

GEC Model United Nations

The Imitation Game
Beat the Enigma...
Break the Axis...



Directed by Irene Jung
Chaired by Amy Cho
Denny Kim

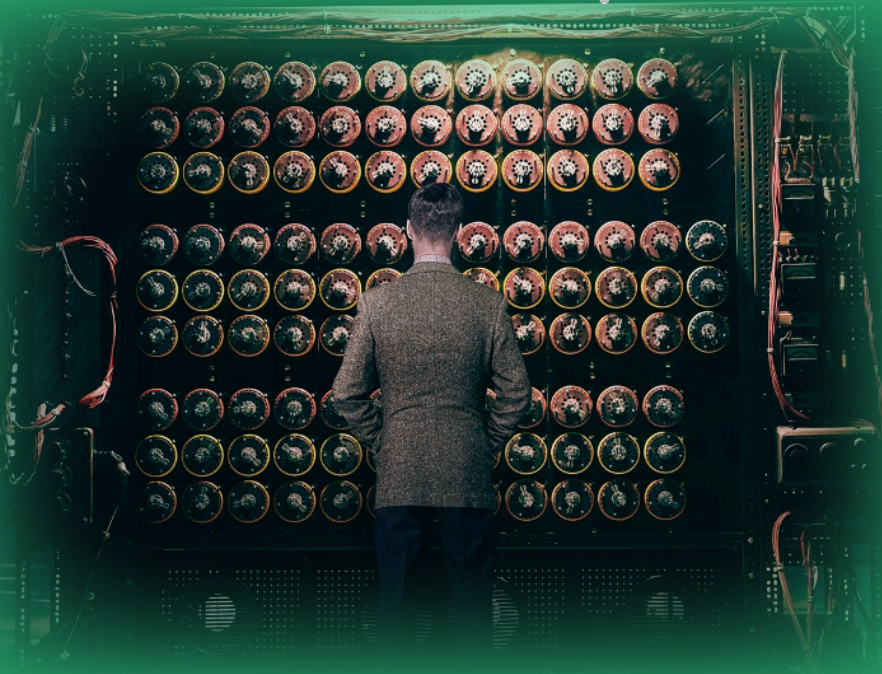


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Letters from the Chairs

Greetings Delegates,

I am Irene Jung, a junior at Korea International School Jeju. I will be serving as your director for the Imitation Game committee at GECMUN V. I have been participating in MUN for the past five years and have dedicated the significant part of my MUN career to designing and participating in crisis committees. Crisis committees are unique in a sense that it enables delegates to think on their feet. Debates are not confined to static and often predetermined solutions, but rather encompass a wide range of both historical and fictional topics. This year, we will be pushing the frontier of MUN by providing the delegates with various opportunities to draft innovative solutions and be engaged in vigorous debates. Make the most of this chance and enrich your MUN experience! If you have any questions or concerns, please contact dejung20@kis.ac. Good luck with your preparation!

Dear Delegates,

Welcome to the fifth session of GECMUN! My name is Amy Cho, currently a junior in Korea International School Jeju. I have been participating in MUN as a chair and a delegate for the past five years, and it is my highest honor and pleasure to be serving as your head chair for this committee. I sincerely hope this session will be an intriguing experience for the delegates to step out of their stereotype that MUN is a formal, serious debate, but rather an opportunity to voice innovative ideas and have active discussions to directly correspond to crisis updates. At the same time, we expect the delegates to have great understanding of the agenda prior to the conference.

Please feel free to contact me through my email yjcho20@kis.ac to ask any questions regarding the committee or general rules of procedures. I look forward to meeting all of you this upcoming March and listening to your creative ideas!

Dear Delegates,

This is Denny Kim from Korea International School Jeju Campus, currently a sophomore. I would like to welcome you all for being in the committee that will let us to see the different course of the history. This is my first time chairing, and I hope to learn alongside with you as we experience the challenge of enigma. This is a historical committee, a committee about our past, and we get to go back in time to relive it. This committee will be fast-paced, stimulating, complex, competitive and fun. If you have any questions or concerns, please feel free to ask me via dhwankim21@kis.ac! Good luck!

Introduction

This committee is based on the movie *The Imitation Game* released in 2014. In 1939, Winston Churchill of Great Britain secretly assembled a team of codebreakers to break the infamous German code called the Enigma. Consisting of the most intelligent scholars, the team continuously attempted to decode the Enigma and defeat the German forces. During this process, the codebreakers worked under the supervision of the government and MI6 whose primary goal was to win the war as soon as possible. The codebreakers and the government officers faced numerous challenges as they undertook in this task: the complexity of the Enigma, lack of consensus regarding the method to tackle the code, shortage of budget, and continued attacks from the Axis Powers. Delegates must overcome these obstacles and gain victory for Great Britain and its allies.

Basics

Delegates:

The delegates will be playing the roles of the British citizens working together to defeat the Axis Powers. The characters are divided into two primary categories: the codebreakers and the government officials including those from MI6. While some roles are based on the real, historical figures, some are created by the director and the chairs for the sake of this committee. Yet neither role is more advantageous than the other; if you are assigned with a historical character, gain as much information as possible through research, and if you have received a fictional character, use your imagination to the fullest extent to play with your role. Keep in mind that the most important factor is to adhere to the historical setting and to argue in the perspective of your character.

Goal:

The ultimate goal of the delegates is to win the war. To achieve this goal, delegates must find various ways to defeat the Axis in the perspectives of their characters. The codebreakers must propose the best way to decode the Enigma and communicate with government officers, and the officers must make decisions that would best satisfy the needs of Great Britain and end the war as soon as possible in an effective manner.

Setting:

The committee will progress from June 30th, 1940, when Adolf Hitler had successfully invaded France and the Low Countries – Belgium, Netherlands, and Luxembourg. France was damaged significantly, and by then, Adolf Hitler had already invaded Denmark and Norway and established the military bases from which he resisted the British naval force. At the start of the committee, everything that happened before June 30th, 1940, will be considered real events. However, it will be assumed that none of the events that occurred after this date had not happened at all. Delegates must refrain from referring to those events, but instead should rewrite history from that point onward.

The committee occurs in Bletchley Park where the codebreakers are working in secrecy. (See map of England).

Crisis Updates:

This committee will be constantly updated with a new crisis. The types of these crisis will vary widely from the German attacks and the conflicts between allies to the shortage of budget and the existence of spies. Delegates must react to the crisis spontaneously through either public directives or private directives.



Definition of Key Terms

THE ENIGMA MACHINE

A series of electro-mechanical cipher machines developed by the German engineer Arthur Scherbius at the end of World War I. It was used by several countries to protect military and diplomatic communication. Nazi Germany utilizes it during World War II. The German model that Hitler used was known to be the most complex among all the models.



The Enigma Machine (BBC History).

THE TRIPLE ALLIANCE

A secret alliance between Germany, Italy, and Austria-Hungary formed in May 1882. It was one of the main fighting forces during World War I.



Poster of the Triple Entente made in Russia.

THE TRIPLE ENTENTE

An alliance of Great Britain, France Third Republic, and Russian Empire that was created in reaction to the formation of the Triple Alliance. In World War II, the Triple Entente opposed the Axis Powers.

THE AXIS POWERS

An alliance of the nations that fought against the Triple Entente in World War II. The key nations were Germany, Italy, and Japan. They allied to secure their expansionist interests against the Western European countries.

BATTLE OF FRANCE

The German invasion of France and the Low Countries during World War II. It lasted for 46 days from May 10th to June 25th in 1940. The German forces successfully invaded France, Belgium, Luxembourg, and the Netherlands, expanding their territory to the Western Front. It was during this period that Italy entered the war—on 10 June 1940—and aided Germany. More than 90 thousand French soldiers died, and 68 thousand British soldiers died as well. This battle was fatal to the Triple Entente: Nazi Germany took the advance in the war.

MILITARY INTELLIGENCE SECTION 6 (SECRET INTELLIGENCE SERVICE)

The Secret Intelligence Service or the foreign intelligence service operating under the government of Great Britain. Formed in July 1909, it grew dramatically during World War I as it conducted various operations and gained a victory. At the period of this committee, it was led by Major General Sir Stewart Menzies, who also supervised the code-breaking project.

U-BOAT

A German submarine used in World War I and World War II. More than 1600 British ships were hit by U-boat during the World War II, and about 500 American ships were also attacked and destroyed by Nazi U-boats during the same time. This shows how U-boat was so detrimental to the Triple Entente. This was the main reason why UK was so desperate with decoding the instructions of Kriegsmarine to the U-boats by Enigma – the reason for the existence of the Bletchley Park Hut 8.



The poster of the Axis Powers. The faces of the leaders are shown.

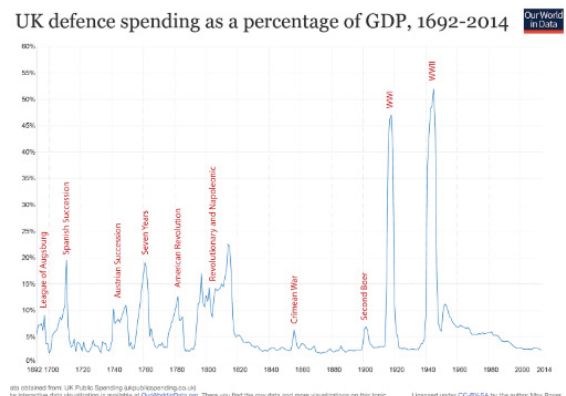
Historical Background

The assassination of Archduke Franz Ferdinand of Austria along with his wife Sophie by a Serbian nationalist ignited high tensions across Europe. Austria-Hungary blamed the Serbian government for the attack and used the incident as a justification to declare war. However since Russia supported the Serbian government and Austria-Hungary feared the involvement of Russia with its ally France, and possibly Great Britain, the country waited until it received Germany's support.

On July 5, 1914, German leader Kaiser Wilhelm II pledged his country's support for Austria-Hungary with a "blank check" assurance. 23 days later on July 28, Austria-Hungary declared war on Serbia, and peaceful relationships between European nations collapsed. Within a week, Serbia, Russia, Great Britain, France, and Belgium were lined up against Austria-Hungary and Germany. Later on, Bulgaria and the Ottoman Empire sided with Austria-Hungary to create the "Central Powers", with Italy, Romania, Japan, and the United States siding with Serbia to become the "Allied Powers."

After years of battles and conflicts, on November 28, 1919, Germany formally surrendered, and the Allied Powers claimed victory. The war officially ended with the signing of the Treaty of Versailles, mainly to reassign German boundaries and hold Germany responsible for paying reparations for the war.

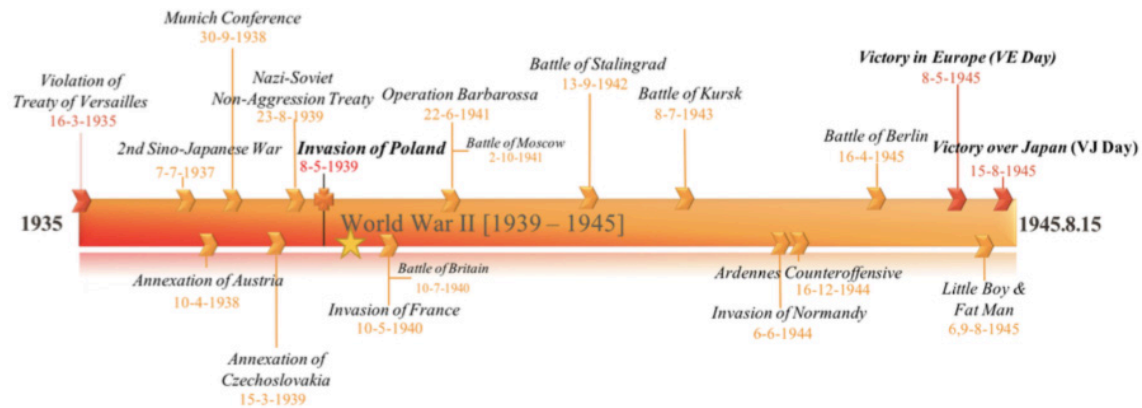
Due to new military technologies and tactics such as the trench warfare and tanks, World War I brought groundbreaking levels of destruction, economic losses, and escalating tensions between nations. The total death toll, including military and civilian casualties, is estimated to be about 40 million, accounting the war as the deadliest conflict in the history. The war also contributed to political disruption and the collapse of Germany, Austria-Hungary, Russia, and Turkey as well.



WWI significantly destabilized Europe, and the political and economic stability in Germany led to the rise of Adolf Hitler and his National Socialist German Workers' Party (Nazis). Hitler quickly consolidated power by rearming Germany, in violation of the Versailles Treaty and allying with Italy and Japan against the Soviet Union. In 1938, Hitler's troops marched into Austria and in the following year annexed Czechoslovakia. Moreover, in the same year on September 3, 1939, Hitler invaded Poland, and successively, France and Britain declared war on Germany, starting World War II.

The following months after Britain's declaration of war is referred to as the 'phony war,' as no military action was seen in the country. Germany occupied Denmark and Norway and swept through Belgium and the Netherlands with Hitler's blitzkrieg, or 'lightning war'. On May 10, 1940, Churchill, known for his military leadership qualities, was appointed as the British prime minister and offered an outline of his bold actions against Germany. On this day, Germany invaded France and the Low Countries, including the Netherlands and Belgium, known as the Battle of France.

World War II Timeline (since Violation of Treaty of Versailles)



Main Agenda

The first and foremost task the delegates need to perform is to come up with the best method to break the Enigma. The Enigma is infamous due to its complexity. It is devised by the Enigma machine that arbitrarily matches different letters. For instance, if the machine decides that H represents G, N represents A, W represents M, and U represents E, HNWU would mean GAME.

In order to decode the Enigma, one must know each and every combination of two different letters. Given that there is a countless number of possible combinations, it has been claimed that it's impossible to decode the Enigma. Every morning, Germany changes the setting so that new combinations would be created. This gives less than a day for the British code-breakers to ascertain the combinations.

Despite its near-impossibility to decode, it is crucial for Britain to succeed in solving the Enigma to win the war. There is limited time and budget given to the code-breaking team. In this committee, the code-breakers and the government officials must make the most of the provided resources and devise the best system to break the code.

The method that has been used up until now is to break the code manually, which is the reason why Winston Churchill authorized the recruitment of mathematicians and cryptologists. Some people claim it is best to continue utilizing this method while recruiting more experts so that it would be possible to decode the Enigma before Germany resets it. However, Alan Turing, a British mathematician, has proposed to build a machine that would automatically find out all the letter combinations. He claimed that they could spend the entire budget on machine development. As unconventional as it sounds, it has fueled an intense debate between the code-breakers, as well as the military officers.

The lack of budget is another problem that delegates must discuss. Since a bulk of the government's budget is spent on the armaments, there's a limited money that can be given to the code-breaking team. One of a few possible ways to tackle this issue is to reveal the existence of the project to Britain's allied nations—who are currently unaware of the project—and ask for funding. Another way is to reach out to some of the private corporations and ask for funding from them. If the delegates decide to take this course, they must determine which companies to ask for sponsorship and which deals to offer them.

While both methods are feasible, the delegates must consider all the risks that they involve. Informing the allied countries of the project can result in Britain losing its advantage in the war situation; Britain would no longer be able to monopolize the information they have obtained. Revealing the plan to private corporations is equally as risky, since the secret military information would be exposed to civilians. Due to these facts, some delegates would propose not to receive help from anyone. However, then these delegates would have to prove that it would be feasible for Britain to complete the project alone.

Delegate Positions

Historical Figures

CONEL HUGH O'DONEL ALEXANDER (CODE-BREAKER)

A British chess champion, and a deputy head of the Nazi Kriegsmarine Enigma Decoding Team – more commonly known as Hut 8 – of the Bletchley Park. His ability as a chess player, especially the ability to think logically, was appealing to the Government, and he was recruited for the decoding team. He had originally been appointed as the head of Hut 8, but Turing recently took his position; he is not the deputy head of the team. He prioritizes the efficiency in codebreaking and initially opposes the investment in the code-breaking machine.

JOAN CLARKE (CODE-BREAKER)

An extraordinarily intelligent codebreaker as well as the only original female member of the team. She passed the recruitment test with her outstanding ability in solving linguistic puzzles and joined Hut 8. She thinks that Turing's project can be successful in decoding Enigma, and that it would be worth investing in the machine rather than endeavoring to decode it manually. Thus, she understands how Turing is working on his project, and she is the one Turing trusts the most. Considering that Turing does not really have that many allies in the Bletchley, Joan would be the only one having such a close relationship with him.

JOHN CAIRNCROSS (CODE-BREAKER)

A British civil servant who became an intelligence officer. He grew up in a rich family, and studied in Cambridge – a stereotypical British elite in the 20th century. His impressive literary talents, which he showed when he was an undergraduate in Cambridge, helped him to be included in Hut 8. He is most close with his elite friends who also work in British government: Military Intelligence section 5, Military Intelligence section 6, and Foreign & Commonwealth Office.

PETER HILTON (CODE-BREAKER)

A young, fresh undergraduate from Oxford, currently majoring in Mathematics. In 1940, he enlisted in the military with his brother, but was soon recruited as a codebreaker in Bletchley park due to his reputation as a mathematics scholar. His brother is still working in the British Navy, as a crewmember of a ship transporting supplies from the United States of America to the United Kingdom, across the Atlantic.

STEWART GRAHAM MENZIES (MILITARY/GOVERNMENT OFFICER)

Chief of Military Intelligence Section 6, a military intelligence section that publically does not exist, but internally does. It is a military organisation of the UK and is mainly in charge of getting the

information of enemies to defend the British soldiers and the soldiers of allies as well. Stewart Menzies is the leader of MI6, and is the one who ignited the fire on this story. He suggested the British government to break codes of the enemies, and from this, he was able to gain immense power during the World War II. He proposed Project Ultra, which was all about breaking the German Enigma – the Hut 8. He called the intelligent elites all around the UK – to finish this war. He did not only think of ending the war, but sketched what the UK would need to do after the war. He is not strongly against the USSR and socialists, but, in fact, close to the USSR, even though he is the head of UK foreign intelligence.

LT. ALEXANDER “ALASTAIR” GUTHRIE DENNISTON (MILITARY/GOVERNMENT OFFICER)

A British codebreaker. First head of the Government Code and Cypher School (GC&GS), or Bletchley Park, which is a name originated from its location. He is the direct “boss” right above the Hut 8 team. GC&CS is where the “raw materials” from MI6 turns into “products” or useful information. GC&CS is always in hurry – if Bletchley Park fails to break essential codes in time, it will eventually lead to loss of thousands of lives. He is skeptical of the machine development and rather supports investing more time in human resources. Lieutenant got limited time. If there is no visible result being given by the Hut 8, he will not hesitate to dismiss the team, and destroy the machine. The only one who is over his authority is the PM.

Fictional Figures

CHARLES RICHARDS (CODE-BREAKER)

A vice-chief of MI6 who works under Stewart Graham Menzies. His stance is similar with that of his boss, but he has a rather complex relationship with Menzies. He prefers to make independent decisions rather than relying solely on Menzies. He does not always represent the interests of MI6, for he has his own ambition. He has been in contact with the agents working in Hut 8, and has access to the intelligence from them. He was born in the US, and studied at Linguistics at Yale University.

KEITH FURMAN (MILITARY/GOVERNMENT OFFICER)

A prominent military officer who is known for great military tactics. He served as a divisional commander within the British Expeditionary Force. From 1926, he served as the Chief of the Imperial General Staff (CIGS), a professional head of the British Army, and is currently occupying this position. He frequently has disagreements with the ideas of the officials working with him, especially when it comes to the code-breaking and intelligence, since it might directly affect the tactics and battles. Also, he is focusing on the fact that there are already more than thirty thousand British soldiers sacrificed in battles while the nerds are working on weird machine which they claim to work efficiently in code-breaking. He would be pretty sure that manufacturing ten thousand Spitfire airplanes would be more helpful than building one gigantic calculator.

CATHERINE WATSON (CODE-BREAKER)

A female code-breaker who joined the Bletchley team two months later than the others. She studied in Germany for 3 years, thus fluent in German, and then came back to her hometown of London to attend Cambridge to study Linguistics. Before joining the team, her occupation was a class assistant in a History course at Oxford. She is not a genius, but a diligent and clever woman. Her daily routine is to drink tea and read the newspaper every morning – no doubt she loves to complete crossword puzzles. As another female codebreaker, Watson and Joan Clarke have sympathy for one another. They often share information and inspirations which might be able to help the team when at an impasse.

WILLIAM SUSSEX (MILITARY/GOVERNMENT OFFICER)

An officer working in the Foreign and Commonwealth Office. He works in the section managing the relationship between the allies, thus is very essential to the cooperative operations. He was an agent working in MI6, but was recently told to move to his new position. He is now the bridge between the military sections and the foreign affairs sections of the government. He checks what the Bletchley code-breakers do day by day; it is a bit boring task, but the government is just being careful, trying to minimize the leakage.

ELIZABETH CAINES (MILITARY/GOVERNMENT OFFICER)

An agent in MI6 who works in the Foreign and Commonwealth Office, the section of government in charge of managing the relationship between the members of the Triple Entente. Only MI6 and other military officials, such as Menzies or Lt. Denniston, are aware of the fact that her father is in fact from the old Russia. Her main task as an English agent is to gather information about the Wehrmacht (Nazi military) and hand it to the British army. Recently, there have been several reports being sent up to higher offices, that she seems to be the one leaking the army intelligence to Germany and USSR. However, she is a useful agent for all those nations – UK, Germany, and USSR – since she is a good source of information in wartime.

NICKOLAS CARMICHAEL (MILITARY/GOVERNMENT OFFICER)

A World War I hero who played a significant role in arming and organizing the British forces during the “Phoney War”. He fostered a spirit of unity within his troops, and was inventive with both tactical and strategic operations when dealing with enemies. Later appointed as the Commander in Chief and held responsible for Britain’s frontier defences. He is the one who needs the information the most, not to win the war, but mostly to save the men under his command. He feels a responsibility as the one in command, and does not want to see the loss of more lives in this long, bloody war.

GEORGE PERRY

A technological officer on Supermarine, which is the corporation manufacturing the Spitfire, the main aircraft of British Royal Air Force (RAF). He is an American who moved to London when he was twenty. With his talents in engineering, he assisted in the development of the Spitfire. He is under heavy pressure because his factories are reaching their production capacities as the war is continued. All he wants to do is to finish the war as soon as possible so that he can go on a vacation. He is familiar with machines, and he advocates the use of machines in code-breaking. He also maintains a close connection with America.

***NOTE:** The director may play any roles if needed. Delegates who wish to contact the characters that are not listed above can send a private directive to the director, addressing her as whomever they want her to be. The roles that director can play include—but are not limited to—Alan Turing, Winston Churchill, and Adolf Hitler.

Questions to Consider

- What are the pros and cons of investing the federal budget in human resources or in machine development?
- In what ways should the budget be collected? Would it be more beneficial to receive funding from private corporations? What are the risks of involving non-government organizations?
- What will be the potential threat to the code-breaking project?
- Is it essential to share the information the team has gathered with the allies? How should Britain manage its relationships with its allies?
- How will we secure the secrecy of the code-breaking project?
- What would be the actual benefits of breaking the codes?
- Is decoding the Enigma the only way to end the war? What would be more beneficial choice for UK and the Alliance?
- Why were the Polish people not able to finish the decoding? Would they be helpful?
- What were the codes used before in history (WWI, or even before)?
- When would be the best time to attack back and defeat Nazi Germany?
- There are a lot of people dying due to the attacks by the Axis Power: SHOULD WE KEEP ON MEDDLING WITH THE CODE?

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