis simulation in GALMUN 2024. We advise you to make use of the different historical information and agreed simulation mechanics mentioned below in addition to further research done on your part.

- **Society**

At the core of the Roman Republic stood the city of Rome and the province of Italy where the main body of Roman citizens lived. Though nominally a republic, not all citizens were equal. Roman society was a highly oligarchic society with the Patrician class, rich roman families, holding de facto power at the top. Bellow them came the Plebian class, the common people, who were the majority of the population of Rome and Italy and thought they were citizens and were officially subject to Roman law and its protections, they did not hold any substantial political rights. At the bottom of society was the slave class, slaves who were enslaved and brought to Rome and Italy after the Roman conquest of their towns and villages. Many slaves were highly educated and served in high positions in Roman society, while others were sent to work as servants in Roman villas, as workers on farming plantations or as rowers in ship galleys. The administration of the empire was run by the Roman Senate which was made up of representatives from Roman Patricians and elites. The senate elected from its ranks a number of executive roles. The highest position in the administration of the republic was the role of the two consuls, who ruled together as presidents of the republic. They both had to agree to decisions and they had to be replaced after 1 year. However, after the Marian reforms, politics became dominated by war generals who became de facto rulers as a result of their wealth, family ties and, most importantly, their legions. All policy, laws and reforms had to officially be approved through the senate and as such war generals also focused on consolidating their political power and on using their influence in order to affect the administration of the empire. They used their powers to push the senate to declare them as consuls, thus cloaking their power with official legitimacy. They would also push for the election of a weak second consul in order to make it easier to make decisions alone. This meddling has caused bitterness with some patricians resenting these Generals who have killed off the republican spirit of the Roman Republic and turned it into a dictatorship. Others, however, saw the benefits of having Rome being governed by strong generals who have shown their competence in battle and have won many a victory. The common people,

though they held no official political power, were also feared. This was due to their occasional revolts and riots following food shortages or political chaos. Whoever ruled Rome always had to make sure that the population remained content by providing bread and games to pacify their complaints.

Outside of Italy, the Roman Empire ruled and colonized many regions, in which they exploited their natural resources and local populations with most of the benefits reaching the Roman elites in Italy and Roman Army generals. Slowly, the conquered populations went through the process of Latinization, blending their local cultures with that of their Roman conquerors. Not everyone resented this, however, with Latinized local elites becoming loyal to Roman rule in exchange of imperial support and benefits. They became Roman citizens and were allowed to keep their elite position in their local societies, some even were allowed to keep their autonomy such as many did in the East including the Kingdom of Judea, Kingdom of Pontus, Kingdom of the Nabateans, Kingdom of Cappadocia and the Kingdom of Commagene and some even regained their independence like the Kingdom of Egypt did under Cleopatra. However, this Latinization sometimes led to conflict with local traditional populations who preferred to keep their local religions and culture, like in Hispania, Judea and elsewhere.

Outside of the Roman Empire, you had different types of societies. In the East, with states such as the Persian Empire and the Kingdom of Armenia, Society was divided in three. The first class was the ruling family that was made up of the family of the monarch who had most power over the capital and led the army. The second class was the nobles class who were elite families who served the ruling family by sending troops and taxes but that had, nonetheless, their own strong holds in different regions of the state and their own interests. Third class was the common people who lived in the cities and villages and who paid taxes to the nobles and to the ruling monarch. Another type of society, which could be found in the Forests of Germania or the deserts of Arabia, were tribal societies. These societies do not have any central administration and are instead divided into different tribes that shared a similar culture and that cooperated with each other but also sometimes fought bloody feuds over land or resources. They, however, are a force to be reckoned with, especially when united, and are experts at keeping Roman legions and organized armies at bay, especially when fighting in their own territories.

● **GALMUN 2024 Crisis Map**

Like in previous CRISIS committees in GALMUN, the simulation will have a live map that updates after major events and directives affect the world of the simulation. It will include the following elements:

- ● Regions and cities: The map is divided into regions and areas, each area has a main city. The faction that controls the main city controls its region. Each faction is signified by a different color.
- ● Armies and navies: All armies and navies are signified on the map with the color of their faction.
- ● Natural resources: The map will also represent different natural resources in the simulation.
- ● Roads: The map will represent the main roads that connect the different cities and regions together.

The link to the GALMUN 2024 Crisis Map will be published on the GALMUN website before the conference begins.
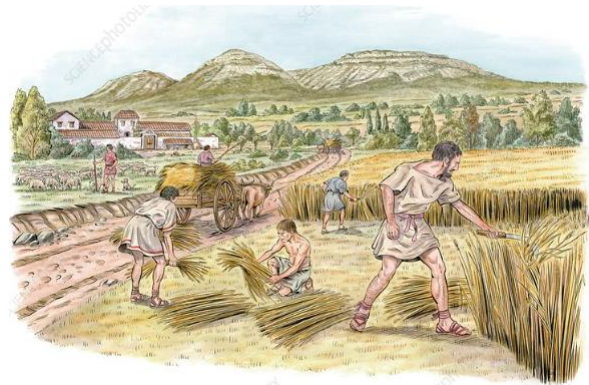
● **Roads and Geography**

In the classical period, the known world was interconnected by large webs of main roads and regional pathways. These roads allowed for the flow of trade and for the moving of armies and legions from the mountains of Asturias in the West to the borders with India in the East. In our simulation, you will find a map of the main roads. It is on these roads that armies can travel and move fastest and most securely. Though it is possible to move your armies off the main roads but then they would be slower and less secure.

Another thing to consider is the geography and terrain. Our map includes a whole variety of geographic terrain, with deserts in North Africa, Syria and Mesopotamia, with Mountain ranges in Anatolia, the Caucuses, the Alps, and Hispania, with fertile rivers and farmlands in Egypt, Mesopotamia, North Italy and Carthage, with large forests in Gaul and more. The geographic and climate conditions will affect the security of your army and their ability to move around the map and win fights. It is therefore useful to always consider the effects that the geographic terrain and the climate will have on your plans when making directives.

- **Natural resources**

The classical world was a world of trade and production. The control of natural resources and trade routes was an essential part of the motivations of generals and politicians. Every region had a specialty that allowed it to hold geo-political and economic importance. You have regions that produced large amounts of grain and foodstuff, such as Egypt and Carthage. You have large forest regions that produce timber. You have gold, silver, iron and copper mines scattered around the map. You have the silk trade route in the East that connects the Mediterranean world with silk and other luxury goods from China. You also have the production and trading of incense and spices, that are expensive luxury goods. These include Persimmon incense, that is produced in the deserts around Jerusalem before being sold to traders that transport it to the largest Temples around the empire and Indian spices and incense that are transported by the Nabatean traders using their secret trade routes across the desert from the edge of the Arabian Peninsula, via their capital of Petra, all the way to the port of Gaza where it was sold to traders across the empire. Therefore, the control and use of natural resources is very important when considering your moves and directives: controlling more natural resources or disrupting the flow of natural resources from your enemies can bring you much power and denarii (money).

Here is a list detailing the different types of natural resources in the simulation. By controlling any of these, you will receive additional denarii due to benefits in trade. In addition, each specific natural resources also opens up specific actions which you can utilize in your plans. You are also able to reach trade agreements with other delegates in which you exchange resources for other resources or denarii.

Gold – Increase denarii in your treasury to fund construction projects and armies.

Silver – Increase denarii in your treasury to fund construction projects and armies.

Iron – Allows for the production of more intricate and advanced metal armor and weaponry.

Copper – Allows for the production of copper tools.

Grain – Allows for recruiting of additional armies and for the feeding of large cities.

Horses – Allows for recruiting additional cavalry units in your armies.

Timber – Allows for the construction of additional navies and fleets.

Fish – Allows for the feeding of additional cities and armies.

Marble – Allows for the construction of additional governmental structures and monuments.

Elephants – With much effort and training, it can allow for the recruitment of War Elephants.

Olive Oil

Wine

Silk

Purple Dye

Incense

Spices

- **Armies, Legions and Navies**

In the classical period, war was an important part of day-to-day life in societies throughout the world. At the time, the standard was that armies were raised and funded by the elites of the state: kings and nobles. Monarchs and nobles are in charge of raising the funds for wages and supplies, for finding the manpower either by pressing men into service or by reaching deals with nobles or by paying for mercenaries and professional soldiers and leading their armies into battle. Each culture has its own unique units, reflecting the culture's fighting style. In general, armies have infantry (swordsmen or spearmen), skirmishers, archers, and cavalry. A standard army in our simulation has 7000 troops.

Each army needs a supply line and supply baggage in order to march and fight properly, especially when marching in enemy territory. The further an army is away from friendly territory, the more difficult it is to keep a logistical line available that allows all soldiers to be supplied with food, water, etc. Planning a war, therefore, is not just the matter of raising an army and having military objectives, an army general needs to consider how to secure the supply lines for their armies. Disrupting the supply lines of the enemy is also a very useful military objective that can give advantage in war.

Roman legions are special. In the Roman republic, legions first developed as a volunteer citizen armies which were born out a militaristic culture of duty. This sense of duty to the republic and Rome made it honorable for Patricians to lead armies into battle and to gain prestige from victory and self-sacrifice and it drove plebians and commoners to volunteer in Rome's armies and to participate it its victories and to defend the republic from external enemies. It is this military culture that allowed Rome to defeat the Carthaginians and its enemies across the Mediterranean Sea. The result was the development of legions of highly professional soldiers, with high disciplines and lethal tactics, that are divided into different structures of command that allows for a legion to fight in full efficiency with the support of auxiliary soldiers. Each legion also has a name and a number, its soldiers have pride in their legion's history and exploits. Each legion

has an Imperial Eagle, a golden eagle on the standard of the legion, that is raised when the legion goes into battle. A legion's biggest shame is losing this eagle standard in battle, as has happened in the battle of Carrhae for example. After the Marian reforms, legions stopped being loyal only to the Senate in Rome and the Republic, but rather they became loyal to charismatic generals who led them to battle. These generals tended to be rich patricians who are not just wealthy but also highly experienced strategists who win battles and lead their troops to victory. As such, these legions would pledge their loyalty to a general as long as that general is able to pay and fund his troops well and reward them with loot and land and is able to win battles and wars. Legions became an instrumental tool for generals to take power in Rome. However, it would be difficult to maintain the loyalty of a legion if a general is not able to comply with their expectations. Legions could rebel against their general or switch side to another general. A regular legion in our simulation has 8000 legionaries. Rome also has the Praetorian Guard, who guarded the city of Rome. Though they were loyal to the Republic and the senate, they had much power and influence in the internal political dynamics of the city. In our simulation, the Praetorian Guards have 4000 professional soldiers and do not prefer to be deployed outside of the city of Rome.

Our simulation will also have navies. Navies are fleets of warships. In the classical period, warships had rowers who rowed the ship forward, allowing the ship to ram into other ships and thus drown them. Each ship would also have marine soldiers and archers on board who would shoot arrows at opposing ships and would then board other ships and fight in hand-to-hand combat. Navies can also be used to transport armies and legions across the seas. However, fleets are not needed to transport legions if the travel distance is very short. Each culture has a different level of sea-fighting technologies depending on their level of ship building capabilities, maritime military technologies and proximity to the sea. In our simulation, a standard navy is made up of 100 ships with 5000 marine soldiers.

In our simulation there are four types of battles:

- The first is **field battle**, when two or more armies meet and fight each other directly. The geographic and weather conditions, the logistical and supply conditions of both sides, the number of troops and the tactics and competence of the generals can decide the winning side.

- Second is an **ambush**, which is when an army hides in a strategic area or cross roads and surprise attacks an enemy army who passes along the way. This is useful when defending against larger armies as one could use the difficult geographic and weather conditions and knowledge of the local area to their advantage. An army can't remain hidden for a long time, however and as such generals need to make clever use of this tactic.
- Third is **siege battle** where an army besieges a city in order to take it other. This happens in two stages. The first is the siege, where the besieging army surrounds the city and starts preparing siege equipment such as ladders, siege towers and catapults. If a city is besieged long enough, then it might be forced to surrender out of hunger or desperation. Second stage is the assault: After the besieging army finishes preparing the siege equipment, they begin assaulting the walls in order to take over the city and its local defending garrison forces, who are 2000 troops in every city on the map.
- Fourth type of battle is a **naval battle**. Naval battles can be against other navies or could be an sea assault against a port city. Navies could also assist land armies when having siege battles at port cities.

List of armies, legions, and navies at the beginning of the simulation at 32 BC:

❖ Roman Republic

████ Under the control of the Octavian Faction:

Roman Legion I ITALIA – under the command of Gaius Octavian.
Roman Legion II GERMANICA – under the command of Gaius Octavian.
Roman Legion III AUGUSTA – under the command of Titus Taurus I.
Roman Legion VII VICTRIX – under the command of Gaius Octavian.
Roman Legion IX HISPANIA – under the command of Gaius Octavian.
Roman Legion X FRETENSIS – under the command of Marcus Agripa.
Roman Legion XII CLAUDIA – under the command of Gaius Octavian.
Roman Legion XV LIBYCA – under the command of Titus Taurus I.
Roman Praetorian Guard – under the command of Gaius Maecenas.
Roman Navy IV – under the command of Marcus Agripa.
Roman Navy V – under the command of Marcus Agripa.
Roman Navy VI – under the command of Titus Taurus I.

████ Under the control of the Anthony faction:

Roman Legion IV MAKEDONIA – under the command of Gaius Sosius.
Roman Legion V ALAUDAE – under the command of Mark Anthony.
Roman Legion VI FERRATA – under the command of Mark Anthony.
Roman Legion VIII GEMINA – under the command of Mark Anthony.
Roman Legion XI GALLICA – under the command of Mark Anthony.

Roman Legion XIII APOLLINARIS – under the command of Mark Anthony.
Roman Legion XIV FLAVIA FELIX – under the command of Gaius Sosius.
Roman Navy I – under the command of Gaius Sosius.
Roman Navy II – under the command of Gaius Sosius.
Roman Navy III – under the command of Mark Anthony.

❖ Kingdom of Egypt:

Egyptian Army I – under the command of Cleopatra.
Egyptian Army II – under the command of Cleopatra.
Egyptian Army III – under the command of Caesarion.
Egyptian Army IV – under the command of Caesarion.
Egyptian Navy I – under the command of Cleopatra.
Egyptian Navy II – under the command of Cleopatra.

❖ Parthian Empire:

Parthian Army I – under the command of Phraates IV.
Parthian Army II – under the command of Phraates IV.
Parthian Army III – under the command of Phraates IV.
Parthian Army IV – under the command of Phraates IV.
Parthian Army V – under the command of Monaeses.
Parthian Army VI – under the command of Monaeses.
Parthian Navy I – under the command Monaeses.

❖ Kingdom of Armenia:

Armenian Army I – under the command of Artaxias II.
Armenian Army II – under the command of Artaxias II.
Armenian Army III – under the command of Artaxias III.

❖ Kingdom of Judea:

Judean Army I – under the command of Herod.
Judean Army II – under the command of Herod.

❖ Kingdom of the Nabateans:

Nabatean Army I – under the command of Malichus I.
Nabatean Army II – under the command of Malichus I.

❖   Kingdom of Cappadocia:

Cappadocian Army I – under the command of Archelaus of Cappadocia.
Cappadocian Army II – under the command of Archelaus of Cappadocia.

❖   Kingdom of Pontus:

Pontic Army I – under the command of Polemon I.
Pontic Army II – under the command of Polemon I.

❖   Kingdom of Commagene:

Commagene Army I – under the command of Mithridates II.
Commagene Army II – under the command of Mithridates II.

- **Diplomacy**

Diplomacy was a very important part of relations between different factions and states. In principle two or more factions or characters can reach whatever deal that they could agree. We can summarize the general types of diplomatic agreements and statuses in the following way:

- Non-aggression agreement: both sides can agree not to attack each other for a specific period of time.
- Trade agreement: both factions can agree to allow trade between each other. They can also specify specific types of resources that are to be included in the deal. They can also agree on the exchange of items or denarii.
- Military alliance: both factions agree to support each other in war.
- Client state: A faction can agree to become a client state of another state, which means that it would belong to the stronger faction but would keep its autonomy. A faction might find the need to agree to this difficult agreement in order to preserve its existence or to protect itself from another enemy. A client state is expected to pay tribute to its new overlord and to support it in war.
- Declaration of war: A faction can officially declare war on another faction. This is considered honorable. However, it is possible to attack another faction without first declaring war.
- Gifts: a faction can give a gift to another faction to improve relations.

In general, diplomatic relations with factions can only be reached between the leaders of each faction. However, each character has the ability to reach deals with other characters of course but not on the faction level without agreement or consent of the

faction leader. All sides to an agreement need to write a directive with the agreed points and with their signatures.

- Economy:

The economy in our simulation depends on taxes paid by the populations under the control of different state and the revenue made by trade and natural resources and the loot and denarii taken after conquests of cities and regions.

As such each faction has a **central treasury** that collects taxes, revenue from trade and conquests that is then used by the faction as a whole for general projects such as building infrastructure, developing technologies and diplomacy. Each character also has **personal wealth** that collects money as a result of personal projects such as farms and factories, their salaries for their roles in the state, their cut of the loot as a result of conquests and controlling natural resources. Using their personal wealth, characters can fund and raise armies or legions, increase their assets and influence politics.

- **Additional sources**

Roman Society
https://www.worldhistory.org/article/1463/ancient-roman-society/

Government and Politics in Ancient Rome: The Republic DOCUMENTARY
https://www.youtube.com/watch?v=C-DI1E78hfE

Roman Battle Tactics
https://www.youtube.com/watch?v=3iz1_UwD2Fw

Client Kings
https://www.oxfordreference.com/display/10.1093/oi/authority.20110803095617744

Roman Fleet Tactics
https://www.youtube.com/watch?v=VOc8muR2eq8

True Size of a Roman Legion (3D) DOCUMENTARY
https://www.youtube.com/watch?v=eR-J_JSBNTI

Roman Siegecraft
https://www.youtube.com/watch?v=CqLgzHxlxKk

Trade in the Roman World
https://www.worldhistory.org/article/638/trade-in-the-roman-world/