

# TOPIC SYNOPSIS

Diplomacy: Congress of Berlin



# The Scramble for Africa (1875)

## **POSITION PAPERS**

Position papers are due by midnight, January 12<sup>th</sup>. Please send to the email address below. Identify your committee and assignment on the subject line and in the text of the message. Include your position paper as an attachment in .PDF format. If you choose, you can also include it as a Google Doc, but remember to give access to the Secretariat.

Diplomacy delegates will be writing a position paper that focuses on seeing if you know the mechanics of the committee and show enough understanding to write up theoretical opening moves. You can find the Diplomacy position paper format on the committee page of this website.

Email your position paper and any questions you might have to:

Diplomacy: [whsmundiplomacy19@gmail.com](mailto:whsmundiplomacy19@gmail.com)

## **IMPORTANT COMMITTEE POLICIES TO BE AWARE OF**

- Speaking time for speeches will not be lowered to anything shorter than a minute-thirty seconds. Lowering a speaking time below this does nothing to facilitate debate;
- Comments on speeches cannot be lowered below 30-seconds;
- Moderated caucuses have a set time of 20-minutes. They can be extended for two extra 10-minute sessions afterward;
- Unmoderated causes can be set for 10, 15, and 20 minutes with one 10-minute extension permitted;
- There is no yielding of speaking time to other delegates;
- No pre-written resolutions will be accepted;
- The use of national flags, pins, or any other national emblem in committee is discouraged, as the United Nations does not allow them either in committee;
- Handouts or briefing sheets are not allowed to be distributed in committee as gives an unfair advantage to delegates who don't have them and is in conflict with the spirit of no pre-written resolutions;
- Computers and phones are not permitted for non-committee related activities such as chatting, gaming, non-conference related web browsing, etc.
- All committee rooms are open to adult advisors including during voting blocs. Student advisors can be kept out during voting blocs;
- Recently, we have discovered that some delegations have been relying on chat groups with adult and student advisors writing speeches and comments for delegates in order to help them with committee awards that they could not on their own. The use of using chat to, in essence, cheat, is prohibited. This does not mean that advisors cannot send general advice to their delegates such as "get yourself on the speaker's list" or "raise your placard more." This is just to keep delegates from being fed speeches or comments on information they did not research themselves.

Delegates found to be in violation of these restrictions will lose diplomacy points and may be excluded from any recognition. In addition, they will be reported to their advisors.

---

## **History/Background:**

For many years, African regions were widely regarded as not suitable for exploration by the Europeans. This was due to the fact that several powerful African empires successfully prevented most of their land from being annexed (~90% of the land remained in the natives' control). In addition, foreign diseases threatened to plague the arriving Europeans, deterring explorers. Despite these issues, organized expeditions to map the territory of Africa began to rise in number, starting in the 1850s when a wave of publicized discovery drastically increased Europe's interest in the continent. Henry Stanley's famous encounter with the presumed-missing missionary, David Livingstone, not only attracted attention to the region, but also motivated Stanley to map out the surrounding area under the name of King Leopold II of Belgium. The region later became Belgian territory, and while millions of Africans were exploited to work in abusive conditions, what worried the other European nations the most was how Leopold ignored prior territorial claims.

Consequently, the other countries in Europe started claiming regions as well, often easily overpowering native people due to the numerous technological advantages they held. The discovery of diamond and gold in Africa in the 1860s-1890s drove competition even further to the point that nearly every nation in Europe began partaking in the crudely organized dash for land. Soon, country after country claimed land in Africa, and it became clear that there would eventually be infighting among the different European countries over the highly valued regions. This European rivalry was further exaggerated as an effect of the early 1800s Industrial Revolution. The revolution radically changed countries' political agendas, as well as caused escalating pressures on the governments to discover new sources of material, manpower, and land for the fueling of production lines and emerging companies. Therefore, in order to maintain some boundaries between the territories and to prevent an all-European war, the continent's leaders proposed the Congress of Berlin to regulate the division of Africa.

Also known as the Berlin West Africa Conference, the Congress of Berlin (1875), was a meeting where the major powers of Europe discussed, negotiated, and finalized claims of African lands. With various powers interacting independently making treaties and unofficial agreements with the indigenous people of Africa, the need conference was crucial. On the other hand, they did not consider how the various indigenous tribes in their marked territories would react when separated apart or grouped together with rival tribes, which sparked conflict within Africa. Furthermore, the foreign countries of Europe over-exploited the continent's resources and manpower, resulting in abusive working conditions.

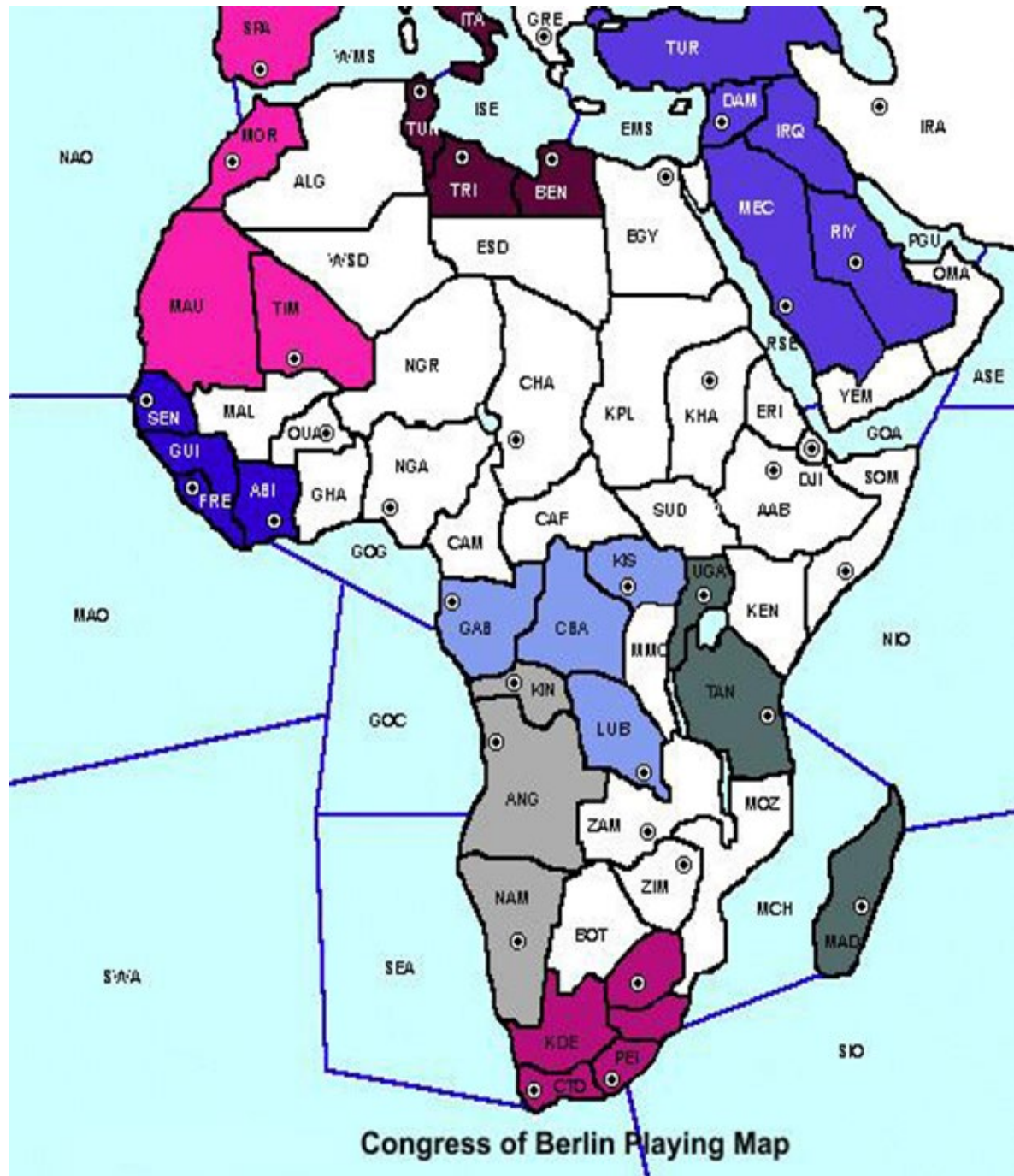
### **Committee Description:**

Our committee will be based on the board game Diplomacy, however as the committee is the Congress of Berlin, this version of the game will feature the countries Spain, United Kingdom, Germany, Belgium, Turkey, Italy, France, and Portugal, as they scramble for land in Africa. The goal of the game is to gain more territory through making alliances and breaking them!

The main goal is to keep your supply centers and take over unoccupied or owned supply centers to increase the number of troops you own. However, keep in mind that winning the game does not guarantee you will win in committee as awards will be given based on overall performance and involvement in committee. Below you will see the map we will be using in the committee. Keep in mind that we will not be having naval troops in our version, so all naval troops

### **Congress of Berlin Map:**

A projected wall-size map will be used. Each European nation is granted three supply bases initially. Supply centers are indicated by a circle with a dot in the middle. A nation's permanent supply center is indicated with a star and CANNOT be captured during the game.



Committee will be composed of unmoderated and moderated caucuses. Each nation will be required to submit their moves, and in between turns, delegates will have the opportunity to negotiate with other delegates or give moderated caucuses to the whole committee.

## **How do nations move troops?**

Each nation starts off with 3 armies. These units can only move once per turn to a region that shares a border with the region the unit is currently in. Each year will include two turns (the spring and fall seasons). During each season every single army in your control can make one move (attack, support, or move). Keep in mind that during committee you should constantly be aware of where your troops and other nations' troops are. This will help you plan your moves and strategy. Because we will not be having naval units, all units can move through land and water. However units on the water can only be there for 1 turn before you lose it. Seas can be used for transport as they offer no supply centers but are free territory so they cannot be controlled by any nation. Also only one army may be in any one location on the map at a time.

These will be the starting supply center positions for each country:

- Spain (pink): SPA (Spain), MOR (Morocco), TIM (Timbuktu)
- United Kingdom (dark pink): CTO (Capetown), PRI (Prieska), KDE (Kdetoria)
- Germany (green): MAD (Madagascar), TAN (Tanzania), UGA (Uganda)
- Belgium (lavender): GAB (Gabon), LUB (Lubumbuashi), KIS (Kisangani)
- Turkey (purple): DAM (Damascus), MEC (Mecca), RIY (Riyadh)
- Italy (burgundy): TUN (Tunis), TRI (Tripoli), BEN (Benghazi)
- France (blue): SEN (Senegal), FRE (Freetown), ABI (Abidjan)
- Portugal (gray): KIN (King Africa), ANG (Angola), NAM (Namibia)

## **What can happen during each turn?**

During every turn, there is always a potential for battle. When in battle, you can either attack or support an attacking troop or defending. In the case that the target region has no troops protecting it (if no troop is currently stationed there), the attacking nation can successfully take

over that region without support. However, if a region is occupied, an attacking army must have support from an allied country or another army from their own country in order to succeed. This supporting army must also be adjacent to the region being attacked. However an army can also support a defending territory, if an attack is anticipated. Essentially the winner of the battle is based on the number of troops each the attacking and defending troop has. If the attack goes through successfully, the attacking army will move in to the attacked territory, and the troop that was attacked, will be removed from the board. As mentioned above, if an army wants to move into an empty region, they simply must make a “move” not an “attack”.

### **What is the role of supply centers?**

Supply centers will only be in locations that have a large dot on the map. It is through ownership of these supply centers that the number of units your nation owns increases or decreases. At the end of each fall turn (the second turn of the year), we will be counting the number of supply centers each nation owns and adding or subtracting units accordingly. The number of supply centers you have equals the number of troops you have on the board. When you gain a new supply center, you will be allowed to choose any region within your nation’s borders to spawn the new troop, and if you lose a supply center, you will also be able to choose which troop to lose. A supply center isn’t lost unless it is taken by someone else, leaving a supply center you control vacant, does not result in losing it at the end of the second turn of the year. In the case that a nation loses possession of all of its supply centers, it will “start over” with two new units that will be placed in any region (not necessarily supply centers, as these may be occupied by other nations) within the nation’s boundaries. If all the regions in the nation’s boundaries are occupied, the new units can be put anywhere on the board.

### How do Alliances work?

Alliances are non-binding and all informal. You can ally with any nation you want, but you must keep in mind that they can choose to work together and support you, or betray and attack you at any time. The point is, always be careful.

### What is an action sheet?

An action sheet is a sheet that will be given to you in committee and will be using every turn to submit your moves for your troops. As shown below, you will have the option of moving, attacking, and supporting. More details and clarification will be given in committee.

_____ Army _____ [Country Name] [Region]	<b>Move To</b> →	_____ [Region]
_____ Army _____ [Country Name] [Region]	<b>Attack</b>	_____ [Region]
_____ Army _____ [Country Name] [Region]	<b>Support</b> ↑	_____ _____ [Country] [Region]

### Questions to Consider:

- Out of your neighboring nations who has the most power? Where do you stand in comparison?
- What do you hope to accomplish from alliances and partnerships?
- What different ways are you thinking to strategically fight against your opponents?
- Which nations are you most likely to work with, or conflict with?

## Works Cited

“Scramble for Africa.” Ohio River - New World Encyclopedia,

[www.newworldencyclopedia.org/entry/Scramble\\_for\\_Africa](http://www.newworldencyclopedia.org/entry/Scramble_for_Africa).

“The Scramble for Africa | StJohns.” St. Johns College University of Cambridge

[www.joh.cam.ac.uk/library/library\\_exhibitions/schoolresources/exploration/scramble\\_for\\_africa](http://www.joh.cam.ac.uk/library/library_exhibitions/schoolresources/exploration/scramble_for_africa).

“The Congress of Berlin.” Harriet Robinson on Lowell Mill Girls,

[courses.wcupa.edu/jones/his312/lectures/ber-cong.htm](http://courses.wcupa.edu/jones/his312/lectures/ber-cong.htm).

“The Berlin Conference.” Leander. South African History Online, 18 May 2017,

[www.sahistory.org.za/article/berlin-conference](http://www.sahistory.org.za/article/berlin-conference).

“The Congress of Berlin.” West Chester University. 1 February 2006. 28 April 2008.

<http://courses.wcupa.edu/jones/his312/lectures/ber-cong.htm>

“Diplomacy.” Wizards of the Coast. 2000. 28 April 2008.

<http://www.wizards.com/avalonhill/rules/diplomacy.pdf>