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Mussolini's Cabinet



STUDY GUIDE

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Introduction

Mussolini’s Cabinet serves as the executive governing body of the Italian Fascist state. The committee comprises Benito Mussolini (Il Duce) alongside his core circle of advisors, which includes high-ranking military commanders, state ministers, and top officials from the National Fascist Party (PNF).

The cabinet will operate under dynamic crisis rules. Each delegate will assume the role of a specific historical figure therefore delegates must respond immediately to fast-paced updates regarding military vulnerabilities, economic strains, and civil unrest. Characters possess distinct public portfolios, institutional resources, and private directives. Success in this committee requires delegates to balance the collective defense of the regime with the strategic advancement of their character's personal political influence.

Il Popolo d'Italia

Chi ha del ferro, ha del pane.

QUOTIDIANO SOCIALISTA

Fondatore: BENITO MUSSOLINI

La rivoluzione è un'idea che ha trovato delle baionette.

ABBONAMENTI

Anno II. — N. 21 — Milano, Giovedì 21 Gennaio 1915

DIREZIONE ED AMMINISTRAZIONE MILANO Via Paolo da Cannobio, 33

Per il socialismo e per la guerra: contro i fossili!

La "nostra,, guerra

Terremoto e guerra

Niente diversivi

ROMA, 20 sera.

L'affondamento del piroscafo italiano presso Pola

GENOVA, 20.

Il sottosegretario delle colonie visita l'ossario di Henni

TRIPOLI, 20 sera.

La vita in Valona (Albania)

La carga del Cavaliere germanico di Genova

I suoi danni e le sue riparazioni

ROMA, 20 sera.

La commissione per la tariffa doganale

ROMA, 20 sera.

Il Consiglio dei ministri

Sanguinoso conflitto a Catania per il prezzo del pane

CATANIA, 20 sera.

Un'imposta sul vento Italico

ROMA, 20 sera.

L'allagamento della valle del Fucino

I suoi pericoli oggi e domani

ROMA, 20 sera.

FILOSOFIA RIVOLUZIONARIA

L'Internazionale dei morti

La grande adunata interventista di domenica

Atti del Comitato

Il Comitato si costituisce in prima adunata per una grande adunata interventista di domenica.

Fanno parte: [illegible] Barzini, Bissolati, Cavazza, Cavazza, Alessandria, Forti, Federzoni, Garibaldi, Guido Podrecca, Ferrero, Lodi, Frassi, Forti, Piazzesi, Orsini.

Si avvertono i Fasci della diversa località e gli aderenti a quella di Milano che non possono recarsi ritirare le tessere, che le avranno la seguente domenica.

Dato l'assembramento del mercoledì, si fa invito a sollecitare le richieste, alla sede di via Dante, 14.

Il senatore Pestro è morto in Venezia

VENEZIA, 20 sera.



IL SUO CALVARIO

Timeline

1. **1914**: At the start of World War 1, Mussolini had supported Italian neutrality, however, this quickly changed into Italian nationalism and the belief of Italian intervention. He abused his position as editor of the Avanti! magazine (Socialist Newspaper) to push Italy to join the Allied powers, leading to his expulsion from the Italian Socialist Party in November 1914. In the same month. He formed the Fasci d'Azione Rivoluzionaria, an interventionist group, which was his first step towards Italian fascism. On 15th November 1914, he founded the Il Popolo d'Italia, his very own newspaper, to spread interventionism and build a new political foundation.

2. **1919**: On 23rd March 1919, Mussolini founded the Fasci Italiani di Combattimento, officially establishing the Italian Fascist Movement. It was formed right after World War 1, resonating with most Italians and their anger over the Treaty of Versailles as they felt that it had robbed them of territories that belonged to them. The movement had also launched a political platform, the Fascist Manifesto, which combined extremist social demands with violent nationalist ones. Mussolini had also formed a unit otherwise known as the Blackshirts to intimidate individuals from other rival political groups. However, they lost the 1919 elections, forcing them to change strategies in 1921.

3. **1921**: In May 1921, Mussolini managed to secure a seat in the Chamber of Deputies. In August 1921, Mussolini signed the Pact of Pacification, a temporary ceasefire between his Blackshirts and the Italian Socialist Party. However, between August 1921-November 1921, many fascists (Ras) did not follow this pact, forcing Mussolini to temporarily give up his position, before he rejected the pact. This was known as the Revolt of the Ras. In November 1921, the founding of the National Fascist Party took place in the 3rd Fascist Congress in Rome.

4. **1922**: In October 1922, Mussolini faced an ultimatum at a Fascist Congress in Naples, declaring his intent to take power and overthrow the Liberal Government by force. On 28th October, approximately 30,000 Blackshirts launched the March on Rome. Benito Mussolini surged to power by capitalizing on deep social unrest and political paralysis in Italy. Refusing to sign a decree of martial law, King Victor Emmanuel III capitulated and appointed Mussolini as Prime Minister on October 30, 1922. By November, a compliant parliament granted him emergency authoritarian powers for one year to restore domestic stability. Mussolini immediately began laying infrastructure for a dictatorship, forming the Grand Council of Fascism in December to seamlessly bridge the gap between his National Fascist Party and official state institutions.

5. **1923**: This year marked the expansion of domestic paramilitary control and Mussolini's first aggressive test of the international post-war order. In January, he legitimized his violent squadristi by absorbing them into an official state organ, the Voluntary Militia for National Security. To secure a permanent legislative grip, he pushed through the Acerbo Law in July, guaranteeing a two-thirds parliamentary supermajority to whichever party won a plurality of votes. Months later, the Corfu Crisis erupted following the August 27 assassination of Italian General Enrico Tellini on Greek soil. Mussolini responded with a brutal ultimatum, launching a lethal naval bombardment and military occupation of Corfu on August 31. By aggressively threatening to withdraw from the League of Nations, he bypassed its jurisdiction entirely, forcing the Conference of Ambassadors to grant Italy a humiliating 50 million lire payout from Greece before evacuating the island in late September.

6. **1924**: Riding a wave of intense nationalist fervor from the Corfu success, Mussolini aggressively consolidated political power. In January, he secured the Treaty of Rome, forcing Yugoslavia to concede the highly contested and strategically vital Adriatic port city of Fiume to Italy. Using this geopolitical momentum alongside rampant Blackshirt voter intimidation, the Fascist-led coalition swept the April 6 general elections with an overwhelming 65% of the vote. However, the regime faced a massive existential threat on May 30 when socialist deputy Giacomo Matteotti openly denounced Fascist corruption and electoral fraud in parliament. Matteotti was subsequently kidnapped and brutally murdered by Fascist thugs on June 10, sparking the Aventine Secession where opposition deputies walked out of parliament in protest. This gamble backfired, leaving Mussolini temporarily politically paralyzed but completely unopposed in the legislative chamber throughout the autumn.

7. **1925**: Mussolini shattered the political deadlock by completely dismantling the remnants of Italian democracy. Faced with an ultimatum from radical Fascist regional bosses who demanded immediate totalitarian action, Mussolini delivered his famous January 3 speech to parliament, boldly taking full personal responsibility for all past Fascist violence and daring his opponents to impeach him. Over the course of the year, he enacted a sweeping series of totalitarian decrees known as the *Leggi Fascistissime* (The Fascist Laws). These laws systematically outlawed opposition parties, dismantled independent trade unions, imposed severe press censorship, and replaced elected local mayors with state-appointed officials. By the end of 1925, Mussolini officially assumed the title of *Il Duce* ("The Leader"), codifying Italy's transition from a fragile constitutional monarchy into a single-party, totalitarian state.

Geopolitical State of the World

1. The post-WWI international order was built upon the Versailles Treaty system and anchored by the newly created League of Nations. However, this system was fundamentally crippled from the start. The US had retreated into diplomatic isolationism and refused to join the League, while Weimar Germany and Soviet Russia were initially excluded as pariah states. This left Great Britain and France as the primary custodians of global peace. Both nations, however, were deeply indebted, militarily exhausted, and ideologically divided on how to handle European security, which paralyzed collective enforcement and allowed aggressive actions—like Mussolini’s 1923 invasion of Corfu—to go unpunished.

2. Economic Chaos and the Rise of Radicalism: The global economy in the early 1920s was plagued by hyperinflation, massive war debts, and the contentious issue of German reparations. This economic ruin peaked in 1923 when French and Belgian troops occupied Germany's industrial Ruhr Valley to forcefully collect reparations, triggering a catastrophic economic collapse in Weimar Germany. This pervasive instability severely weakened faith in liberal democracy across Europe. Fear of a Bolshevik-style communist revolution spread rapidly through Western middle classes following the establishment of the Soviet Union in 1922. Mussolini masterfully exploited this "Red Scare," presenting Fascism as the ultimate, orderly bulwark against communism, which earned him tacit acceptance from domestic elites and foreign democratic leaders alike.

3. Empires in Flux and Regional Flashpoints: Beyond Europe, the old geopolitical map was rapidly fracturing as traditional empires collapsed and new national movements emerged. The dissolution of the Ottoman Empire led to intense regional conflicts, culminating in the 1923 Treaty of Lausanne, which established the modern Republic of Turkey and underscored the volatile nature of the Mediterranean and Near East. Meanwhile, Great Britain and France were struggling to maintain control over their vast colonial empires amid a rising tide of anti-colonial nationalism in Africa and Asia. In East Asia, the Washington Naval Conference (1921–1922) attempted to limit a dangerous naval arms race between the US, Britain, and an increasingly assertive Japan, but it only temporarily paused the geopolitical rivalries that would later shatter global peace.

Key Personalities and Stakeholders:

1. **Benito Mussolini:**
    a. Holds ultimate executive authority over Italy, answering solely to the King rather than the Italian Parliament following recent constitutional overhauls. Possesses the power to propose national legislation, override ministerial decisions, and command the state's apparatus.

2. **King Victor Emmanuel the Third:**
    a. Remains as the supreme constitutional authority in Italy, presenting a threat to Fascism. Holds the ultimate constitutional power to appoint or dismiss the Prime Minister, and retains command over the Italian Royal Armed Forces. Possesses the authority to sign or veto emergency decrees, dissolve parliament, or order the regular army to arrest the fascist leadership if the government threatens the survival of the monarchy. Because the traditional military officer corps answers directly to him, his signature is the only instrument capable of legally stripping Mussolini of his state authority during an extreme crisis.

3. **Luigi Federzoni:**
    a. Luigi Federzoni commands the most formidable domestic portfolio in the state as the Minister of the Interior, representing the law-and-order conservative faction of the government. He exerts direct authority over the national state police, the border security forces, and the powerful provincial prefects who govern Italy's local regions.

His position allows him to execute sweeping political censorship, wiretap opposition leaders, authorize secret arrests of anti-fascist subversives, ban public rallies, and entirely shut down hostile press outlets to preserve public order. Additionally, he controls the deployment of urban riot squads, giving him the unique capability to either suppress or permit localized political violence depending on the cabinet's immediate strategic needs.

4. **Alfredo Rocco:**
    a. Alfredo Rocco serves as the Minister of Grace, Justice, and Cults, acting as the primary legal architect of the totalitarian state. He controls the entire Italian judicial system, including prosecutors, courts, and prison infrastructure, believing individual rights are entirely secondary to the power of the State. Rocco possesses the unique power to draft the framework for the sweeping Leggi Fascistissime, allowing him to rewrite criminal codes, suspend habeas corpus, and create special tribunals to legally dissolve opposition parties. Through his ministry, he can fast-track the prosecution of political rivals, legalize extrajudicial state actions, and structurally dismantle Italy's remaining democratic protections through formal legislation.

5. **Count Giuseppe Volpi:**
    a. Count Giuseppe Volpi operates as the Minister of Finance, acting as the critical bridge connecting the cabinet to the international financial community, Wall Street, and Italy's wealthiest industrial barons. He exerts total control over national tax policy, treasury expenditures, state revenue, and international debt negotiations. Volpi holds structural leverage over the entire committee because he controls the state's wallet, giving him the power to fund or freeze specific ministerial projects, manipulate currency values, and adjust corporate tax rates. His unique position allows him to freeze the assets of political enemies, offer lucrative subsidies to corporate allies, and secure the vital foreign credit lines necessary to keep the regime solvent.

6. **Dino Grandi:**
    a. Dino Grandi serves as the Undersecretary of Foreign Affairs, managing Italy's global network of embassies, foreign consulates, and international intelligence assets. While Mussolini officially holds the Foreign Minister title, Grandi handles the heavy lifting of running international policy and managing Italy's global reputation.

He can orchestrate secret treaties, negotiate international borders, and manage geopolitical fallout from aggressive actions like the Corfu Incident, using international pressure to influence domestic cabinet decisions. His diplomatic toolkit includes the ability to trigger foreign alliances, freeze international trade agreements, or deploy overseas espionage networks to monitor political exiles plotting against the regime.

7. **General Italo Balbo:**
    a. General Italo Balbo commands the rapidly-expanding Royal Air Force while simultaneously serving as a powerful provincial warlord with deep roots in the fascist grassroots. He holds massive dual power, controlling cutting-edge military aviation assets for reconnaissance and bombardment while commanding the personal loyalty of thousands of radical Blackshirt paramilitaries. Balbo represents a revolutionary faction capable of mobilizing armed forces independently or challenging the cabinet if the regime attempts to compromise with traditional liberals. This command over both elite state military hardware and highly unpredictable paramilitary street squads makes him uniquely capable of enforcing or undermining the cabinet's physical security.

8. **Roberto Farinacci:**
    a. Roberto Farinacci acts as the Secretary of the National Fascist Party, commanding the massive, nationwide apparatus of the party and its aggressive street squads. He despises traditional politicians and operates outside the jurisdiction of the regular police or courts, aiming to launch a secondary revolution to violently purge opposition elements. Farinacci holds the power to mobilize thousands of armed Blackshirts to launch street terror, dictate propaganda policy, and intimidate the cabinet into taking radical action by threatening mass party mutiny. His office allows him to weaponize the party machinery to orchestrate national strikes, enforce ideological purges across municipal governments, and completely override regular civil administration.

9. **Confindustria (The General Confederation of Italian Industry):**
    a. As the national alliance representing Italy's wealthiest industrial barons, this organization serves as the financial backbone of the cabinet's economic survival. Fearing a communist revolution, these elites backed Mussolini’s rise and provided the massive private capital required to fund state initiatives, drive modernization, and keep the economy running smoothly.

Through exclusive pacts with the cabinet they cooperate to manage the workforce in exchange for soaring corporate profits, deregulation, and state military backing to completely dismantle independent trade unions. Furthermore, they hold immense leverage over the state's industrial output, meaning they can threaten production slowdowns if policies clash with big-business interests.

10. **Ansaldo:**
    a. This massive engineering and shipbuilding conglomerate is one of the premier heavy industrial giants in Italy, acting as the primary hub for the manufacturing of military hardware, locomotives, and maritime vessels. Having survived post-war bankruptcy through state intervention, the company is deeply dependent on government contracts and works hand-in-hand with the ministries of Public Works, Communications, and War. They provide the physical infrastructure, heavy weaponry, and transport machinery crucial for Mussolini's domestic modernization plans and aggressive foreign policy displays. By leveraging their position as a vital strategic asset, Ansaldo can manipulate national defense manufacturing or request massive emergency state bailouts if their subsidies are compromised.

11. **Fiat (Fabbrica Italiana Automobili Torino):**
    a. Controlled by the powerful Agnelli family, this industrial titan dominates the automotive and manufacturing sectors, serving as a massive economic stakeholder and symbol of national technological pride. Fiat produces the vast majority of the regime's military transport vehicles and aircraft engines, making their factories essential to Italy's logistics, public works infrastructure, and military readiness. The company maintains an intimate relationship with the cabinet, cooperating with the suppression of labor strikes in exchange for exclusive state purchasing monopolies and heavy protectionist tariffs. Because they employ a massive segment of the northern working class, Fiat holds the structural power to heavily influence regional stability.

12. **Banca Commerciale Italiana (BCI):**
    a. Operating as the premier commercial credit powerhouse in the country, this financial institution controls the investment capital, corporate loans, and equity stakes of Italy’s largest heavy industrial companies.

The bank acts as the hidden gears of the national economy, managing the wealth of the traditional elite while stabilizing the regime's volatile financial markets alongside the Ministry of Finance. BCI holds staggering systemic power over the committee, as its board of directors decides which corporate conglomerates receive financing. In a crisis scenario, the bank has the capability to trigger a widespread domestic credit crunch or pressure the cabinet by restricting private credit flow to state-backed projects.

Portfolio Powers:

In a historical or ad-hoc crisis cabinet, portfolio powers represent your character's unique authority, resources, and institutional leverage within the simulation. You do not negotiate as a generalized diplomat; instead, you act as a specific official—such as a Minister of War, a Director of Intelligence, or a Minister of Finance. Your success in the committee depends entirely on how effectively you wield these specialized powers. Your portfolio powers are defined by three distinct elements provided by your character assignment and your own research:

a. Institutional Authority: This is the official command you hold over specific state apparatuses, ministries, or corporate departments. A Minister of War has the direct authority to move troops, whereas a Minister of Interior or Secret Police has the natural authority to deploy investigators.
b. Departmental Resources: Every portfolio controls a finite pool of assets strictly monitored by the Crisis Staff. These resources include manpower, institutional funds, food, weapons, or raw manufacturing materials.
c. Personal Connections: Beyond official departments, your historical figure has personal allies, informants, or external contacts. These connections are rarely listed in the study guide and must be uncovered through your own historical research. You can activate these networks in your directives by explicitly stating who they are and how you are reaching them. The defining characteristic of portfolio powers is that they do not require permission from the room. If you are the Minister of the Interior and you decide to deploy your secret investigator teams to intercept a shipment or wiretap a room, you do not need to raise a motion, you do not need a second, and you do not need a majority vote.

Crisis Documentation

(a) **Private Directives:** When collective action is too slow, paralyzed by infighting, or when your objectives require cutthroat secrecy, you must rely on Private Directives. These notes allow you to bypass the cabinet entirely. By communicating directly and confidentially with the Dias, you can exercise your specific portfolio powers, deploy your assigned agencies, spend departmental funds, or activate hidden historical connections to covertly bend the timeline to your will. The success or failure of a private directive is highly volatile and is determined by the Crisis Staff:

1. Precision: The single most common reason for a note being outright rejected by the Crisis Staff is vague writing. To ensure your note is accepted, it must be highly specific, descriptive, and concise, stripping away all unnecessary preambles. You must explicitly detail the Why, How, What, Where, and Who of your operation. A well-written note must actively map out contingencies and anticipate hurdles to insulate your assets from failure.

2. Temporal and Situational Realism: Historical crisis timelines are dynamic, meaning what was true an hour ago may no longer hold. A successful crisis note requires immense presence of mind and situational awareness. For example, if you send a note to orchestrate a secret political riot in a sensitive border region, but you fail to account for a recent live update stating that enemy scouting parties or heavy media coverage have flooded that zone, the failure rate of your note spikes exponentially because your instigators will be intercepted and traced directly back to your department.

3. Institutional Sphere of Influence: Your character's historical position dictates the natural boundaries of your authority. A Head of a Secret Police agency will experience a near-flawless success rate when executing espionage, planting false evidence, or deploying detectives. If a Minister of Finance or Treasury Head tries to execute that exact same spy operation using state funds, their structural chance of failure is significantly higher. The further an operation extends outside your natural sphere of influence, the higher the risk of logistical collapse and exposure.

4. Logistical Reality and Resource Management: Every historical cabinet portfolio operates with strictly limited, meticulously tracked resources—including manpower, finances, food, or raw wartime materials like weapons and metal. To succeed, your directive must explicitly declare the exact type and volume of resources you are dedicating to the task. Committing a massive portion of your department (such as sending three full infantry regiments rather than one to hold a garrison) can increase your operational success rate, but it threatens to exhaust your resources and leave you logistically crippled for future updates.

5. The Discretion of the Dias: The Dias acts as the ultimate arbiter of historical reality. They will block and reject notes that are too unreal, textually vague, or cause a completely unreasonable disruption to the historical simulation. They favor notes that are reasonable within the fictional world, allowing you to actively co-create the timeline rather than passively responding to updates.

6. Short-term Directives : Respond to, solve, or exploit the loopholes in the immediate crisis update at hand.

7. Long-term Directives : Lay the foundation for a strategic plan that comes into motion later in the course of the committee.

(b) Common types of directives accepted by the dais include (but are not limited to):

1. Recruitment directives : Used within the committee to secure political backing or recruit personnel for the committee or the delegate's personal forces.

2. Military directives: Strategic military actions executed through powers in the committee. These must include precise details regarding the strategy, troop count, and target area.

3. External communications: Shared as Public Service Announcements, or Invitations/Requests to contact any individual or group outside the committee.

4. Intelligence directives: Actions used to collect data, spread information, or execute disruptions including interceptions of other directives.

5. Assassinations: Operations requiring exceptional planning and strategy. Repeating poorly planned attempts will result in penalties and downmarking.

(c) **Joint Private Directives:**

1. Joint private directives are highly confidential, written operations submitted to the crisis backroom by two or more delegates pooling their specific character resources, portfolio powers, or intelligence assets. Unlike public directives, Joint Private Directives bypass the committee voting process entirely, allowing a small faction to execute complex, covert strategies—such as orchestrating economic maneuvers, conducting espionage, or moving military forces—away from the oversight of the full body.

2. They are vital tools for building secret alliances and magnifying individual influence; however, they also introduce significant risk, as any signatory can secretly double-cross their partners by sending a conflicting solo directive to the backroom.

(d) **Public Directives:**

1. In a pure crisis/ historical crisis committee, public directives act as the official, collaborative decrees of the executive body. Because there is no rigid UN Charter or parliamentary resolution format, these documents are completely to-the-point.

2. They are designed to exert the immediate, overt force of the government or organization to deal with a sudden crisis update or to put a macro-level strategy into motion. The success of a public directive rests entirely on swift political consensus within the room. Because a public directive represents the visible will of the cabinet, it must be introduced, openly debated, and voted on by the delegates. For a public directive to succeed, you must form rapid alliances to pass the mandate through a majority vote.

3. Furthermore, because these actions are out in the open, they generally must align with the perceived legality, ethics, or foundational ideology of your faction. However, the structural failure rate of public directives is tied directly to their visibility.

4. Because public debates expose your grand strategies to the entire room, internal rivals, moles, or opposing historical factions receive immediate, advanced warning. This predictability allows external forces or political enemies within the cabinet to prepare swift counter-measures, severely blunting or entirely neutralizing the directive's real-world impact before the ink even dries.

(e) **End Game Directives:**

1. Endgame Directives are the final operational submissions delivered to the crisis room during the closing sessions of a simulation to resolve a delegate's primary narrative arc. These directives differ from mid-game actions because they abandon incremental positioning in favour of irreversible structural changes to the committee's geopolitical or institutional framework.

2. Delegates utilize endgame directives to deploy their fully accumulated resources, covert networks, and political capital in a singular, high-impact maneuver—such as executing a coup d'état, leaking decisive intelligence to trigger a systemic collapse, or consolidating absolute authority over an institution.

3. Crisis backrooms evaluate endgame directives with strict attention to timeline constraints, resource viability, and narrative finality.

4. Because there are no subsequent sessions to fix secondary consequences, the backroom adjudicates these orders with binary outcomes: they either cement a delegate’s strategic objectives or result in total character elimination based on the precision of the planning and the structural defenses built by opposing delegates.

(f) **Press Releases:**

1. A press release is a public document issued by your portfolio to the media and the general public. While crisis notes are secret, press releases are completely open and transparent.

2. Rules of engagement for a press release:
    a. Must be submitted directly to the crisis desk for approval before it impacts the simulation.
    b. Used to sway public opinion, issue official denials, or broadcast a policy shift. It cannot execute secret covert actions.

c. Must be written in a formal, authoritative, and in-character journalistic voice.

d. The public will react to your statements. Misinformation, poorly timed announcements, or radical declarations can trigger public unrest, market crashes, or diplomatic fallout.

(g) **Communiques:**

1. Communiqués are formal, non-operational diplomatic messages sent from a delegate's portfolio to an external non-player character or organization controlled by the crisis backroom.

2. Unlike directives, communiqués do not command resources or execute actions; instead, they are used to open diplomatic channels, negotiate treaties, deliver ultimatums, or gather informal political commitments. The primary function of a communiqué is to influence the behavior of external factions or align them with the delegate's objectives before deploying harder portfolio assets.

3. While they can be sent jointly or individually, their effectiveness depends heavily on tone, diplomatic leverage, and the alignment of interests between the delegate and the non-player character.

4. If intercepted or leaked, communiqués can carry significant political consequences, as they establish a written, official record of a character's diplomatic positioning outside the committee room.

(h) **Inquiry Directives:**

1. Inquiry Directives are specialized, information-gathering orders submitted to the crisis backroom to uncover specific, unpublicized data, verify intelligence, or map out hidden networks.

2. Rather than altering the physical state of the simulation, these directives deploy reconnaissance assets, intelligence operatives, audits, or investigative bodies to answer precise questions.

3. Effective inquiry directives must specify exactly who or what is being investigated, the specific assets being deployed (e.g., wiretaps, financial auditors, or scouts), and the methodology used to secure the data.

4. The crisis room responds to these submissions with varying degrees of clarity based on the adequacy of the assets used and the security countermeasures of the target.

(i) **War Plans:**

1. War Plans are highly detailed, multi-stage operational directives submitted to the crisis room to execute large-scale, coordinated military or paramilitary actions.

2. Unlike basic directives that command a single unit to move, a war plan outlines a comprehensive strategic campaign, explicitly detailing troop movements, logistical supply lines, rules of engagement, and contingency measures for potential counter-attacks.

3. To be adjudicated successfully by the backroom, a war plan must strictly account for the delegate's verified portfolio limitations, including troop numbers, equipment types, transport timelines, and geographical constraints.

4. Furthermore, effective war plans include clear operational objectives, intelligence integration from prior inquiries, and defensive positioning to secure captured territory.

5. Because military actions carry the highest risk of resource depletion and character exposure, the backroom evaluates war plans with high scrutiny regarding realism, timing, and the structural defenses of the opposing forces.

Sample Documentation

Sample directive #1

Operation Red Decree: part 1

To my confidant,

All these messages to you from now will be sown into the robe seams of the messengers delivering them. After implementing them, burn the letters.
Send a letter to the Quaestor in charge of public revenue. Tell him that in exchange for 300,000 silver denarii and his silence about these dealings, with immediate effect I can make a Holy Augur bless his fortunes and vouch his success to the senate. I can also use my political connections with Mark Antony to progress his political career in exchange for continued support. I expect you to be discreet.

cura ut valeas,

Sample directive #2

Private Directive – Ottoman Imperial Chancellery

From: Ministry of War
To: Imperial Crisis Staff
Subject: Securing the Silk Road Trade Route

I want to secure Ottoman control over a vital section of the Silk Road to strengthen imperial commerce, increase state revenues, and consolidate our influence over regional trade. All measures should protect merchant traffic, secure commercial interests, and reinforce Ottoman authority over the route.

1. Imperial authorities will establish control over key trading centres and transit points along the route.
2. Provincial governors will coordinate with military commanders to ensure the security of merchants, caravans, and commercial goods.
3. Customs officials will regulate trade and collect duties on goods passing through Ottoman-controlled territory.
4. To strengthen Ottoman influence:
   a. Fortifications and garrisons will protect major trade centres.
   b. Agreements will be negotiated with local rulers and merchant guilds.
   c. Roads, caravanserais, and supply stations will be maintained to facilitate commerce.
5. The Ministry will monitor competing foreign powers and ensure that Ottoman merchants receive favourable access to regional markets.

All measures should be implemented immediately in stages. The Crisis Staff will submit regular reports on trade revenues, route security, and progress in establishing imperial control.

Special Rules of Procedure

[CENSORED]