

**BILSEMMUN'26**

**Triple Joint Crisis  
Committee  
Study Guide**

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# **BILSEMMUN'26 T-JCC COMMITTEE STUDY GUIDE**

**Agenda Item:** *Caribbean Pirates: Capturing the Golden Statue*

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## **INTRODUCTION TO THE COMMITTEE**

Three Joint Crisis Committee (3JCC) is a dynamic and interconnected crisis format composed of three parallel cabinets. Each cabinet represents a different actor group, government, faction, or power bloc. All committees operate within the same shared timeline, and decisions taken in one cabinet directly affect the others.

Delegates are therefore expected to consider not only their internal deliberations but also the likely actions and reactions of the other cabinets.

In a 3JCC structure, the pace is faster and more operational than in traditional committees. Directives, covert actions, crisis updates, and sudden developments can rapidly shift the direction of debate. Delegates act within the authority limits of their assigned roles, and skills such as resource management, strategic planning, and alliance-building play a central role in determining outcomes.

## **INTRODUCTION TO THE AGENDA ITEM**

This agenda item is based on the Pirates of the Caribbean movie series, but with a plot that is not part of the movie plot. The main objective of the agenda item is based on the capture of a legendary item, just like in every movie of the movie series. The golden statue is a legendary item that gives the one who obtains it the right to achieve and realize anything they want in this world. The goal of each of the cabins is to capture this item with the ships and specialties given to them. But they have to be very focused on this goal and not forget about each other and be

ready for any battle or any mutually beneficial agreements.



## **BACKGROUND OF THE STORY**

According to the latest rumors spreading across the seas, the legendary Golden Statue may truly exist. This statue is connected to the first Pirate Lord and the man many call the Father of Pirates, “The Mighty Lybel.” It is said that Lybel gave his life while trying to protect this powerful artifact, and for many years, his story was believed to be nothing more than a legend.

The rumors became stronger when the grandson of one of Lybel’s former crew members came forward with an important claim. He announced that the legend is real and that Lybel kept a secret map showing the location of the Golden Statue. According to him, this map was hidden inside his ship. For generations, this story was passed down among sailors, but most people believed it was only an old pirate tale meant to warn others about greed and ambition.

The Golden Statue is believed to grant its owner one single wish. This wish cannot be changed or taken back once it is made. Unlike normal treasures, the statue does not only offer power or wealth. Old maritime records and forbidden manuscripts suggest that the statue can change reality itself and follows rules that are still unknown. Some believe its power is divine, others think it is magical, and some argue it comes from lost advanced knowledge. No one knows the truth for certain.

The confirmation that the statue may be real has caused great tension among pirate lords and powerful factions. Alliances are forming quickly, while betrayals are becoming unavoidable. The traditional rules of piracy are now being tested by limitless ambition. The question is no longer whether the Golden Statue will be hunted, but who is worthy to control such power and what price must be paid to obtain it.

## THE MAP OF THE UNIVERSE



The world of this committee is divided into several key locations. Each area offers different opportunities, risks, and strategic advantages. Understanding how and where to act is essential for success.

## **TORTUGA**

Tortuga is the social and economic center of the pirate world. It is a place where pirates from all seas gather freely.

Here, delegates can:

- Recruit crew members.
- Obtain information in exchange for gold.
- Make informal alliances and secret deals.

Tortuga is militarily weak and has almost no governance or central authority. There are no strict rules, and order is maintained only through reputation and fear. However, it is extremely valuable in terms of knowledge, rumors, and human resources. Those who control information in Tortuga can strongly influence the course of events without using force.

## **PORT ROYAL**

Port Royal is a symbol of order and authority in the Caribbean.

Here, delegates can:

- Conduct trade.
- Acquire equipment and supplies from official sources.
- Access regulated markets and structured systems.

Port Royal is considered a safe location compared to other regions. However, this safety comes with a cost. Being active in Port Royal makes a faction highly visible to others. Actions taken here are often noticed, recorded, and remembered, which can turn powerful actors into clear targets for rivals and enemies.

## **SHIPWRECK COVE**

Shipwreck Cove serves as the political headquarters of the pirate world.

Here:

- Pirate Lords gather.
- Important political and strategic decisions are made.
- Collective actions and agreements are discussed.

This location is a powerful but closed space. Access is limited, and influence depends on political strength rather than military power. Shipwreck Cove is not designed for open conflict; instead, it functions as a political arena where diplomacy, persuasion, and authority shape the future of piracy.

## **ISLA DE MUERTA**

Isla de Muerta is the center of curses and forbidden knowledge.

- Here, delegates can:
- Purchase cursed items.
- Recruit wizards and individuals with forbidden knowledge.

This area is considered a high-risk, high-cost, high-reward zone. The power gained from Isla de Muerta can be significant, but also it always can come with danger. Uncontrolled entry, careless actions, or excessive ambition can lead to serious and often irreversible consequences.

## **CAPTAINS**



**Jack Sparrow:** Jack Sparrow is one of the most unique pirate captains to ever sail the seas. As the former rightful captain of the Black Pearl, he commands one of the fastest ships in the Caribbean. Jack does not depend on brute strength or strict discipline. His leadership style focuses on movement, timing, and survival. He rarely seeks out open battles; instead, he prefers to escape, reposition, and strike when the enemy is unprepared.

Jack's crew mirrors his approach. They are flexible, experienced in ambush tactics, and skilled at operating with limited supplies. While they may not be the strongest in direct sword fights, they shine in sudden engagements and nighttime operations. Jack often avoids lengthy confrontations. Instead, he tends to outlast stronger enemies and take advantage of their mistakes.

Ship handling & Maneuverability: ★★★★★

-He is an expert in this field.

Crew Combat Ability: ★★★

-The crew is effective but not elite in direct sword combat.

Special Abilities / Assets: ★

-He is only human, not more.

Resource Efficiency: ★★★★★

-Jack can operate with low gold and minimal supplies.

Naval Combat Capability: ★★

- He prefers to run away.



**Hector Barbossa:** Hector Barbossa is an experienced pirate captain known for his discipline, control, and authority. Unlike Jack Sparrow, Barbossa values order and takes direct action. He leads by commanding, not persuading, and he expects his crew to obey him at all times. His experience helps him keep stability even during long conflicts.

Barbossa's crew is well-organized and performs well in boarding actions and close-quarters combat. They are trained to follow clear commands and hold their formation during battles. Barbossa prefers quick fights and is ready to commit fully once a battle starts. He is less flexible than Jack, but much more dependable in extended struggles.

Ship handling & Maneuverability: ★★★★★

-Because they are using the same ship he is also good at it.

Crew Combat Ability: ★★★★★

-More disciplined and aggressive crew than Jack's.

Special Abilities / Assets: ★★★★★

-Because of the curse, they are immortal at night.

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Resource Efficiency: ★★★★★

-Strong use of gold and resources.

Naval Combat Capability: ★★★★★

-Disciplined crew and tactical knowledge.



**Davy Jones:** Davy Jones commands the Flying Dutchman, a legendary ship that moves through the sea itself. His presence on the battlefield changes naval warfare.

The crew of the Dutchman is made up of cursed sailors, transformed by years of service under the ocean. These sailors are tough and very effective in close combat, especially during underwater and boarding missions.

Davy Jones is bound to the sea itself; he can direct storms, stop or stir up the wind, and make the sea impassable for enemy ships. This power makes him an almost impossible captain to follow on the open sea because he dictates the battlefield from start to finish and can destroy ships in a single stroke thanks to the kraken, but each use increases his curse.

Ship Speed & Maneuverability: ★★★★★

-Under normal circumstances, it is the fastest ship and can travel underwater.

Crew Combat Ability: ★★★★★

-One of the strongest crews in close combat.

Special Abilities / Assets: ★★★★★

-Kraken, cursed crew, sea control.

Resource Efficiency: ★★

-Powerful but expensive to maintain.

Naval Combat Capability: ★★★★★

-Thanks to its supernatural ship and powers that grant absolute control over the sea, it is overwhelming in naval warfare.



**Blackbeard:** Blackbeard is a pirate captain who rules through fear. His ship, Queen Anne's Revenge, is heavily armed and designed to crush enemies rather than capture them. Blackbeard's mere presence can demoralize enemies and force opponents into a defensive position before battle even begins.

His crew is ruthless and aggressive, trained for direct combat and relentless pressure. Blackbeard uses dark rituals and supernatural tools to maintain control over his ship and crew. While this gives him significant advantages on the battlefield, it also creates internal instability. Managing his power requires constant attention and resources.

Blackbeard uses darkness not just to hide, but as a weapon; he disrupts enemy ships' coordination by creating fog, shadows, and fear. The Curse of Chaos renders every battle Blackbeard is in uncontrollable; agreements are broken, alliances dissolve, and events spiral into chain reactions of disaster. He can use every item on the ship like an extension of his own body, giving him a significant advantage aboard his vessel.

Ship Speed & Maneuverability: ★★ ★

-Large but intimidating.

Crew Combat Ability: ★★★★★

-Fear-based dominance in battle.

Special Abilities / Assets: ★★★★★

-Dark rituals, control tools.

Resource Efficiency: ★★

-Consumes resources quickly.

Naval Combat Capability: ★★★★★

-Queen Anne's Revenge dominates naval battles with its superior weaponry and fear-based aggressive tactics.

## **THE FLOW AND MECHANICS OF THE COMMITTEE**

The committee's primary objective is to locate the sunken ship in the initial phase, then dive to the wreckage after making the necessary preparations and seize the map. The process does not end with the discovery of the map; rather, the real struggle begins at this point. The map only indicates the area where the statue is located, and the delegates' task thereafter is to take control of and dominate this area.

However, this committee is not solely about achieving objectives. The real determining factor is emerging victorious from conflicts, being able to escape when necessary, or reaching agreements with rivals. Captains will encounter each other along the way, alliances will be formed and broken, and the balance of power will constantly shift. Therefore, diplomacy is as important as military strength.

However, resource and money management is one of the most critical mechanics of the committee. The gold given to captains is not unlimited, and mismanagement can lead to serious consequences. Delegates can use these resources in different ways, such as recruiting new crew members, upgrading their ships, acquiring special equipment, or purchasing information. Delegates are also free to plunder ordinary pirate ships to acquire new resources and money.

One of the most important points to remember is this: capturing the map does not mean keeping it forever. The map can be stolen, change hands, or be lost during a battle. This keeps the committee dynamic, constantly in motion, rather than static.

The guide also contains the information and regions necessary for delegates to find the map and acquire new resources, equipment, information, and crew members.

