

CPSSMUN CRISIS NIGHT

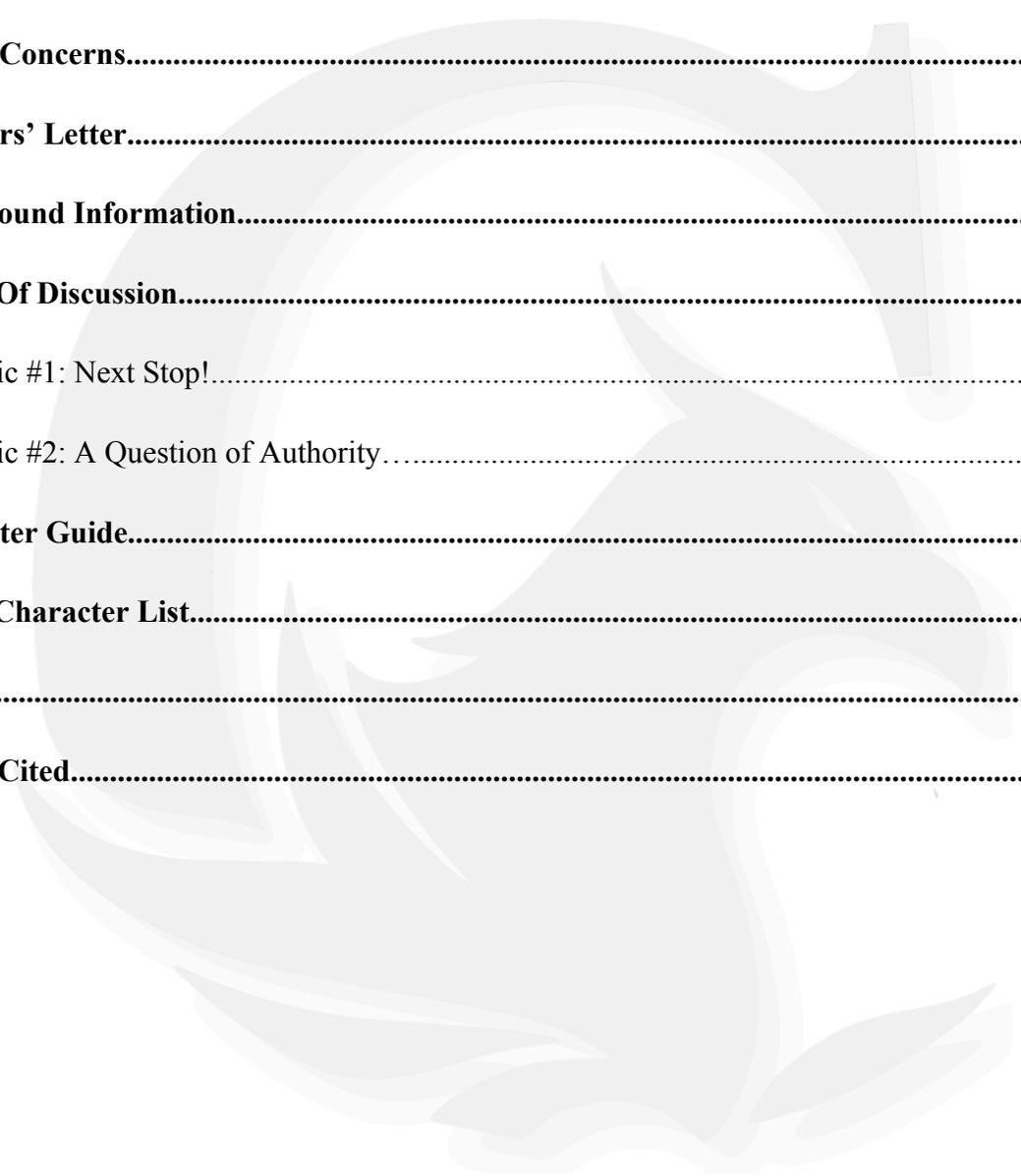


RED DEAD REDEMPTION

Abdullah Maqbool & Ayaan Ali



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CONTENT DISCLAIMER

Please note that the discussions, and scenarios within this committee are based on an historical and fictional video game Red Dead Redemption 2 (RDR2). This committee explores themes such as lawlessness, survival, leadership struggles, and moral dilemmas in the context of the American frontier and the decline of the outlaw era.

As such, all decisions are hypothetical and exist solely within the fictional framework of the game. The views expressed in discussions or role-playing scenarios do not reflect any real-world political, social, or personal beliefs of participants.

Moreover, the committee may come across topics of murder, kidnappings, gunslingers, and other same-scaled violent events that occur in the video game. However, these events will be carefully moderated to ensure a balanced and appropriate level of violence for the committee.

Please speak with either our faculty advisor or the equity officer, if, before or during the conference, you feel uncomfortable with the material or need support regarding your participation.

EQUITY CONCERNS

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DIRECTORS' LETTER

Dear Honourable Delegates,

It is our pleasure to welcome you to the *Red Dead Redemption: The Price of Freedom* committee here at CPSSMUN Crisis Night IV. This committee is based on the events of the hit video game *Red Dead Redemption 2 (RDR2)*. Both us directors are huge fans of the RDR2 game and after replaying the game countless times we realized we could weave this passion into our lives through the Model UN club. Thus, we have decided to bring that idea to life and bring the Wild West and life of crime to this committee.

This committee takes inspiration from the video game's characters, plot, and storyline to help deliver the exciting committee that you will be taking part in. Despite the committee taking inspiration from the game, rest assured, this committee still consists of original crisis arcs, bringing that fierce, untamed, Wild West energy that you're looking for!

The story of this committee takes place in the Western, Midwestern, and Southern United States in 1899, spanning exactly five states: New Hanover, Ambarino, Lemoyne, New Austin, and West Elizabeth. However, what's more important is that it takes place in the Wild West! A place where the law is struggling to keep up with outlaw gangs, and the crime they have brought to the United States with them. Due to the recent introduction of the Pinkertons, it seems that the Wild West is finally starting to die down and gangs are starting to become endangered species.

As a delegate playing the role of a member in the Van der Linde gang, you must do everything at your disposal to ensure that the gang survives, that you survive, and that you can truly escape to freedom. However, it's not as easy as it sounds. At times you won't know who you can trust, you'll be bankrupt, the Pinkertons will constantly be at your trail, and you're not even sure if your leader has what it takes to lead the gang anymore.

So Delegate, do you have what it takes to break free from the bounds of the law and make it out with your life, or will you end up paying the *price of freedom*...

Sincerely, Abdullah Maqbool (he/him) & Ayaan Ali (he/him)

Directors of Red Dead Redemption: The Price of Freedom

BACKGROUND INFORMATION

The *Van Der Linde Gang*, a notorious gang in the Wild West, is a feared group of outlaws and gunslingers led by the infamous ***Dutch Van Der Linde***. This gang believes in one thing; freedom, living a life free from the government's sovereignty, and trying to survive through the treacherous world of robbery and crime.

The gang has just narrowly escaped Blackwater, a town in New Austin that concluded in the botched robbery of a river boat resulting in injuries and arrests of members of the Van Der Linde Gang. Not only did the gang lose some valuable members and sustain harsh injuries they were also unable to get any money off the river boat thus resulting in them having not even a cent to their name currently.

Now, to lose the police and the ***Pinkertons*** (a private detective agency) that are hot on their trail, the gang has no choice but to head north into the cold and devastating blizzards of Ambarino. Although this move has paid off for now the gang is cold, lost, penniless, and needs to immediately figure out their next move before the Pinkertons catch up or worse....

Dutch Van Der Linde insists that it's crucial that the gang moves out of the cold mountains as soon as possible and heads to the town of Valentine or the famous city of Saint-Denis so the gang can start making some real score by robbing trains and banks, all he wants is one final score. A final mission to secure their freedoms. After that, he envisions the gang settling in a peaceful, tropical paradise, spending their days farming mangoes, far from the chaos they've known, in a foreign land, "Tahiti".

But will the Van Der Linde Gang be able to pull themselves together for these last couple of scores and truly make it safe or sound? Or will the age of outlaws finally end with rival gangs getting their revenge, the Pinkertons catching up, or even a mole hindering the progress of the gang? All that's known for sure is...

"We just need more money, one last score"

-Dutch Van Der Linde

TOPICS OF DISCUSSION

TOPIC #1: NEXT STOP!

The harsh winter of Ambarino has taken its toll on the Van Der Linde Gang, leaving them cold, starving, vulnerable, and on what seems to be their last legs. While the Pinkertons have temporarily lost their trail, the gang can't afford to stay here any longer. Exposure, hunger, an ambush, or something much worse could wipe them out at any moment. With danger lurking at every turn, the gang must decide their next move; But where do they go?

Hosea Matthews, the gang's brains and second-in-command has devised a list of possible options and put them on the table for a vote. Each place has its benefits and risks, the group's chances of survival weigh heavily on the danger level and how prepared they are which also leads to the possible payout. Although the gang can partake in numerous different options, be careful you might not get a shot at another relocation or robbery if things go wrong, and only Dutch can decide when enough is enough...

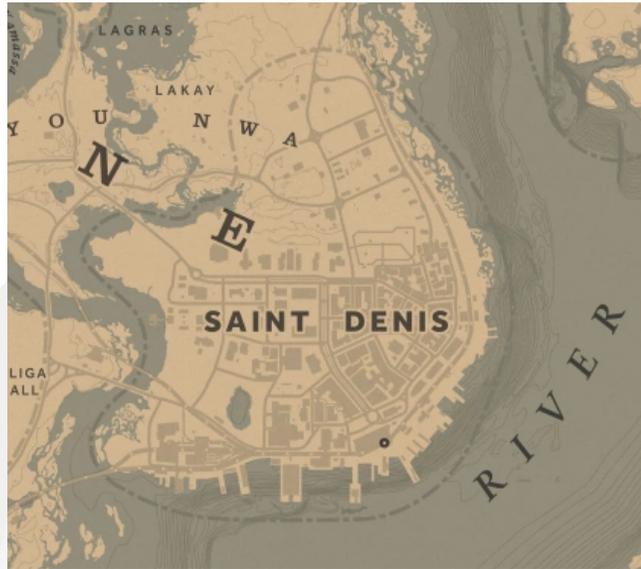
SAINT DENIS – THE BIG CITY HEIST

A wealthy metropolis brimming with opportunity. A high-stakes bank robbery here could set them up for life. The challenge? The city is swarming with lawmen, rival criminals, and corrupt officials. If you fail, there's no coming back.

Danger: Extreme **Possible Payout: \$5,000-\$10,000**



(Figure 1.1 Picture of Saint-Denis)



(Figure 1.2 Map view of Saint-Denis)

AMBARINO – THE GREAT TRAIN ROBBERY

A heavily guarded government gold train is rumoured to be passing through the Ambarino railroad crossing over the Bacchus Bridge. This moving target offers a massive payday but also comes with tight security and the risk of an ambush. Can you pull it off and escape before the army gets involved?

Danger: High Possible Payout: \$1,000-\$5,000



(Figure 1.3 Picture of Heartlands Train)



(Figure 1.4 Map of Ambarino)

NATIONAL – THE HIGH-STAKES RANSOM

Kidnapping a powerful politician or industrialist for ransom could bring in a fortune without a traditional heist. However, this would make you enemies of some of the most powerful people in America—people who don't forgive or forget. Thus far Hosea was only able to conjure up two possible kidnappings each with a different danger level although more potential targets can be uncovered as the committee progresses...



(Figure 1.5 Picture of Mayor of Saint-Denis, *Henri Lemieux*)

Danger: High Possible Payout: \$1000



(Figure 1.6 Picture of Lead Pinkerton Agent, *Agent Milton*)

Danger: Extremely High Possible Payout: \$5000 - \$6000

VALENTINE – THE SMALL-TOWN HUSTLE

A growing cattle town with banks, businesses, and plenty of opportunity for smaller, consistent jobs rather than one big score. While safer in the short term, this plan might not make enough to fund your escape before the law catches up.

Danger: Safe - Medium

Possible Payout: \$500 - \$1000



(Figure 1.7 Picture of the town of Valentine)



(Figure 1.8 Map of Valentine)

The gang's survival depends on making the right call. You must carefully plan a heist, choosing the right target, gathering intel, and executing with precision. A poor choice could leave them stranded, captured, or dead. But with time running out, they must act now.

GUIDING QUESTIONS

1. What type of heist gives the gang the best chance at escaping for good?
2. How does their choice of crime impact where they should settle?
3. How can they ensure a smooth score without drawing too much attention?
4. How can the gang stay united to ensure betrayal, greed, and paranoia don't tear them apart?
5. Are the danger levels worth the possible payouts?

TOPIC #2: A QUESTION OF AUTHORITY...

The Van der Linde Gang faces a critical moment as loyalty begins to fracture. Dutch Van der Linde, once a charismatic leader, is growing erratic, consumed by greed and neglecting the well-being of the gang. As the gang's situation worsens—being hunted by the Pinkertons, suffering the aftermath of the failed Blackwater job, and struggling with illness and injuries—Dutch begins to feel his leadership is being questioned. Desperate to reaffirm and prove his authority, he becomes fixated on one grand heist, neglecting the welfare of the group in the process. Arthur Morgan, Dutch's right-hand man, Hosea Matthews, and others are concerned that Dutch isn't himself anymore, and some in the gang question whether he's fit to lead.

However, there's a reason Dutch is the leader of the gang, as he's the only one capable of making the tough calls that have gotten the gang out of the toughest situations in the past. Dutch is the only one with the current mindset and skill set that has the power and authority to lead the gang to victory. Despite a few rumours and negative opinions about him from some within the gang, Dutch cares deeply for the gang but sometimes he can get too fixated on the aspect of money which has raised many questions about his current mental state and his priorities. Although Dutch says all of the recent bad luck of the gang and losses aren't due to him, he suspects that there is something even darker going on behind the scenes...

As tensions rise many grow skeptical of Dutch's abilities with his worsening state, while others use this as an opportunity to work behind the scenes and seek to take control, sowing distrust. Strange coincidences and setbacks lead people to question whether each other's loyalties lie to the gang, or if a member is working for someone else. With the gang's future at stake, the question remains: should they continue following Dutch, or is it time for a change in leadership?

GUIDING QUESTIONS

1. Has Dutch lost his way, or is he still fit to lead?
2. If not Dutch, who should take control—Arthur, Hosea, possibly Uncle or someone else?
3. How does leadership affect the gang's survival?
4. Is loyalty to Dutch more important than personal survival?
5. Will challenging Dutch's authority or a false accusation lead to civil war within the gang?

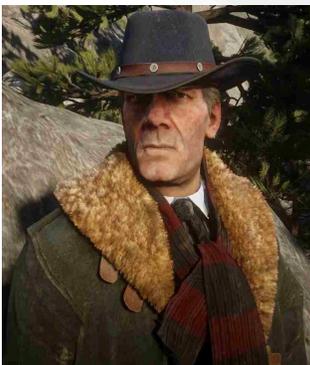
CHARACTER GUIDE

1. ARTHUR MORGAN



Arthur is Dutch's most valuable enforcer. Throughout their journey, Arthur starts doubting his commitment to Dutch as he witnesses the gang's weakening stability and Dutch's dangerous behavior becoming more pronounced. The pragmatic Arthur often plays the role of the voice of reason while he fights between his loyal service to Dutch and his dream of a better future. Arthur faces an internal struggle because he must choose between obeying Dutch's commands or pursuing his moral instincts to find his redemption. Despite his situation with Dutch he still remains loyal as Arthur is a reasonable and rational man, and he will prioritize the safety of the group over money and believes that high risks aren't always worth it, although Arthur is never one to give up on a challenge, as he is also the gang's strongest gunslinger.

2. HOSEA MATTHEWS



Hosea demonstrates the role of the gang's "brains" and strategists through his experienced approach to gang leadership and earns recognition as the group's intellectual leader. The long-time friend of Dutch, Hosea maintains faith in the original gang's values yet he has become disturbed by Dutch's excessive greed and unpredictable conduct. Hosea stays loyal to the gang's survival and maintains his composure yet he wonders if the gang can be saved under Dutch's leadership. While he sees the appeal of one last major job, he favours a well-planned approach over reckless gambles. He

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| | <p>would rather the gang focus on a hostage situation as it puts the odds in their favour and does not endanger the entire gang as much or another very well-organized plan no matter the danger.</p> |
| <p>3. MICAH BELL</p>  | <p>Micah displays ruthless ambition while using the gang's conflicts to pursue power as an outlaw. Although a very strong gunslinger, Micah is very mischievous and is often insulting other members of the gang thus not many like him but many know he is a powerful asset for the gang. Moreover, Micah will always be behind Dutch as Dutch picked him up from a bar fight and thus far his loyalty has never wavered for Dutch. His adventurous spirit and courage lead Micah to believe that fortune always favours the bold, making him eager to do something big. For these reasons, Micah sides with Dutch, wanting one big cash out before they leave.</p> |
| <p>4. JOHN MARSTON</p>  | <p>John Marston fights between his obligations to Dutch, and his wish to depart the outlaw existence to protect his family. John yearns for a serene future with his family; consisting of Abigail and their son Jack. John's internal conflict serves as both a powerful force for the gang and a possible threat because he develops negative opinions about Dutch's vision. Dutch used to treat John like a son but ever since Micah joined the gang he's felt neglected and not cared for by Dutch anymore, although his reputation as one of the strongest gunslingers is highly kept within the gang still. He is</p> |

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| | <p>hesitant about taking on a high-risk heist but knows they need a large sum of money to get out.</p> |
| <p>5. SADIE ADLER</p>  | <p>Sadie Adler joined due to the brutal death of her husband at the hands of O'Driscoll gang members. Her desire to punish the O'Driscolls along with her natural survival skills create her value in dangerous situations. Sadie demonstrates loyalty to her gang and Dutch as he had taken her in but these feelings are subject to change as her emotional nature makes her make decisions based on feelings rather than logic. The grieving widow became a hardened outlaw through her developing need for revenge and her belief that gang violence represents her last available option. She's drawn to action as a powerful gunslinger for the gang and doesn't shy away from danger, making her open to high-stakes jobs, especially if they involve taking down those in power.</p> |
| <p>6. BILL WILLIAMSON</p>  | <p>Bill Williamson served in the military before becoming a member of the gang, where his violent tendencies created more discipline issues than benefits. Bill remains loyal to Dutch while standing behind the gang's ideology, yet his spontaneous and dangerous behaviour creates more problems for the group. Within the gang, Bill establishes a fearsome presence through his aggressive behaviour and willingness to use violence yet his lack of planning and foresight regularly creates risks for the entire group. He is drawn to grand heists and large robberies, believing brute force can solve any problem.</p> |

7. JAVIER ESCUELLA



Javier Escuella served as a revolutionary before joining the gang, yet his loyalty to the organization conflicts with his principles that stem from his noble origins. Javier supports Dutch's freedom vision yet his doubts about the gang's escalating disorder cause him to evaluate the price they pay for their actions. Considering Dutch took him in personally despite being a minority at this time, his full dedication lies with Dutch and is always ready to back up his actions. His past as a fighter also means he is willing to take risks, but only calculated ones that will put the gang first but also ensure a high payout.

8. TILLY JACKSON



Tilly Jackson belongs to the gang team as its most resourceful member. She shows strong loyalty yet still possesses a strong will to act on her own beliefs and separate from the gang. Tilly grows annoyed about Dutch's deteriorating stability although does not care enough to have a well-put opinion. Tilly also had powerful past connections to other gangs that had helped fill the gang with resources but also sometimes brought trouble. Although, as a minority who was taken in by Dutch she will always be grateful to him and its members. She would likely prefer settling in Valentine's, seeing smaller jobs as a smarter way to stay afloat.

9. CHARLES SMITH



Charles Smith presents himself as a collected person who values practicality and upholds his integrity while prioritizing survival above every other consideration. The survival techniques of Charles Smith as a hunter serve as the foundation of what makes him valuable to the gang, who depend on him for hunting and resource acquisition. His dedication to Dutch starts to diminish when the gang loses its sense of morals because he wonders if it's right to stay loyal to someone who has lost rationality. Charles keeps concentrating on gang survival but his losing trust in Dutch's choices causes him to search for escape options beyond the gang's ultimate destruction. If he had to choose, he'd favour an option that allowed them to quietly build up resources rather than one last grand score.

10. SUSAN GRIMSHAW



Susan Grimshaw is the gang's no-nonsense player. She manages all of the camp's operations and upholds strict standards. As Dutch's overseer for the camp, she remains completely loyal to Dutch although will always put the well-being of the gang over their leader. She prefers organized well-conceived robberies rather than dangerous spontaneous heists, as she places importance on maintaining stability instead of chasing reckless ambitions. She maintains a position of respect and fear, which drives her to make difficult decisions that will protect the gang from destruction, even if it means facing those she once trusted. During a crisis, Susan

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| | <p>maintains a cool head, yet her direct approach turns into harsh discipline when necessary.</p> |
| <p>11. LENNY SUMMERS</p>  | <p>Lenny Summers displays youthfulness, along with intelligence and rationality which has brought him quick advancement in the gang. Lenny stands with the gang and has no opinion on Dutch's standing as long as the people he cares the most about are fine in the end. The gang benefits from Lenny's brilliant mind and steady composure. He fights between staying true to the gang members and taking steps to protect both their organization and his own safety. Moreover, he would likely argue for a well-planned robbery rather than an unpredictable heist.</p> |
| <p>12. SEAN MACGUIRE</p>  | <p>Sean MacGuire lives for disorder and anarchic experiences without restraint in the outlaw world. The reckless style of his actions generates problems yet his loyalty towards Dutch makes him protect his gang at all costs and is 50-50 between the gang and their leader. His spontaneous nature leads the gang into dangerous circumstances, yet his energetic enthusiasm draws people toward him and gets them out of tough spots. He would be all for a high-profile job, particularly the ransom or the train robbery, simply for the sheer excitement of it.</p> |
| <p>13. MOLLY O'SHEA</p> | <p>Molly O'Shea is Dutch's girlfriend, a woman who once believed wholeheartedly in his vision, but is increasingly troubled by his erratic behaviour and the toll it's taking on the</p> |



gang. As Dutch becomes more obsessive and consumed by greed, Molly grows frustrated, feeling neglected and increasingly isolated within the gang. While she remains loyal to Dutch, her growing doubts about his leadership force her to question whether sticking with him is worth the personal cost. Molly's emotional state becomes more volatile as she struggles between supporting Dutch and protecting herself from the fallout of his decisions. She sees the risks in the high-stakes jobs and fears they will all end in disaster.

14. KIERAN DUFFY



After being captured by Arthur and John, Kieran Duffy left the O'Driscoll gang behind him to join the new group, while certain members still doubt his loyalty due to his previous gang. The transition from captive to trusted gang member becomes difficult because Kieran seeks respect while gang members continue to doubt his authentic loyalty. Although Kieran faces constant doubt when trying to win trust he demonstrates unwavering commitment to the gang above all else which can ultimately make him a powerful force within the gang. Kieran wants to demonstrate his gang membership but needs to overcome his criminal past to win genuine acceptance from his fellow members. Though he is eager to prove himself, he is wary of unnecessary danger.

15. LEOPOLD STRAUSS

Leopold Strauss handles financial duties in the group while serving as the loan shark who enforces debt collections from borrowers. Strauss demonstrates both calculation and coldness toward his role as the gang's banker and he shows



deep commitment by using ruthless methods for debt collection. The gang depends on him to handle their finances, but he avoids physical fights while his excessive focus on wealth and security makes him overlook important details about the operation. Though his superiority complex makes gang members dislike him he maintains their trust because his financial management skills are crucial to the gang and all his actions have been in the name of money and the gang. Thus he holds no real attachment to Dutch, he would likely advocate for steady, reliable income rather than a single massive risk.

16. JOSEPH TRELAWNY



Joseph Trelawny serves as the gang's "smooth-talker" through his charming manner and excellent communication skills to create false identities and obtain forged documents while gaining access to high society events for fraudulent activities and thefts. The dramatic background of Trelawny combined with his ability to blend seamlessly between criminal circles and high-class society makes him unique among the gang members. Trelawny presents a trustworthy demeanor yet his love of dangerous adventures sometimes results in his untrustworthiness when criminal operations fail. Trelawny holds no real attachment to the gang or its leader and always seems to be bouncing around but one thing is for sure he would never betray the gang. However, his love for risky operations makes him an unpredictable ally.

17. UNCLE



Uncle stands out as a member of the gang who prefers to rest and drink excessively while telling stories and shirking responsibilities. With his age and declining usefulness in practical matters, he spends most of his time maintaining camp while drinking alcohol and giving unwanted advice to others. Although he lacks actual combat or strategic abilities Uncle stands steadfast in absolutely nothing as he does not care enough about the gang or its leader and is too lazy to get involved in inner politics. Uncle may seem lazy and relaxed always, although when you need him he's always there as he has connections to the majority of the weapons and horse suppliers for the gang. He would also argue against any high-stakes plan, preferring a safer, less strenuous option where he can drink all day, although it is ok with any plan as long as he does not have to get involved.

18. ABIGAIL ROBERTS



Abigail Roberts stands as a tough resourceful gang member as the camp's cook, who demonstrates absolute loyalty toward her son Jack and her romantic interest John Marston. Although she lacks combat expertise, her main priority is safeguarding her loved ones and she takes decisive actions to protect them. Abigail finds herself caught between defending Dutch's leadership for Jack's future and planning an escape before the gang faces total destruction. Her increasing worry about family safety will drive her to make a decision which could alter the destiny of the gang, and will always follow whatever seems best fit for her family be it the gang or Dutch. She is desperate for an escape and would rather the

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| | <p>gang settle somewhere safe for easy money than chase another doomed score.</p> |
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BONUS CHARACTER LIST

(Not played by any delegate but will or may be mentioned throughout the committee)

1. DUTCH VAN DER LINDE



Dutch serves as the visionary leader of the Van der Linde Gang, as he used to inspire followers with his dream of escaping governmental control and living an adventurous lifestyle. His idealistic nature has lost its purity because of his growing greed and his relentless pursuit of a single major crime that will secure the gang's future. All his actions have always been in the name of the gang and for the greater good of the gang supposedly. Dutch is obsessed with that one big score that he has neglected the well-being of the rest of the gang. Although he still believes in each and every gang member currently he's not sure who he loves more at the moment, the gang or the money.

2. PINKERTONS:



A Private Detective Agency led by Agent Milton Hellbent on spreading law and order to the dying land of the outlaw life. They are the lead agency in charge of catching outlaw gangs and consist of top-trained detectives and officers who are hell bent on chasing down the last of the Wild West. This agency is also the

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| | <p>primary investigator in the case of the “Van der Linde Gang”.</p> |
| <p>3. MAYOR OF SAINT DENIS: HENRI LEMIEUX:</p>  | <p>Saint Denis’s very own hardworking and diligent mayor, famous for his connections with various politicians, police chiefs, and outlaw gangs. Although he is just as corrupt as he is outgoing considering that the very city he works for is constantly being overlooked and the funds for the city are being relocated to his very own pockets and his associates. However, very few know of the Mayor’s deep corruption and many are scared to cross his path.</p> |
| <p>4. LEAD PINKERTON AGENT: AGENT MILTON:</p>  | <p>The feared and very reputable man known as Agent Milton has captured numerous gangs all across the United States of America, gang leaders quiver at the thought of his name all well of course Dutch Van der Linde. Moreover, Agent Milton has been on the Van der Linde Gang case for quite some time now and is catching up on their trail even more now after the blackwater job. He has persistently come out of battles as not only the lead agent of the Pinkerton agency but also as a top gunslinger, who wants nothing more than the demise of the outlaws.</p> |

5. THE O'DRISCOLLS GANG:



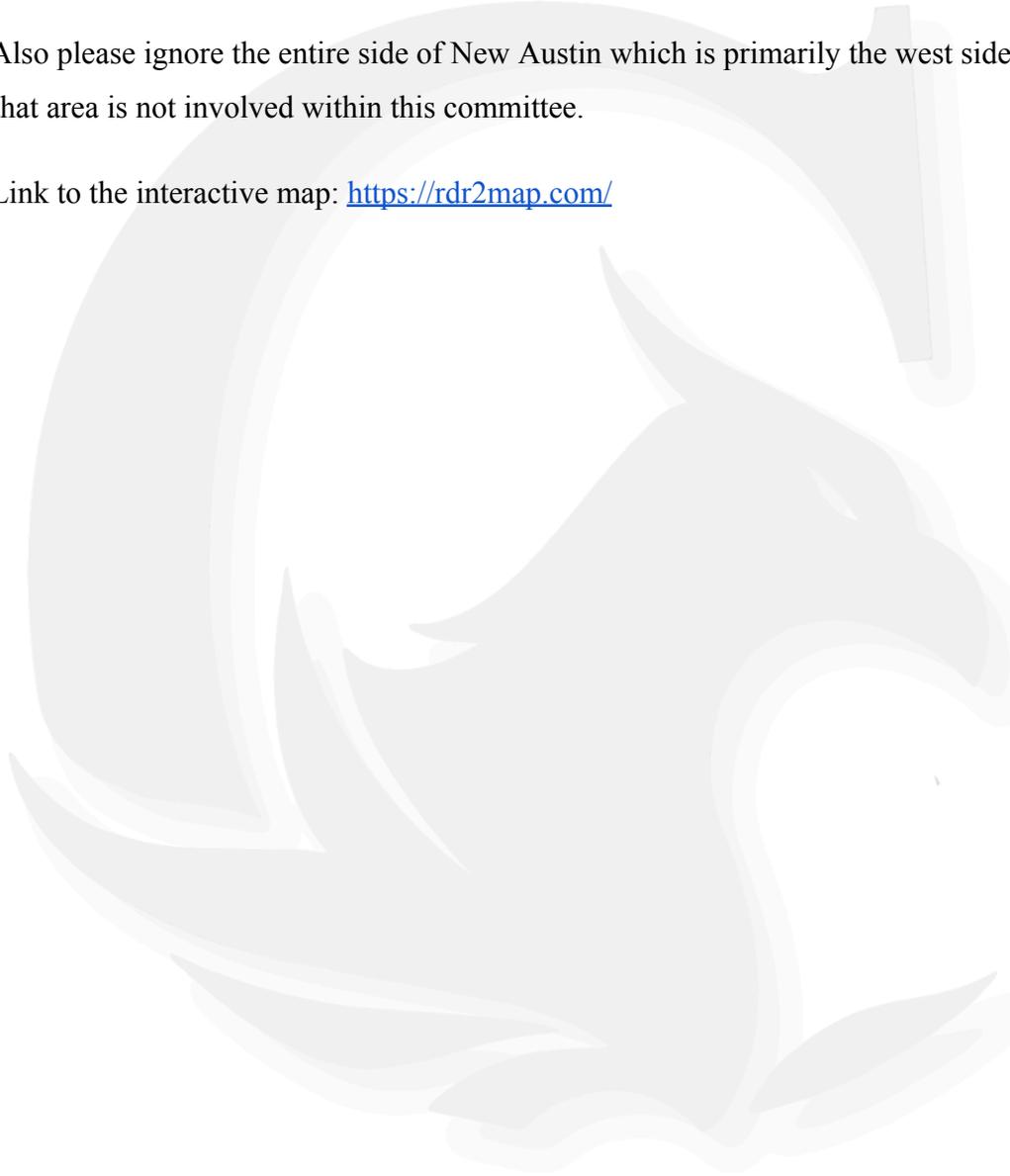
The O'Driscoll gang is a ruthless group of outlaws and sworn enemies of the Van der Linde gang. Led by the brutal Colm O'Driscoll, they are known for their violent raids, ambushes, and relentless pursuit of vengeance. Their long-standing feud with Dutch's gang seems to always hit the Van der Linde Gang at the worst times as well.

MAP

For more Immersion and understanding of the committee please access the [Interactive Map](#) of RDR2 and click “Hide All” on the left panel for a clearer view.

Also please ignore the entire side of New Austin which is primarily the west side of the map as that area is not involved within this committee.

Link to the interactive map: <https://rdr2map.com/>



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