

CIVIL WAR: PANEM

Background Guide
SSICsim 2017



Director:
Jessica Yu

Includes:

Welcome Letter

Background

Character Guides

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Welcome Letter, Letter from the Committee Director

August 24th, 75 A.D.D.
District 13, Rebellion Headquarters

The time is upon us, my friends. The die is cast. Panem is officially embroiled in civil war; we have crossed the point of no return, and, thus, I ask you all to join me in moving forward. More than ever, the districts must now stand together—unyielding, unrelenting, unbreakable.

Make no mistake—the Capitol is intent on destroying us. Over the years, we, the districts, have had our differences in history. Though many have collaborated with the Capitol in the past, you must not resort to negotiations with President Snow's Administration. They may promise ceasefire, relief, and perhaps even amnesty, but the Capitol, especially Coriolanus Snow, is not to be trusted. Think of the tyranny our proud nation has been subjected to ever since the ending of the Dark Days. Think of the lashings and executions our people have endured at the mercy of the Peacekeepers. Think of the wretched future waiting for our children if we do not actively seek to change it. No, armistice is not the way forward.

Instead, we must play this hand of rebellion which we have been dealt, and we must play it well. Our very existence depends upon the success of our revolt. I beseech you all to join the rebel tide, for united we triumph, and divided we fall. This is precisely the reason I am writing each of you, the commanders of the districts of our nation. A summoning of the War Cabinet has been issued by our leader of the rebellion President Alma Coin for the commanders to meet in District 13. Upon this hallowed ground where just 75 years before the fires of insurgency were stoked and kindled, we must meet to carry on the revolutionary flame.

Comrades, let this 75th year After the Dark Days (A.D.D.) be known henceforth as the year Panem is returned to its people. The odds are in our favour.

Diplomatically yours,



Jessica Yu
Director of Rebellion Headquarters
Committee Director of Civil War: Panem, SSICsim 2016

Introduction

Context for the War Cabinet

Panem is embroiled in a raging civil war. The Quarter Quell has just met its explosive end, and the surviving Victors have been evacuated to the newly revealed District 13, which has been existing in utmost secrecy ever since the agreement made between the Capitol and the 13th District at the conclusion of the First Rebellion. The refugees of District 12 have also reached District 13.

The Districts are in full-scale revolt against President Coriolanus Snow and the Capitol; however, the relationships between the leaders of the Districts are tenuous at best. Mistrust runs rampant between every character. The re-emergence of District 13 also comes as a surprise for the majority of the citizens of Panem. Intermixed with the shock of the discovery that their brethren were not wiped out during the First Rebellion are feelings of uncertainty. Though the Commanders of 13 serve as the *de facto* Rebellion leaders, other District Commanders maintain their qualms, especially when considering District 13's nuclear capabilities. On the other hand, the leaders of District 13 are frustrated by the distrust between the Districts at a time when unity is so important.

Each District specializes in a particular area (textiles, agriculture, transportation etc.), and possesses a wide range of resources. However, due to personal ambitions and mistrust, the Commanders are hesitant about committing both their District's resources as well as their citizens to the rebel cause.

Militarily, as it stands, all Commanders except those of Districts 2, 5, and 12 are in full control of their industries and territories. The War Cabinet has been called, in part, to discuss how to proceed with these ongoing situations. District 2 is the Capitol's military stronghold seeing as it supplies Peacekeepers. Located in the Rocky Mountains, the rebels are struggling with its impenetrable fortress, known as the Nut, which houses the Capitol's hovercraft, weaponry, and Peacekeeper supplies. Heavy street fighting has occurred between rebel militias and Peacekeepers in District 2. District 5 was the power station of the Capitol. Currently, rebels are in a stalemate with the Peacekeepers of 5 who have barricaded themselves inside the hydroelectric dam that powers the Capitol. District 12 has been razed to the ground by the Capitol's bombers. The surviving residents of 12 have all escaped to District 13, and now live in its bunkers.

Amidst the rising tensions and escalating military conflict, the War Cabinet must also defend the Rebellion from the Capitol's unrelenting attacks by air and land. District 13, though fortified underground, is constantly subjected to bombings. Moreover, no one knows the extent of the Capitol's reach with regards to espionage.

The main aims of the War Cabinet are to form resolute alliances between the existing Districts, execute tactical military offensives in Districts 2 and 5, and reach tentative agreements regarding post-war plans concerning the future of Panem.

Historical Background

Not much is known regarding the origins of Panem as a nation. It is generally accepted that the country was founded on the former continent of North America following a catastrophic global disaster that destroyed much of the world, and left it in smoldering ruins. Panem was divided into a reigning Capitol, which rules with an iron fist, and thirteen far-flung districts that each specialized in a particular field depending on their geographical location.

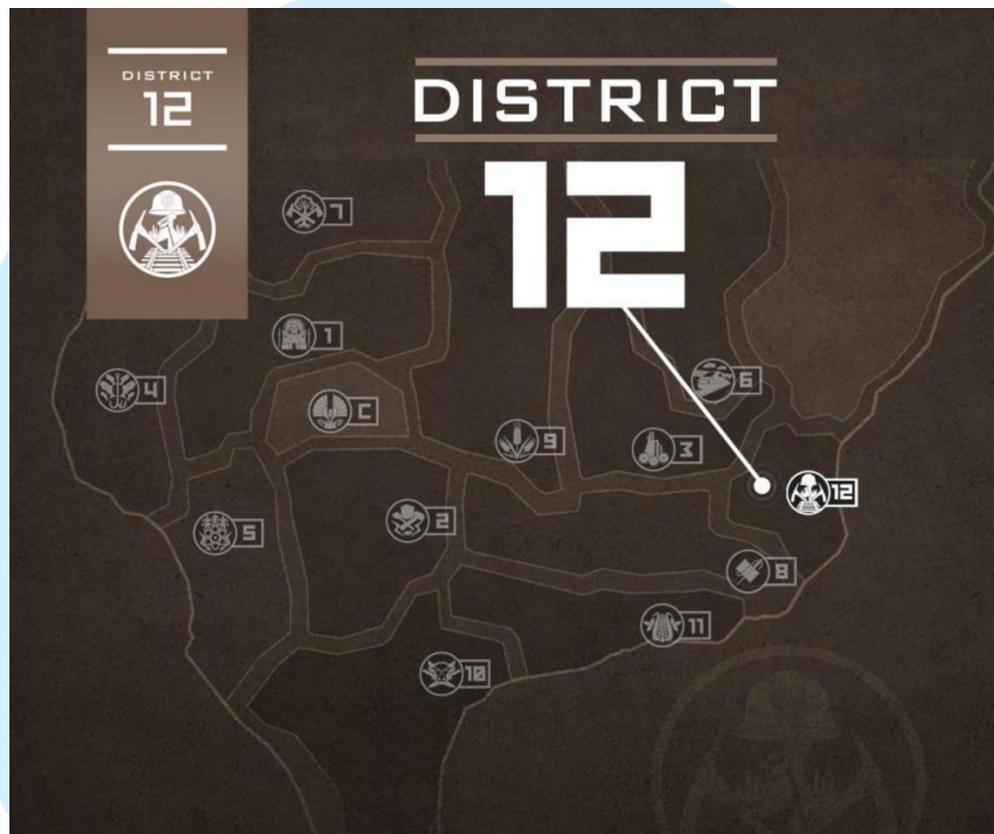


Figure 1. Map of Panem highlighting the destroyed District 12¹

First Rebellion

The First Rebellion occurred over 75 years prior to the convening of the Second Rebellion War Cabinet. District 13 spearheaded the other districts in rising up against the Capitol's oppression. The Capitol employed ruthless methods in crushing the revolt including horrific genetically mutated organic weapons, and unconstrained hovercraft bombing missions. There was a plan formed by the rebels to scale the Rocky Mountain Range and stage a mass invasion of the Capitol itself. However, the harsh environment of the Rockies left the rebels in open areas, and the Capitol was able to pinpoint their locations with aircrafts and destroyed the rebel forces with bombing raids.

¹ http://thehungergames.wikia.com/wiki/Panem?file=Hunger_Games_Exhibition_Map.jpg. Note that this Committee will operate solely from this iteration of the Map of Panem.

Ultimately, the bombings led to the Dark Days and the downfall of the First Rebellion. When things looked grim for the rebels, District 13 deserted the other Districts and struck a deal with the Capitol for their own freedom. The agreement was made possible by the fact that District 13 rebels had gained control of the Capitol's nuclear missile arsenal, and aimed the missiles at the Capitol itself. Insured by mutually assured destruction, District 13 was able to negotiate a secret ceasefire deal with the Capitol which stipulated that 13 would withdraw its arms from the war, and fake their own destruction by allowing Capitol bombers to raze their territory to the ground with toxic bombs. District 13 retreated and reconstructed their forces underground. Abandoned, the rest of the Districts succumbed to the military might of the Capitol.



Figure 2. Map of District 13²

"After all, it was Thirteen that started the rebellion that led to the Dark Days, and then abandoned the rest of the districts when the tide turned against it."

-President Snow

After the Dark Days

Immediately after the end of the First Rebellion, the Capitol effected the Treaty of Treason. This treaty forced the remaining 12 Districts to send two Tributes to an annual Hunger Games as a punishment to remind Panem of its involvement in the First Rebellion. The Capitol maintained control over the years through strict law enforcement carried out by Peacekeepers. Districts were forbidden from contacting each other. Districts 1, 2 and 4, located within the geographic vicinity of the Capitol (see *Figure 1*), developed close ties, and benefitted from their good relations with the Capitol.

Over the years, citizens of Panem have been warned to keep away from the former District 13 due to toxic radiation levels in the region. It is noted that District 13 maintained technology equivalent to the level of Capitol technology over the next seven decades despite operating below ground.

Second Rebellion

Revolt broke out across the country after the Quarter Quell, 75 years after the end of the First Rebellion. The Districts of 1, 3, 8, and 11 were the first four to rebel against the Capitol. District 8 became the first known District to rise up in armed conflict against its regional Peacekeepers while

² <http://www.panempropaganda.com/district-13/>

District 12 was the first District to be completely destroyed by the Capitol through a fatal bombing campaign. The Rebellion has progressed to a point of stalemate with most District Commanders in control of the majority of their territories with the exceptions of Districts 2, 5, and 12. The Capitol has also been continuously fire-bombing District 8 due to its key central location. A War Cabinet has been summoned by President Alma Coin, calling the leaders of the revolt together to meet in District 13 (Rebellion Headquarters) to discuss plans going forward.

Summaries of the Districts

District 1: One of the wealthiest Districts. Its main industry is manufacturing luxury goods, such as diamonds, for the opulent Capitol. Located north of the Capitol, District 1 likely occupies the regions of the former states of Montana, Wyoming, and Idaho, which were renowned for their mines containing precious gemstones.

District 2: Among the largest and wealthiest Districts. Its primary industry is masonry. Located in the Rocky Mountains, 2 originally specialized only in mining and stone cutting. After the Dark Days, weapons and hovercrafts were relocated to a large mountain in the middle of the District, the Nut, which previously served as a mine. The mountain was updated and outfitted with cutting edge technology, turning it into the Capitol military base. The majority of the Peacekeepers are recruited and trained here, and the District is especially loyal to the Capitol.

District 3: One of the wealthiest Districts. Its principal industry is technology with a focus on televisions and computers. However, its living standards have declined since the First Rebellion, in which 3 played a major role. The majority of its inhabitants are factory workers skilled in engineering and electronics.

District 4: Among the wealthiest Districts. Its location on the west coast drives its main industry of fishing and seafood. Citizens of 4 are skilled with nets, tridents, and swimming. However, this District exhibits more rebellious tendencies than its fellow wealthy Districts.

District 5: Specializing in power and electricity, this District provides energy in electric, solar, and nuclear forms. It is responsible for powering the entirety of Panem. There is a massive hydroelectric dam in 5 that directly powers the Capitol and its surrounding regions; its location in the west means the eastern Districts do not have a good supply of electricity. 5 houses 'Coriolanus 9,' a solar plant named after President Snow. It is the wealthiest of the non-Capitol leaning Districts.

District 6: A leading producer of transportation, most citizens are middle-class mechanics or operators of the Capitol's transit systems (hovercraft, cargo and high-speed trains). 6 is the largest and most populated District of Panem as well as one of the most heavily oppressed by Peacekeepers. It is noted that this District has a state-wide problem of painkiller addiction.

District 7: A middle class district on the northwestern coast. It is the main supplier of lumber and paper for Panem. Its territory is covered with lush forests, and is known for its hardy people who work for the lumber industry from a young age.

District 8: Specializing in textiles and clothing, 8 is an urban industrial District in the northeast filled with tenements, fumes, and no greenery—strictly middle-class. It is reputed to be one of the most rebellious districts. Prior to the beginning of the Second Rebellion, this District was locked down for an attempted uprising against the brutal Peacekeepers, and many dissidents were publicly executed. The Capitol has bombed 8 extensively.

District 9: Primarily producing grain, this District possesses numerous factories for grain production, and supplies the bread for all of Panem. It is especially repressed and impoverished. During the Second Rebellion, citizens threatened to set granaries on fire to cut off the food supply to the rest of the nation.

District 10: One of the poorest Districts located in the South above present-day Mexico. Its foremost industry is livestock. Providing meat products for Panem, the majority of its territory is farmland.

District 11: Among the poorest District, its greatest industry is agriculture due to its fertile territory which ranges from orchards to wheat fields to cotton fields. Despite its produce, everything is sent to the Capitol leaving citizens of 11 starving. Its workers are severely punished by Peacekeepers if caught eating the crops. This harsh control is due to the importance of food supplies to the nation.

District 12: The poorest and smallest of the Districts, it is located in the Appalachia Mountain Range, and its primary industry is coal mining (though following their evacuation in the Second Rebellion, its citizens turned to medicine). 12 was fire-bombed and obliterated by the Capitol following the end of the 75th Hunger Games.

District 13: Thought to be destroyed during the First Rebellion, its main industries are nuclear science, technology, and graphite mining. 13 made the weaponry and nuclear arms of Panem. Driven underground for 75 years, the District survived through hard work and strict rationing. There was an epidemic during the 75 years that killed lots of citizens and rendered the majority of the survivors infertile.

Phase 1: Uneasy Alliances

Allegiances

The primary cause of tensions between the Commanders is due to the Capitol's prohibition of inter-District contact during inter-revolution times, which successfully generated an atmosphere of suspicion and mistrust. In particular, there has long been animosity between the wealthier Districts (1, 2, and 4) who have been the reputed 'pets' of the Capitol, and the more impoverished ones (10, 11, and 12). The Capitol has been relentless in its attempts to turn the wealthier Districts against the rebellion with promises of ceasefire, medical and military aid, as well as amnesty. There are questions concerning just how loyal some of the wealthier districts are to the rebel cause.

Alliances

In general, the Commanders are uneasy about the ease with which District 13 has settled as the leader of this rebellion. After all, it was this very 13th District that abandoned the rest of the Districts during the First Rebellion, and left Panem to the cruel and brutal treatment of the Capitol for nearly 75 years. However, Commanders have been wary about voicing their discontent seeing as District 13 not only possesses the most well trained militia fighters, but it also has control over a significant nuclear arsenal. Without the power of the nukes, the rebels cannot hope to defeat the Capitol. These nuclear missiles have been the only thing keeping the Capitol from bombing the Districts out of existence.

District 13 has been careful in selecting the Districts they want to keep closest within the uneasy alliance. Districts 9 and 11 hold the keys to the major food supplies of all of Panem; without them, the rebels would starve. District 6 operates the main railways of Panem, which means they control the means of transportation for food, weaponry, and other supplies. The importance of these Districts means that District 13 has the greatest interest in keeping their Commanders happy; however, this has led to factionalizing within the rebel alliance. The wealthier western Districts (1, 2, and 4) are threatened by their lack of bargaining power as they also desperately need transportation and agricultural supplies. This has motivated them to bring District 5, which controls the power and electricity of the country, into their fold. Districts 3 and 8 have historically had closer ties due to their shared border as well as their more rebellious nature. District 12, which has lost control of its territory due to Capitol bombings, has been welcomed into District 13, but its Commander questions 13's motives. District 13 experienced a pox outbreak some years ago which has left much of the population infertile, and they may see the refugees from District 12 as a potential means to carry on the next generation. Only District 7 has remained mostly non-aligned within the rebel factions.

The Threat of Infiltration

District 2 is the only District to have formally sided with the Capitol, embracing their loyalties as the Capitol's military base. Yet, the Deputy Commander of District 2 has defected to the Rebellion, and is in attendance at the War Cabinet. He has declared himself the leader of the rebellion movement in District 2, and claims he controls rebel villages on the outskirts of District 2, which are engaging in skirmishes with the military stronghold of the Capitol. He has publicly pledged allegiance to the

Rebellion, but rumours abound about his true loyalties. Many accuse him of having ulterior motives which may include spying for the Capitol. Despite their doubts, the Commanders recognize that District 2 has its value: without the help of the alleged District 2 rebels and the Deputy Commander's knowledge of the land, it would be difficult for the Rebellion to successfully take down the Capitol's military base. Taking District 2 is imperative for mounting the eventual attack on the Capitol itself.

Questions to Consider

- Can the wealthier Districts be trusted to remain loyal to the Rebellion?
- Why should the Commanders accept District 13 as the leader of the rebel cause? Who is to say District 13 will not abandon the other Districts again?
- What are the true intentions of the Deputy Commander of District 2? Can he be trusted by the rebels?

Phase 2: Military Manoeuvring

Nuclear Weaponry

District 13 controls a large nuclear missile arsenal, which they keep permanently aimed at the Capitol ensuring mutually assured destruction should the Capitol get any ideas about detonating a nuclear bomb on any rebel held territories. However, the first strike capability of 13's nuclear weaponry does not guarantee that if they attack first they would destroy all of the nuclear missile siloes of the Capitol. Many within the alliance, particularly the wealthier Districts which are in close vicinity to the Capitol, are wary about launching any kind of nuclear attack as their Districts would be in the area of the nuclear fallout. But there are those within the War Cabinet, namely General Ortsac Miller, who are more trigger happy than others; General Miller believes the bunkers of District 13 are strong enough to withstand a retaliatory attack from the Capitol.

Districts 2

It will be difficult to take the Capitol without gaining control of the Nut in District 2. The rebels cannot mount an attack on the Capitol without taking out its military stronghold, and restricting the Capitol's use of its conventional and nuclear weapons—most of which are housed in their heavily fortified mountain base in the Rockies. However, the Deputy Commander of District 2 claims that all attempts made by the rebels under his leadership to take the Nut have been repelled, and the mountain base is impenetrable. (The validity of this information is under question by the other Commanders since none of them participated in these alleged offensives.) The Commander of District 12, while consulting blueprints with General Miller, has noted that there are avalanche paths that can be triggered with hovercraft bombings on the sides of the large mountain that would cut off ventilation, and effectively disable the military base. The problem, though, is that the Peacekeepers in the Nut have allowed non-military District 2 civilians inside the mountain base for refuge against District 13's bombing raids. This manoeuvre has, effectively, not only created a buffer between impending rebel attacks and the centre of the base, but also prevents District 13 from indiscriminately bombing the Nut itself. If the

rebels carry out their bombing plan, there is talk of leaving only one entry and exit point: a set of train tracks that lead from inside the mountain into the heart of District 2.

District 5

There is a massive hydroelectric dam that powers the Capitol and its surrounding regions in District 5 near its border with the Capitol. Rebels control large swathes of territory in western District 5, but the dam is naturally protected by the river which powers it (present-day Colorado River), delimiting the frontline between Rebellion and Capitol forces. Gaining control of the dam would mean rebel forces also gain the ability to cut off a major power source of the Capitol. However, countless Rebellion land attacks have been repelled as the Peacekeepers have barricaded themselves inside the dam, and set up easy machine gun positions which mow down any attackers attempting to enter from one of three land bridges (see *Figure 3*). Many Commanders have suggested simply bombing the dam, but this plan poses two problems: 1) any hovercraft bombers despatched from District 13 will be engaged in the air by Capitol hovercrafts, and 2) the Commanders of Districts 1, 4, 7, and 10 oppose destroying the dam outright as their Districts rely on the dam for power.



Figure 3. Land bridges of dam in District 5³

Final Offensive on the Capitol

The final attack on the Capitol will require a coordinated effort from both the air and the ground. The easiest ground offensive would be for the rebel forces of Districts 1, 2 (presumably this attack would take place after rebels have disabled the Nut and gained complete control of District 2), 5, and 9 to attack on multiple fronts as they are the four Districts that directly border the Capitol itself. From the air, District 13 would send its hovercrafts to conduct initial bombing raids, paving the way for ground troops. However, the Commanders of 1, 2, 5, and 9 believe that other Districts also have a responsibility of committing their soldiers to the attack itself, and it should not be just the people of four Districts shedding blood on the frontlines. The dilemma, though, is that if hovercraft and trains are directed to transporting troops instead of bombing missions, the rebel forces would lose air superiority.

³ http://thehungergames.wikia.com/wiki/District_5?file=Screen_Shot_2014-11-25_at_2.16.40_PM.png

Questions to Consider

- Should the Rebellion use the nuclear arsenal in their possession?
- Are the other Districts willing to commit their military resources to campaigns outside of their District? If so, who will lead the allied troops?
- How will the War Cabinet allocate military resources between the ongoing campaigns in Districts 2 & 5?
 - How will they take the Nut in District 2?
 - How will they take the hydroelectric dam in District 5?
 - Which campaign should be prioritized?
- Should the rebel movement consider moral and ethical concerns when it comes to attacking the Capitol strongholds?
 - Should they trigger the avalanche on the Nut regardless of the innocent workers inside?
 - What are the rules of engagement when mounting the offensive on the Capitol? Do they spare non-military Capitol citizens?

Phase 3 (A): Post-War Settlements*War Crimes: Trials & Pardoning*

Another purpose of this War Cabinet is to discuss plans for the aftermath of the Rebellion. Presumably, the rebels will be capturing President Snow, Head Peacekeepers, and their collaborators. It will be up to this committee to decide how justice will be served, who will receive punishments, and the severity of said punishments. Should the rebels gain control of District 2, they must deal with the large portion of the District 2 population that willingly collaborated with the Capitol. Furthermore, they will need to deal with the non-military civilian inhabitants of the Capitol itself. The Cabinet must also discern between willing conspirators and those that were forced by the Capitol to carry out their orders.

Possible Federal Elections

It is clear that President Coin has post-war Presidential aspirations. District 13 has played a significant role in the rebel cause by supplying the hovercraft and nuclear missiles required to take the country. However, it is unlikely the other Commanders will easily acquiesce to 13's political ambitions. The Cabinet must settle on post-war governing terms.

District Government

There also remains the question of how the Districts themselves will be governed following the end of the Second Rebellion. Will the Commanders naturally assume their respective District's leadership roles? Citizens will most likely object to undemocratic appointments to any kind of authoritative position.

Questions to Consider

- Who will be executed? Who will be pardoned?

- What will the governing structure of post-war Panem look like? Democratically elected? Military regime? Authoritarian governance?
 - Should elections take place?
 - Who will be Interim-President while federal elections are being organized?
- How will the Districts of Panem be governed post-war?
 - Will there be District elections for a Governor?
 - Will the Commanders retain control over the Districts in the immediate aftermath?
 - Should Panem even maintain its current District structure?

Phase 3 (B): Tactical Retreat

Military Defeat and Retreat

In the event the Capitol succeeds in repelling the rebel movement, the rebellion leaders will have to deal with the aftermath of catastrophic military defeat. They will have to devise a plan to recoup both personnel casualties and material losses. Survivors of any military battles will need to be evacuated. The Cabinet will also have to consider whether they will negotiate terms of surrender with the Capitol in order to save lives. If the Cabinet decides against surrender, formal plans for retreat will need to be developed.

Guerilla Warfare

The Cabinet may choose to direct their remaining resources towards maintaining a war of attrition or a guerilla war. District Commanders will then have to consider the logistics of fighting a guerilla war: for instance, the location of concentrated guerilla presence will need to be agreed upon, and the tactics of warfare must be decided.

Questions to Consider

- How will the alliance between the rebel districts hold up when it becomes clear defeat is imminent?
 - Will leaders band together to create a unified defense and devote all remaining resources to keeping the rebellion alive?
 - Or will leaders turn on each other for their own Districts' survival?
- Will there be those who choose to betray the rebellion for clemency from the Capitol?
- Will there be an effort to start a guerilla war?

Character Profiles

**Note: The following are the public profiles of each character in the War Cabinet. Delegates will be provided with personalized briefings regarding their characters prior to the first committee session detailing the full extent of their crisis powers.*

Jade Malacca, Commander of District 1: The Commander of a formerly Capitol-leaning District, Malacca must balance the objections from her citizens, who have long become accustomed to the more comfortable lifestyles provided by the Capitol, with the demands of loyalty to the rebel council.

Flavian Smith, Deputy Commander of District 2: Commander Smith has not been completely forthcoming about his objectives for defecting from the Capitol. However, to the War Cabinet he appears every bit the dutiful and loyal rebel leader. His greatest fear seems to be a nuclear attack from 13 on the Capitol as his District is in the immediate geographic vicinity of harmful nuclear fallout.

Maribel Tulser, Commander of District 3: She rose to power as a result of her unrivaled hacking abilities. However, President Coin suspects her of allegedly hacking into the District 13 nuclear systems in secret. Tulser is one of the Commanders that has considerable reservations regarding the true motives of President Coin, and is likely probing the District 13 electronic system for answers to her questions.

Laszlo Ewing, Commander of District 4: A straightforward and honest man, Ewing has been the most cooperative Commander of the wealthier Districts. However, there are some that suspect him of intentionally concealing potential naval powers from the rest of the rebellion.

Aldis Kain, Commander of District 5: Kain knows that he holds a powerful position in the shaky alliance due to his District's monopoly of the nation's power sources. Currently, he has been dedicated to developing power technology which will equalize the power capabilities across the nation. But should he decide to become less inclined to share his district's energy, this would mean significant energy cuts for the eastern Districts.

Ingram Yancey, Commander of District 6: As the Commander of the District in control of the nation's transportation abilities, Yancey has significant power over the direction of resources in the alliance. But to monopolize on her power, she has threatened to potentially cut off railroad access if she believes her District's demands are not met.

Oren Lytle, Commander of District 7: Lytle is currently in command of the only District that has remained non-aligned to any factions within the rebel movement. However, the strength and fighting capabilities of his citizens are highly coveted within the alliance.

Edna Paylor, Commander of District 8: Commander Paylor was instrumental in the initial revolt that fought off the control of Peacekeepers in the Districts. Though she now has control of her District's territories, her lands are still at the mercy of relentless Capitol bombings. She travels to the War Cabinet with a sole goal of ending the bombing raids on her people. Paylor and Commander Tulser of District 3 are two of President Coin's more stringent critics.

Maddox Faber, Commander of District 9: Faber commands a District that was especially repressed by the Peacekeepers, and therefore seeks to provide substantially improved living conditions for his people. He has not ruled out restricting grain supplies to the rest of the rebels—a tactic suggested by his advisers—in an effort to achieve his ends.

Phineas Utterback, Commander of District 10: Commander Utterback has lands filled with livestock, but his district is also dependent upon District 11's food supplies to feed its animals.

Demetria Deermore, Commander of District 11: As the commander of District 11, Deermore leads one of the Districts that is the most devoted to the rebel cause, as they have suffered severely under Capitol rule.

Gale Hawthorne, (acting) Commander of District 12: As the principal leaders of the District were killed in the fatal bombing campaign the Capitol launched at the immediate start of the Second Rebellion, the role of acting Commander has fallen to Hawthorne. He is young, but has a talent for military maneuvering, which has made him an integral member of the alliance; highly valued by Coin.

President Alma Coin, Commander of District 13: Coin is a particularly cold leader, and her fellow Commanders perceive her as calculating. Many Commanders dislike her for her attitude of superiority over their positions, though Coin has the power to exert her power over the others due to her District's possession of nuclear weapons. She aspires to be New Panem's first President, and will employ any tactics to achieve her goals.

Vice President Lucretius Minnow: Vice President Minnow is considerably less ambitious than President Coin. He serves more of the role as an arbiter between Coin and some of the more vocal Commanders.

General Ortsac Miller, Chief Military Strategist: General Miller aims to be Supreme Allied Commander. His chief military philosophy is that it is more important to destroy your enemies by committing the fewest resources possible, rather than achieving the ultimate goal itself. This is the reason why he is a staunch advocate for deploying District 13's nuclear weapons against the Capitol. He believes 13's bunkers will be more than strong enough to endure any possible retaliations.

Committee Mechanics

Procedure

This War Cabinet will follow the Model United Nations parliamentary procedure of a continuous rolling moderated caucus. There will be no speakers list, and delegates can freely address each other during debate on any number of the issues at hand with recognition from the Moderator. Delegates are still permitted to motion for specified moderated caucuses with set time constraints and speaking times when necessary. Unmoderated caucuses will be reserved for free informal discussion and creating directives. Interruptions and personal injuries will not be permitted under any circumstance in this committee. The final ruling of parliamentary procedure during committee session will ultimately be at the Chair and the Moderator's discretion.

Time

The War Cabinet will officially be called into session on September 1st, 75 A.D.D. As the Rebellion leaders are meeting, they remain in constant contact with their forces on the ground so that allocative and military decisions made by the Cabinet can be executed swiftly. While the committee is on break or recess, the Capitol will not be motionless, and will continue in its efforts to take down the Rebellion.

In terms of *The Hunger Games* lore, any details mentioned in this background guide are fair game and usable during debate. Delegates are free to conduct further research on, again, *facts and information written in this background guide* (e.g. the historical background of Panem, the traits of the Districts etc.). The events of the trilogy themselves will be considered up to the end of the second book in the series *Catching Fire*. However, this committee will function and create its own storylines, absent major events in the book.

The maps provided in this background guide are the only geographical iterations of Panem the committee will consider. Delegates have free reign with how they want to see the events of this crisis committee progress—they do not need to follow the arcs of the trilogy. In fact, delegates are encouraged to employ their Model UN diplomatic skills to craft storylines of their own.

Use of Electronic Devices

Please note that the use of laptops, smartphones, tablets, or electronic devices of any kind will not be permitted while committee is in session. Directives are to be handwritten.

Glossary of Terms

Capitol: the opulent capital city of Panem; home of the oppressive government currently under the leadership of President Coriolanus Snow

Districts: the regions into which Panem is divided; each varies in geography, wealth, and influence

Hovercraft: the highly advanced aircraft used by both side of the civil conflict as both a means of transport and a weapon

Hunger Games: the former fatal annual games to which each District was forced to send a male and a female tribute; a punishment enforced by the Capitol to deter future rebellions

Panem: nation founded on the ruins of North America

Peacekeepers: the often violent authorities that police the Districts and carry out the Capitol's commands

President Coriolanus Snow: a cold and calculating man who rules Panem with an iron fist

Quarter Quell: The Hunger Games which takes place on every 25th anniversary of the end of the First Rebellion; they are especially crueller than regular Hunger Games

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Collins, Suzanne. *Catching Fire*. 1st ed. Scholastic Press, 2009.

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Further Reading

The Hunger Games Wikia: http://thehungergames.wikia.com/wiki/The_Hunger_Games_Wiki