

Avenger's *Endgame*

Crisis Prep Packet



~ BrewMUNC 2021 ~

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Brief Marvel knowledge is provided but we recommend you watch the movies and do further background research COSTUMES ARE ALLOWED SO AS ARE COMPUTERS FOR RESEARCH, NOT NOTES

Letter from the Dais

Esteemed delegates,

It is my genuine pleasure to be hosting this year's BrewMUNC! Thank you for not only attending our conference, but for choosing *Avengers: Endgame* as your committee. Thanks for staying engaged and giving it your all. If it's your first time, thanks for giving Model U.N. a try! We will do our best to make this conference as memorable and as fun as possible.

In this committee, the heroes will be fighting against the mighty Thanos and his allies. The six infinity stones keep the universe together, but can also rip it apart. Thanos wants to annihilate half of the universe's population and the Avengers. We begin this committee after Ragnorak destroys Asgard and the Asgardian refugee ship flees towards Earth.

I am a senior in high school and this is my fourth year in Model U.N.! I am very excited to see how this committee turns out. I have been working on this since before Covid- 19 so this is very exciting for me. When I first joined Model U.N. I was very nervous and was very afraid to attend my first conference. Now, as a senior, I am always excited for conferences and try to participate as much as possible. Apart from Model U.N. I am a part of many other clubs and activities. I am on the Cross Country Team, Track Team, Captain of the Ski Team, Drum Major for Marching Band and in NJROTC. On top of that I'm a huge nerd and love Marvel, and I hope you love Marvel as much as I do.

Good luck! I cannot wait to begin this conference, you're going to do great!

Emily Rusinko
Head Chair
Avengers: Endgame

Letter from the Dais, cont.

Greetings Delegates,

Welcome to BrewMUNC which will be in-person this year!! I hope you are excited and ready for the Avengers Endgame committee (and when you choose the Avengers Endgame committee it initiates your fate to begin the mission of a hero with your role)!!

In this committee, you/the heroes will be fighting against the mighty Thanos and his allies (the Crisis). The six infinity stones keep the universe together, but can also rip it apart. Thanos wants to annihilate half of the universe's population and the Avengers and other heroes that remain in his way. We begin this committee after Ragnarok destroys Asgard and the Asgardian refugee ship flees towards Earth.

I am a senior in high school and this is my fourth year in Model UN! I can't wait to see the unique twists and perspectives that you'll bring to this committee!! I have been working on this since before COVID-19 with the Chair of our committee. The Chair (Emily Rusinko) got me into Marvel and we thoughtfully came up with more ideas inspired by the many movies we both watched (over many, many hours). Model UN can be confusing and nerve racking when first beginning (it was for me), but over time the nervousness will cease and be replaced with accomplishment. As a senior, I am always excited to partake in conferences now, and I really enjoy causing chaos behind the scenes with Crisis. Apart from Model UN, I am involved in many other clubs and activities. You can find me in Mu Alpha Theta/ Math Honor Society, Science Honor Society, National Honor Society and in the future tutoring kids at JFK. I hope to see you all at BrewMUNC and our committee.

Good luck, I wish you all the best with becoming the heroes you want to be in this committee and in the future that awaits.

Cara Tuininga
Vice-Chair
Avengers Endgame Committee

Parliamentary Procedure & Mechanics

Overview: The committee will run on a speaker's list. The chair will recognize delegates wishing to speak, and motions will be entertained after each speech has elapsed. For procedural matters, a simple majority of 50% + 1 will be required and each delegate must vote either in favor or against; no abstentions will be entertained. No pre-set time limits on speeches are established; this determination, as well as any other particulars of procedure, is left to the discretion of the committee or the chair, as appropriate. The chair shall have final authority on all procedural questions and will occasionally entertain appeals.

Language and Attire: The working and official language of the committee shall be English. All delegates are expected to wear Western Business Attire.

Electronic Devices: All electronic devices not being utilized for committee purposes are prohibited from the committee room unless otherwise stated by the Chair. Timers and stopwatches are permitted. Please have your cameras on throughout the conference weekend. If there are issues with this, please contact your committee Chair.

Motion for a Moderated Caucus: Specifies the topic of debate, the length of the caucus, and the speaker's time. Much of the committee is expected to take place in a moderated caucus.

Motion for an Unmoderated Caucus: The committee may choose to move into an unmoderated caucus for a certain length of time, in which delegates may move freely about the room and speak to each other without direction from the Chair. However, it will be at the Chair's discretion to prohibit unmoderated caucus at certain times during committee.

Point of Order: May interrupt a speaker and can be raised when the delegate believes the rules of procedure have been violated by the Chair or another delegate. The chair will stop the proceedings of the committee and ask the delegate to provide warranted arguments as to which rules of procedure have been violated.

Point of Personal Privilege: May be raised when a delegate's ability to participate in debate is impaired for any physical or logistical reason (e.g. if the speaker is not audible). This point may interrupt a speech, and the dais will immediately attempt to resolve the difficulty.

Point of Inquiry: This point may be raised by a delegate who wishes to clarify any rule of procedure with the Chair. It may not interrupt a speaker, and a delegate rising to this point may not make any substantive statements or arguments.

Point of Information: This point may be raised by a delegate to either clarify a point or motion or to bring substantive information to the notice. It may not interrupt a speaker, and must contain only a statement of some new fact that may have relevance to debate. Arguments and analyses may not be made by delegates rising to this point. A point of information may also be used to ask questions of a speaker on the general speakers list.

Right of Reply: May be invoked in the rare case that a delegate feels their personal dignity or integrity has been deliberately offended. This motion will be judged at the Chair's discretion

Motion to Suspend Debate: Suspends debate for a stipulated amount of time.

Motion to Adjourn: This motion brings the committee's deliberation to an end, and is only admissible when suggested by the Chair.

Motion to Introduce Documents: Puts the document on the floor to be debated by the committee. The sponsor(s) of the document will be asked to read the document and then, if deemed appropriate, the Chair will entertain a moderated caucus on the topic.

Motion to Divide the Question: This motion may be moved by a delegate to split a document into its component clauses for the purpose of voting. This may be done when a delegate feels that there is significant support for some clauses of the document, but not for the complete document.

Motion for a Roll Call Vote: A delegate may move to have the vote conducted in alphabetical order.

Motion for a Q&A Session: At the Chair's discretion, after a document has been submitted for debate, a delegate may motion for a questioning and answering session with the document's writer(s) to further understand the contents of the document. The rules of debate will be suspended for a session whose length is subject to the Chair's discretion.

Motion for Speakers For and Against: If it would help the proceedings of the committee, a delegate may motion for speakers for and against a document.

Motion to Enter Voting Procedure: Debate is suspended and the committee votes on the document(s) in question.

Amendments: After the first draft of a committee document has been introduced, delegates may move to amend particular clauses of the draft. If the amendment is supported by all the sponsors of the documents, it passes as a friendly amendment. Committee Documents represent the product of the committee's deliberations and their collective decisions.

Resolutions: Resolutions are standard orders. All direct actions taken by this committee require a resolution. Resolutions pass with a simple majority.

Between Delegates: Delegates can pass notes freely to other delegates within the committee or speak to other delegates during unmoderated caucus. However, talking during another delegate's speech is not permitted.

To the Dais: Delegates may also communicate with the Chair through notes. Delegates should feel free to write any questions or comments to the Chair that may improve the committee experience.

Position Papers

Position papers should detail what a position's stance on the various topics of debate are. A quality position paper also describes what the delegate intends on accomplishing during the course of the conference, which may include who they plan on allying with and what policies they plan on suggesting to the committee. Although an ample amount of information is provided in the prep packet, it is highly recommended that delegates conduct outside research on their own time prior to the conference in order to better gauge their position's opinions and possible course of action.

Position papers are *not* required to be eligible for awards in this committee. However, they are highly recommended in order for delegates to familiarise themselves with their objectives. Please type position papers using standard MLA format, double-spaced, size 12 Times New Roman font. A position paper of decent length typically ranges from one to one-and-one-half pages. Email a PDF file of your position paper to emily.rusinko@brewsterschools.org and cara.tuininga@brewsterschools.org. Please include your position name in the subject line of the email.

Background Guide

Beginning at the start of Infinity War (Thanos only has the power stone):

The Heroes unite to battle their most powerful enemy yet -- the evil Thanos. On a mission to collect all six Infinity Stones, Thanos plans to use the artifacts to inflict his twisted will on reality. Asgard has just been destroyed, and its few remaining inhabitants reside on an Asgardian refuge ship. The fate of the planet and existence itself has never been more uncertain as everything the Avengers have fought for has led up to this moment.

The galaxy is facing its greatest threat, Thanos. Thanos plans to use the six Infinity Stones to destroy half the population. It is a race to see who can get all six Stones first. It is your job to collect all six Infinity Stones. The Infinity Stones can be collected anyway, it does not have to be like the movies (the Soul Stone must be collected by the death of a hero that is the only exception). Then you must defeat Thanos and his army of Chitauris and Outriders. If you do not defeat Thanos then half of you will be killed at random and will become part of the villain committee (as villain characters). Then you will only have one more chance to save the world with your remaining heroes. If you fail Thanos will destroy the whole galaxy. Fight like your lives depend on it, because they do. Good luck!

Infinity Stones Background

MIND - The Mind stone is what powers Vision. The mind stone must be removed from vision to be collected. This stone has the power to control people's minds. It was originally housed in the Chitauri Scepter given to Loki to aid in his invasion of earth. The stone grants its wielder the power to enslave others' minds. It was given to S.H.I.E.L.D. once Loki was defeated by the avengers.

Current known location: powering Vision; Vision is currently in Scotland with girlfriend Scarlet Witch while using his powers to make a human disguise.

SOUL - The soul stone gives its owner the power to alter and manipulate all souls. It has the ability to manipulate the soul, the essence that makes up an individual, and has the ability to resurrect and conjure the spiritual representation of the people who are dead.

Current known location: The stone is located on the planet Vormir guarded by Red Skull. The only way for it to be collected is to trade a living soul for the stone. "A soul, for a soul." The result is irreversible and permanent.

SPACE - The Space Stone represents and governs the element of space. Black Widow has previously said that the soul stone has the power to wipe out entire planets, it grants the wielder absolute control over space itself. It is primarily used to open portals to other locations and can even allow interdimensional travel. It is housed inside the Tesseract, which has had many previous owners such as Loki of Asgard and Hydra.

Current known location: the Tesseract, which Loki has in his possession. Loki currently resides on an Asgardian refuge ship, as Asgard has been destroyed.

TIME - The time stone holds dominion over the forces of time. It has the ability to manipulate time and even places "beyond" time, such as the Dark Dimension. Due to its power, it cannot be held and used by anyone not powerful enough to withstand it, thus forcing Agamotto to create the Eye of Agamotto as a container to allow other sufficiently advanced sorcerers to wield it. When contained in a device capable of harnessing its power, such as the Eye of Agamotto or

the Infinity Gauntlet, the Stone's power uniquely manifests in the form of mystical green runes of energy surrounding the user's arm and wrist. Manipulation of time then occurs primarily through the conjuration of a green, circular mandala made of energy in the user's hand. The mandala acts as a rudimentary "dial", and the manual turning of the mandala with the user's hand enables them to "scroll" both backwards and forwards through time. Through manipulation of the mandala, the user is able to physically control and redirect the flow of time, and can specifically select the exact area which to manipulate, without affecting those outside its selected range.

Current known location: It was contained inside the Eye of Agamotto under the protection of the Masters of the Mystic Arts, who swore to protect it. Doctor Strange came across the relic in Wong's library and used it to force a bargain with Dormammu. Stange now possesses the stone and lives in the Sanctum Sanctorum in New York City with his personal assistant Wong.

REALITY - Represents the fabric of reality. It grants its users absolute control over reality itself. It can only be wielded by beings of sufficient power and inside beings of no power, it will inevitably kill them, as shown with Jane Foster. It is capable of affecting the entire universe as a whole, such as covering it with darkness. Liquefied into a dark red fluid called the Aether, the Dark Elves and their leader Malekith intended to use it to bring eternal darkness upon all of the Nine Realms. Taken from the Elves by the Asgardians, it was later entrusted to the Collector following the conclusion of the Second Dark Elf Conflict.

Current known location: The Collector's museum in Knowhere, under the control of Taneleer Tivan.

POWER - A powerful weapon capable of granting a person with great, cosmic power, but was highly likely to kill any organic beings that touch it. It grants its users tremendous energy manipulation capabilities. It was used by Eson the Searcher until it was hidden for millennia on the planet Morag inside the Orb.

Current known location: Thanos's gauntlet

Topics of Debate

- 1.) Decide on a plan to save the universe
 - Decide on a form of funding
 - Make a plan for capturing all of the stones before Thanos
 - Create a device to hold the stones
- 2.) Create a battleplan
 - Where will your troops be and how many
 - What weapons will you use/create
- 3.) What will you do with the stones when the battle is over? (if you get the stones)

Positions

- Thor Odinson (As)

You are Thor, son of Odin. You have been gifted the enchanted hammer known as Mjolnir and have strong ties to the Avengers, Loki, and the people of Asgard. Your abilities include strength, speed, stamina, durability, weather manipulation, dense skin and bones with a high resistance to injury.

- Tony Stark/ Iron Man (Av)

You are a genius billionaire playboy philanthropist with great wealth and exceptional technical knowledge. Stark is one of the world's most powerful men with his full array of Iron Suits and weapons to come alongside them. You have a strong relationship with S.H.I.E.L.D, The Avengers, and Nick Fury

- Steve Rogers / Captain America (Av)

You are an expert tactician with more than one hundred years of experience. You're a strong martial artist and have an indestructible *Vibranium Shield*. You have strength, agility, stamina, and healing ability. You have a strong relationship with S.H.I.E.L.D, The Avengers, and Nick Fury

- Doctor Strange (M)

You have been studying the mystic arts since you arrived in Kamar Taj and are now a master of said arts. You have a cloak of levitation that allows you to fly, athletic and martial arts skills, the ability to conjure a magical energy shield. You have a strong relationship with your fellow members of the mystic arts.

- Carol Danvers / Captain Marvel (Av)

You are an extraterrestrial Kree warrior who finds herself caught in the middle of an intergalactic battle between her people and the Skrulls. You have strength, speed, stamina, resistance to most toxins, energy absorption and manipulation. You have ties to Nick Fury and S.H.I.E.L.D.

- Nick Fury (Av)

Nick Fury is the head of the meta-human regulation organization known as S.H.I.E.L.D. in Marvel and often a go-between for the Avengers. You are a trained combatant with access to one of the worlds largest and most powerful arsenal of weapons and transportation.

- **Scott Lang / Ant-Man (C)**

You are an ex-cat burglar who rose to the level of super hero after receiving a suit which could alter your size to that of an ant. You make an excellent pair with Hope Pym A.K.A The Wasp and together, you can handle almost any situation presented to you.

- **Black Widow/ Natasha Romanoff (Av)**

You are an expert martial artist, with exceptional agility, athletic ability, a master in the covert arts of espionage, infiltration, subterfuge, uses custom stun batons and “Widow’s bite” bracelets stunning enemies with electrical discharges. You have strong ties to the Avengers and S.H.I.E.L.D

- **Clint Barton / Hawkeye (Av)**

You are an expert marksman with years of experience and the dead eye to prove it. You are strong, speedy, have keen archery skills, and an explosive arsenal of weapons. You have strong ties to the Avengers, S.H.I.E.L.D, and especially Black Widow

- **Bruce Banner / Sweater Hulk (Av)**

You are a genius scientist with expertise in physics and radiation. When agitated, you turn into the hulk, and as the hulk, you have unparalleled strength, speed, stamina, durability, regeneration, nigh invulnerability and can breathe underwater. You have a strong relationship with The Avengers and especially Black Widow

- **Peter Parker / Spider-Man (C)**

You are a quirky but intelligent teen with a secret gift. You have superior strength, the ability to jump extraordinary heights, increased speed, “spider sense” or the ability to sense danger and custom web-shooters. You have a strong bond with Tony Stark and Ned A.K.A The guy in the chair

- **Peter Quill / Star Lord (G)**

You are a Guardian of The Galaxy with a trustworthy group of friends with similar abilities to yours. You use the technology at your disposal to fly, breathe in space and under water, and travel across galaxies with your trusty Milano

- T'Challa/Black Panther (Av)

You are the king of Wakanda that rules over your subjects and commands a powerful army of Wakandas. You use your enhanced senses, superhuman condition, speed and Vibranium-woven outfit to defend your kingdom. You have good ties to the Avengers and especially your kingdom.

- Wanda Maximoff/Scarlet Witch (Av)

You are an all-powerful sorcerer who harnesses the power of chaos magic and a strong relationship with vision. You have abilities such as energy manipulation, telekinesis, force field generation, flight, the ability to manipulate people's thoughts, and telepathy. You have a strong tie to the Avengers but have an undesired hatred towards Stark as you cannot forget what he did to your family.

- James Rhodes / War Machine (Av)

He is a U.S. Air Force officer who is the best friend of technological savant Tony Stark. He becomes involved in Stark's heroic efforts, later gaining armor like that of Stark's Iron Man persona, but with heavier weaponry. He eventually becomes a member of the Avengers.

- Winter Soldier/Bucky Barnes (Av)

James Buchanan "Bucky" Barnes is a super soldier that was kidnapped by Hydra. He has a Vibranium arm and is a trained assassin. Best friends with Steve Rogers.

- Loki Odinson (As)

You have strength, stamina, speed, genius, mastery of magic and illusion, energy projection, and shapeshifting.

- Samuel Thomas Wilson/ Falcon

He is depicted as a veteran United States Air Force Pararescueman who flies using a jetpack with articulated wings that is recruited as a member of the Avengers.

THE FOLLOWING POSITIONS ARE INTENDED FOR EXCESS DELEGATES OR DEAD POSITIONS

- Gamora (G)

Gamora is the adopted daughter of Thanos, and the last of her species. Her powers include superhuman strength and agility and an accelerated healing factor. She also is an elite combatant, being able to beat most of the opponents in the galaxy. She is a member of the group known as the Infinity Watch.

- Vision (Av)

Vision was an android who possessed a synthetic body made from vibranium using the powerful artifact known as the Mind Stone. Given you use to be an immensely powerful A.I, J.A.R.V.I.S., you are superbly intelligent, and have abilities such as super strength, durability, speed, matter manipulation, flight, and energy blasts.

- Nebula (G)

You are a blue skinned deadly assassin who is no longer loyal to Thanos. Your relationship with Gamora and the Guardians along with your deadly skill with a weapon, enhanced hand to hand

- Harold Joseph "Happy" Hogan (C)

Harold Joseph "Happy" Hogan is a fictional character appearing in American comic books published by Marvel Comics. The character is depicted usually as a supporting character in stories featuring Iron Man and is also the father of Teen Abomination

- Pepper Potts (C)

Virginia "Pepper" Potts is the CEO of Stark Industries. Originally working as Tony Stark's personal assistant, she would take care of his schedule and perform any task he wished. During this time, Potts became good friends with Stark and soon, they had begun developing romantic feelings for each other.

- Mantis (G)

Mantis is a fictional character primarily appearing in American comic books published by Marvel Comics. The character has been depicted as a member of the Avengers and the Guardians of the Galaxy, as the bride of Kang the Conqueror, and as the mother of Sequoia.

- Ned Leeds/ The Guy In The Chair (C)

You are Peter Parker's best friend and the only person to know about his secret gift (other than his aunt, Tony Stark, and Happy). You are very competent behind a keyboard and with the right equipment, you could very well manage an operation for Spider Man given your unique chemistry.

- Teen Groot (G)

You are a moody extraterrestrial being of wood with the ability to manipulate your limbs to grow to extreme lengths and mold into any shape desired. You have strong ties to the Guardians of The Galaxy and especially Rocket Raccoon

- The Wasp/ Hope Pym ©

Is the daughter of Hank Pym and Janet van Dyne, and the second incarnation of the Wasp, who wears a flying suit that allows her to shrink in scale while also increasing in strength. Hope is also the love interest of Scott Lang

- Heimdall (As)

Heimdall is depicted as the sole protector of the Bifröst in Asgard and ally to Thor, also has great fighting skills

- Wong (M)

A sorcerer commonly affiliated with Doctor Strange as starting out as a teacher for him and is also a librarian within the New York Sanctum.

- Drax (G)

Warrior and member of the Guardians of the Galaxy who seeks vengeance for the loss of his family and an outstanding fighter

- Rocket Raccoon (G)

An Avenger and member of the Guardians of the Galaxy who is a hot-tempered Halfworlder mercenary and master of weapons, also is Thor's best friend.

- Jimmy Woo (C)

Expert in close up magic, and an FBI agent that monitors Scott Lang.

- Okoye

A Wakandan warrior and the general of the Dora Milaje. She fights on T'Challa's side when N'Jadaka plots to usurp the throne and fights alongside the Avengers

- **Nakia**

A former Dora Milaje, a member of the War Dogs, and T'Challa's lover. Having often been sent on missions around the world, witnessing the hardships experienced by many people, she grows in the belief that Wakanda should actively help them. She is also an excellent fighter and spy

- **Shuri**

The princess of Wakanda, she is responsible for the weapons and other tech that T'Challa uses to battle his opponents, and is responsible for deprogramming Bucky Barnes. Also a strong fighter.

- **Valkyrie (As)**

The character is the last surviving member of a group of Asgardian female warriors called the Valkyries. She allies herself with Thor and Bruce Banner to fight Hela. Very strong fighter, and has a pegasus.

- **MJ (C)**

Michelle, nicknamed MJ, the main love interest of Peter Parker, who falls in love with her after the Blip. A student at the Midtown School of Science and Technology, she initially enjoys mocking all of her fellow students there, including Parker. She is portrayed as hyper-observant and suspicious of Peter's secret identity from the start.

- **Ancient One (M)**

The Sorcerer Supreme and the mentor to the one and only, Doctor Strange. One of the strongest practitioners of the Mystic Art as she draws her power from the Dark Dimension.

- **Ayo**

Ayo is the second-in-command of the Dora Milaje in Wakanda. She is an outstanding fighter and has many skills.

- **Yelena (C)**

A highly trained spy and assassin who trained in the Red Room as a Black Widow and a sister-figure to Romanoff.

- Jane Foster (C)

Jane is the love interest of Thor and helped discover Earth's connections to other realms, such as Asgard. She is a renowned Astrophysicist and works with Darcy and Eric Selvig.

- Grandmaster

The ruler of Sakaar, where he hosts a series of games called the Contest of Champions. He is the brother of the Collector.

- Korg

Korg is a Kronan warrior who was forced to participate in the Contest of Champions on Sakaar, he is a great fighter.

*They have died in the official MCU, but they have been given a second life for the purpose of this conference. It is assumed that they never died or only appeared to die to further the plot of the movies.

Av = Avengers

G = Guardians of The Galaxy

M = Mystic Arts Practicer

C = Citizen/Agent with ties to powerful people

As = Asgardian

Sources

<https://www.telltaleonline.com/>

marvel.fandom.com

comicvine.gamespot.com