Letter from the Chair:

Hi! My name is Matthew Lohmann, and I'll be your Crisis Director for Knightfall over Gotham. I'm a senior studying International Relations with minors in Spanish and Economics. I've always had an interest in superheroes and politics, and I hope you all will enjoy the world I've attempted to create that blends the two together. I first joined MUN in my freshman year of college as I wasn't able to participate in high school, and found one of my favorite communities on campus. I've never described myself as a 'power delegate' in Model UN, and I hope to carry that same energy into this committee. This means that the chief goal, besides improving your writing and debating skills, is to have fun with the characters and world in a way that otherwise wouldn't be possible. I can't wait to see you all in committee and good luck! Please feel free to email me with any questions you may have!

Initially, one might look at this committee and determine that it has no relevance to the outside world or real-life skills, but this is not true. I do sincerely believe that underneath the laughing clowns, crazy mobsters, and a rich guy dressed up like a bat there is something worth examining. Our stories and fictions are a representation of ourselves and how we view society, history, and morality. I hope delegates will take the opportunity to reflect on how the world is portrayed through the eyes of Batman and his opponents, and what that can say about our own interpretations of crime and justice.

One important note for the committee that will significantly differ from Batman canon. Bruce Wayne **WILL NOT** be Batman. He will be a character in the world you can interact with, and may have importance to the committee, but to preserve a sense of mystery and encourage investigation, Batman will have a different secret identity. On a similar note, the traditional identities of the Bat-family will also be changed; ie Dick Grayson will not be Nightwing,

Barbara Gordon will not be Batgirl, etc. for the same reason. They will also all have discoverable identities that may be relevant to the committee, and their super-personas will function the same as in the comics. Additionally, the backstory for these individuals will also be near-identical to their comic counterparts.

Committee Procedure:

Basic expectations:

- We will give some basic default expectations and default procedure (coming soon), but any committee specific deviations should be noted
- 2 pad system, JPD should be sent with crisis notes (signed by all parties involved) but doesn't count as your note for the run.

Technology Policy:

1. All communication will be on paper – directives, notes to other delegates, crisis notes.
2. You can search information/look at background guide during committee but are expected to not have your computer open during the entire session
3. No computers open during unmods or when in voting procedure.

Note on Sensitivity:

This is a committee of criminals, so generally crimes and violence are allowed. However there are some limits:

- No war crimes – no genocide, collective punishment, any form of sexual violence, enslavement, hate crimes
- Murder, kidnapping are acceptable
- Torture as a concept is permitted, but no details or specific instructions

- Use of Weapons of Mass Destruction (chemical/nuclear) are permitted but subject to rejection by backroom
    - Use must be heavily detailed and planned, with a specific objective in committee
- Broadly speaking, bringing in outside DC characters (Superman, Darkseid, Green Lantern, etc.) is forbidden in committee. Batman has cut off all communication with the outside world, and is essentially operating in isolation from a wider DC universe. If you set it up really well, some outside characters may be permissible.

Committee Overview:

Starting Points:

Committee opens days after a massive jailbreak from Arkham Asylum, in which all super villains have escaped. The jailbreak was orchestrated by the Joker,[1] who has assembled an army of goons loyal only to him, in order to assemble a team to defeat Batman once and for all.[2] Committee members have access to these goons as a collective, to be used through directives, and a small force of personal goons to do their bidding. You are essentially acting as field generals for the Joker in his war against Batman and Gotham, and he will accept the decisions of the committee and carry them out to the best of his ability.

Batman and his allies have shut down Gotham, setting up checkpoints on all bridges into the city and setting up a massive jammer to prevent outside communication. He has also set up a fleet of automated drones that patrol the waters around the city, preventing sea-based escape. Neither you nor your goons will be able to leave the city without significant investment and effort. The citizens of Gotham still reside in the city, and are delivered supplies through airdrops;

[1] https://batman.fandom.com/wiki/The_Joker
[2] https://batman.fandom.com/wiki/Batman

they are attempting to continue living their normal lives, but tensions are high given the escape. The Gotham Police Department (GCPD) has mobilized their forces, and officers roam the streets on high alert for criminal activity.

End Goals:

The goal of the committee is twofold:

a. First, defeat Batman. All members have some personal, professional, or ideological grudge against the Caped Crusader, and he and his allies stand in direct opposition to your plots. Batman is the chief concern, but removing any of his allies, such as Robin, Commissioner Gordon, Batgirl, or any others, may be useful in both weakening his operation and taking over the city.
b. Second is to bring Gotham under your control. Some members may seek to control the city, while others want to burn it all to the ground. The Joker is ambivalent towards the fate of the city, as he only cares about Batman; he will accept any decisions regarding management of the city that the committee comes to.

Dates/times: 2010s (era of new 52 comics), but no specific dates.

Background Information:

Opening Note:

Broadly speaking, the 'background lore' of the committee will follow the new 52 interpretations of characters, places, and events. However, there are some minor changes to make the committee flow better and be more interesting. In the event of discrepancies between the new 52 canon and the background guide, the background guide supersedes the comic run. Additionally, while delegates should feel free to research beyond the background guide,

especially when looking for ideas for crisis arcs, additional research beyond the background guide should not be necessary to understand the context of the committee.

History:

Old History: Gotham city was founded in 1635 in Southern New Jersey by Norwegian explorer/mercenary Captain Jon Logerquist, but was taken over by the British soon after. The city saw some fighting during the American Revolutionary war, and was famous for its rumored occult rituals carried out by some of the Founding Fathers, in an attempt to gain an advantage over the British. The city continued to flourish as a major trading center on the Delaware bay, frequently sharing culture with its neighbor in Delaware, Metropolis. Beginning in the 1840s, industrial production dramatically increased in and around Gotham; this brought wealth and prestige to the city, best exemplified by three of its 'founders'. Starting in the 1880s, Alan Wayne, Theodore Cobblepot, and Edward Elliot all made fortunes through manufacturing, shipping, and medicine respectively and reinvested much of that wealth back into the city. All three families, among others, would form an elite high society in Gotham that continues to exert influence over the city to this day. Theodore Cobblepot was the first notable mayor of Gotham, and helped establish the position as the driving force in Gotham politics.[3]

Recent History: In the 1980s, deindustrialization hit Gotham hard as the manufacturing industries built by Wayne, Cobblepot and others left the city, leaving behind corporate headquarters, a dilapidated export economy, and thousands of unemployed workers. It was this dramatic drop in the standard of living that led to a major rise in crime, during which Thomas and Martha Wayne were famously killed while leaving an opera with their 8 year old son, Bruce. Some speculated this was an act of revenge against Thomas, while others saw it as a random act of violence, but regardless it set Bruce on a mission to reform the city. Since that fateful day, he

[3] https://batman.fandom.com/wiki/Gotham_City

has used his family fortune to set up a variety of charitable organizations, including the Wayne Orphanage, and works to this day to improve the lives of the citizens of Gotham. Bruce is a staunch supporter of the Batman and sees his campaign against crime as a necessity.

Culture: The major class divide between the selective high society and large working-class manufacturing population has contributed to many of the issues facing the city, fueled by a sense of resentment between the two populations.

The Gotham City Police Department (GCPD) is run by Commissioner Jim Gordon, a former beat cop who rose through the ranks due to his honesty and dedication to cleaning up Gotham.[4] While the commissioner is honest, the department is rife with corruption and full of officers willing to turn a blind eye, or even assist, in criminal activities. Harvey Dent famously attempted to clean out the department during his time as DA, however five years after his tenure the department hasn't appeared to significantly improve.

The current mayor of Gotham is Sebastian Hady, a career politician known for his shady business dealings.[5] He is openly opposed to Batman and would like to see him delivered to justice. He has twin daughters, Jill Hampton (an attorney) and Charlotte Rivers (a reporter), but is not close with either of them; both still reside in Gotham. He also is largely in control of the Gotham political machine, so most decisions made by the boroughs and lower associates are at least run by him.

The Batman: The Dark Knight first emerged in Gotham ten years ago, famously defeating the Joker and preventing him from releasing a 'laugh toxin' across Gotham that would have turned everyone in the city into a version of the mad clown. Since then, he has foiled the schemes of any villain that dares to threaten his home. Virtually nothing is known about the

---

[4] https://batman.fandom.com/wiki/James_Gordon
[5] https://batman.fandom.com/wiki/Sebastian_Hady

Caped Crusader other than his talents. He is an extremely skilled fighter, able to best most foes in hand-to-hand combat, incredibly intelligent (world's greatest detective), and possesses a wide array of gadgets and vehicles to give himself the edge over his opponents. He has saved almost every major figure in Gotham from disaster, including Bruce Wayne; Bruce was kidnapped by the Riddler in an elaborate scheme to test the Bat's intelligence and was only narrowly saved before being trampled by a herd of circus elephants.

Batman is not the only masked crimefighter on the streets of Gotham, and numerous allies assist him in crime fighting duties. These include Robin, Nightwing (a former Robin himself), Batgirl, Orphan, and Red Hood.[6][7][8] Only the identities of Red Hood (Jason Todd) and Orphan (Cassandra Cain) are known.[9][10] Todd was captured and tortured by the Joker to turn him against Batman, before breaking free of his control, while Cassandra was raised in the League of Assassins before escaping. All of the allies of Batman possess similar powers and skill sets to the Dark Knight. Be warned that if the situation in Gotham seriously deteriorates, Batman may find additional Bat-family members to call in from across the globe.

Geography: Old Gotham is the site of the original 17th century settlement and is the heart of Gotham city. It houses much of the government buildings, including City Hall, GCPD headquarters and the primary courthouse. Also included in Old Gotham are the financial district, full of skyscrapers, the First Gotham Bank, Wayne Tower, and Gotham General Hospital. The museum and banking districts are located in Old Gotham. Grant park, also on this island, is also the site of Gotham Botanical Gardens. Tricorner Island is connected to Old Gotham via multiple

---

[6] https://batman.fandom.com/wiki/Nightwing
[7] https://batman.fandom.com/wiki/Barbara_Gordon#New_52 (Batgirl)
[8] https://batman.fandom.com/wiki/Robin
[9] https://batman.fandom.com/wiki/Jason_Todd
[10] https://batman.fandom.com/wiki/Cassandra_Cain

bridges, and houses many of the active docks in Gotham. The nightclub district, famous for its Iceberg Lounge, is located in the north of the island.

Somerset is the middle island of Gotham city, and features some of the city's more cultural offerings. The Opera House is the jewel of the Theater district. Other notable buildings include the Gotham Public Library and Park Row, often referred to as Crime Alley after Thomas and Martha Wayne were murdered there in a botched mugging. Somerset also features the only land connection to Arkham Island via the Westward bridge.

Burnley is the northernmost island, and was the former site of much of the industrial activity of the city. Notable buildings include the Gotham Gazette offices, the primary newspaper of Gotham, as well as Gotham and Elliot memorial hospitals. New labs, such as Ace Chemicals and Stagg enterprises, moved into the meatpacking district after manufacturing left Gotham, but have not filled the same quantity of blue collar jobs. Burnley features the only bridge to the Amusement Mile, where the movies of so-called “East Hollywood” are produced and where the Gotham fairgrounds and zoo are located.

New Gotham is the latest addition to the city, built up over the last fifty years after the founding of Gotham City University. It is also the site of Wayne Orphanage, founded by Bruce Wayne after the murder of his parents.

Across the Gotham River (although currently inaccessible to those in committee) are the cities of Bristol and Burnside, both of which are sub-cities of Gotham. Wayne Manor, the largest private estate in the area, lies in the northern side of Bristol.

Map (credit to AspieCrow):

Issues facing the Committee:

1. The chief obstacle facing the committee is Batman and his disruption of criminal activities. The Committee will need to defeat him, either through unmasking, incapacitating, or killing him, and his allies to gain control of Gotham. The GCPD and Mayor are also formidable opponents who will work at every turn to weaken the committee and send them behind bars.
2. Besides the 'heroes', there are also numerous third-string villains running amok across Gotham after the Arkham prison break. These villains are causing chaos, disrupting both Batman and the committee through destruction and mayhem. The committee and individual delegates will need to decide how to deal with these rogue villains, either terminating them or perhaps bringing them into the fold.

Questions to consider:

1. Does the committee need to discover the secret identity of Batman and his team? If so, how will they go about doing so?
2. How will the committee take control of Gotham? An armed takeover, intrigue and deception, taking the city hostage, or some other dastardly method?
3. How will the committee maintain control of the city; the citizens, law enforcement, and of course Batman will not let the committee rest on controlled territory.
4. How will the committee deal with the rogue villains causing chaos across Gotham?
5. How will they balance their own personal interests and the interests of the committee with regards to the fate of Gotham?

Position List:

***Harley Quinn**:* Dr. Harleen Quinzel was a psychologist working at Arkham Asylum when she was assigned to work with the Joker. After manipulating her into following him to a life of crime, she eventually broke free of his influence. She is now looking to redefine herself, but has joined with the supervillains out of obligation to her rescuers and friendship with other members of the committee. She has no super abilities, but is extremely acrobatic and proficient with firearms. Her goons hang around the old abandoned fairground, the majority of whom are former high ranking Joker goons who are tired of his insanity.[11]

The Penguin: Oswald Cobblepot was outcast from high society due to his awkward appearance and lack of social skills, driving him to a life of crime to restore the prestige of his family name. He formed connections with the mob in Gotham, especially with Carmine Falcone, and works with them through his safe haven: the iceberg lounge. Cobblepot is extremely intelligent, but otherwise possesses no super abilities. His goons lurk in the empty enclosures of the Gotham Zoo.[12]

Two-face: Harvey Dent was elected to the district attorney of Gotham five years ago and went on a sweep against organized crime. However, while cross-examining Sal Maroni, a corrupt cop, Sal threw sulfuric acid onto Dent, scarring the left half of his face. Dent went insane and adopted the identity of two-face in order to get revenge on Sal and the Gotham mob, with an obsession over fairness; he makes most of his decisions with the flip of a trick coin, burned on one side. Dent still possesses intimate knowledge of the workings of the Gotham police department. His goons move in the shadows of the banking district.[13]

---

[11] https://batman.fandom.com/wiki/Harley_Quinn
[12] https://batman.fandom.com/wiki/The_Penguin
[13] https://batman.fandom.com/wiki/Two-Face

Poison Ivy: Pamela Isley was a biochemist who was injected with chemicals by her professor, Jason Woodrue. While this almost kills her, it gives her the ability to speak with and control plants. After trying to escape to the wilderness, she returns to Gotham to 'purify' it and protect plantkind. She possesses no goons or lackeys, but an army of plants that can be controlled remotely, which are planted across the Gotham Botanical Garden.[14]

Clayface: Basil Karlo always wanted to be an actor, but struggled again and again to find work. One day, he heard of a serum that would allow him to play any role to perfection; little did he know the serum would turn him into a blob of clay, allowing him to mimic any other person. The serum slowly drove him insane as he swapped between roles. While he can replicate their physical appearance, Clayface must study his target to mimic their mannerisms and voice. His troupe of disgraced actors turned criminals reside in the theater district.[15]

The Riddler: Edward Nigma was fascinated with puzzles and games from a young age, and when he heard of the 'world's greatest detective', he knew he had to defeat him. Edward is obsessed with being the smartest man alive and causes crime to draw out Batman and other intellectual rivals and prove his capabilities. Recently, he has developed a prototype mind control helmet that can briefly take control of any weak-minded individual; Edward is seeking to improve this helmet to better execute his schemes. His goons consist of an army of androids who await activation in the bowels of the Gotham museum district.[16]

Scarecrow: As a child Jonathan Crane was abused by his father, a psychologist obsessed with fear. After his father died from a heart attack, Jonathan continued his experiments, eventually developing his fear gas which shows the worst fears of whoever is exposed to it. He seeks to

[14] https://batman.fandom.com/wiki/Poison_Ivy
[15] https://batman.fandom.com/wiki/Clayface_(Basil_Karlo)
[16] https://batman.fandom.com/wiki/The_Riddler

expose Gotham for its hypocrisy and reveal the fears of the population. Scarecrow has set up shop in Arkham Asylum, where he can continue to test his gas on patients who were unable to escape.[17]

Deathstroke: Slade Wilson enlisted in the US Army at the age of 16, and agreed to participate in an experiment that gave him superhuman strength, speed, and intelligence. After leaving the army, he became an assassin for hire, making money for his daughter, Rose, to inherit after he's gone. Rose is currently in the care of the Teen Titans in Jump City (through a secret agreement between the Titans and Slade), training with them under the tutelage of Arsenal. He has been hired by the Joker to assist in defeating Batman, but has accepted the job for the fame of being the one to outwit the Caped Crusader. He has connections with the League of Shadows, an organization of international assassins, but has no goons or connections to Gotham.[18]

Bane: Bane grew up in prison after his parents were incarcerated in the Caribbean nation of Santa Prisca. While in prison, he trained and developed incredible physical and mental talents, eventually being the first to escape and creating a path for his followers who prove themselves worthy. He headed to Gotham, viewing it as the next location for him to conquer due to the high levels of fear in both the population and criminals. After being defeated by Batman and sent to Arkham, he adopted a version of Scarecrow's fear toxin mixed with Venom, giving Bane superhuman strength and removing his ability to feel fear. His lackeys, largely standard prisoners who admire Bane's strength, await orders in the abandoned orphanage.[19]

Catwoman: Selina Kyle grew up in poverty in the slums of Gotham, eventually turning to petty crime to make ends meet. She took up cat burglary to make enough money to escape the

[17] https://batman.fandom.com/wiki/Scarecrow
[18] https://batman.fandom.com/wiki/Deathstroke
[19] https://batman.fandom.com/wiki/Bane

underground with her friend, Holly. She targets the rich and powerful men of Gotham, bringing her into direct conflict with Batman. She specializes in stealth, acrobatics, and theft and works with a squad of lackeys that reside in and around Gotham's nightclubs. Some suspect Selina of having a soft spot for the Bat, but her actions have always placed her in opposition to Batman's protection of the status quo.[20]

Mr Freeze: Victor Fries was a cryogenics expert working in Gotham when his wife, Nora, succumbed to a terminal illness. He froze Nora to prolong her life, and now works tirelessly to find a cure, disregarding all moral and legal restrictions. In his own experiments to perfect cryogenics, he froze himself, forcing him into a cryogenic suit he must wear at all times. He also carries a freeze ray which can, you guessed it, freeze items. Moved by his noble cause, his goons work diligently in the warehouses of the meatpacking district.[21]

Works Cited

Below are the two main wiki sites for Batman, one exclusively for the Dark Knight and one for the broader DC Universe. Feel free to use either to look for additional information.

Batman Wiki

DC Universe Wiki

[20] https://batman.fandom.com/wiki/Catwoman
[21] https://batman.fandom.com/wiki/Mr._Freeze