

WAR CABINET OF WORLD WAR II

COMMAND PROTOCOL

Committee Proceedings & Procedural Framework

Committee Type: Historical Crisis / War Cabinet

01 — COMMAND INITIALISATION

1.1 Cabinet Assembly

The Chair shall formally convene the War Cabinet.

SYSTEM DISPLAY

WAR CABINET ASSEMBLY

Strategic Command has been activated.

All designated authorities are requested to report.

STATUS: OPERATIONAL

The committee shall then come to order.

02 — COMMAND CHECK

2.1 Roll Call

Roll Call shall be conducted by the Chair.

Delegates may respond:

- **Present**

- **Present and Voting**

Once recorded, attendance status shall remain fixed unless otherwise permitted by the Chair.

03 — STRATEGIC BRIEFING

3.1 Initial Situation Report

The Chair shall provide the Cabinet with its initial **SITUATION REPORT (SITREP)**.

The SITREP may contain:

- Military developments
- Diplomatic developments
- Intelligence
- Economic conditions
- Political developments
- Developments across active theatres

The SITREP establishes the initial strategic environment of the simulation.

04 — CABINET POSITIONS

4.1 Strategic Statements

Each delegate shall provide an initial assessment of the situation.

Delegates should establish:

1. Their interpretation of the current situation.
2. Their strategic priorities.
3. Immediate threats to their interests.
4. Their recommended course of action.

Suggested speaking time: 60–90 seconds.

These statements establish the Cabinet's initial **STRATEGIC BASELINE**.

05 — STRATEGIC DISCUSSION

5.1 Strategic Questions

The Chair may introduce a **STRATEGIC QUESTION** to direct debate.

FORMAT

STRATEGIC QUESTION 01

What should be the Cabinet's immediate strategic priority?

The Chair may introduce questions relating to:

- Military strategy
- Resource allocation
- Diplomacy
- Intelligence
- Naval warfare
- Air power
- Industrial mobilisation
- Territorial strategy
- Civilian protection
- Allied coordination

06 — THEATRE PROTOCOL

The Chair may activate individual theatres based on developments within the simulation.

ACTIVE THEATRES

EUROPEAN THEATRE

Western Europe, Britain and continental operations.

EASTERN THEATRE

German-Soviet military developments.

MEDITERRANEAN THEATRE

North Africa, Italy and Mediterranean operations.

ATLANTIC THEATRE

Naval warfare, shipping and maritime security.

PACIFIC THEATRE

Japan, the United States and Pacific operations.

CHINA THEATRE

Chinese resistance, Japanese operations and regional strategy.

HOME FRONT

Industrial production, public morale, political stability and mobilisation.

The Chair may activate, deactivate or expand theatres as the simulation develops.

07 — INTELLIGENCE PROTOCOL

7.1 Intelligence Reports

The Dais may issue intelligence reports during proceedings.

Each report may be assigned a classification:

PUBLIC

Available to the entire Cabinet.

RESTRICTED

Available to selected delegates.

SECRET

Available only to designated portfolios.

TOP SECRET

Highly sensitive information with major strategic implications.

7.2 Intelligence Reliability

Intelligence may be marked:

CONFIRMED

PROBABLE

UNCERTAIN

DISPUTED

Delegates must assess the reliability of intelligence before acting upon it.

08 — CRISIS TRANSMISSION

At any stage, the Chair may introduce an unexpected development.

FORMAT

[URGENT WAR OFFICE TRANSMISSION]

TIME: 0430 HOURS

THEATRE: EASTERN EUROPE

CLASSIFICATION: SECRET

SITUATION: [CRISIS]

A Crisis Transmission may:

- Change the military situation.
- Reveal new intelligence.
- Introduce diplomatic developments.
- Alter resource availability.
- Create political consequences.
- Open or close strategic opportunities.

09 — EMERGENCY CABINET SESSION

Where immediate action is required, the Chair may activate:

EMERGENCY CABINET SESSION

Normal proceedings may be accelerated or temporarily suspended.

Delegates may be required to:

- Provide immediate recommendations.
- Respond to intelligence.
- Propose emergency action.
- Allocate resources.
- Vote on strategic decisions.

10 — STRATEGIC FORK

A **STRATEGIC FORK** shall represent a major decision with multiple possible outcomes.

EXAMPLE

STRATEGIC FORK — WESTERN FRONT

OPTION A: Reinforce existing defensive positions.

OPTION B: Launch an offensive operation.

OPTION C: Pursue diplomatic intervention.

The Cabinet shall deliberate before selecting a course of action.

The selected option shall influence subsequent developments.

No Strategic Fork shall have a predetermined correct answer.

11 — WAR DIRECTIVES

Delegates may submit formal **WAR DIRECTIVES** in response to developments.

Every War Directive should identify:

OBJECTIVE

What is the intended outcome?

AUTHORITY

Who is responsible for execution?

THEATRE

Where will the action take place?

RESOURCES

What resources are required?

TIMELINE

When should the action occur?

CONTINGENCY

What happens if the operation fails?

The Chair shall determine whether the Directive is operationally feasible within the simulation.

12 — COMMAND CONFERENCE

12.1 Unmoderated Caucus

The Unmoderated Caucus shall be referred to as:

COMMAND CONFERENCE

During a Command Conference, delegates may:

- Form alliances.
- Exchange intelligence.
- Negotiate strategic agreements.
- Draft War Directives.
- Coordinate military strategy.
- Negotiate diplomatic arrangements.
- Prepare responses to Crisis Transmissions.

SYSTEM DISPLAY

COMMAND CONFERENCE ACTIVE

STRATEGIC ACCESS: OPEN

DURATION: XX MINUTES

13 — RESOURCE PROTOCOL

The Dais may introduce strategic resource limitations.

Potential resources include:

- Manpower
- Industrial capacity
- Fuel
- Naval assets
- Air power
- Intelligence
- Financial resources
- Transport capacity
- Diplomatic capital

Delegates must consider resource availability when proposing major operations.

Resources shall be introduced only where they materially affect strategic decision-making.

14 — DIPLOMATIC PROTOCOL

Delegates may initiate diplomatic actions including:

- Negotiations
- Alliances
- Ultimatums
- Ceasefires
- Intelligence-sharing arrangements
- Strategic partnerships
- Diplomatic communications

Diplomatic actions may produce immediate or delayed consequences.

15 — OPERATIONAL REVIEW

Following a significant decision or operation, the Chair may initiate an:

OPERATIONAL REVIEW

The Cabinet shall assess:

OBJECTIVE:

ACTION TAKEN:

OUTCOME:

STRATEGIC COST:

INTELLIGENCE IMPACT:

NEXT ACTION:

The results may influence future Crisis Transmissions.

16 — HISTORICAL DIVERGENCE

The simulation begins within a historically grounded World War II environment.

However, once a Cabinet decision substantially changes the historical trajectory, the simulation may enter:

HISTORICAL DIVERGENCE

From this point onward, the consequences of delegate decisions shall determine subsequent developments.

Historical events shall not automatically be restored if the Cabinet has created a materially different strategic environment.

PRINCIPLE

History provides the starting position.
The Cabinet determines what happens next.

17 — PORTFOLIO AUTHORITY

Each portfolio shall possess a distinct area of strategic influence.

Portfolio	Primary Authority
Adolf Hitler	Supreme German Command
Wilhelm Keitel	German High Command
Joachim von Ribbentrop	German Foreign Affairs
Benito Mussolini	Italian Leadership
Galeazzo Ciano	Italian Foreign Affairs

Emperor Hirohito	Imperial Japanese Authority
Hideki Tojo	Japanese Government & Military
Isoroku Yamamoto	Japanese Naval Command
Winston Churchill	British War Leadership
Anthony Eden	British Foreign Affairs
Franklin D. Roosevelt	United States Leadership
George C. Marshall	U.S. Military Command
Joseph Stalin	Soviet Leadership
Georgy Zhukov	Soviet Military Command
Vyacheslav Molotov	Soviet Foreign Affairs
Chiang Kai-shek	Chinese Nationalist Leadership
Mao Zedong	Chinese Communist Leadership
Charles de Gaulle	Free French Leadership
Subhas Chandra Bose	Indian Nationalist Leadership
Francisco Franco	Spanish Leadership

Portfolio authority determines the areas in which a delegate may exercise particular strategic influence.

It does **not** automatically grant additional voting rights.

18 — COMMAND ACCOUNTABILITY

Following major strategic decisions, the Chair may require delegates to establish:

WHO authorised the action?

WHO executed the action?

WHAT resources were committed?

WHAT intelligence supported the decision?

WHAT was the intended outcome?

WHAT happens if the decision fails?

This ensures that informal negotiations translate into accountable strategic decisions.

19 — FINAL WAR COUNCIL

Before the conclusion of proceedings, the Chair shall convene:

FINAL WAR COUNCIL

The Cabinet shall assess:

MILITARY POSITION

DIPLOMATIC POSITION

ECONOMIC POSITION

INTELLIGENCE POSITION

POLITICAL POSITION

CIVILIAN POSITION

OVERALL STRATEGIC OUTCOME

20 — FINAL COMMAND ASSESSMENT

The Cabinet's overall outcome shall be classified as:

☐ **DECISIVE VICTORY**

☐ **STRATEGIC SUCCESS**

☐ **CONDITIONAL SUCCESS**

☐ **STALEMATE**

☐ **STRATEGIC FAILURE**

☐ **HISTORICAL DIVERGENCE**

The final assessment shall reflect the cumulative consequences of Cabinet decisions.

21 — COMMAND TERMINATION

The committee shall conclude through a final transmission.

WAR CABINET — FINAL TRANSMISSION

THEATRES ASSESSED: COMPLETE

WAR DIRECTIVES: ARCHIVED

INTELLIGENCE STATUS: CLOSED

HISTORICAL STATUS: [STATUS]

CABINET STATUS: CONCLUDED

COMMAND TERMINATED.

The Chair shall then formally adjourn the committee.

22 — TERMINOLOGY

The following terminology should be used consistently throughout the sessions:

Conventional MUN Term	War Cabinet Interface
Roll Call	Command Check
Opening Statements	Strategic Briefing
Moderated Caucus	Strategic Discussion
Unmoderated Caucus	Command Conference
Crisis Update	Crisis Transmission
Intelligence Update	Intelligence Report
Emergency Session	Emergency Cabinet Session
Major Decision	Strategic Fork
Draft Directive	War Directive
Resource Allocation	Resource Protocol
Post-Crisis Review	Operational Review
Alternate History	Historical Divergence
Final Review	Final War Council
Adjournment	Command Termination

23. CORE SIMULATION PRINCIPLE

The War Cabinet shall function as an **adaptive historical crisis simulation**.

The intended progression is:

**BRIEF → DEBATE → INTELLIGENCE → DECIDE → DIRECT →
CONSEQUENCE → ADAPT**

Every major strategic decision should have the potential to alter the operational environment.

The purpose of the committee is therefore not simply to discuss World War II, but to place delegates in positions of strategic authority and allow them to determine:

WHAT IF HISTORY HAD TAKEN A DIFFERENT COURSE?