

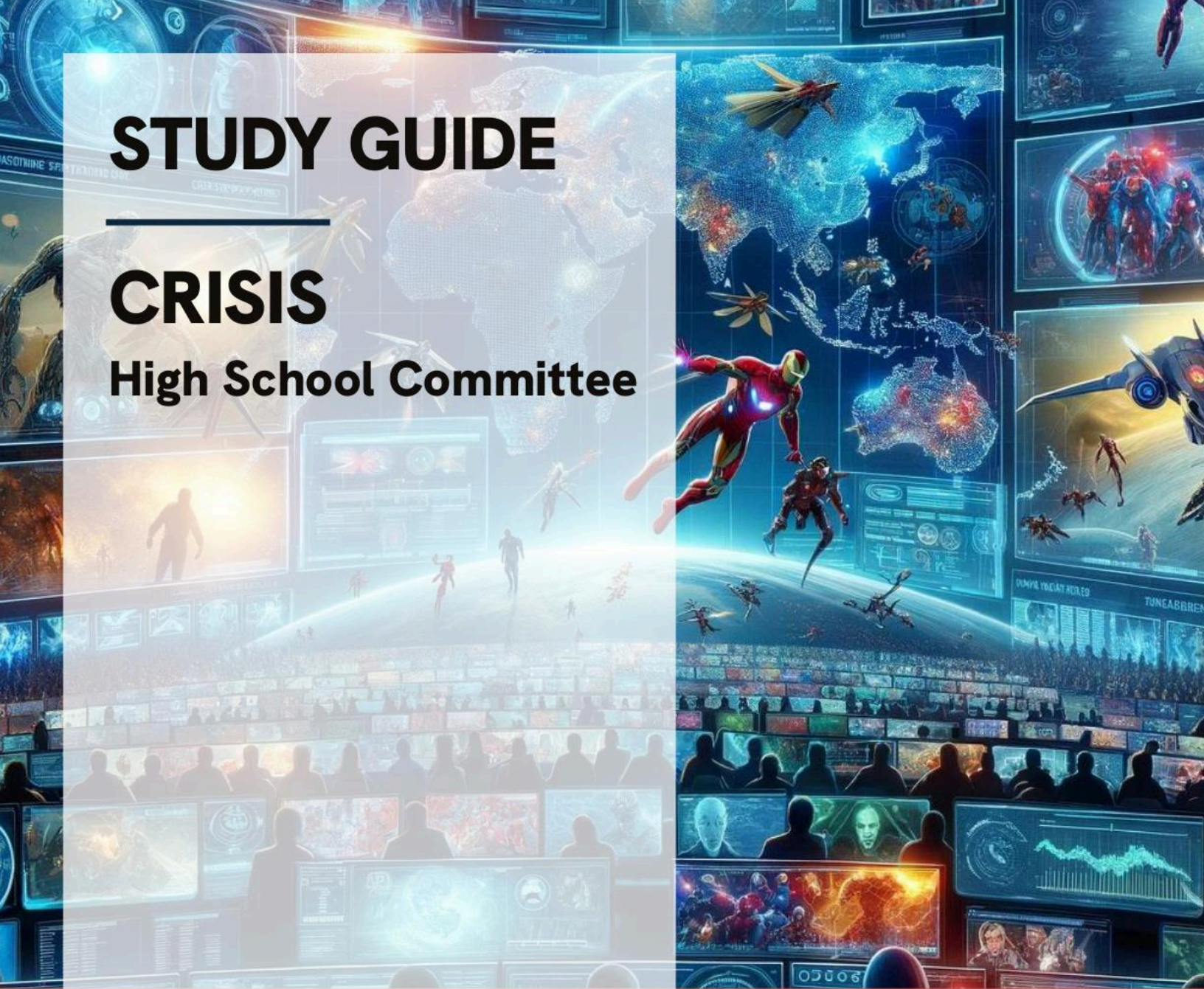
STUDY GUIDE

CRISIS

High School Committee

ZuMUN 2024

April 12 - 14





Crisis (Highschool)

Study Guide for Zurich Model United Nations 2024

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April 12 – 14, 2024

Zurich, Switzerland

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ZuMUN is a project of ETH MUN, commission of VSETH, in collaboration with MUN UZH



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Letter from Director

Dearest Heroes, Esteemed Students,

It is our great honour to welcome you to this crisis on behalf of the entire Crisis Staff.

ZuMUN High School has long been known as a hotbed of crisis simulation, and we are thrilled to continue this tradition. For many years, the idea of a High School Crisis involving superheroes battling shapeshifting aliens has captured our imaginations, and now we finally have the opportunity to bring it to life, albeit in a simulated form.

As our beloved high school students face an unprecedented crisis, the question on every student's mind is, who will rise to defend us?

By October 1st, 2024, two factions emerged. The first, led by Nicholas Angry, has rallied the support of most of the superheroes, and currently holds the crucial ground within the United States. However, just today, the shapeshifting aliens, known as the Morphians, have infiltrated the ranks of the superheroes. This invasion is sure to test the strength and unity of our heroes like never before.

As the invasion spreads, alliances will be forged and broken, secrets will be revealed, and the fate of our world will hang in the balance. Just as the superheroes must gain the trust of their fellow fighters, so too must they navigate the complex web of alliances and rivalries that define this war.

This superhero crisis is a thrilling simulation that offers newcomers the chance to experience the excitement of crisis, while also challenging seasoned veterans with new, dynamic challenges. And with multiple factions at play, the possibilities for intrigue and drama are endless.

Our team is excited to meet you all and to embark on this epic adventure together. We look forward to a crisis filled with heroism, teamwork, and maybe even a little bit of teenage drama. Remember, when facing a crisis of this magnitude, it's important to stick together and trust in the power of friendship.

Yours in solidarity,

Francesca

Director



Introduction

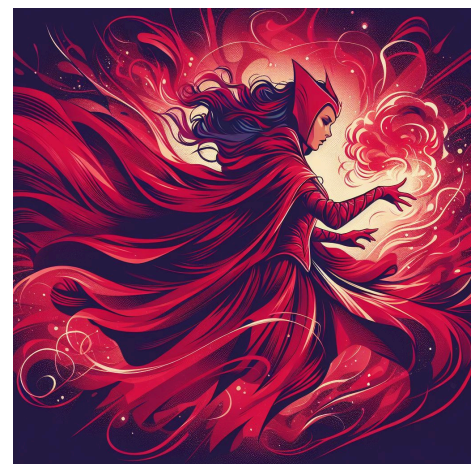
Welcome to New York City. The stage of the world, the city that never sleeps, the Big Apple and most importantly, home to some of Earth's mightiest Heroes, including *The Assemblers* and *the Awesome Four*. Here, amidst the towering skyscrapers and bustling streets, dreams are born and legends are made. However, unrest is brewing amongst the Hero Community. After a series of unfortunate events, political tensions are at an all-time high, distrust has crept its way through society and it is making its way up the leadership chain. The superhuman community is teetering on the brink of collapse, but it's about to get much worse. Shape-shifting aliens have infiltrated the Heroes' ranks and already uneasy alliances may soon be broken for good. Or will the cause of a common enemy be enough to bury the past and move towards a brighter future?

A long history of distrust

While it may seem like the perfect solution, life on an earth with superheroes is a blessing and a curse. In fact, public support for heroes and the teams they form has been dwindling in recent years. As public opinion started to change, people became wary of the immense power being paraded around on display. And even within the super-human groups and organisations created to maintain peace, the tone was beginning to shift. These tensions were especially put to the test on a day that went down as the worst day in Assemblers' history.

The Fall of the Assemblers

Despite being known as the worst day in Assemblers history, the all-out attack which would bring about their downfall would actually be orchestrated from within. Plagued by distant memories of the children she had lost, the Crimson Witch unknowingly becomes a harbinger of chaos. Unable to come to terms with her inability to have children of her own, her reality-warping abilities had allowed her to conjure them from thin air, virtually creating matter out of nothing. However these abilities put a significant strain on the fabric of reality itself, and just as soon as she had realised her dreams, they were taken away again and her memories were wiped. And yet these memories lay dormant over the years, and after being awakened again, her subconscious set out to destroy





those who had taken them away. And so, on one fateful day, the Assemblers were systematically taken down from all sides.

During a speech held at the United Nations General Assembly, the face of the Assemblers, Anthony Strong (AKA Tin Man) mysteriously appears to become intoxicated, insulting and threatening various members of the committee. Meanwhile, at the Assemblers Mansion, a series of attacks leave the team crippled to the core. An old member of the team shows up only to inexplicably combust in an explosion of pure energy, killing one of the founding members of the team. Immediately afterwards, the Android known as Sight shows up, releasing an onslaught of killer robots, despite being a valued friend of the team. Already crippled by the previous battles, invading Krex forces show up, resulting in one final battle. Perplexed by the timing of these events, the remaining Assemblers discover the source behind these attacks and put the Crimson Witch into a coma, however the damage had been done.

With their headquarters in ruins, their friends dead and their main source of funding (Anthony Strong) having been humiliated on the world's greatest stage, the Assemblers are officially dismantled. And while the Assemblers would eventually be rebuilt as the "New Assemblers", the team's composition and position in the public eye would never be the same.

The Superhuman Registration Act

With all the issues surrounding superhuman groups over the past years, including Anthony Strong's actions in the UN, governmental agencies were beginning to rethink the role which heroes played in society. The focus shifted to the unregulated way in which these self-policing teams acted, often placing themselves above the law. This return to vigilantism often left the public feeling somewhat unsafe, as there was often a disregard for property damage and collateral damage. However, the final straw which broke the camel's back came not from an intergalactic threat, but the filming of a reality TV show.

In order to improve the ratings of their self-titled show "The New Fighters", the team, mostly comprised of inexperienced heroes, raid the hideout of a group of villains resulting in an explosion completely levelling a neighbourhood in Connecticut, resulting in the deaths of over 600 Civilians, including an elementary school. In light of the reckless nature in which the fight was started, the government proposed the Superhuman Registration Act (SRA), which aimed to regulate heroes by requiring them to submit their real names to the government and demanding certain requirements to be allowed to use their powers in public. In addition to the SRA, the government intended to implement various additional plans which had simultaneously been set



into motion, including an expansion of a supermax prison housed within an alternate dimension, and a set of 50 regulated hero teams in all 50 States of America. These changes led to a major divide within the superhuman community, as one side (led by Tin Man) rushed to support the act in fear of more serious consequences should the Act not be passed, while others (led by Commander USA) feared that becoming government pawns under the direction of Aegis could only be bad. Despite their disapproval, the SRA was passed and all unregistered Superhumans were officially outlawed.

Civil War

Refusing to register with the government, Commander USA and his fellow rebels went underground and started a secret group, determined to prove that they didn't need the government to be able to enact good in the world, despite being hunted down by Tin Man and his team. However, as tensions rose, the conflict went from purely judicial to physical, resulting in multiple heroes on both sides being severely injured or killed. Under the approval of Aegis Director Maria Hugel, the Pro-Registration team led by Tin Man even resorted to hiring convicted supervillains to help hunt down any unregistered heroes. In the ensuing climactic battle, the pro and contra-SRA sides face off in the centre of New York City in a brutal battle leading to the destruction of entire city blocks and the endangering of countless civilians. Despite having the upper hand, Commander USA looks around and realises the destruction which their dispute has brought upon the people they initially sought out to protect, and he lays



down his shield and surrenders. Although he was incarcerated, many of his fellow heroes were granted amnesty. As a result of the battles, the fifty-state initiative was launched, implementing government-regulated superhero teams in all fifty states. Additionally, Tin Man is allowed to form his new team, known as the "Mighty Assemblers" (Not to be confused with the "New Assemblers", who chose to remain underground to avoid registering for the Act). Although not directly organised or influenced by the Morphians, it was on the coattails of this civil war and the resulting fifty-state initiative that the Morphians were able to so easily infiltrate the highest ranks.



The world we live in

In a vast web of alternate yet infinitely interconnected realities, we find ourselves on Earth-ZM24. Known as the Prime Universe, our beautiful blue planet is under the protection of a vast array of superheroes. Some are merely high school students, others intergalactic beings older than the world itself. But just as Newton's third law states, for every action there is an equal and opposite reaction. In this world of tremendous power come threats of unimaginable proportions, which require the collaboration of Earth's Mightiest Heroes. This is why the majority of heroes belong to some sort of group or team. However, keeping track of who has joined which team can be quite a challenge.

Major Teams and Governmental Agencies

New Assemblers

After the tragic events relating to the Crimson Witch's mental collapse, the Assemblers were officially disbanded. However, there was still the need to protect the world from the threats it faced, so only months later, the New Assemblers were reinstated, under new leadership. Although they first were very similar to the original Assemblers, after the events of the Civil War, most of the New Assemblers decided to remain unregistered. Entrusted to Lucas Box, the New Assemblers essentially form an unsanctioned black ops branch of the Assemblers. Notable Members include Lucas Box, Birdman (Under the new Nickname Samurai) and Arachnid.

Mighty Assemblers

The Mighty Assemblers were the first officially sanctioned team as New York's team under the Fifty-State Initiative. Although created by Tin Man, his role as Director of A.E.G.I.S. meant that he elected Marvel Woman to lead the team. Unlike most teams which are assembled by random chance, Tin Man and Marvel Woman carefully selected the individuals they wanted on their team, including Ms. Spider and Latrodectus.

Awesome Four

After being exposed to cosmic radiation, Mr. Awesome's team of astronauts all discover they have been gifted incredible powers. Deciding to put their powers to good use, they create the Awesome Four, using their already impressive intellect combined with their new gifts to save the



world time and time again. The team is comprised of Mr. Awesome and his wife Unseeable Woman, as well as young hothead Fireman and his friend The Object.

Illuminati

The Illuminati were initially created as a think-tank of some of Earth's most influential Heroes from various superhuman communities. As they were a secret organisation as opposed to a public superhero team, they only met occasionally to discuss world-threatening matters of grave importance. Although they were originally very successful, a series of truly horrible choices (including the decision to eject their friend and valued Assemblers member *The Incredible Bulk* into space, as well as their Morprian Infiltration) led to the unanimous decision to shut it down. Members included Mr Awesome, Tin Man and Doctor Weird.

A.E.G.I.S.

Earth's international peacekeeping organisation, the Armed Enforcement for Galactic and International Security was created as mankind's first and last line of defence. Sanctioned by the UN, the agency was founded by Tin Man's father in the 60's as an anti-terrorist espionage agency. Their most notable director, Nicholas Angry helped lead the organisation to the forefront of international response teams. Although historically built upon the foundation of teamwork with superheroes, Aegis was tasked with hunting down the unregistered heroes after the Civil War, leading to particular tension between the two groups. The current director is Tin Man, having replaced former director Maria Hügel.



The Morphians

The Morphians are an alien species that originates from planet Morphi in the Andromeda Galaxy.

Morphians are humanoid creatures with reptilian features. Their bodies contain special molecules that aren't very stable, allowing them to change their shape. This means they can take on different forms and return to their original shape just by thinking about it. However, most Morphians can't change their size too drastically. They can't become more than 1.5 times bigger than their usual size or less than 75% of it. But a few Morphians have learned how to control their abilities so well that they can become incredibly small or huge.



Morphians are also able to adapt to different atmospheres by changing their respiratory systems. This means they can survive in almost any kind of air without needing any special help. In their natural form, Morphians have green skin, large ears that point upwards, and chins with deep lines. They usually stand around 1.4-1.9 metres tall, but they can change their height whenever they want. On average, they live for over two centuries.

After having kidnapped the Illuminati (see next chapter) the Morphians learned how to mimic powers. For this, the Morphian in question would go through a special ritual that required the DNA of the person the Morphian intends to become. Once the ritual is over, the Morphian can turn into the owner of the DNA and also use their power. In addition to that, they receive all the memories of that person. In some cases, this can lead to the Morphian losing their own identity amidst all the new memories. This is why there are Morphians who truly believe to be their adopted persona and won't ever find out unless someone tells them who they truly are. After having spent some time unknowingly disguised on earth, some feel betrayed to find out that they are in fact Morphian and even knowing their true heritage, they might not feel allied to that. This inner struggle is a serious issue for super-Morphians and difficult to handle.

Note: The normal shape shifting needs to be distinguished from the ritual induced shift. The normal shape shifting doesn't need anyone's DNA and allows the Morphian to just turn at will, but they can be detected by some people. Arachnid's tingly-sense or tin man's special facial scanner will detect if there is a Morphian hiding through a simple shapeshift. If the Morphian has shifted into his ritual-form, then these methods of detection won't work.



Morphian history

Ages ago, the Morphians built the first ever interstellar empire. They consider it their duty to bring peace to the cosmos by conquering and subjugating every inhabited world in the universe. Morphians are taught that every world in the cosmos is meant to be a Morpian world, they see it as their destiny.

In their conquest of new galaxies, the Morphians attempted to add planet Halo, home to the Krex, to their empire. The outcome of this conflict fuelled the animosity between the Morphians and the Krex, laying the groundwork for the long-standing enmity and rivalry that would define their relationship. They fought each other on a million planets, never a clear victor or loser, and in the process, both empires got stronger and prospered. During these millennia, the Morphians underwent a transition, becoming a vicious warlike race.

The Morphians went through great pain when Universus, the destroyer of worlds, consumed the life force that was within Morphi, the Morphians home planet. After that, the Morphians were attacked by the Ender-man, causing them to lose most of the Morpian-controlled space in what was later dubbed the Ender-wave. The Morphians were left with no homeworld and only a fraction of their former power.

The Morphians' first journey to Earth brought them into conflict with the Awesome Four. On that occasion, the Morphians sought to impersonate and incriminate the Awesome Four to have humans hunt down and destroy the team, clearing the way for a Morpian invasion. But due to Mr. Awesome, that plot was foiled.

The Assemblers first encountered the Morphians during a Krex-Morpian war on earth. The Krex-Morpian War changed everything. Suddenly, Earth was thrust into intergalactic politics. A group called the Illuminati decided they had to make a statement, so they went to the Morpian homeworld and told the emperor to leave Earth alone. However, this plan failed when they were taken hostage by the Morphians. The Morphians experimented on their captives and analysed them in terms of physiology, genetics, and technology. The Morphians used what they learned during this time to begin research into replicating powers, eventually (and after their home planet was destroyed) learning how to make more super-Morphians.



Morphontology

By the time that Queen Veronica ruled the Morphians their most common religion was called Morphontology. They know two gods: Xenu and Unex. Adherents to Morphontology believed that the Morpbian Empire was divinely inspired, that it is their "Holy Cause," their sacred duty to colonise Earth in the name of their gods, and that the planet is theirs by right. They also associated purity with morphian DNA, considering blended morphian/human DNA impure but "still more blessed than human DNA untouched [by their purity]."

Morphontology wasn't always the most common religion and had previously been considered a deeply religious sect. The current Leader of the Morphians, Queen Veronica, grew up in the Morphontology sect. The Morphontology prophets had had a premonition about the impending doom for all Morphians. They foretold the destruction of their home world by a devourer of worlds. And the loss of their power in a great wave. When that premonition held true and their home planet and the previous leader had died, Veronica spoke to her people. She explained how she knew their destruction had been foretold in the scriptures, and she also knew they would survive and have a sacred home the scriptures called "Earth." Veronica was crowned Queen and her faith – Morphontology – was widely accepted by the Morphians.

Events leading up to the start of our crisis

With the words of the prophecy fresh in her mind, the newly crowned queen Veronica headed to earth with her partner. Veronica performed the shapeshifting ritual on her partner, who took over as Voltia. Both queen Veronica and the new Voltia were active on Earth for a few years, helping out the superheroes, building relationships and gaining trust. Veronica had many other Morphians start to infiltrate Earth and many human and perhaps non-human organisations now housed these aliens.

Then, on one of the superhero-missions, Voltia was stabbed and killed. Upon her death, she returned to her original form as a Morpbian. The other Assemblers had already had encounters with Morphians and knew what she was, but they couldn't explain how they hadn't noticed until now and questioned how long she had been hiding in plain sight. With trouble on the rise, Veronica kidnaps some of the superheroes and brings them to her Spaceship. Among the kidnapped is a robot named Francis, who has access to all of Anthony Strong's (tin man) technology. The Morpbian technicians hack into Francis' system and take over. He now works for the Morphians and takes out all of tin man's tech, including his special facial scanner. Returning to the ship Veronica has some of her trusted Morphians undergo the same ritual and take on their new personas. They plan on invading Earth. They want to take over and ensure



that all Morphians can call earth their new home planet. To ensure this, she has brought hundreds of spaceships with her, filled with Morphians, who plan to stay.

This is where the crisis begins. The situation on earth is volatile. Not only are the superheroes split due to their own political strife and their conflicts with the humans, but with this new threat looming, the future is unsure. Everyone is questioning everything and even the longest of friendships are being reevaluated: Because if the Morphians can take over the memories of their victims, how can anyone still be trusted to be who they say they are? How can you even be sure of your own identity?

Character overview



Captain Blob:

- Morpian Fleet
- Enhanced strength
- Healing
- Combat training
- Tactical expertise
- Shapeshifting (Basic)



Arachnid:

- Superhuman strength and Agility
- Quick Reflexes
- Surface climbing
- Spider-sense



Orange Suit:

- Size and Mass Alteration
- Flight
- Genius Intellect
- Insect Communication
- Energy Blasters



Marvel Woman:

- Superhuman Strength and Speed
- Flight
- Energy Projection
- Healing



Queen Veronica:

- Shapeshifting (Advanced)
- Queen of the Morphians



Unseeable Woman:

- Invisibility (Self and Others)
- Forcefield Projection (Offensive & Defensive)



Francis:

- Nanobot Regeneration
- Control over Anthony Strong Industry Tech
- Vast knowledge



Lucas Box:

- Superhuman strength, durability, and stamina
- Impenetrable skin



Latroductus:

- Hand-to-hand combat
- Espionage
- Marksmanship
- Gauntlet Equipment



Mr Awesome:

- Superhuman Elasticity
- Genius Intellect



Thunder God

- Superhuman strength, speed & durability
- Flight
- Lightning Control
- Magic Hammer



Maria Hugel:

- Expert tactician and strategist
- Espionage
- Combat training



Nicholas Angry:

- Former Head of Aegis
- Advanced Military Intelligence



Tin Man:

- Genius Intellect
- Director of Aegis
- Powered exoskeleton suit
- Flight
- Super strength,
- Various energy weapons



Strength Woman

- Superhuman strength
- Flight
- Invulnerability
- Enhanced senses



Marvel Boy:

- Enhanced strength, durability & Speed
- Flight
- Healing
- Energy projection



Birdman:

- Master archer and marksman
- Expert hand-to-hand combatant
- Skilled tactician.



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