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**LSEMUN 2026**

# CRISIS COMMITTEES

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**Rules of Procedure 2026**

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## What is a Crisis Committee?

Crisis is a unique, non-General Assembly (GA) committee in MUN. In typical GA committees, delegates represent countries, and they come together to debate on a topic and write resolutions on the potential solutions and actions. In a Crisis, delegates play an individual character and are responding in real time to a critical and urgent situation (i.e. a crisis). Through debating and discussing with other members in the committee and taking action via directives, these measures will impact the progression of the crisis.

### Common Crisis Themes Include:

- Political crisis - a dispute between different countries or factions over a political matter
- Military crisis - where two nations may have come into direct conflict with each other
- Hostage crisis - where individuals are being used as leverage over a nation
- Economic crisis - when the economy of a nation or multiple nations crash
- Secession crisis - when part of a nation declares independence from the rest
- Succession crisis - when a leader dies with multiple claimants to power

These themes normally define the focus of the crisis and where delegates should channel their efforts to 'win' over the other cabinet or their rivals within a cabinet. This will also shape which character delegates are given within a crisis committee, as a military crisis will naturally bring in generals which would be absent from an economic crisis. Information on the crisis you will be part of as a delegate, including start dates and any invented information, will be provided in a study guide before the conference produced by the crisis staff.



## Crisis Breakdown

A crisis normally has two cabinets in competition with each other. However, crisis is a very flexible format. However, committees probably fall into three sizes of cabinets.

- A mono-cabinet crisis is a crisis committee with only one cabinet which all delegates are all part of, meaning all the delegates are in one room like GA. Normally these committees revolve around interpersonal politics and internal cabinet rivalries.
- A dual-cabinet crisis is the most common form of crisis committee involving two cabinets which the delegates are distributed amongst and are in two separate rooms. This form of committee focuses on a confirmation between two groups.
- A tri-cabinet crisis is a rare form of crisis committee involving three cabinets which the delegates are distributed amongst and are in two separate rooms. These committees focus heavily on the confrontation between these three cabinets.

These cabinets will often hold mutually exclusive goals and thus victory for delegates means achieving your respective cabinet's goal over the other cabinet and undermining their position and goal.

In a crisis, there are two important parts: the Frontroom(s) and the Backroom. Delegates and Chairs will be in the Frontroom, which usually consist of two Cabinets. The role of a delegate in the Frontroom is to discuss measures that can be taken, plans, schemes, etc. with other delegates. The Chair is there to support delegates, such as providing guidance on directives, as well as monitor any structured debate delegates wish to enter into.

The Frontroom describes the physical area in which a cabinet is located, separated from any other cabinets. Frontroom is where, like a GA committee, debate takes place between the different members of cabinet. Debate is equally important in crisis as in GA. While no action actually occurs unless submitted as a directive, like in GA, debate serves the purpose of allowing the cabinet to decide on its course of action. Instead of conflicting national policy, conflicting personal interests and ideology must be overcome through debate and compromise. As at the end of the day the other cabinet will be trying to undermine yours.

To this end, debate in the frontroom serves three key purposes:

- It allows the cabinet to define what 'victory' means for the cabinet
- It establishes the means which the cabinet is willing to use to that end
- It allows for a grand strategy to be made for combining the means and ends



The frontroom is in a permanent unmoderated-caucus, meaning that debate is free from formality, time constraint, topic or movement by delegates, this allows delegates to operate in a swift and decisive manner needed for crisis. However, this does not mean freedom from decorum and delegates should act respectfully to even characters they are enemies of. In this unmoderated-caucus delegates may write directives freely.

It should be noted that unlike GA committees, crisis committees allow the use of personal pronouns, or you should use them as you are representing a person and should refer to yourself as that person for the purpose of representing that character.

A cabinet can choose to enter into a moderated caucus, formal debate where a topic and time for speaking is allocated, or consultation of the whole, formal debate moderated by the delegates rather than chairs, by a simple majority vote. This enters cabinet into formal debate where no directives can be sent. However, these can be very useful tools for a cabinet which is struggling with unity or to settle any outstanding matters.

The Directors and Backroomers will be in the Backroom. The Backroom is what enables the actions delegates would like to do. Delegates will send directives via a software called Master of Disaster (MoD), detailing what they want to do and how they will do it. Backroomers will process these directives and depending on the quality of the directive and the feasibility of the desired action, will compute the outcome and affect the progression of the crisis.

### *Characters, not countries*

In a crisis committee, delegates will be assigned a specific character rather than a country. These characters will all come with a set of resources, beliefs, goals, powers and interpersonal politics with other members of the elite based on their position, personality, prior experiences and relations.

Resources and powers can come in many varieties, notably: material (such as lots of money), strategic (owning a large steel cooperation), personnel (having loyal people do to actions for you), information (having key pieces of knowledge on either cabinet), military (having loyal troops) or diplomatic (having relations with characters in the other cabinet or non-delegate represented countries).

As with GA MUN delegates in the crisis committee are expected to represent the views and pursue the interests of their character. Alongside the study guide, delegates will receive character biographies which details: the character's background story, their role and the resources they have (i.e. what power and authority they wield), significant relationships, and personal goals. This gives



delegates all necessary information about their characters in order to participate fully and effectively in the Crisis.

Unlike in GA MUN, representing a character within a cabinet means you need to aim to achieve both your character and cabinet goals. These goals may be contradictory as such you will have to balance them to the best of your ability. As a delegate, you will be tested on how well you think on your feet in order to react to ongoing crises, and how well you can lead others to succeed in overcoming your collective obstacles.

Furthermore, being a character within the crisis also means you represent an actor within the world this has several unique aspects:

- Your character can be killed by your actions or other delegates, such circumstances you will be brought back as a ‘back-up character’
- Your character can be kidnapped by other delegates, in such circumstances you will have a very limited ability to act and may be forced to concede
- Your character can defect from one cabinet to another, character’s loyalty may be temperamental and thus may be swayed by members of the other cabinet
- Your character can personally undertake actions, though it can be dangerous to do so your character can undertake directives themselves
- Your character can gain powers or a new position, through votes in committee and careful politicking you can develop your character career and resources
- Your character can lose powers or a position, rivals and the opposition cabinet can undermine your power through the same ways you obtain it
- Your character’s motivation may change, good or bad experience for your character can affect your goals and beliefs possibly motivating loyalty or defection.

Do not be disheartened by being allocated a character that plays a “smaller” role. Most crisis roles have the opportunity for growth and large impact if played correctly.



## Directives

Directives are instructions for actions delegates want to take. It details what a delegate wants to do, why they want to do it, and how they want to do it. The content of a directive can be whatever the delegate can think of, from security directives protecting themselves from harm, to military and war plans, to creating a new country.

A directive should have a goal and an explanation how the action will be implemented. Directives should also explain any associated costs and how long this process will take. Directives should clearly lead to an outcome. However, the directive should not assume or decide the outcome. The backroom staff decide if to accept the directive and, if they do, what type of impact the directive will have. It is advisable to be as specific as possible in order to achieve your goals. The backroom staff should not have to explain how every directive will affect the crisis from scratch, the purpose of the directives themselves is to cause these interactions. In order to achieve your goals, help the backroom staff understand what it is you want to achieve.

As per tradition of London university Crises, directives shall be written in letter format.

### *Personal Directive*

Personal directives are individual actions conducted by you and utilise any resources you currently have. They are often used to fulfil personal objectives and are typically the quickest action to take.

A personal directive may look like this:

Dear Comrade Secretary,

For the sake of our nation, my security must take priority. Therefore I would you like you to undertake the following actions:

- Hire 12 bodyguards who will ensure my safety throughout the day on night, putting them on rotating shifts and making sure to pay them 10x the average wage for a soldier.
- Hire two taste testers who make sure that my food and drink remains unpoisoned.
- Acquire armoured transportation that I will be able to take when travelling to and from locations. Acquire two other vehicles which are both armed and armoured for my bodyguards to use as an escort.



- Locate and construct a secure safehouse in the countryside which can serve as an alternative place of residence when needed.

Thank you kindly,  
\*Delegate Character\*

It is highly recommended that at the beginning of the crisis, you should send a Security Directive as your first directive. Security Directives ensure that your character stays safe from potential harm. It is recommended that you periodically update your Security Detail as the crisis progresses and the stakes grow higher. Without a Security Directive, your character may endure great pain or, worse, death.

### *Group Directive*

Group directives are actions taken by a group of delegates, pooling in their resources provided that all delegates in this group must agree to its usage in the directive. The minimum number of delegates for a group directive is two (2) and the maximum number is eleven (11).

### *Cabinet Directive*

Cabinet directives are usually directives that handle the biggest and most substantial actions, one that utilises the resources of *all* delegates in the committee. Cabinet directives must be voted on, which will be handled by the chair.

Once the cabinet directive has been sent on MoD, the chair will read the directive and conduct voting procedures. In order for a cabinet directive to pass, it must pass with a unanimous vote. Abstentions will *not* count as votes against.

If the cabinet directive fails to pass unanimously, the directive may be turned into a group directive *only* utilising the resources of the delegates who agree to said group directive.

### *Top Tips for Writing Directives*

The most commonly asked questions by Crisis delegates are regarding directives, specifically how to write them and, importantly, how to write good directives.

Delegates must remember two things about the Backroom: 1) they are your friends and 2) they are human. The Backroom can only enact your plans if you are explicit about it. Therefore, you should write directives as clearly as possible so that your



assigned Backroomer can understand and process it. Backroomers are also humans, therefore, we must put in a lot of effort and focus into processing a directive similarly to how you put in a lot of effort and focus into writing it. It is highly recommended that you write your directive as concisely as possible, avoiding too much fluff.

Furthermore, beyond writing a directive well, you must also consider the feasibility of your plans i.e. do you have the resources for your plans? Do you have the authority and power to enact them? This means that sometimes delegates send a very well-written directive that is impossible to enact because they simply do not have the resources and/or the power to do it. Therefore, it is recommended that you read your character biography carefully to know exactly what you have and what you can do and ask for updates on the changes in your resources.

## *Communication*

Communication in a crisis is key whether between the frontroom and backroom, between delegates in the frontroom or between cabinets. As such, all your MUN skills: diplomacy, negotiation, debate, and public speaking remain present in a crisis committee. In cabinets, communication involves convincing your fellow cabinet members to cooperate in a certain direction is essential to outcompete any rival cabinets. A cabinet that works together will always achieve their goals better than a cabinet of individualists.

The second type of communication is between the various cabinets, which is often useful for any kind of diplomatic interactions to raise or lower hostilities. The format and amount of communication between cabinets is determined by crisis staff. First, delegates must establish a means of communication through directives to organise secret or public meetings.

Communication with the crisis staff takes place through directives but can also happen in person. At times, a crisis staff member will visit your cabinet. This could be as a character in the crisis or as a staff member. You can communicate through electronic messages or physically. You will get your responses through messages, in person answers or communicated through the news.

Finally, to find out pieces of information from actions undertaken by delegates who aren't yourself the staff communicates select information to the delegates. Like real-life your character will not have all the facts available to them unless they actively seek them out. This is reflected in the in three main ways in which the staff communicate information:

- Media update: these are written news-like reports on specific very public action, like an assassination, which can be seen by every delegate.



- Cabinet update: these can be news-like or official reports to one cabinet informing them of an event only one cabinet would be privy to.
- Individual update: these are direct messages from the backroom to one or more delegates about the actions of others normally caused by failures of others plans or delegates spying on each other .



## Rules of Procedure

As Crisis is often fast paced, the default state of the committee will be in a perpetual unmoderated caucus. This will help delegates focus on communicating their ideas and plans quickly without needing to go through the often-long procedure. However, delegates may exceptionally go into certain structured debate if they feel like it is necessary and productive for the crisis. Delegates may motion for a Tour de Table/Round Robin, whereby delegates will be called upon in English alphabetical order to give a speech for a certain amount of time. Tour de Table is typically a good way to begin committee as it acts similarly to opening speeches in GA. Consultation of the Whole (CoW) is another common type of structured yet informal debate where delegates will moderate themselves for a total amount of time. Both Tour de Table and CoW require a supermajority (2/3) to pass. Delegates may also go into Moderated Caucuses, which require a simple majority (1/2) to pass.

### *Wider World*

There is a larger world outside the cabinets and directives in Crisis. Throughout committee, you can request to speak with characters who are not played by specific delegates. Often played by backroomers, these ‘Non-Playable-Characters’ (NPCs), if approved, can range from low-ranking ‘faceless’ officials to high-level ambassadors of other uninvolved countries. Additionally, throughout the crisis news updates will appear sporadically, detailing events that have transpired and giving delegates a brief insight into the machinations of others, providing hints about the many schemes that they are conducting.

### *Time*

The backroom will control how quickly time moves forward. Time in a crisis is often flexible and subject to change throughout the crisis. One committee can usually take place over the course of a few weeks to at least one year. Time may slow down during important events, such as major negotiations or large-scale battles which could determine the final outcome of the crisis. Once again, this will depend on the Crisis Director’s discretion.

### *Master of Disaster*

The software we will be using is ‘Master of Disasters’ (MoD). This is the software where delegates will write their directives and send them to the backroom. News updates and cycles will also appear on MoD too. To familiarise yourself with this software, please click on the link attached and select the ‘Delegate’ tab to see what it is like to use MoD from a Delegate’s perspective:

[https://app.masterofdisaster.co.uk/examplecrisis/del\\_index](https://app.masterofdisaster.co.uk/examplecrisis/del_index).



## How should you prepare for a Crisis?

If this is your first time doing Crisis, do not fret! At the beginning of the first committee session, the Directors will be going through some major and key points about the Crisis so that everyone is up to speed. You are encouraged to ask them any and all questions regarding the Crisis.

Before the conference, you should read this Study Guide in full to get an understanding of the background context of the Crisis, the recent events leading up to the Crisis, and finally the mechanics controlling the Crisis. This will give you a good understanding of the 'world' you are in, ensuring whatever action you take makes sense and is feasible.

Furthermore, and to reiterate, you should also read your Character Biography in full to understand what your specific character can do in the crisis, namely knowing what power and authority they have (their role), what resources they can use, who they interact with (significant relationships), and finally their goals i.e. what do they want to achieve in this Crisis.

It is very important that delegates balance debate in the frontroom and directive in the backroom to be a productive member of the committee and cabinet. In an average sized crisis committee there may be 12 people per cabinet all taking actions at once undermining your cabinet on several 'fronts' such as military, diplomatic, economic, etc. As such, it is very important that delegates talk in the frontroom to coordinate their cabinet response and delegate dealing with different fronts to specific characters so they can develop long-term resources for those specific matters.

Finally, the frontroom should not be overlooked by delegates as often power will be dispersed within a cabinet to ensure that everyone is relevant. As such, acting within one sphere of jurisdiction may necessitate working with the person in charge of that specific area or simply be beneficial to do so. Therefore, delegates should always use the frontroom to work cooperatively to better achieve their own and their cabinet's goals.

This must all be done while sending out directives to advance your personal and cabinet goals to undermine the other cabinet and your rivals. This can be very intense at times for crisis so don't worry about every missed opportunity focus on trying to get as much as you can done, remembering to interact with both the frontroom and the backroom.



## Crisis Staff

### *Crisis Director*

The Crisis Director is the head of the entire crisis, who oversees recruiting the crisis staff, coming up with the topic, supervising creation of the material and managing the crisis in real time. The crisis director decides on the direction, pacing and tone of the crisis, and backroom. The Crisis Director also has final say in all questions and decisions related to the crisis.

### *Backroomer*

The backroom staff is in charge of reading, responding to and implementing the decisions of the written directives. The backroom is responsible for everything outside of the scope of the chairs, such as representing characters not represented by delegates (known as NPCs). Along with approving actions, the backroom can also provide answers to information questions. For example, if you ask how much personal wealth you have, a backroom staff member will perform additional research related to the economics of your character and send you an answer.

In general the backroom, led by the Crisis Director, acts as the world responding to the actions of delegates or implementing their own actions to sustain interest in the crisis or balance out the cabinets, if one is significantly ahead of the other. In this role they choose who finds out what and bring together the various schemes of delegates through media updates, cabinet updates and directive responses which they write.

### *Frontroom Chair*

A chair is very similar to a chair in GA in a role as moderator; however, in crisis chairs also represent characters creating a dual nature of chairs in crisis.

**Chairs as moderators:** The most important job of a chair in crisis is to ensure the wellbeing of delegates and decorum of committee. In this capacity they make sure that everyone has a chance to speak and is encouraged to do so. They act as the first point of contacts for delegates with any personal issue. As the staff member in frontroom they act as the eyes and ears of the backroom communicating with them to coordinate delegate efforts or encourage more shy members of committee. Finally, they can suggest entering into formal debate, acting as a vote counter, to organise debate if it has become too disorganised in committee.

**Chairs as characters:** The secondary job of a chair is also to get delegates into character and the crisis committee itself by representing a character well. They are



often given the most important character in committee, e.g. a president, to both disperse power to the delegates and hold power of delegates to help their job as a moderator of debate. In this capacity they help focus committee back to acting for cabinet goals not just personal goals as they have a stake in the cabinet's victory. They can help brainstorm and direct delegates in a committee to undertake certain actions or division of labour but do not dominate the committee. Note that as a character themselves, they can also die, be kidnapped or removed from office to add an extra element of chaos to the committee

Overall, chairs are staff members who facilitate the crisis committee to be an enjoyable experience for all delegates through moderation and support for plans. While they are characters, they are still staffers and their main focus is on delegate wellbeing.

## Limitations

Situations may arise where there is a miscommunication between members of the backroom staff and delegates, such as a directive being accidentally skipped. Although the backroom staff represents the omnipotent reality of the simulation, the staff members themselves are quite human. This is important to remember because Crisis can be an intense experience and can cause frustration when dealing with mistakes.

Accept that some directives will take a longer time than expected to receive a response. If you feel this is the case, reach out to the crisis staff and feel free to send the crisis staff a directive for clarification (for example referencing a previous directive and asking if it has been seen by the staff). If there are delays for the other directives, recognize that it is likely the staff is presently overwhelmed with too many directives, and are working towards resolving the situation.

A more proactive alternative is to avoid tunnel vision and pursue alternatives. If your directive on a defence plan is being stalled, consider pursuing a project in the meantime, such as gathering funds. There might be a good reason a certain type of directive is being stalled that isn't readily apparent and a different direction is the way towards your goal.

Good luck!