

Osman Efe Emiroğlu & Tufan Kaan Karagöz

FJCC - GOT

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KELMUN.



BLOOD
&
FIRE

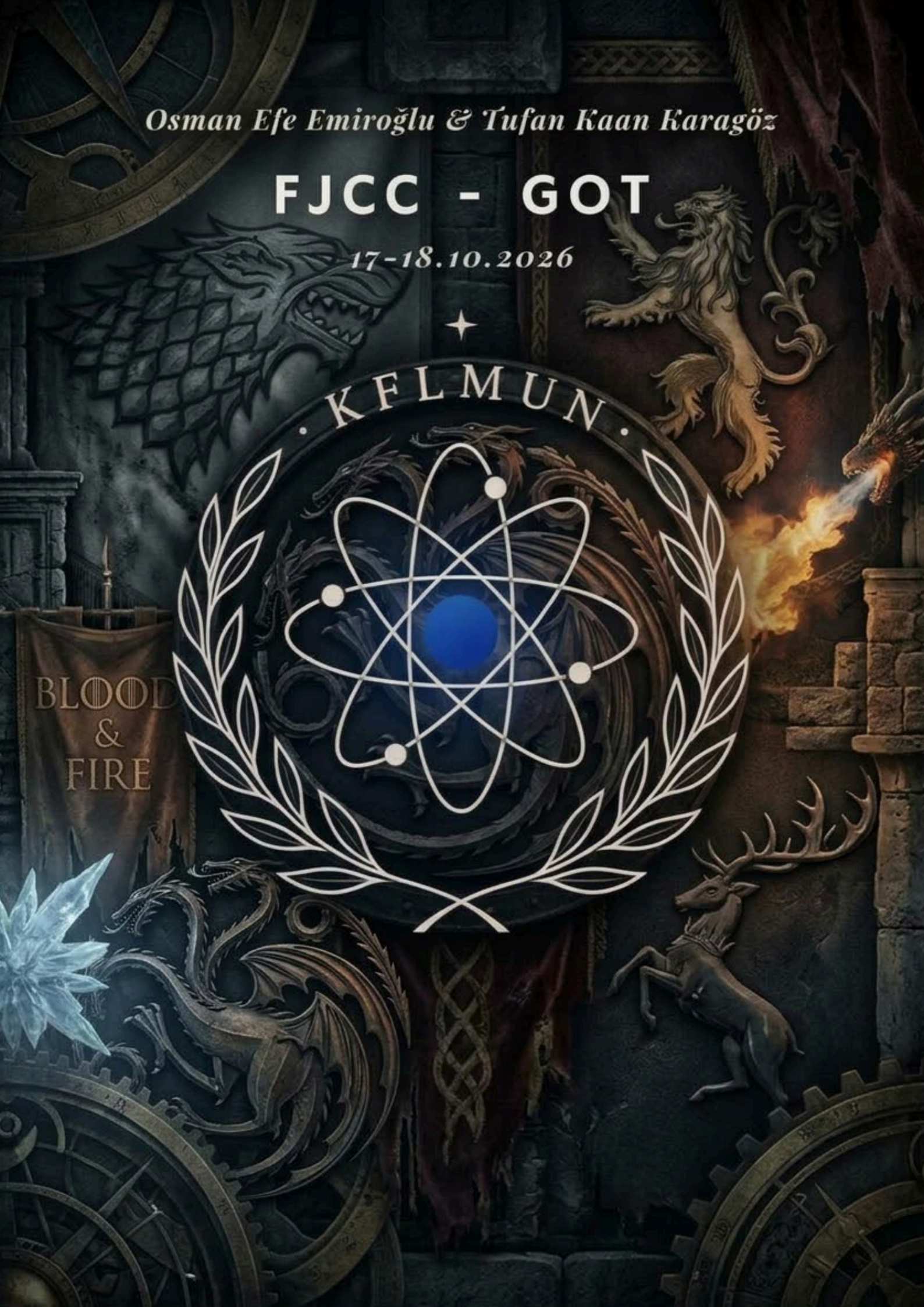


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1. Letter from the Secretary General
KFLMUN'26 — FJCC

Dear Delegates,

Some committees are created because they fit a conference. Some are created because they are academically interesting. And then there are committees that are created because you have dreamed about them.

Forme, FJCC is that committee.

It is my absolute pleasure to welcome you to the Fictional Joint Crisis Committee of KFLMUN'26, set during Robert's Rebellion.

There is something incredibly personal about this committee for me.

My USG, Osman Efe Emiroğlu, and I recently realized that our story actually began much earlier than we remembered. We were childhood friends in kindergarten. Life then took us in different directions. I moved to Keşan during middle school while Osman remained in Çorlu, and for years, we grew up separately.

Years later, our paths crossed again through MUN, and eventually, we found ourselves working together on KFLMUN'26. Somewhere along that journey, the idea of creating a Game of Thrones crisis committee became something we both became incredibly passionate about.

And that dream is FJCC.

For Osman and me, this is not simply another committee. This is our committee. It is a dream that became real after being something we could only imagine, and being able to bring it to life here, in Keşan, under KFLMUN'26, is something I will genuinely never forget.

And what better story could we have chosen than Robert's Rebellion?

A realm on the edge of collapse. Great Houses choosing sides. Friendships becoming rivalries. Loyalty being tested. Ambition turning into war.

You will not be watching the story unfold. You will be writing it.

You will step into Westeros at one of its most defining moments. The decisions you make, the alliances you form, the promises you keep or break, and the risks you take will determine what comes next.

You may think you know how the story ends...

Forget that. This is your Westeros.

Your characters have their own ambitions. Your decisions have consequences. And history is not obligated to follow the path you already know.

Argue. Negotiate. Ally. Betray. Scheme. Take risks.

Most importantly, play your character. Do not wait for history to happen around you.

Make history happen.

KFLMUN has been a dream of mine for years. But FJCC is something even more personal. It is a piece of a dream that Osman and I found ourselves sharing after our paths crossed again.

We found each other again.

We found the dream again.

And now, we are handing it to you.

Take Westeros from us.

And make it yours.

On behalf of the KFLMUN'26 Secretariat, and together with my USG, Osman Efe Emiroğlu, I wish you a committee full of chaos, ambition, unforgettable moments, and stories that you will still be talking about long after KFLMUN'26 is over.

Winter may be coming.

But before that...

Let the Rebellion begin.

With all my excitement,

Tufan Kaan Karagöz

Secretary General

KFLMUN'26

1. Letter from the Under-Secretary-General

KFLMUN'26 — FJCC

Dear Delegates,

Some committees are created because they fit a conference. Some are created because they are academically interesting. And then there are committees that are born out of shared history, unexpected reunions, and a vision that two people fought to bring to life.

For me, as your Under-Secretary-General, FJCC is exactly that committee.

It is an absolute honor to welcome you to the Fictional Joint Crisis Committee of KFLMUN'26, set during the dark and pivotal days of Robert's Rebellion.

When Kaan and I reconnected after years apart—having gone from childhood friends in kindergarten to separate paths in Çorlu and Keşan—we realized that diplomacy and storytelling had brought us back to the same table. As we worked on KFLMUN'26, we kept returning to one passion project: creating a true, immersive Game of Thrones crisis committee. A place where strategy, lore, and raw ambition could collide.

And today, that dream is a reality.

FJCC is not just a committee on the schedule for Kaan and me. It is our joint creation, built from late-night brainstorming sessions, endless debates over faction mechanics, and a deep respect for the world of Westeros. Bringing this committee to life in Keşan under KFLMUN'26 is something I will carry with me for the rest of my life.

Robert's Rebellion is a tale of broken vows, shifting loyalties, and decisions that shape generations. As your USG, my goal alongside our crisis team is to give you a dynamic, unpredictable playground where every order you write and every alliance you forge directly alters the course of the realm.

You are not here to re-enact history; you are here to rewrite it.

Whether you stay loyal to the Crown or ride under the banner of rebellion, remember that in this committee, every action carries weight, every secret has a price, and fortune favors the bold. On behalf of the FJCC Crisis Team and together with my Secretary General, Tufan Kaan Karagöz, I welcome you to Westeros.

Make your moves wisely, play your characters relentlessly, and leave your mark on history.

Best Regards,

Osman Efe Emiroğlu

Under-Secretary-General

1. Letter from the Heads of Crisis

1. Glossary

Westeros: The western continent where the Seven Kingdoms are located.

Essos: The vast continent east of Westeros, separated from it by the Narrow Sea and continent where the House Targaryens blood came from. Before the Doom Of Valyria, forty Dragon lords were placed there.

Doom of Valyria:

The Doom of Valyria was a catastrophic event that destroyed the Valyrian Freehold around 400 years before the events of Game of Thrones. A series of massive volcanic eruptions, earthquakes, and other disasters devastated Valyria and its surrounding lands. Most of the Valyrian population was killed, and the once-powerful civilization collapsed almost overnight. House Targaryen survived the Doom because they had already moved to Dragonstone before the disaster. This allowed the Targaryens to preserve their dragons and eventually conquer Westeros under Aegon the Conqueror.

Aegon's Conquest: Aegon's Conquest, also called the Conquest, was the campaign in which Aegon I Targaryen conquered most of Westeros. Together with his sisters Visenya and Rhaenys, and their dragons Balerion, Vhagar, and Meraxes, Aegon subdued six of the Seven Kingdoms. The conquest began in 2 BC when the Targaryens landed at the mouth of the Blackwater Rush with a relatively small army and established the Aegonfort. During the Campaign, House Hoare was extinguished in the burning of Harrenhal, House Durrandon was defeated during the Last Storm, and House Gardener was destroyed at the Field of Fire. Houses Lannister, Stark, and Arryn eventually submitted to Aegon, while Dorne successfully resisted and remained independent. The conquest lasted for more than two years and ended with Aegon being anointed by the High Septon in Oldtown as King of the Andals, the Rhoynar, and the First Men, Lord of the Seven Kingdoms, and Protector of the Realm. After the conquest, Aegon established King's Landing as his capital and created the Iron Throne from the swords of his defeated enemies.

The Narrow Sea: The sea between the continents of Westeros to its west and Essos to its east. The sea is relatively narrow and easy to cross, but large enough to make large-scale invasions and military incursions between the Seven Kingdoms and the Free Cities difficult.

Summer Sea: The Summer Sea is a body of water located south of Westeros and Essos. The southern sea has deep blue waters and is warm from the sun. The Summer Sea was once separated from the narrow sea by the Arm of Dorne. The Breaking led to the Broken Arm, the Stepstones, and the Disputed Lands. In the aftermath of the Doom of Valyria, the Free City of Volantis considers itself the mistress of the Summer Sea.

Breaking: The Breaking is the Dornish name for the destruction of the Arm of Dorne.

Thousands of years ago, during the migration of the First Men to Westeros, the Arm of Dorne broke into Stepstones, the Disputed Lands of Essos, and the Broken Arm of Dorne. Masters are not in agreement on its causes, whether it occurred in a single night or over centuries.

Arm of Dorne: It was a land bridge which once linked southeastern Westeros and southwestern Essos. In place of the land bridge is now the archipelago called Stepstones, which is the narrow sea between the Broken Arm of Dorne and the Disputed Lands.

Stepstones: The Stepstones are a chain of islands between the southern narrow sea and the northwestern Summer Sea. These islands are notoriously filled with pirate dens. The Stepstones are a lawless borderland contested by various Free Cities at one time or another, much as the Disputed Lands are contested in Essos, but never fully controlled by any of them and rarely for long.

Broken Arm of Dorne: It is a region in eastern Dorne where the Dornish peninsula juts into the narrow sea. East of the jagged coastline are the islands of the Stepstones.

Disputed Lands: A region of southwestern Essos. It has long been contested between the Free Cities of Lys, Myr, and Tyrosh, often involving skirmishes and small wars. In its history the region was once connected to Westeros by the Arm of Dorne, but the destruction of it shattered the land bridge and left behind the Stepstones. What is now called the Disputed Lands became a waste during the Century of Blood after the Doom of Valyria.

Free Cities: The Free Cities, also called the Nine Free Cities, are a group of nine independent city-states in western Essos, located west of the Dothraki Sea and the Painted Mountains and northwest of the Valyrian peninsula. The Free Cities trade and interact frequently with the Seven Kingdoms of Westeros. Many in the Free Cities consider themselves more sophisticated than Westerosi, with some people considering the people of the Seven Kingdoms to be savages. The Free Cities have had various shifting rivalries and alliances in the three centuries since the Century of Blood came to an end.

Braavos: Braavos, Also known as Braavos of the Hundred Isles and the Secret City, and sometimes referred to as the bastard daughter of Valyria, is the wealthiest and likely the most powerful of the Free Cities. It is also the youngest of the nine cities, and was founded by slaves fleeing the grasp of the Valyrian Freehold.

Lorath: Located on the largest of the three islands at the mouth of Lorath Bay, Lorath is one of the northernmost of the Free Cities. It is also the smallest, poorest and least populous of them, as well as the most isolated.

Lys: Lys is located on an island near the southern coast. The blood of Old Valyria still runs strong in this Free City, and as such, many Lyseni, even among the smallfolk, resemble the dragonlords of old. Lys is well known for its pleasure houses, training slaves in the arts of

love and selling them as concubines and bed-slaves. Having once formed Triarchy with Tyrosh and Myr, Lys now frequently fights with them over the control of the Disputed Lands.

Myr: Myr is a coastal city renowned for their master glasscrafters, intricate lace, and fine carpets. It is considered to be among the most advanced of the Free Cities, and famed for its arts and learning. While Myr once formed Triarchy with Tyrosh and Lys, they now frequently fight over the control of the Disputed Lands.

Norvos: Inland Norvos sits in two parts, one atop a high hill and the other beside the Noyne. The surrounding area is a land of rolling hills, terraced farms, and white-stucco villages. The city has three large bells, each with its own name and distinctive voice, which rung to govern every aspect of city life. The city is run by a council of magisters

Pentos: Pentos is a major trading port on a bay of the western coast, at approximately the latitude of the Westerosi city King's Landing. The Prince of Pentos is chosen by the de facto rulers of the city, known as magisters. Slavery is outlawed in Pentos, but the Pentoshi flout these laws by keeping servants who, in essence, are slaves.

Qohor: Lying in the vast Forest of Qohor, Qohor is known for its fine tapestries and its smiths, who have the rare ability to reforge Valyrian steel. The Black Goat is a prominent god in the city.

Tyrosh: A coastal city, Tyrosh is ruled by the Archon of Tyrosh. The Thyroshi are known for their greed. Traders deal extensively in slaves and Tyroshi pear brandy, and Tyroshi master armorsmiths make intricate armor in fantastic shapes. The city is often involved in conflicts over the Disputed Lands and the Stepstones with Lys and Myr.

Volantis: The southernmost of the Free Cities, Volantis is situated nearest Slaver's Bay, and does extensive trade in slaves, glassware and wines. The city is the oldest and proudest of the Free Cities, and only the Old Blood, those who can trace their lineage back to Valyria, may dwell within the part of the city behind the Black Wall. Volantis is ruled by an elected triarchy, and is sometimes drawn into conflicts over the Disputed Lands.

Dothraki Sea: The Dothraki Sea is a vast inland region of the continent of Essos. Its landscape of steppes and plains is home to nomadic Dothraki equestrian people, who constantly battle each other and raid surrounding lands. Despite the name, the region contains no actual sea, and its name refers to the seemingly endless grasslands that stretch across much of central Essos.

Seven Kingdoms: The common name for the realm ruled from the Iron Throne. Its regions are governed by powerful noble houses. Despite the name, it's a realm divided into nine administrative regions.

The Crownlands: The Crownlands are one of the nine constituent regions of the Seven Kingdoms. Unlike the other major regions, they were never a sovereign kingdom. Before Aegon's Conquest, the area was contested by river kings, Storm Kings, and local petty kings. Aegon the Conqueror seized control of the region during his Wars of Conquest and used it as his main foothold on Westeros. Since then, the Crownlands have been sworn directly to the Iron Throne and include King's Landing, Dragonstone, and the surrounding lands of Blackwater Bay. It's ruled by House Targaryen, directly from the Iron Throne.

Dorne: Dorne is the large peninsula forming the southernmost part of Westeros and is one of the constituent regions of the Seven Kingdoms. It is the hottest region of Westeros and is largely rocky, mountainous, arid and dry, containing the only true desert on the continent. Dorne is bordered by the Sea of Dorne to the north, the Stepstones to the east, and Summer Sea to the south. The Red Mountains separate it from the Stormlands and the Reach. It is ruled by House Martell and the ruling members of House Nymeros Martell use the titles Prince and Princess in the Rhoynish fashion.

The Iron Islands: The Iron Islands, also known as the Iron Isles, are one of the constituent regions of the Seven Kingdoms. The Islands were historically ruled by rock, salt, and High Kings chosen through kingsmoots, later by hereditary Kings of the Iron Islands, and for a time by the Kings of the Isles and the Rivers. Since Aegon's Conquest, the region has been ruled by House Greyjoy from Pyke. The Islands are home to the ironborn, a fierce seafaring people with a strong maritime culture.

The North: The North is one of the constituent regions of Westeros and was a sovereign nation ruled by the Kings in the North before Aegon's Conquest. It is the largest region of the Seven Kingdoms, extending from the border of the New Gift to the southern edge of the Neck. The North has been ruled by House Stark for thousands of years from Winterfell. White Harbor is the only city in the region, while Barrowton and the winter town are among its most prominent towns.

The Reach: The Reach, historically the Kingdom of the Reach or the Green Realm, is one of the constituent regions of the Seven Kingdoms. It was once a sovereign nation ruled by the Kings of the Reach and is the second largest region after the North. It is considered the most fertile and heavily populated part of Westeros and is particularly associated with chivalry and knighthood. The Reach is ruled from Highgarden by House Tyrell and contains important locations such as Oldtown, the Arbor, and the fertile lands surrounding the Mander.

The Riverlands: The Riverlands are a central region of the Seven Kingdoms, consisting of the rich, fertile and populous lands around the three forks of the Trident and the northern Blackwater Rush. Historically, the region was known as the Kingdom of Rivers and Hills. At the time of Aegon's Conquest, the Riverlands and the Iron Islands were ruled by House Hoare, the Kings of the Isles and the Rivers. Because of their central position in Westeros and lack of natural boundaries, the Riverlands have frequently become a battleground during wars.

The Stormlands: The Stormlands, historically the Kingdom of the Storm, are one of the constituent regions of the Seven Kingdoms. The Kingdom of the Storm remained a sovereign nation until Aegon's Conquest, during which the last Storm King was slain. The region takes its name from the savage and frequent storms that batter its coast after forming over the Summer Sea. The Stormlands are ruled from Storm's End by House Baratheon and contain lands stretching along the southeastern coast of Westeros.

The Vale of Arryn: The Vale of Arryn, often simply called the Vale, is one of the constituent regions of the Seven Kingdoms. It was formerly a sovereign nation ruled by the Kings of Mountain and Vale before Aegon's Conquest. The Mountains of the Moon surround the smaller Vale proper, although the name is commonly used for the entire realm of House Arryn. The region is ruled by House Arryn from the Eyrie and includes Mountains of the Moon, the Fingers, Gulltown, and several islands in the Bite and Narrow Sea.

The Westerlands: The Westerlands, historically known as the Kingdom of the Rock, are a region in the west of Westeros. Before Aegon's Conquest, the lands were ruled by the Kings of the Rock. The region is ruled from Casterly Rock by House Lannister and is known for its rugged hills, rolling plains, fertile fields, broadleaf forests, and extensive systems of caves and caverns. The Westerlands lie along the coast of the Sunset Sea and include important locations such as Casterly Rock, Lannisport, Fair Isle, and the Golden Tooth.

Great Houses: The most powerful noble families of Westeros. Each Great House controls a major region and commands several smaller houses and armies.

House Targaryen: The ruling dynasty of the Seven Kingdoms, seated in King's Landing.

House Stark: Rulers of the North, seated at Winterfell and known for their loyalty and connection to the Old Gods.

House Arryn: Rulers of the Vale, seated at the Eyrie and protected by the region's mountainous geography.

House Tully: Rulers of the Riverlands. seated at Riverrun and surrounded by strategically important rivers and roads.

House Lannister: Rulers of the Westerlands, seated at Casterly Rock and known for their immense wealth.

House Baratheon: Rulers of the Stormlands, seated at Storm's End and known for their military strength.

House Tyrell: Rulers of the Reach, seated at Highgarden and supported by fertile lands, wealth and a large army.

House Martell: Rulers of Dorne, seated at Sunspear and known for their independent customs and titles.

House Greyjoy: Rulers of the Iron Islands, seated at Pyke and known for their navy and raiding traditions.

Iron Throne: Both the physical throne in the Red Keep and a common name for the monarchy that rules the Seven Kingdoms.

King's Landing: King's Landing is the capital and most populous city of the Seven Kingdoms, located on the eastern coast of the Crownlands at the mouth of the Blackwater Rush. It was founded by Aegon the Conqueror and later became the political center of the unified realm. The city contains Red Keep, the seat of the Iron Throne, as well as major landmarks such as the Great Sept and the Dragonpit. Its large harbor makes it one of Westeros's most important centers of trade, while the City Watch, commonly called the Gold Cloaks, maintains order within its walls.

Oldtown: Oldtown is an ancient city located at the mouth of the Honeywine in the Southwestern Reach. It is considered the oldest city in Westeros and was already a major settlement long before the Andal Invasion. Although King's Landing has a larger population, Oldtown remains one of the richest and most influential cities in the realm. It is home to the Citadel, and the Starry Sept historically served as the main seat of the Faith of the Seven before the construction of the Great Sept of Baelor. Its harbor also makes it one of the most important commercial centers in Westeros.

Lannisport: Lannisport is a large walled port city on the western coast of Westeros, located immediately south of Casterly Rock. It is the largest settlement in the Westerlands and owes much of its wealth to regional trade and the enormous gold resources controlled by House Lannister. Several branches and distant relatives of House Lannister live within the city. Its position on the Sunset Sea and connections to major roads make Lannisport one of the principal commercial centers of the Seven Kingdoms.

Gulltown: Gulltown is the principal port of the Vale of Arryn and one of the five officially recognized cities of the Seven Kingdoms. Located on the eastern coast of Westeros, it provides the Vale with access to the Narrow Sea and therefore plays an important role in overseas commerce. The city grew wealthy through maritime trade and has long been associated with House Grafton. Its port also makes it one of the major points of contact between Westeros and the Free Cities of Essos.

White Harbor: White Harbor is the only true city in the North and the smallest of the five officially recognized cities of Westeros. It lies on the eastern coast and is ruled by House Manderly, whose ancestors established themselves in the North after being exiled from the Reach. Unlike much of the North, the city strongly follows the Faith of the Seven due to the

Manderlys' southern origins. Its large harbor serves as the North's main center of maritime trade and connects the region with the rest of Westeros and Essos.

Harrenhal: Harrenhal is the largest castle in the Seven Kingdoms, located in the Riverlands on the northern shore of the Gods Eye. It was built by King Harren Hoare, the last King of the Isles and the Rivers, and took nearly forty years to complete. During Aegon's Conquest, Harren refused to surrender, and Aegon I Targaryen attacked the castle with Balerion, whose dragonfire killed Harren and his line and left much of Harrenhal blackened and ruined. The castle is enormous, covering roughly three times as much ground as Winterfell, with five immense towers and exceptionally thick walls. Despite its damaged state, Harrenhal controls some of the richest and most fertile lands in Westeros. Over the centuries, possession of the castle has passed through several houses, and the repeated misfortunes suffered by its rulers have given Harrenhal a reputation for being cursed.

The Citadel: The Citadel is a complex of buildings in Oldtown and the central home of the order of maesters. The name may refer both to the physical Citadel and to the institution of the maesters itself. At the Citadel, archmaesters teach and train novices and acolytes, who study different fields of knowledge and forge the links of their maester's chains before taking their vows. The archmaesters also meet in the Conclave, while the Citadel maintains an extensive library and archives and is considered one of the greatest repositories of knowledge in the known world. The Citadel lies along the Honeywine, with its towers and domes connected by stone bridges, and contains areas such as the Ravenry and its extensive library and vaults. House Hightower has historically been closely connected with and supportive of the Citadel.

Maesters: Maesters are members of a scholarly order headquartered at the Citadel in Oldtown. They serve the noble houses of Westeros as advisers, healers, tutors, scribes, scientists, and messengers, and are expected to serve whichever lord holds the castle to which they are assigned. Maesters train at the Citadel as novices and acolytes, studying different subjects and forging links of different metals for their chains, with each metal representing a particular field of knowledge. After completing their training and taking their vows, they are sent to castles throughout the Seven Kingdoms. Maesters are expected to remain politically neutral and to put their service above family loyalties, wealth, and personal titles.

Hand of the King: The Hand of the King is the king's chief adviser and one of the most powerful officials in the Seven Kingdoms. The Hand may govern in the king's name, command armies, administer justice, and oversee the royal government. The officeholder is appointed and dismissed by the monarch and serves as a member of the small council.

Grand Maester: The Grand Maester is the maester assigned to the royal court in King's Landing and a member of the small council. The Grand Maester advises the king, provides medical care to the royal household, and serves as the Citadel's representative at court. The Grand Maester is chosen by the Conclave of archmaesters.

Small Council: The Small Council is the group of advisers who assist the king in governing the Seven Kingdoms. Its members traditionally include Hand of the King, Grand Maester, Master of Coin, Master of Laws, Master of Ships, Master of Whisperers, and the Lord Commander of the Kingsguard. The council discusses matters such as war, law, finance, diplomacy, and the administration of the realm.

Harbormaster: An official in charge of a port or harbor. In King's Landing these positions fall under the jurisdiction of the Master of Coin.

Master of Coin: The chief financial adviser of the King and is a member of the Small Council.

Master of Whisperers: (Or the Mistress of Whisperers) The spymaster for the Lord of the Seven Kingdoms. This person is in charge of gathering intelligence from informants around Westeros.

Master of Law: The King's advisor relating to the administration of justice and is a member of the Small Council.

Master of Ships: Iron Throne's advisor charged with commanding the Royal Fleet and is a member of the Small Council.

The King's Justice: Royal executioner.

Lord Confessor: Chief of the royal torturers.

Liege Lord: A powerful lord whose weaker lords and houses have sworn their loyalty.

Lord Commander: The knight who leads the Kingsguard, oversees the protection of the royal family and is a member of the Small Council.

Kingsguard: Seven prestigious knights who guard the King.

Royal Fleet: The navy which serves the king on the Iron Throne.

Heir: A person legally expected to inherit a title or throne

Crown Prince: The expected heir to the Iron Throne.

Ward: A child or young noble placed under the protection of another house for education or political authority.

Fealty: A promise of loyalty made by a lord or a house to a ruler. Breaking this promise may be considered treason.

Betrothal: A formal agreement of marriage to create or strengthen alliances between noble houses.

Vassal: A lord or a house that has sworn loyalty to a more powerful house in exchange for protection, land or authority.

Claim: A person's legal or hereditary right to inherit a title or a territory.

Joust: A competition in which two knights compete against each other. The aim is to break a lance against the opponent or knock them from their horse and the game that started the rebellion

1. Introduction

(PLEASE WATCH THE SHOW OR WATCH DOCUMENTARIES ABOUT THE REBELLION

https://www.youtube.com/watch?v=ruv_0cKr3VA&pp=ygUScm9iZXJ0J3MgcmlVZWxsaW9u

https://www.youtube.com/watch?v=uQyjcE_FnrM&pp=ygUScm9iZXJ0J3MgcmlVZWxsaW9u

In the world of *Game of Thrones*, there is a long history filled with powerful families, different religions, ancient traditions, and mysterious magical forces. Westeros is a large continent divided between several important regions, each controlled by powerful noble houses. In the early history of Westeros, the continent was divided into seven main kingdoms: the North, ruled by House Stark; the Vale, ruled by House Arryn; the Riverlands, ruled by House Hoare; the Reach, ruled first by House Gardener and later by House Tyrell; the Westerlands, ruled by House Lannister; the Stormlands, ruled first by House Durrandon and later by House Baratheon; and Dorne, ruled by House Martell. Although these kingdoms were eventually united under one ruler, every region kept its own traditions, customs, and political interests. Politics in Westeros is heavily influenced by noble families, armies, alliances, marriages, and bloodlines. Marriage is often more than a personal relationship between two people. Noble families use marriages to create alliances, settle conflicts, strengthen their positions, and sometimes protect their lands or claims. Because of this, family connections can become just as important as military strength. Westeros follows a mostly feudal system, where Great Houses control large territories and smaller Houses swear loyalty to them. In return, these smaller Houses receive protection, lands, and political influence. Titles, lands, and claims are usually passed through family lines, making ancestry extremely important. A person's family name can determine their position in society and their ability to gain political power.

The history of Westeros stretches back thousands of years. The First Men were among the earliest inhabitants of the continent and eventually came into conflict with the Children of the Forest. Over time, the two groups were forced to cooperate against threats coming from the north. Later, the Andals invaded Westeros and conquered much of the southern part of the continent. Their arrival changed the culture and religion of many regions. The traditions of the First Men remained especially strong in the North, while the Faith of the Seven became dominant throughout much of the south. Across the Narrow Sea was the powerful civilization

of Valyria. Valyria became famous for its advanced society, powerful families, dragons, and knowledge of magic. The Targaryens were one of the Valyrian families who survived the Doom of Valyria and later used their dragons to conquer most of Westeros. Aegon the Conqueror began the Targaryen dynasty and united the Seven Kingdoms under one crown.

The Targaryens ruled Westeros for almost three centuries before Robert's Rebellion ended their rule. Even after their dynasty fell, the legacy of Valyria and the Targaryens continued to affect Westerosi politics, especially through questions of bloodline, legitimacy, and the claim to the Iron Throne. Religion is also an important part of life in Westeros and Essos. The Faith of the Seven is the most common religion in the southern parts of Westeros, while many people in the North continue to worship the Old Gods. The Ironborn follow the Drowned God, and other religions can be found throughout Essos. Religion can influence traditions, laws, personal beliefs, and even political decisions. Conflicts between different beliefs can sometimes become part of larger political struggles. Magic exists in the world, although it is rare and often poorly understood. Dragons, prophecies, mysterious visions, supernatural creatures, and magical practices appear throughout the history of Westeros and Essos. Some people believe strongly in these powers, while others consider them myths or old stories. There are no completely clear rules explaining how magic works, which makes supernatural events difficult to predict. Different cultures also have their own explanations for magical events and supernatural beings. In the far north of Westeros stands the Wall, an enormous structure built to protect the realms of men from dangers beyond it. The Night's Watch is responsible for guarding the Wall and maintaining the ancient defense against threats from the north. Beyond the Wall live the Free Folk, who have their own societies and traditions. The region also contains mysterious creatures and supernatural forces that are connected to some of the oldest stories in Westeros. These dangers show that the political conflicts between the noble houses are not the only threats facing the continent. East of Westeros lies Essos, a huge continent containing many different cultures, cities, religions, and forms of government. Unlike Westeros, Essos is not united under a single ruler. It contains independent cities, kingdoms, trading powers, and other political organizations. Trade, slavery, military strength, religion, and control of valuable resources are major parts of politics in Essos. Cities such as Braavos, Pentos, and Meereen have very different traditions and political systems, making the continent much more diverse than Westeros. At the beginning of many major conflicts, Westeros may appear to be united under the Iron Throne, but tensions between the Great Houses remain. Old rivalries, disputes over inheritance,

broken alliances, and personal ambitions can quickly disturb the balance of power. As different families compete for influence, even a small political disagreement can develop into a much larger conflict. At the same time, ancient dangers from the North and beyond continue to grow, creating a threat that goes far beyond the struggle for the Iron Throne.

6. About Committees

a. What is Crisis

A crisis is an unstable, dangerous situation where standard coping mechanisms fail, and a volition becomes jeopardized. It marks a turning point when normal routines fail, and the outcome will decisively shape the future. It demands immediate attention and a decisive change, as the outcome will determine whether conditions significantly improve or rapidly deteriorate. A crisis can grow out of several types of situations, especially hot military conflicts, political confrontations, economic downturns, and natural disasters, etc. Unlike issues discussed in other MUN committees, crises require immediate action and decision-making under conditions of uncertainty and time pressure.

b. What are Crisis Committees

A crisis committee is an unstable, fast-paced committee with free flow, in which delegates are encouraged to establish cooperations to work on resolving one or more crises. They are challenged to develop unusual methods to respond to dynamic circumstances. Throughout the conference, delegates may be representing countries, characters, or different groups, and they are going to take action in order to solve those issues, a.k.a crisis, and ensure the engagement of the committee. There are several types of crisis committees, as this committee will proceed as the ‘Fictional Joint Crisis Committee (or F-JCC)’. Furthermore, they are going to write ‘directives’ in order to realize the actions they decide to take.

Moving forward with directives, they are the main documents for a crisis committee, which include an explanation of an order, a plan or an operation. They address an immediate issue that is in the committee room, in which the majority of the members want to take action. A directive's writer appoints someone or a group of people to put the ‘plan’ into reality. Therefore, delegates are capable of shaping and styling the future of the committee with these several papers of directives where plans are stated and sent to the crisis team of the committee. Afterwards, delegates receive updates from the crisis team to learn about the result of the directive. There are two outcomes for a directive: it will either be passed or rejected. However, even if it passed, there may be unfavourable consequences of the

directive. In order to make sure that the directive will pass and result in a beneficial way, there are some things to be obeyed.

Being Over-Specific: While writing a directive, delegates need to be over-specific about the content of their directive. Appointed subjects can go to the wrong region, can kill the wrong person, can do the wrong thing if the region, person or action is not mentioned with adequate details in the directive, which is a non-specific directive. Additionally, a directive must be able to answer WH questions (Turkish: 5N1K) (who, what, where, when, why, which, whose, how, how many, etc.). Furthermore, explanation of sources is exceedingly pivotal as delegates have better mention about the fulfillment of required sources such as money, fuel, water, and food.

If Clauses: Whilst writing a directive, delegates must not make “storytelling”. Storytelling means that a delegate states all of the plans as they are going to be fully successful, which is an impossible thing. In every plan, there will be hitches. And if a delegate fails to add “if clauses” which explain what appointed subjects will do when there is a hitch, there will be “storytelling” and the directive will go wrong. Furthermore, you can use “I am planning to do...” instead of “I am going to do” in order to avoid storytelling. For example, if you want to write a directive about crossing a bridge, you need to make plans A, B, C, D, etc.

I will try to cross the bridge by walking on it from this point to this point (plan A). If the bridge collapses, I will try to swim from this point to this point (plan B). If I don't know how to swim, I will try to hold onto something so that I don't drown (plan C)...

If the directive doesn't include required details or alternative scenarios, it will probably be rejected.

Pattern of a Directive

DirectiveType

TO:

Committee Name: Side Name(if any)

FROM:

Time Stamp

...

TO: Part where the appointed person or people will be written, being assigned to realize the plan by the writer of the directive

FROM: Part where the delegate's or delegates' allocations will be written, as writer(s) of the directive

Committee and Side Name: Part where the writer delegate's committee and the side name will be written, if any. Since the committee is a JCC committee and each delegate will have a side to secure its interests, it can be sampled as "FJCC: Side Name"

Time Stamp: Part where the time that the directive is sent to the crisis team will be written, (example: 11.55)

Directive Type: Part where the type of the directive will be written, as 6 types of directives exist;

1) Personal Directive: Directive that is written by one delegate, by his/her own authority and capacity. Most of the time the Personal Directive's consequences affect the writer of the directive. But Personal Directives are a great way to help the committee/cabinet.

i) For example, if George C. Marshall, a member of the US cabinet on the World War II committee, were to write a war directive alone and send it as a personal directive, the entire cabinet would see the consequences, benefits, and drawbacks of that directive. Moreover, this directive will affect other cabinets and start a chain of events.

ii) There is no such directive as "useless". They are more useful and less useful. Directives can be harmful to committee but like the old crisis enthusiasts said

2) Joint Directive: Directive that is written by more than one delegate, taking advantage of cooperation and collaboration. Joint directives may be hard to write because the natural need of this directive is communication. You, the delegate, need to communicate and organise other delegates. Moreover, sometimes you should be a leader.

i) In committees, allocations often don't have a clear advantage over one another. The real issue is the capacity of the delegates who receive the allocations. Some delegates lead well, while others perform their assigned tasks exceptionally well. A person who leads better doesn't have an equal advantage over someone who performs their tasks well. When awarding prizes, the focus is on the contribution made to the committee, not on leadership. If a leader has contributed less than a task-oriented person, the task-oriented person cannot receive a lower reward simply because they were passive! The one who works harder always wins.

- 3) **Committee Directive:** Directive that is written by the whole committee. While not a common type of directive, committee directives are usually issued before updates large enough to end the committee's work, or are large enough to trigger such large updates.
- 4) **Press Release:** Directive that is aimed at including a message to be sent to the public
- 5) **Top Secret:** Directive that is written in order to take action, however, with a willingness to hide the action from the other committee members, including chairboard members
- 6) **Information Directive:** Directives that are utilized to acquire information about the delegate's side's circumstances, usually the military information, weather etc.
As a reminder, this type of directive can not be used to get information about the enemy side's information, since you need to write a spy directive about it.

c. What is Fictional Committees

A **Fictional Committee** in Model United Nations (MUN) is a specialized crisis committee that abandons standard UN diplomacy to simulate pop-culture, fantasy, or science-fiction universes. Instead of representing actual sovereign states, delegates take on the roles of specific characters, faction leaders, or council members within a distinct fictional setting.

Core Dynamics & Rules of Procedure

You act as an individual persona (e.g., a high lord, superhero, or military commander) with personal assets, motives, and backstories, rather than expressing a country's official foreign policy.

Standard resolution drafting is replaced by rapid directive writing to react to live situations:

Action plans passed collectively by the entire committee to handle immediate, visible crises

Secret notes sent directly to the Crisis Staff outlining personal covert operations, such as espionage, assassinations, shifting troop movements, or forming hidden alliances

A dedicated Backroom (Crisis Team) responds to delegate actions in real time Your directives actively shape the storyline, forcing the committee to react to unexpected plot twists and power shifts caused by fellow delegates

Success depends on your deep understanding of the universe's lore, tactical maneuvering, political intrigue, and backroom negotiation rather than traditional international law

Common Themes

Game of Thrones Small Council, Star Wars Galactic Senate, or Marvel Security Council

Harry Potter Ministry of Magic, Lord of the Rings Council of Elrond, or Greek/Norse Pantheon Councils

Space fleet commands, post-apocalyptic survivor factions, or reimagined historical conflicts

d. Fictional-Joint Crisis Committees

Fictional Joint Crisis Committee stands as one of the most vying, fast-paced and enjoyable committees. Being also a crisis committee, its engagement is preceded by writing directives where two or more opposing sides, cabinets or blocs, struggle with each other in order to fulfill their interests and secure their position. Delegates often represent significant figures or characters regarding the committee and their side. In addition, delegates are expected to write directives as fast as they can since there will be nearly endless conflict between sides, where the fastest actions will be the most effective actions. Besides, this committee's agenda is fictional, so delegates must take the committee's differences from ordinary wars into consideration.

7.Book

Game of Thrones

Game of Thrones is an epic fantasy television series based on George R.R. Martin's novel series *A Song of Ice and Fire*. Set on the fictional continents of Westeros and Essos, the plot follows several interconnected storylines across a vast medieval world. The main narrative centers on the brutal civil war among the noble houses of Westeros as they fight for control of the Iron Throne and rule over the Seven Kingdoms. Simultaneously, a parallel story unfolds in the far eastern lands of Essos, where Daenerys Targaryen, the exiled daughter of a deposed king, seeks to gather armies and hatch dragons to reclaim her birthright. Meanwhile, in the extreme north of Westeros, an ancient and mystical threat known as the White Walkers emerges behind a massive ice barrier called the Wall, threatening to wipe out all of humanity. The series is defined by its complex characters, political intrigue, sudden betrayals, moral ambiguity, and a relentless willingness to kill off major characters, making it one of the most culturally impactful shows in television history.

Characters at Book

The factions in the war are split into two by members of the opposing alliances: The Rebel Coalition and Targaryen Crown Loyalists. The Targaryen dynasty had ruled the realm for almost three centuries, using dragons as both a symbol and source of power. By the time of Robert's Rebellion, however, King Aerys II Targaryen had become deeply paranoid and unpredictable, creating growing tension between the Crown and the Great Houses of Westeros. The rebellion would eventually bring together several powerful houses that wanted to end Targaryen rule and place Robert Baratheon on the Iron Throne.

Kingdoms

The factions in the Seven Kingdoms are split by members of the historic regional realms: The North, The Vale, The Riverlands, The Reach, The Stormlands, The Westerlands, and Dorne. House Targaryen was once the realm's absolute ruler and dragon power, but now its monarch has descended into mad paranoia, igniting a continent-wide civil war.

The North is the largest and coldest realm, ruled by House Stark of Winterfell, where severe weather and hardened warriors foster an intense culture of honor and loyalty. During the rebellion, the North became one of the main powers supporting Robert Baratheon after the execution of Rickard and Brandon Stark.

The Vale of Arryn is an isolated mountain kingdom, protected by House Arryn from the impregnable fortress of the Eyrie, known for its proud heavy cavalry and natural mountain

defenses. Lord Jon Arryn became one of the most important leaders of the rebellion after refusing Aerys II's order to execute his wards, Robert Baratheon and Eddard Stark.

The Riverlands, ruled by House Tully from Riverrun, consists of rich farmland and strategic river routes, making it the primary battleground whenever war erupts across Westeros. House Tully eventually joined the rebellion, with Hoster Tully supporting the alliance through both military forces and political marriages.

The Reach is the most fertile and populous realm, controlled by House Tyrell of Highgarden, boasting massive agricultural wealth, knightly chivalry, and the largest standing army in the continent. During Robert's Rebellion, House Tyrell remained loyal to the Targaryens and used its army to besiege Storm's End, which was defended by Stannis Baratheon.

The Stormlands, governed by House Baratheon from Storm's End, is a rugged territory of stormy coasts and martial traditions, producing fierce soldiers accustomed to harsh conditions. Robert Baratheon was the lord of the Stormlands and became the main military leader of the rebellion because of his popularity, strength, and personal hatred of Rhaegar Targaryen.

The Westerlands, ruled by House Lannister of Casterly Rock, is defined by its vast gold mines, immense financial power, and exceptionally well-equipped military forces. During most of the rebellion, Tywin Lannister stayed out of the conflict and waited to see which side would gain the advantage before finally marching on King's Landing near the end of the war. Dorne is the arid desert realm in the far south, ruled by House Martell of Sunspear, distinct for its unique culture, guerrilla warfare tactics, and historic independence from dragon rule. Dorne remained loyal to the Targaryen Crown because of Prince Rhaegar's marriage to Elia Martell and the deaths of Elia and her children later became one of the darkest consequences of the rebellion.

Rebellion

The conflict began long before swords were drawn at the Trident, rooted in King Aerys II Targaryen's descent into severe paranoia and madness. Years of political instability, rising tensions between the Great Houses, and Aerys's cruelty laid the groundwork for a realm on the verge of collapse. The spark that ignited the war occurred at the Tourney of Harrenhal, where Prince Rhaegar Targaryen won the jousting tournament. Instead of crowning his own wife, Elia Martell of Dorne, Rhaegar rode past her and placed the crown of the Queen of Love and Beauty in the lap of Lyanna Stark of Winterfell, who was betrothed to Robert Baratheon. The moment shocked many of the nobles present and later became one of the most important events leading toward the rebellion.

Shortly after, Lyanna vanished with Rhaegar, leading many in the realm to believe that she had been kidnapped by the Crown Prince. In response, Brandon Stark, Lyanna's older brother, rode to King's Landing and openly demanded that Rhaegar come out and answer for what had happened. King Aerys arrested Brandon for treason and summoned his father, Lord Rickard Stark, to answer for his son. When Rickard arrived, Aerys demanded a trial by combat. Aerys chose fire as his champion, executing Rickard while Brandon died trying to save him. The deaths of Rickard and Brandon pushed the situation far beyond a normal political dispute. Driven by paranoia, King Aerys then sent a raven to the Eyrie demanding that Lord Jon Arryn execute his two young wards, Eddard Stark and Robert Baratheon. Jon Arryn refused to murder his wards and instead raised his banners in open defiance against the Crown. Robert Baratheon and Eddard Stark joined him, while the Riverlands soon became connected to the rebellion through House Tully. The marriages between Eddard and Catelyn Tully, and later Jon Arryn and Lysa Tully, strengthened the alliance between the major rebel houses. The rebellion quickly became a full-scale war between the Targaryen Crown and the rebel coalition. Robert became the main military figure of the rebellion, while Eddard led northern forces and Jon Arryn helped coordinate the alliance. The rebels won several important battles, but the war was still far from decided. The most important confrontation was yet to come at the Trident.

The Battle of the Trident



The Battle of the Trident became the turning point of Robert's Rebellion. The Targaryen army, led by Prince Rhaegar Targaryen, met Robert Baratheon's rebel forces near the Trident River. Both sides understood that the battle could decide the future of the Seven Kingdoms, with the Crown fighting to preserve Targaryen rule and the rebels fighting to overthrow it. Robert and Rhaegar eventually met in single combat during the battle. Their fight became one of the most famous moments of the rebellion. Robert managed to defeat Rhaegar with his warhammer, killing the Crown Prince and breaking the main hope of the Targaryen army. The rubies from Rhaegar's armor were scattered into the river, giving the location its famous name, the Ruby Ford.

Rhaegar's death changed the entire war. With the Crown Prince dead and the Targaryen army defeated, the rebels gained a major advantage. Robert was seriously wounded during the fighting, so Eddard Stark continued the campaign while other rebel forces moved toward the remaining loyalist positions.

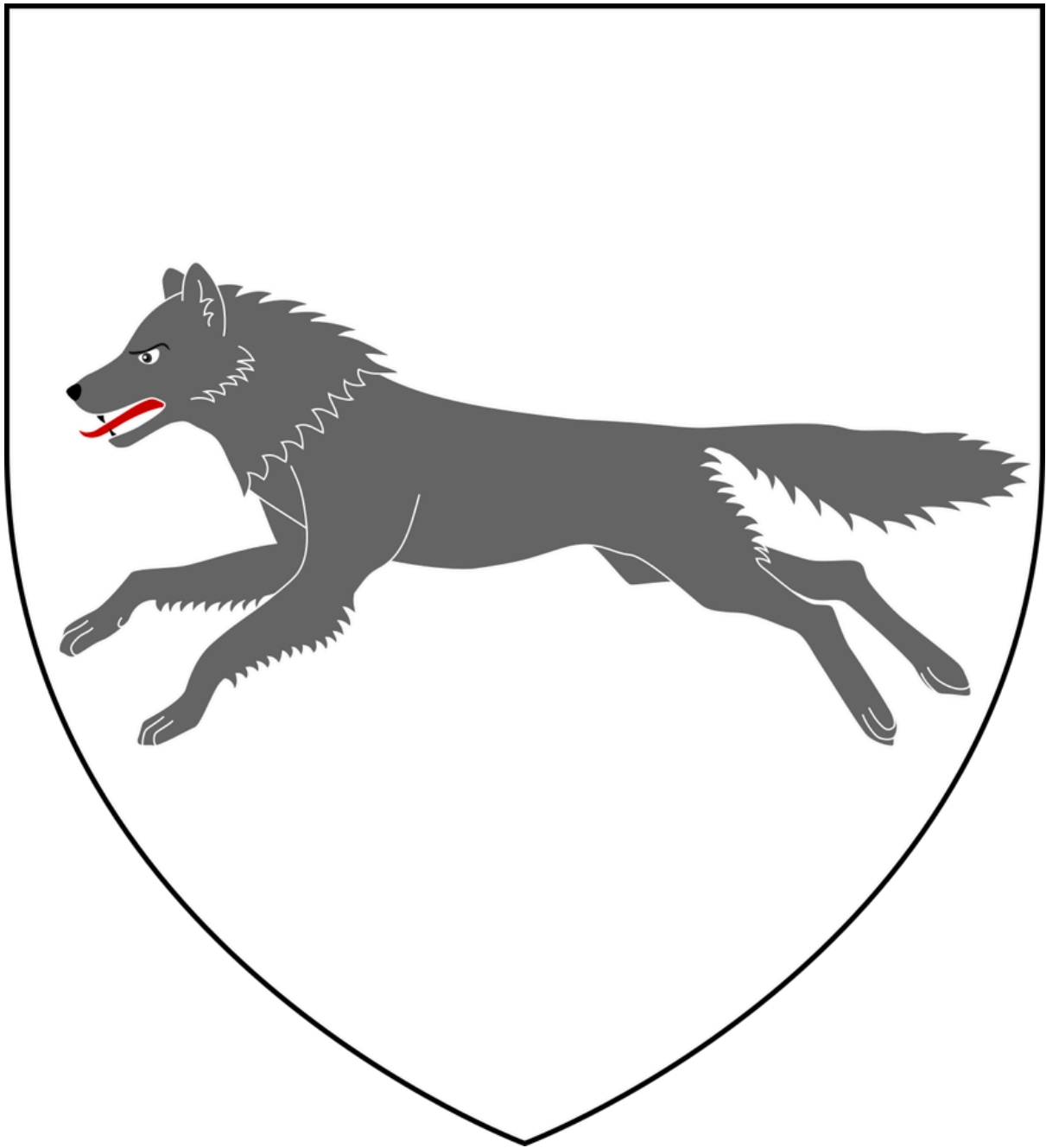
The Battle of the Trident did not immediately end the rebellion, but it destroyed the Targaryens' strongest military force in the field. After the battle, the rebel armies continued south toward King's Landing, while the remaining loyalist forces struggled to organize a defense. The fate of the Iron Throne was now largely decided by what happened in the capital.

Rebel Side



House Baratheon

The main house of the rebellion. Robert Baratheon became the leader of the uprising and claimed the Iron Throne after the Targaryen defeat. His brothers Stannis and Renly also played important roles in the war.



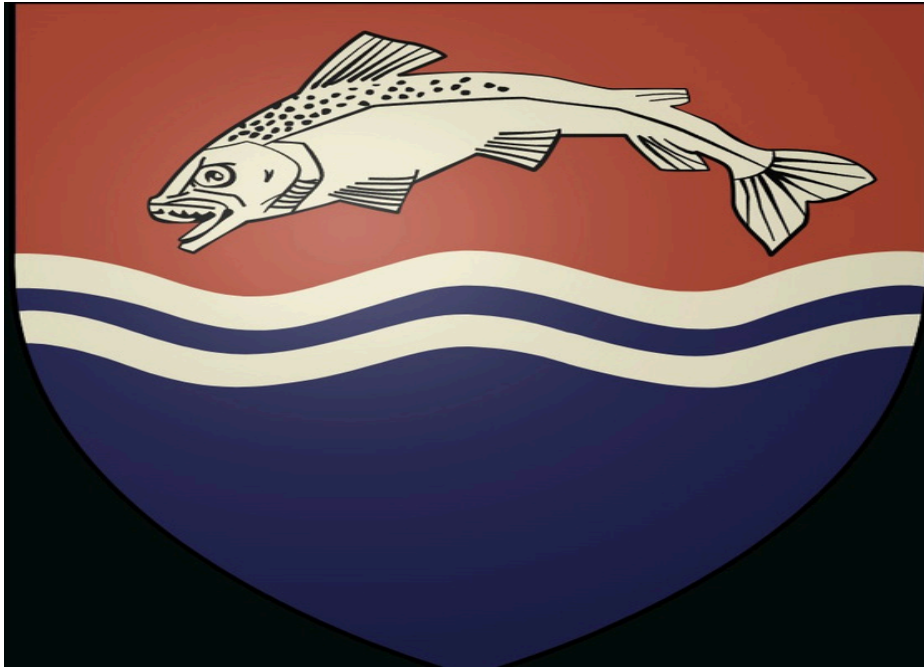
House Stark

House Stark joined the rebellion after the execution of Rickard and Brandon Stark by King Aerys II. Eddard Stark became one of Robert's closest allies and commanded northern forces during the war.



House Arryn

Jon Arryn was one of the original leaders of the rebellion. He refused Aerys II's order to surrender Robert Baratheon and Eddard Stark, effectively beginning the uprising. The Vale provided important troops for Robert's cause.



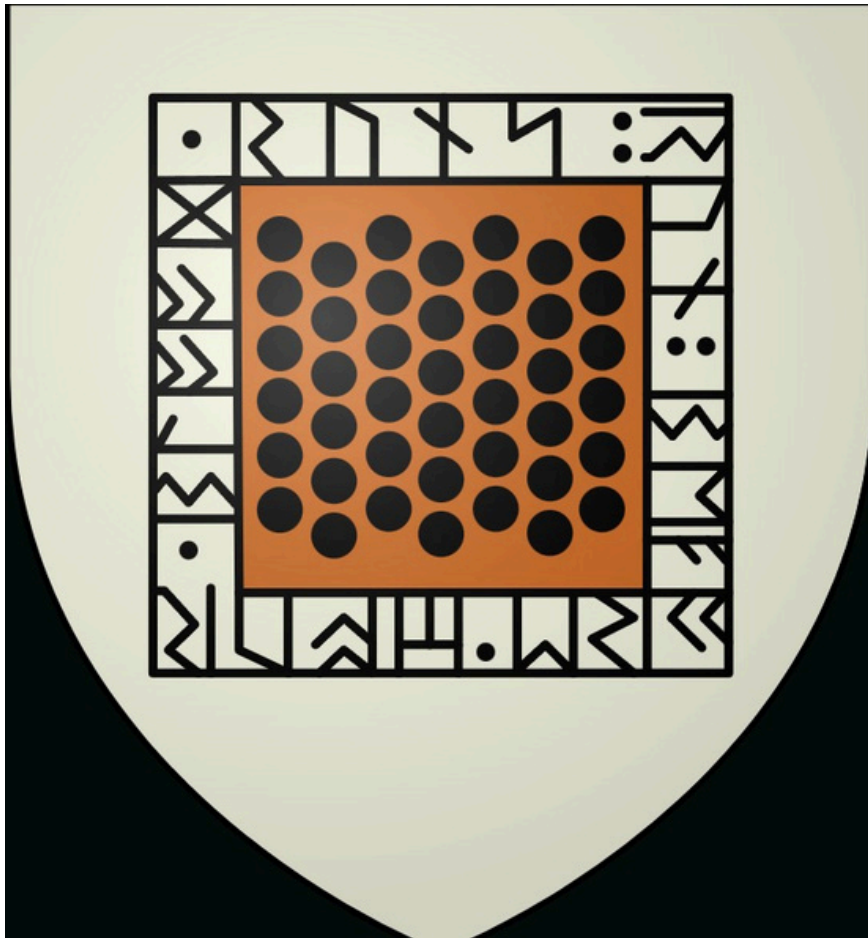
House Tully

House Tully joined Robert's alliance after Lord Hoster Tully agreed to support the rebellion. Through the marriages of Catelyn to Eddard Stark and Lysa to Jon Arryn, the Tullys became closely connected to the other major rebel houses.



House Manderly

House Manderly was one of the important northern houses supporting House Stark. Their forces contributed to the military strength of the North during the rebellion.



House Royce

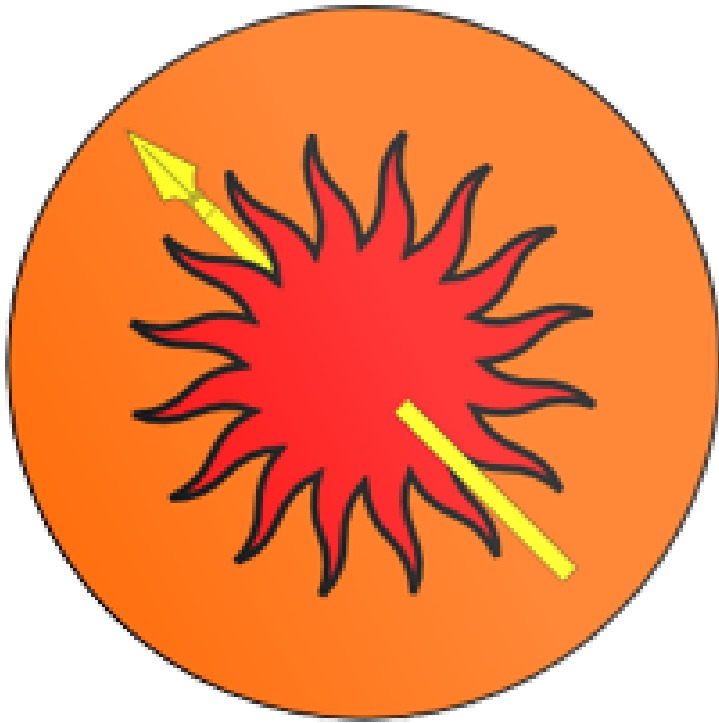
House Royce was one of the strongest vassal houses of the Vale and supported Jon Arryn and the rebel cause. Their military strength helped the Vale participate in the uprising against the Targaryens.

Targaryen Loyalist Side



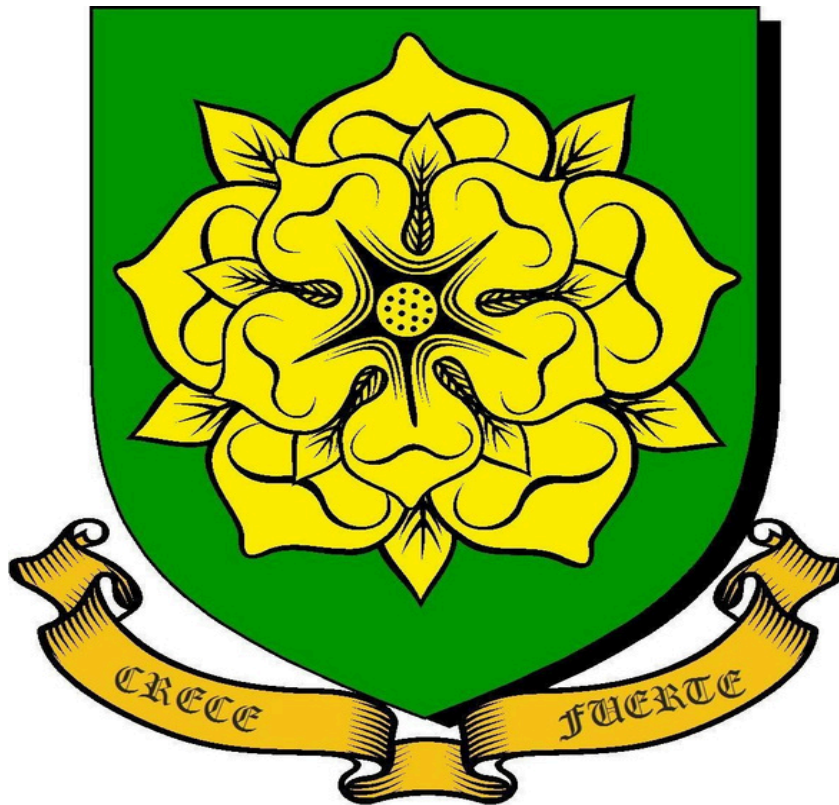
House Targaryen

The ruling dynasty of Westeros during the rebellion. King Aerys II and Prince Rhaegar led the royal side. Rhaegar commanded the main Targaryen army before being killed by Robert at the Battle of the Trident.



House Martell

House Martell supported the Targaryens largely because of the marriage between Prince Rhaegar and Elia Martell. Prince Lewyn Martell served in the Kingsguard and fought for the Targaryen cause.



House Tyrell

House Tyrell remained loyal to the Targaryen crown. Mace Tyrell commanded the army of the Reach and besieged Storm's End, which was defended by Stannis Baratheon



House Dayne

House Dayne was closely associated with Prince Rhaegar. Ser Arthur Dayne, one of the most famous members of the Kingsguard, remained loyal to Rhaegar and later defended the Tower of Joy.



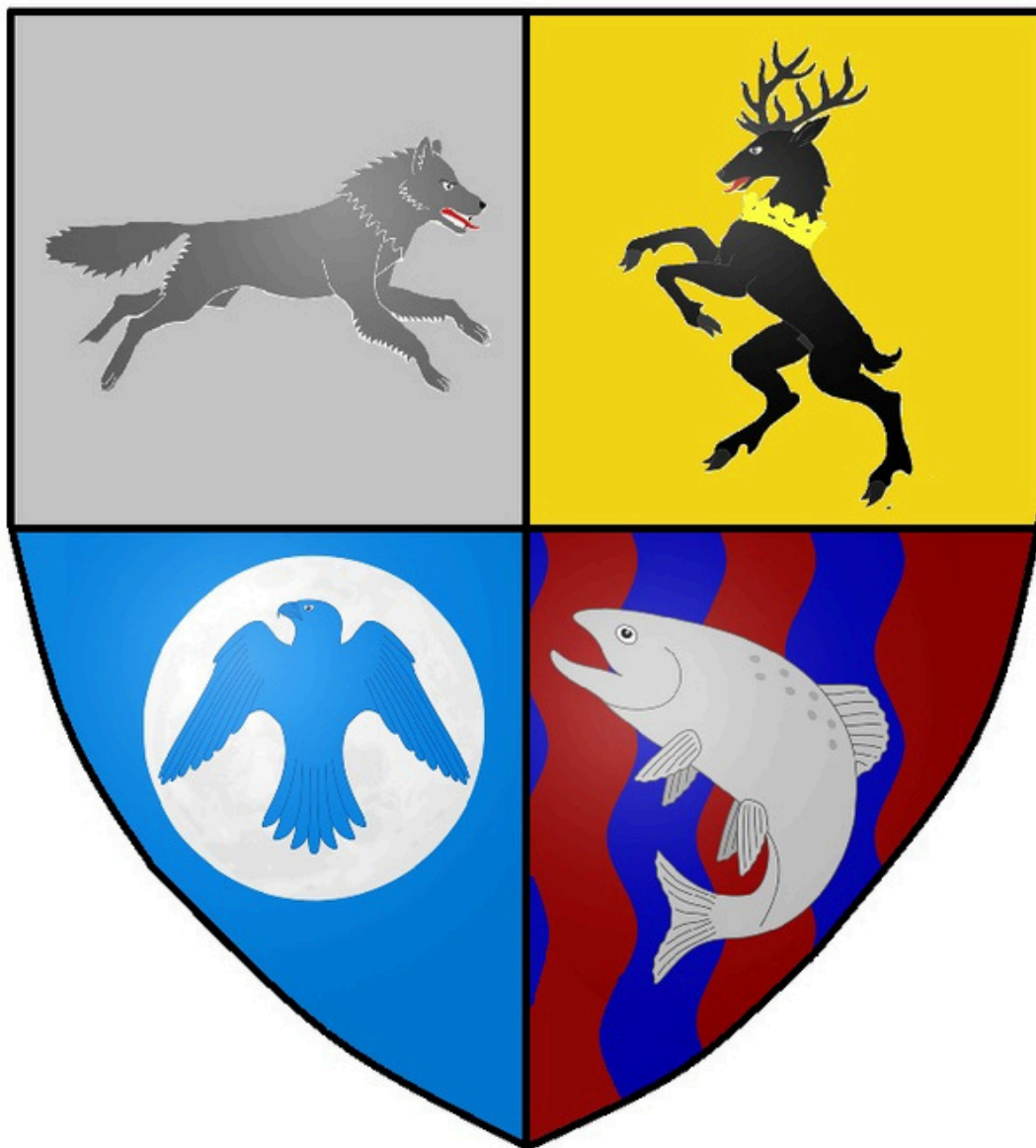
House Connington

House Connington was represented by Jon Connington, one of Rhaegar's closest friends and a prominent Targaryen commander. He fought Robert during the Battle of the Bells before being defeated and eventually exiled.

House Lannister

House Lannister remained neutral for most of the rebellion. Tywin Lannister did not immediately support either side. Near the end of the war, however, the Lannister army marched on King's Landing and helped bring down the Targaryen regime. Jaime Lannister killed

1. Key Characters



Rebel Cabinet

Robert Baratheon

The Lord of Storm's End and the main military leader of the rebellion. Robert's personal hatred of Rhaegar Targaryen and his connection to Lyanna Stark became major reasons for the uprising. After the rebellion, he would become King of the Seven Kingdoms.

Eddard Stark

Lord of Winterfell and one of Robert's closest friends. Eddard joined the rebellion after his father and brother were killed by Aerys II. He commanded northern forces and remained one of Robert's most trusted allies throughout the war.

Jon Arryn

Lord of the Eyrie and the oldest of the main rebel leaders. Jon Arryn refused Aerys II's order

to execute Robert and Eddard, choosing rebellion instead. His decision was one of the direct causes of Robert's Rebellion.

Hoster Tully

Lord of Riverrun and ruler of the Riverlands. Hoster joined the rebel cause and strengthened the alliance between the North, the Vale, and the Riverlands. His family also became connected to the rebellion through the marriages of Catelyn and Lysa Tully.

Stannis Baratheon

Robert's younger brother and the commander of Storm's End during the rebellion. Stannis defended the castle during a long siege by the Tyrell army and refused to surrender despite severe shortages. His defense kept an important rebel stronghold from falling.

Tywin Lannister

Lord of Casterly Rock and one of the richest and most powerful men in Westeros. Tywin did not openly support either side for most of the rebellion and waited until the outcome was becoming clear. Near the end of the war, he marched on King's Landing and helped bring down the Targaryen regime.

Howland Reed

Lord of Greywater Watch and leader of the crannogmen. Howland was a close friend and ally of Eddard Stark and fought alongside him during the rebellion. His importance became especially connected to the events surrounding the Tower of Joy.

Brynden Tully

Known as the Blackfish, Brynden was Hoster Tully's younger brother and a skilled military commander. He supported the rebel cause and fought alongside the Tully forces during the war. His experience made him an important member of the Riverlands leadership.

Yohn Royce

A powerful lord from the Vale and one of House Arryn's most important bannermen. Known for his military experience and strong loyalty to the Vale, Yohn Royce supported Jon Arryn and the rebel cause during the uprising.

Roose Bolton

Lord of the Dreadfort and a powerful northern lord under House Stark. Roose joined the rebellion and brought Bolton forces to the war effort. Although he was not one of the main leaders, his position gave him influence over a significant part of the northern army.



Iron Thorne Cabinet

Rhaegar Targaryen

Prince of Dragonstone and the heir to the Iron Throne. Rhaegar was one of the most important figures behind the conflict that eventually became Robert's Rebellion. He commanded the loyalist army at the Battle of the Trident, where he was defeated and killed by Robert Baratheon.

Aerys II Targaryen

Known as the Mad King, Aerys II was the final Targaryen king before Robert's Rebellion. His increasingly paranoid rule, executions, and conflict with the Great Houses pushed the realm toward open rebellion. He remained in King's Landing while his forces fought to preserve his throne.

Jon Connington

A powerful lord from the Crownlands and one of Rhaegar Targaryen's closest friends. He served as Hand of the King for a short period and later commanded loyalist forces during the rebellion. His failure to defeat Robert at the Battle of the Bells eventually led to his exile.

Jaime Lannister

The eldest son of Tywin Lannister and a member of the Kingsguard. Jaime was sworn to protect King Aerys II, even as the king became increasingly unstable. Near the end of the rebellion, Jaime played a major role in the fall of King's Landing.

Mace Tyrell

Lord of Highgarden and leader of the powerful Tyrell army. House Tyrell remained loyal to the Targaryen Crown during the rebellion. Mace commanded the siege of Storm's End, where Stannis Baratheon continued to resist.

Paxter Redwyne

Lord of the Arbor and head of House Redwyne. The Redwynes were one of the strongest naval and military powers in the Reach and remained loyal to the Targaryen side. Their fleet and resources gave the loyalists an important source of strength.

Arthur Dayne

One of the greatest knights of the Kingsguard and known as the Sword of the Morning. Arthur was one of Rhaegar's closest allies and remained loyal to the Targaryens during the rebellion. He was later stationed at the Tower of Joy with other Kingsguard knights.

Barristan Selmy

A legendary knight of the Kingsguard who remained loyal to the Targaryen Crown. He fought at the Battle of the Trident and was badly wounded during the fighting. Despite the fall of the Targaryen dynasty, his reputation as one of the greatest knights in Westerosi history remained.

Lewyn Martell

A member of the Kingsguard and Prince Doran Martell's uncle. As a Dornishman, Lewyn was closely connected to the Targaryen royal family through Rhaegar's marriage to Elia Martell. He fought for the Crown during the rebellion and was killed during the Battle of the Trident.

Varys

The Master of Whisperers under King Aerys II and one of the most informed people in the capital. Varys controlled a large network of informants and gathered information