



**SSIGSIM**  
**2021**

**DYING LIGHT**  
**THE NEW DARK AGE**

**BACKGROUND GUIDE**

**DIRECTOR: RUSSELL LUCHIN**

# TABLE OF CONTENTS

<b><i>A letter from your Director</i></b> .....	<b>3</b>
<b><i>The Infection:</i></b> .....	<b>4</b>
<b><i>The Early Days:</i></b> .....	<b>4</b>
<b><i>The Present Days:</i></b> .....	<b>5</b>
<b><i>The Current Situation:</i></b> .....	<b>6</b>
<b><i>The City</i></b> .....	<b>7</b>
<b><i>The Factions</i></b> .....	<b>8</b>
<b>Life in the City</b> .....	<b>9</b>
<b>Life with the Factions</b> .....	<b>9</b>
<b>Life with the Peacekeepers</b> .....	<b>10</b>
<b>Life with the Renegades</b> .....	<b>10</b>
<b><i>Topics cont.):</i></b> .....	<b>10</b>
<b>Exploration</b> .....	<b>11</b>
In the City:.....	11
Outside the City:.....	11
Supply Routes:.....	11
<b>Information</b> .....	<b>11</b>
Abandoned Technology: .....	11
Raw Materials:.....	11
<b>Attrition</b> .....	<b>12</b>
Training: .....	12
Important Objectives:.....	12
Weapons:.....	12
<b><i>Committee Mechanics and/Character Powers:</i></b> .....	<b>12</b>
<b><i>References:</i></b> .....	<b>14</b>

# A LETTER FROM YOUR DIRECTOR

Delegates,

Welcome to SSICsim 2021! For some of you, this is your second online-only SSICsim. Yeah, it sucks to not be in person, but all of us here at SSICsim, directors or otherwise, have been giving it our all to make sure that these online committees are still fun. Because what is crisis if not the most fun way to experience Model UN?

I created this committee with the idea of utilizing everything that makes crisis fun: schemes, surprises, and private directives. Of course, it's still Model UN, and you still need to focus on your public directives and debating. But hey, it's a committee about zombies and fighting them, so why not give the delegates some fun ways to use private directives?

I strongly suggest reading this background guide thoroughly, as all the committee mechanics and goals are explained in detail alongside the world that this committee takes place in. You'll find that most of this document is based around world building, and that is intentional; as delegates for this committee, you are not politicians, you are survivors. Knowing the world that you're in is key for success in this committee, as your topics revolve around your central goal of simply surviving the world. I hope that this will allow for more freedom in debates and approaches to your topics and allow more creativity in your directives, both public and private.

To keep the personal info section brief, I'm a second-year student at UofT studying Linguistics. Don't worry, nobody else knows what linguistics is either. This is my second time staffing for a Model UN conference at UofT, but my first time directing one.

I hope to bring a great Model UN experience to everyone in this committee, first timers and veterans alike. Welcome again to SSICsim 2021!

Russell Luchin  
*Director, Dying Light: The New Dark Ages*  
russell.luchin@mail.utoronto.ca  
SSICsim 2021

# THE INFECTION

No one knew where it came from. The Infection first presented itself in the city of Harran, a major city to a now lost nation in the Middle East. Worse yet, Harran had been preparing itself for a major influx of tourists for the 2015 Summer Olympic Games. It hit fast, and it hit hard; the Infection swept through Harran like nothing seen since the Spanish Flu. If you were Infected, you were dead before the sun could set. And when the sun had set, your mind was lost to the virus and you became no more than a husk determined to hunt what used to be your fellow man. Amongst these Infected there were those which came to be known as Volatiles: former humans now enhanced with greater agility, strength, and senses. Despite their enhanced physical abilities, their minds remained lost to the Infection, and while not as mindless as their run-of-the-mill zombified peers they still hunted humans as if it was their only purpose.

Despite all seeming lost, the Infection presented itself to have a rather peculiar weakness. Those infected with the virus show an enhanced sensitivity to ultraviolet (UV) light. A sensitivity so strong that simply beams of light from the sun could slow down and hurt all shapes and sizes of Infected hordes. Volatiles are especially sensitive, as contact with even the weakest beam of UV light could burn them to points of permanent damage. Due to this sensitivity, Infected seem to thrive and prefer areas of darkness, and are especially dangerous if there is no source of UV light to keep them in their weakened state. Good night, and good luck to any survivor who might find themselves trapped with the Infected in the cover of the night.

Infected hosts, like their human selves before turning, come in all manners of sizes and strengths. The virus mutated rapidly, unlike anything seen before. Adapting to all types of environment and prey, the Infection at times will turn its host into a creature completely unrecognizable from the human it once was. Some Infected grow muscle at rapid rates, able to flip cars as if they were weightless by the time their turning is complete. Others, however, might develop the ability to spit their own stomach acid like a projectile. Gross, weird, but also extremely lethal. Infected are not to be treated lightly, and all forms and variants should be treated with the utmost caution and concern.

# THE EARLY DAYS

Before it spread to the greater world, the virus found itself in the city of Harran while it was hosting the 2015 Olympic Games. The local government acted fast, managing to quarantine off its worst hit areas and contain the virus within them. As news of the virus spread across the globe, the global community (for once) acted fast and in unison. A new body of the United Nations, the Global Relief Effort (GRE), was established in order to contain the virus and support those in the quarantined zones of Harran. In conjunction with global superpowers and local bordering nations, the GRE would provide essential supplies to survivors residing in Harran by means of airdrop. However, this was not the extent of the GRE's presence in Harran.



In order to study the virus and prevent it from reaching the hands of nations with malicious intent, the GRE had deployed an operative in the quarantine zone to take samples of the virus and prevent a newly established warlord in the region from selling his own samples to nations with malicious intent. By the time the GRE had deployed their operative, a treatment which would prevent the turning of an infected human into an Infected was developed. This treatment was known as Antizin and had to be reapplied regularly to keep those infected with the virus from turning into a mindless monster.

The purpose of the samples initially was to assist the global effort of developing a vaccine, as Antizin wasn't a permanent solution to keeping the virus from taking over its host. However, the GRE's agent would soon discover that the samples he was meant to deliver were meant to be used to weaponize the virus rather than cure it and would cut ties with the GRE shortly after this revelation. Instead the agent would assist a local doctor with developing his own vaccine; this venture would prove to be unsuccessful, and the operative would remain in Harran to assist local survivors and look for an alternative cure to the vaccine.

In pursuit of a cure, the former GRE agent would decide to pursue a rumor of survivors who were immune to the virus. This pursuit would lead him to the Harran countryside. There, he would find a cult of individuals who worshipped a Volatile known as the Mother; the Mother was said to be a Volatile that retained their human mind and was sentient. The facts are lost to time, but it is said that because of the GRE operative's actions (and missteps) that the virus was able to spread outside the Harran quarantine.

## THE PRESENT DAYS

In short, we lost. While accounts differ to how we were led to the collapse of civilization, most stories will tell of battles fought and lost. At the beginning of the greater outbreak humanity managed to hold and even gain ground against the infected by utilizing low-yield tactical nuclear weapons. However, this method was untenable when outbreaks started to appear in major cities across what were formerly known as North America and Europe.

Despite victories at the beginning of the conflict, most major armies would be weakened to the point of collapse when outbreaks would occur in facilities which manufactured food and weapons. Without weapons we couldn't fight, and those who were armed would quickly find they were out of rations before any major victory could be attained. Gradually, our armies would find themselves in shambles and would be dissolved if not destroyed by hordes of Infected and Volatiles.

Whether it was due to lack of knowledge, sheer number, extreme transmissibility, or a combination of these factors, the Infected could only be described as "steamrolling" what major resistance remained in the most populous cities. After only a few years of fighting, any struggle that humanity put up against the infected was snuffed out and soldiers were reduced to mere

survivors. And for as long as many can remember, that's simply all humanity has done: survive. Encampments away from Infected hordes were set up and run by warlords or simple councils, and many who survived would end up joining these small communities in search of safety.

Over time, while communities have grown in numbers, our technology was stagnated and lost. Guns without bullets are simply pieces of metal, and without the means to manufacture ammunition firearms were abandoned for bladed or blunt weapons. That isn't to say we haven't adapted, however, as throughout the years we have also learned how the Infected act and their weaknesses. They are strong at night, so we keep our activities limited to the day. They are weak to UV light, so we use what electricity we have left to power UV rays and flashlights to keep our communities safe at night. And we know that Antizin keeps us from turning Infected, so we store and collect as much of it as we can find in the ruins of the City. But, above all else, we know to fear the night, as that is when the Volatiles hunt.

As our technology has been lost to time, most communities are only able to communicate with others that are close to them. Over time, we've come to agree that the last of civilization remains in the City, and everything outside has been lost to either nuclear radiation or mass hordes of Infected. While we understand little, we understand enough. What we understand keeps the last of humanity alive; while the new way of life is harder and more brutal than the pre-Infected era, we have been living like this for so long that many have grown up only knowing the struggle that is humanity vs Infected.

## THE CURRENT SITUATION

The Infected have become much more aggressive in the recent months. Residents of the City know the struggle to survive well, but more frequent attacks have made it even harder to get by. The Infected have suddenly started to fight harder and, shockingly, coordinate attacks with other hordes. This threat surpasses any political squabbles, and a meeting between the factions has been organized to tackle this threat head on. No longer will you live by the Infected's rules: it is time to fight.

You are the leaders of the 3 major factions present within the city. Despite your differences and conflicts with each other, as leaders you all agree that it is time for humanity to stop living in the shadows. It is time to take back what was once yours: the once glorious City you all call home. Your various quirks and strengths as individuals and factions must come together to band against the Infected hordes to see this goal through. Of course, this is no simple task, and it is up to you as a committee to determine the path you take in order to reclaim the City. Note, while your factions are on peaceful terms with one another, you all still have your own various goals and desires and are by no means united as one at the start of this committee. You are simply the 3 most powerful groups looking for a way to make things better for everyone (and maybe further your own agenda).

The first order of business will be to determine what path the committee will have to take first to begin the goal of reclaiming the City. The central goal of the committee is to

eradicate the Infected within the City and restore it to its pre-Virus state (or as close as you can get). Being a postapocalyptic wasteland, this goal will not be easy to accomplish; there are a plethora of issues that humanity faces within the City which will impede efforts to eliminate the Infected without proper preparation. It is up to you as a committee to choose the ideal path to eradicating all the Infected within the City. The initial topics/paths for the committee are as follows:

1. Exploration: The City is widely believed by its inhabitants to be the only place in the world with a human population anymore. No one knows if this is true or not, as there has never been a proper expedition outside the immediate area outside the City. If there is anything left beyond the City, then maybe it is time to find out. Materials, food, water, weapons: all things that could possibly exist beyond the City and its scarce supply of them and finding such resources would be essential to fighting back and thriving against the City's Infected.
2. Information: Despite living among them for several decades, little is known about the Infected beyond their weakness to UV, Antizen, and the rumours/tales of the GRE and the Mother. The City was once a center for technology and innovation, and much of that infrastructure still exists. It might be damaged due to years of neglect and decay, but by no means inoperable with the right amount of manpower. Knowledge is power, and discovering the truth of the Infected could very well lead to eradicating them permanently through a cure.
3. Attrition: While not perfect, the 3 factions together hold a vast amount of resources. Deployed strategically and intelligently, this combined power would be enough to force back large swathes of Infected and retake parts of the City that were once deemed uninhabitable, thereby claiming stashes of resources that were once untapped. By far the riskiest option but would require the least amount of preparation and would have the most immediate effects on life in the City (for better or worse).

These are the 3 possible topics to start with for the committee. Further is more information about the City itself and your factions

## THE CITY

The City is the "last bastion" of humanity. Whatever name it once held has been lost to history. It is divided up into 6 districts each containing their own notable resources, and the control of these districts falls into the hands of either the Renegades or the Peacekeepers: the two ruling factions of the City. Another notable faction residing within the City are the Runners, who hold no districts but move freely through the City in order to support survivors and gather vital resources such as Antizin and weapon ammunition. The streets of the City are usually too dangerous for the average survivor to traverse, so the Runners set up a network of routes which path through several high-rises and buildings which make up the City's skyline. Furthermore, while the two ruling factions have sway over smaller communities in the City, they both have a



primary base of operations which house most of their residents/members and store their vital resources.

Despite containing a sizable human population, the City's Infected/Volatile population still vastly outnumbers whatever humans reside within. During the day, many of the stronger Infected hide in the darkness of the vast amounts of buildings within the City; this includes buildings such as hospitals, grocery stores, and other places which might hold key resources. At night, however, these Infected roam the streets alongside Volatiles and leave their daylight hiding spots abandoned. The experienced survivor might take advantage of this opportunity but will usually end up dead or trapped before daylight breaks.

## THE FACTIONS

There are 3 primary factions which make up the politics of the City. Each of these factions have conflicting views with one another: Peacekeepers want Renegade territory, Renegades want Peacekeeper territory, and Runners want to establish their own major faction base. These goals are secondary to that of the committee's, but delegates and factions are free to pursue these secondary goals as they desire. However, major moves (such as the Runners establishing a base), must be done through public directives.

- **Peacekeepers:** Comprised of former soldiers and peacekeeping forces which fought the Infected in the early days, the Peacekeepers are the most dominant faction within the City. Controlling former ammunition depots and hospitals within their districts, the Peacekeepers can keep control over their residents through sheer force or through exploiting their necessities. While not the most moral group, the Peacekeepers rule is generally fair despite the odd public execution or three.
- **Renegades:** Made up of former prisoners and led by a former military colonel, the Renegades are infamous within the City due to being known as an extremely dangerous group. While not as big as the Peacekeepers, the Renegades hold equal amount of territory due to not being afraid to fight the Infected during the day and guarding their territory by any means necessary (even if it means killing fellow survivors). Controlling the major prison of the City in their territory, the Renegades can manufacture their own ammunition and weapons while having a sizable depot of medical supplies readily available. They hold power through fear and terror, but some residents say that life with the Renegades is significantly less oppressive than that with the Peacekeepers.
- **Runners:** Around since the first days of the outbreak, the Runners are a loosely organized movement of various specialists such as doctors and soldiers, but primarily comprised of those proficient in parkour. The Runners specialize in supporting small communities which might not have access to that which the larger factions do. As most members are proficient in parkour, the Runners are uniquely equipped to traverse the City with ease that other factions simply wouldn't be capable of. However, due to the rise of the large





factions and their assimilation of the small communities, the presence of Runners has been in decline.

## **LIFE IN THE CITY**

There are few who remember the City before the outbreak. Those that do speak of a bustling gem of civilization, safe and free with few who went hungry or thirsty. However, that City is little more than a memory of better times.

The City we see now is one filled with strife and struggle. If it isn't a struggle for food or shelter, then it is a struggle of power between the Peacekeepers and the Renegades. Both have vastly different ideologies and this causes a great amount of tension between the two factions. Despite this tension, however, there has never been an outright war for power between the two. While scuffles between small groups of these factions are relatively common, there is no desire for any conflict which would lead to mass casualties. Most scuffles are caused during resource gathering excursions outside the major settlements, and they are usually resolved by whichever party is left breathing at the end of the fight.

Regardless, most residents of the City live within the walls of the major settlements. While nowhere near the comfort levels of pre-outbreak times, life within the walls of the Peacekeeper or Renegade settlements is more desirable than outside them. Protected by large, steel/concrete walls lined with high-power UV lights and with access to necessities such as food, water, and (although scarce) Antizen, residents of major settlements get by with relative ease.

Outside these walls is a different story entirely. Smaller communities look for shelter wherever is farthest from nests, which in turn usually puts them farthest from untapped food or clean water supplies. Survivors outside the settlements must know how to fight and stay hidden from the hordes of infected to even have a chance of surviving the night. Even the most experienced of survivors have lost their lives on risky supply runs. Most of those living outside of settlements turn to the Runners for supplies and support, but recently the Runners have fallen on hard times and support for these small communities is scarce. Because of this, smaller groups have been fleeing into the large settlements controlled by the Peacekeepers or Renegades, despite the drawbacks they might have.

## **LIFE WITH THE FACTIONS**

Rights and freedoms have long become a thing of the past. Such luxuries only exist in the anarchy found in life without the Peacekeepers or Renegades. While their settlements are rich in supplies and secure with their armed members, both factions have strict ways of life which all who choose to live under them must abide by. While the braver survivors might shun these restrictive ways of life to live in freedom without them, those survivors must also face the horrors outside the settlements alone or with small numbers. Those who choose to live in safety with these factions must make a choice, however: to live meagerly with the Peacekeepers or in service to the Renegades.

## **LIFE WITH THE PEACEKEEPERS**

The Peacekeepers run a tight ship. All excess of supplies, luxury or necessity, must be forfeited to the group's storage. Under a philosophy of "need over desire", those living under the Peacekeepers must be willing to forgo all which they own at any given time to "serve the greater good". However, these residents are also free to choose which way they work or earn their keep, understanding that they will be treated according to their need/value to the group. As expected, this creates a vast inequality amongst members of the Peacekeepers, as leaders and those with influence are granted a much higher share of necessities like food or water than that of a simple gatekeeper or farmer. Despite this, members find comfort in the relative safety with the Peacekeepers, as unless they go against the group directly, they don't need to fear being killed or exiled by the leading members.

## **LIFE WITH THE RENEGADES**

The Renegades tend to live up to their name. Operating under a philosophy of "the weak will serve the strong", the Renegades are made of up a strict social structure of the "weak" and the "strong". However, it is not as bad as it seems on paper. Those who are "strong", such as leaders, fighters, and those who can traverse the City, are obligated to look after and take care of those deemed "weak". Those who are "weak" make up most members, as these are the people who tend to the daily operations of the settlement, such as farming, child rearing, or maintenance. While the strong are free to do as they like, the weak must abide by all rules and regulations without any input. Almost anyone can become "strong" within the Renegades, but in doing so they also must navigate the politics of the "strong", which can result in their untimely death if they step on the toes of someone more influential than them. Quality of life is subject to change frequently with the Renegades, as some strong are more controlling than others and some might be more liberal with their control. Ultimately, despite the more dangerous atmosphere of the Renegades, some find the freedom of the Renegades social structure to be more appealing than the iron fist of the Peacekeepers.

## **TOPICS CONT.**

Each topic was briefly outlined in the "Current Situation" section. This section is dedicated to some key points important to each topic.

This committee has one central goal: reclaiming the City from the undead. Because of this, each committee topic is less a unique issue, but rather finding a way to arm up and fight the Infected effectively. The undead have been more aggressive and more organized than ever, meaning the usual means of fighting them are now ineffective. Each topic is based around a route the committee can take to finding new ways to fight the undead and finally turn the new dark age of humanity into a golden age.



## EXPLORATION

### In the City:

Beyond the major faction encampments, little has been explored of the City due to the threat of coming across an Infected horde. Areas that are unexplored within the city include the Center City, the Financial District, and the Outer Suburbs. Untapped stashes of equipment are one thing, but the prospect of there being more survivors or isolated factions could be more beneficial than just supplies in taking the fight to the Infected.

### Outside the City:

All expeditions outside the City have been deemed “failures”. Given, these expeditions have all been loosely organized and low-cost, so they were never expected to bear much fruit. However, the fact that no expedition has returned from venturing outside the City is a cause for concern. Is it a horde? Could it be another faction that exists beyond the City? Or is there an even greater threat than the Infected or Night Hunters? Whatever it is, it is a cause of concern and it could be beneficial to follow this thread.

### Supply Routes:

Any expedition would require an effective supply route. In this case however, a supply route must be airtight as it not only requires sending supplies to those exploring but also giving them a way to return with all that they might find on an expedition. Establishing a safe supply route would require a survey of all routes out of the City, a task that is rife with complications due to the danger the night poses.

## INFORMATION

### Abandoned Technology:

It’s no secret that the City is home to a vast amount of abandoned and decaying tech. However, much of this tech (such as computers, power generators, and power lines) are fully capable of being restored (especially with the coordination of the engineers). Notable locations with restorable equipment that could provide insight into the origins of the virus include the Financial District, the Military Hospital, and the Nuclear Plant. All these areas, however, are uninhabited by survivors and therefore a full of Infected nests.

### Raw Materials:

To restore such technology would require a good bit of raw resources such as metals and plastics. While the factions have a decent amount of these materials in safekeeping, they will require much more to properly restore all the essential equipment. These materials can be acquired through supply expeditions or there can be an attempt to establish facilities which can manufacture the required materials.



## ATTRITION

### Training:

To fight the Infected head-to-head, at this point in time, would require a coordinated effort by all 3 factions. Training would be essential, as each faction would have few experienced enough to fight the Infected at a scale this large.

### Important Objectives:

To win a battle of attrition with such a vast amount of Infected would require clear objectives for each battle. For example, "fighting for the City" might not end up with a successful result, but "fight to establish a base at the Military Hospital" would have a good chance of succeeding as it allows the 3 factions to coordinate their manpower on a smaller, more achievable objective. Identifying important areas and Infected nests would be a must for this path, and be wary if you choose to fight the Infected at night.

### Weapons:

Acquiring suitable weapons would be a must for fighting the Infected head on (especially at night). Most handheld weapons will break at some point, so creating strong equipment for those on the front lines of the fight would be important to this path succeeding. Furthermore, guns exist. Ammo, however, is scarce. Establishing a way to manufacture ammunition would be key to seeing any true success in large-scale combat against the Infected.

# COMMITTEE MECHANICS AND CHARACTER POWERS

There are 2 primary mechanics to this committee:

1. Day/Night Cycle: **Each committee session will be either "day" or "night"**. For example, Session 1 might be during the "day", while Session 2 would be during the "night". Depending on the time of day, public and private directives will have different risks, limits, and considerations for the delegates to account for. For example, the Infected are active during the night, so the night would be an opportunity for a risky directive around looting a cache that is inaccessible during the day, but not one for taking back a city block through brute force.
2. Faction Directives: Depending on your character, you will be associated with one of the 3 factions in this committee: Peacekeepers, Renegades, or Runners. You are not tied to these factions and can choose to leave or defect at any time, however by being with a faction you have access to "Faction Directives"; these are private directives with the power to be riskier or more influential than that of an individual private directive. However, these directives require a **majority of the faction** to pass, meaning if you have 6 members of your faction, you will require 4 signatures on your faction directive to have it be accepted by crisis.



In lieu of a unique character power for every character, each character has been given a "class". Each class has its unique powers for public/private directives, in-committee powers, and crisis powers. The classes are as follows:

- **Leader:** Leaders are faction leaders. As such, any public directive involved with their faction contributing or affecting their territory requires their sponsorship. If their sponsorship is not present, then they can veto the directive entirely. Privately, leaders are influential and charismatic, allowing them to organize private groups to serve their own goals easily.
- **Fighter:** Fighters are gifted at anything to do with combat. As such, directives requiring direct combat with the Infected or otherwise will require the sponsorship of at least fighter. Furthermore, if a fighter disagrees with a clause involving combat, they may have that clause struck in its entirety from any public directive (but cannot veto the entire thing). Privately, fighters know fighters, so private directives that would require combat with Infected hordes have higher chances of succeeding if sent in by a fighter.
- **Engineer:** Engineers are familiar with anything to do with technology. As such, directives requiring construction or invention require the sponsorship of at least one engineer. If an engineer disagrees with a clause involving construction or invention, they may have the clause struck from any public directive (but not veto the directive). Privately, engineers can direct secret construction projects to serve their own goals.
- **Doctor:** Doctors are medical experts. As such, bills requiring anything to do with medicine or medical research require the sponsorship of at least one doctor. Furthermore, they can strike any clause from any public directive if it is associated with medical stuff (but can't veto the directive). Privately, doctors can create medicine, heal survivors, and conduct private research away from the committee's eyes.
- **Scout:** Scouts are experts in traversing terrain and surveillance. For any directives associated with exploration, expeditions, or surveillance, they require the sponsorship of at least one scout. Furthermore, scouts can have clauses related to these things struck from any public directive (but cannot veto the entire directive). Privately, scouts know all the best paths around the city, allowing them to send groups to explore or loot supplies without the committee noticing.
- **Runner:** Anyone who is with the Runner faction has the Runner class alongside their primary class. While there is no committee power associated with this tag, all runners have the same private abilities as a Scout alongside their primary class. Characters with the Runner/Scout tag can perform risky private directives, such as spying on other committee members or looting dangerous areas, with great chances of success.



# REFERENCES

Dying Light: Enhanced Edition (PC Software). (2015). Wroclaw, Poland. Techland

**CHARACTER GUIDES TO BE POSTED ON SSICSIM.CA**

