



Delegate Guide: Roanoke: The Lost Colony

Chair: Max Shulklapper

Crisis Director: Rob Windsor



Letter from the Chair

Welcome to GW CIA and Roanoke colony! My name is Max Shulklapper, and I couldn't be more excited to chair this committee. Alongside your crisis director and a wonderful crisis staff, I'm looking forward to creating an absolutely flavorful Model UN experience for you all.

For a quick introduction, I'm a senior majoring in International Affairs and have been involved in George Washington University's collegiate Model UN team since my freshman year. Aside from Model UN, I tend to spend my time baking pecan pie, reading about obscure moments in Chinese history, and discussing the finer points of DC's dumplings with the crisis director (pan-fried is always superior to boiled). Since coming to college, I've spent a semester in Korea and a summer in Taiwan, but perhaps that's just because I don't want to go home to Missouri.

Given the number of conspiracy theory podcasts I dive into most weekends, my excitement for this committee is hardly a surprise. Watching you all balance survival, personal ambition, and the clawing terror of whatever mysterious forces lurk in the brooding forests is going to make for a *very* amusing day I'm sure. Regardless, I can't wait to get started, and am so excited to watch how you all bring this historical moment to life!

Best,

Max Shulklapper, Chair

Letter from the Crisis Director

Hello Delegates! My name is Rob Windsor and I'll be your crisis director for Roanoke: The Lost Colony. I'm a junior at GW majoring in International Affairs with a concentration in International Economics. I'm from Long Island, New York and am constantly arguing with Amalia over which coast is better.

I'm Vice Head Delegate of GW's Model UN Team, and I've been doing MUN for 7 years. Outside of that, I enjoy watching way too many movies, exploring the city, and tasting every available dumpling with Amalia. In case you're wondering, if the question is what is the best kind of dumpling, the answer is the one that's closest.

I came up with the idea for this committee because I love early American history and the story of Roanoke has always fascinated me. Since no one knows what happened to the 115 people who lived there, we can take this wherever we want. This committee will have you making choices that will drastically impact the future of the colony, and responding to crises that arise from those choices. If you have any questions about how the committee will work or anything at all, feel free to email me at rdwindsor@gwmail.gwu.edu

I can't wait to meet all of you in November!

Best,

Robert D. Windsor

How Does Crisis Work?

Crisis committees can be extremely fun, but they can also be a little complicated if you haven't encountered them before. Essentially, crisis has two components: the frontroom and the backroom. Each are unique in their own way, and here we'll break down the differences.

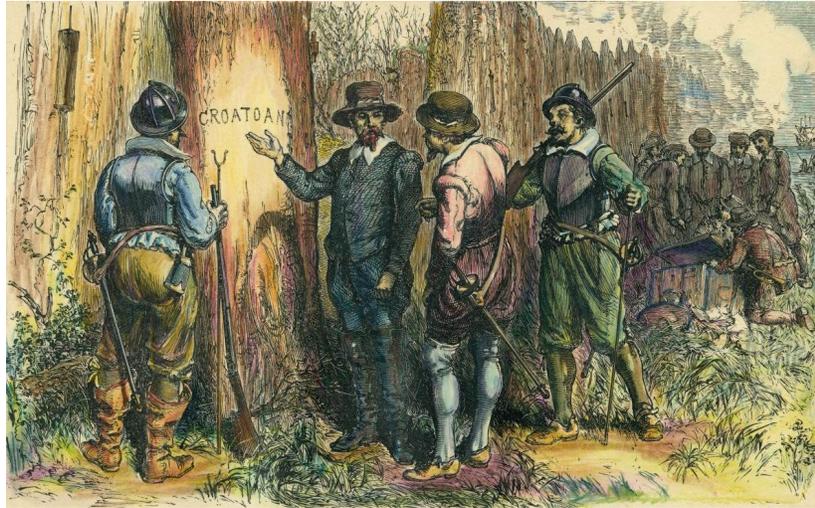
The frontroom of crisis is what you generally understand as Model UN. You have moderated and unmoderated caucuses, and vote. The difference is that instead of writing and working on long resolutions, you write shorter, more pointed directives. These are the collective actions the committee is taking, usually to respond to a problem. A few notable things about the front room of crisis is that there is no speaker's list, just continued moderated caucuses. Periodically, there will be crisis updates generated from the backroom to push the direction of committee forward. Directives targeted to address these, or preemptively address what you think might be an issue in the future. If you have any issues with front room, reach out to the chair but it's fairly straightforward. Where things become less familiar is with backroom.

In backroom, you'll have a chance to really delve into your character – their goals, their beliefs, and their own unique flavor. In practice, this means you'll send "crisis notes" to the committee staff as you debate. You'll be writing your notes in the voice of your character, and each note will include anything from specific instructions for your underlings, to your character's thoughts on what's happening in the exciting world of the Roanoke colony; ideally, each note has a bit of both!

As you write more notes throughout the day, you'll begin to bring together each action into an overall plan for your character – a crisis arc. Your arc might be as simple as strengthening the role of Christianity in the colony, or it could be as bold as a coup to seize power. Please note however, that more extravagant arcs (coups, violent conflict, etc.) will need to be very thoroughly set up by a long series of notes to succeed. Of course, the most creative arcs also tend to fare better – think of unexpected plans, as long as these plans fit your assigned character.

With each of you sending private “crisis notes” to the staff, the staff will craft your arcs into an overall story for committee, which you'll experience through periodic updates, usually complete with stellar acting on the part of the staff. Naturally, a successful delegate sees their notes affect the course of committee. Really, the best ways to make sure your notes carry your character forward is to make them creative, realistic and as detailed as possible. For example, a note that includes a plan to “steal five horses from the colony stables” would be less likely to work than a note that reads “send five of my trusted henchmen to the stables, dressed as stable boys and soaked in manure, at midnight. Have them lead five horses to a wooded grove to the southwest of the colony wall. Offer each horse a juicy apple to buy their silence.”

Of course, please send an email if you have any questions, or ask a staffer during the conference; we'd love to help.



New World, New Conquest

In 1578 England had yet to establish a colony in the New World. At the risk of becoming a second-class power to Spain or even France, Queen Elizabeth presented Sir Humphery Gilbert with a royal decree to explore and settle unclaimed land in the Americas. The settlement of anywhere in the New World would, however, require careful strategic and diplomatic planning, mostly because of Spanish aggression. The Spanish were nothing less than entirely unaccepting of competition. The undisputed dominance of Spanish exploration was made starkly apparent by the slaughter of the at English Fort Carolina in 1565. In order to compete with Spain, the English had already been undermining Spanish trade around Africa and the Carribean, using privateers to plunder and weaken the powerhouse in a cost-effective manner. Elizabeth intended to use any colony established in the New World to build on her efforts against the growing Spanish empire and provide a base for further privateering.

In an attempt to achieve this mission, Gilbert set sail in 1583, but died at sea shortly after, and had the patent for the colony transferred to his brother Sir Walter Raleigh who had already become close with the Queen. To carry on what would become an unintentional three-phased colonisation of Roanoke, Raleigh sent Philip Amadas and Arther Barlowe, along with the Portugese captain Simon Fernandes, to explore and document the validity of the Chesapeake Bay as a site to start the first English colony.

Phase 1: Exploration

What was waiting for Amadas and Barlowe was mostly welcoming. The tribes that were immediately on the coast were already used to ships stopping to trade and the area itself was no stranger to visitors as Spanish missionaries had been converting Powhatans some 100 miles up the coast. The interactions the English had with Native Americans varied with different tribes, probably as a result of a severe drought that pinched the entire area from having any excess food to spare visitors. While many, such as chief Wingina of the Roanoke, saw the Englishmen as potential allies, other tribes north of the Albemarle Sound saw them as a threat. Many of the explorers that traveled inland were killed. Before Amadas and Barlowe disembarked, a diplomatic agreement to exchange some personnel took place that further strengthened the ties between them, Roanoke, and the Croatoan. Upon their return, Barlowe compiled titled "*Discourse on Awestern Planning*," a report arguing for colonization.

Native American Distribution and Politics

Coastal North Carolina and Virginia were host to a number of Native American tribes at the time of the Roanoke colonists' arrival; many had long documented relationships with the English settlers. There were, of course, the Roanoke tribe that lent the island its name. By the time of contact with Europeans, the Roanoke had a few thousand tribal members, with estimates ranging as high as 10,000. Living largely off the sea's bounty, they lived in decentralized villages along the coast. Alongside the Roanoke tribe, the English would encounter the Croatoan and Secotan in the area. Though these two tribal entities spoke related Algonquian languages to the Roanoke and lived according to vaguely similar lifestyles, political realities would create divisive inter-tribal conflict.

As the English grew their presence along the coast, they built lasting diplomatic relations with the tribes. These ranged from translations of native languages to trade in foodstuffs. Of course, this growing network of trade was punctuated by violent conflict. Occasional native raids would be followed by violent English reprisals. Often, pointing to the exact source of the attacks would be difficult - tribes and villages would blame one another in attempts to play the English off their rivals. This led to a state of affairs where the English settlers were never quite certain who amongst the native tribes was a threat, and who was merely the victim of misinformation by tribal rivals. Naturally, this uncertainty was worsened by the decentralized nature of Roanoke, Croatoan and Secotan social orders.

Despite this, as English settlement became a more permanent reality, a system of alliances developed that pitted the Croatoans and English against the Roanoke and Secotan.

This is a broad generalization, and certain years saw tension between the English and Croatoan for instance, but it does seem likely that the Croatoan proved more deeply integrated with English commercial and diplomatic networks than the other local tribes. Complicating the political situation were the Spanish, who sought dominion over the forests of Eastern North America by attempting to assert their own leadership over Native American groups.

For the Roanoke colony to succeed, it must be careful to watch closely the power balance of the region's tribes. The Roanoke, Croatoan, Secotan and others are certainly no friends of one another, and yet some tribes may be willing to join forces should the English not play a careful diplomatic game. In the past,



colonial powers have found success in identifying their most stalwart native enemies and allying with their rivals; the English may be wise to follow this approach. Additionally, the colony will need to balance the potential benefits of trading with the natives with the dangers of strengthening their power too much. Put simply: will the colony grow by accommodating the native order, or displacing it?

Phase 2: Riches and Plunder

At the time Raleigh received the governorship of the new colony in 1585, this meant something different to everyone involved. Queen Elizabeth saw the colony as a larger plan to cut

off Spanish influence in the Americas while continuing to apply pressure in the West Indies and Netherlands. She hoped the colony might also yield economic benefits such as established ore mines to the scale of those found in the southern Spanish colonies. The possibilities of riches is primarily what enticed Raleigh and the men that joined his settlement effort. They would soon find out that North Carolina was no El Dorado and a colony cannot sustain when filled with young men looking to make a buck and get out. However, in May, still disillusioned by dreams of silver and gold, 600 colonists lead by Sir Richard Grenville crossed the Atlantic to modern-day Puerto Rico. After delays and faults in navigation, the ship had lost the majority of its cargo before it landed southwest of Roanoke.

While the new settlers were more dependant on the native tribes of the area for food and other provisions, the remnants of the last English expedition had taken a toll. European-born illnesses were wiping out indigenous communities and the Roanoke had interpreted an eclipse and comet upon Grenville's arrival as a signal to distrust the colonists. The many networks on cross-tribal communication disseminated warnings of English movements, and many tribes outright left the area to avoid the colonists altogether. After a few visits to the villages of old allies, relations started to look up until Amadas decided to burn the village of Aquascogoc for suspected "thievery."

Grenville left 107 men under Ralph Lane to sustain a presence in the area to fulfill the requirement of the patent, and left with the intention of returning soon later with provisions. The left colonists, likely led by Amadas, made a trip to the Chesapeake capital, Skicoak, as disease and distrust brewed among the tribes around Roanoke. The Roanoke chief Wingina carried out multiple attempts to rid the area of the intruders, but, ultimately, the series of

battles cost him his head and changed the dynamic of the Native American power balance in the Ossomocmuck.

Prior to the second phase of settlement, the English were able to stay on the periphery of tribal warfare. However, after the growing tensions and strains from drought, disease, and violence which some tribes felt the English had inflicted upon them, tribal divisions became centered around whether or not one supported the English.

Even though Grenville's ship only turned out to be a week away, Lane departed the New World fearing the tensions with the local tribes made settlement there impossible. Grenville, finding the colony all but abandoned, took most of his 600 men back to England but, again, left 15 man force to protect the claim over the island.

Phase 3: The Lost Colony

The last effort to settle Roanoke came out of desperation: one more shot at a base to undermine the Spanish, one last chance for Raleigh to recover his seemingly lost investment. There were some lessons to be learned from past expeditions. Firstly, Raleigh figured a colony full of men looking to get rich quick would not sustain and instead opted to recruit civilians, people that would have a real stake and dependance on the future of the colony, and would therefore work to ensure its success. Secondly, the colony had to be moved from Roanoke to the Chesapeake Bay to avoid any past hostilities.

Once the outline for the "Cittie of Raleigh" was established in 1578, Sir John White was appointed to bring over 100 settlers -- including his own pregnant daughter -- to the New

World. All of the colonists were fairly closely connected and many knew each other prior to the voyage, yet they were inexperienced and fairly under-equipped to maintain a settlement. However, what ended up hurting the colonists most was poor timing. The ships ended up having to stop in the Caribbean, resulting in a depletion of supplies, an informant alerting the Spanish of the colony's presence, and a delay that pushed their arrival past the planting season. To make matters worse, the colonists did not land in Chesapeake, but in Roanoke in order to check on the 15 men left by Grenville. However, what they found was the first inscrutable mystery of many. None of the men at the colony were found. Fourteen had disappeared and only the bones of one remained.

After a gruelling journey, and doubts about the security of their final destination, the settlers were not as prepared to leave as their captain, Simon Fernandes. He ended up leaving them at Roanoke and denying any settlers passage to Cheapeake. Fernandes has been pointed out to have possibly sabotaged Raleigh's colony in favor of one of his competitors, Sir Francis Walsingham, who had previously recused Fernandes from execution by hanging. While this theory is about as provable as any other, it can be mentioned as a possible explanation for why an experienced sailor, especially one that had sailed that area of the New World before, would arrive almost a season late due to easily preventable mistakes.

After their abandonment, the colony of Roanoke did not get much of a grace period before John White's advisor was gruesomely murdered two miles inland. The Croatoans pointed the finger at the Roanokes, and White considered them an ally until he accidentally, yes *accidentally*, massacred many of them. For a time, tensions were all but calm but, still, a major milestone in American history was passed: Virginia Dare, the granddaughter of John White,

became the first English baby born in the Americas. Later yet, Fernandes returned in August to take some settlers back to argue for more provisions and update Raleigh on the colony. White was decided as the most favorable candidate to talk to Raleigh due to their past acquaintance, and was set to depart, but not before making a plan.

The Planned Future of Roanoke

White formulated a plan to have the colonists move to their original Cheapeake destination and created a system of indications in order for the colonists to alert him of their eventual movements. The settlers would simply carve their destination into a tree, and if they had to leave due to an attack or some other distress, they would carve a cross above their destination. A small garrison was to be decided to stay to meet up with White upon his return (so long as there was no necessary evacuation).

Getting to Know our Island Home: Geography and Ecology

Roanoke Colony, unsurprisingly, is situated squarely on Roanoke Island, a small piece of land protected from the harsh Atlantic by North Carolina's barrier islands and bounded on each side by the Roanoke Sound and Croatan Sound. One of the smaller islands in the area, Roanoke is nonetheless densely forested, with ancient pine groves nestled around soggy marshland. Ringed by rocky beaches, the ecology of the island is closely linked with the sea. This is

especially true with human habitation: native tribes on the island have always relied on shellfish for food and eat oysters and clams with most meals. Edible nuts like acorns and hackberry may not offer a large food source, but they're certainly present as well. Cleaver and plantain seeds, found throughout the island, have been used medicinally by local tribes, though this is not knowledge colonists will have upon arrival.

Local wildlife is fairly consistent with what's found on the mainland, but with a coastal flare. Beneath the waves around Roanoke, sea turtles share the sea with sharks, jellyfish, dolphins and an array of common Atlantic fish. On land, fauna includes the red wolf and black bear, along with deer, otters, rabbits and more. The occasional alligator is known to lurk in the marshy portions of the island.

Though European-style farming is conceivably possible on the island, at the point of the colonists' arrival, the area seems to be gripped by a severe drought, making the natural world much less hospitable to farmers than expected. If the colony hopes to survive, it will need to think of creative ways to use the plants, animals, and soil of the island to sustain growing families.

Whatever will we do?

Roanoke is the first, and most important, failure of English colonization. The colonists at Roanoke suffered from a constant lack of information. Poor relations with Native American tribes, the inability to communicate with England, and the possibility of sabotage left every decision, every death, and every ____ suspended in a bit of ambiguity. The added issues of severe drought and consistently poor timing doomed the colony further and made

sustainability improbable without continued negotiation and creativity. The Roanoke we know ends with a haunting, unnerving disappearance that has spurred countless explanations -- none of which can point to an end location or provide conclusive evidence. With threats on all sides and a less-than-certain future, what will you do with Roanoke?

Character Bios:

The Blacksmith

Personality Traits: A master of their trade, the blacksmith has strong convictions when it comes to tools and iron. They believe in a strong colony, but are uncertain of how to deal with the Native Americans.

Powers: The blacksmith is in charge of the small forge within the colony, and can control the supply of metal products available to the colony.

Outlook: The blacksmith, while skilled with their tools, is not well versed in nature, and needs assistance to find the ore required to continue their craft.

The Gunsmith

Personality Traits: Always prepared for a fight, the gunsmith is committed to keeping the colony safe from any threats that it faces.

Powers: The gunsmith has control over the production of firearms in the colony, as well as the mixing of blackpowder.

Outlook: The gunsmith revels in the glory of battle, and as such is a strong advocate of decisive action against any enemy of Roanoke.

The Shipwright

Personality Traits: The shipwright has had a long connection to the seas, and believes that continued survival and success lies out among the waves.

Powers: The shipwright has control over the creation of new boats for the colony, for the rivers, lakes, and bays nearby.

Outlook: The shipwright, though passionate about the ocean, is somewhat disinterested in things back on land and is uncertain why more people don't share their opinion.

The Midwife

Personality Traits: The midwife is an older woman who helps the colony with the pregnancy process.

Powers: Numerous connections to local mothers and extensive knowledge of herbal remedies.

Outlook: The midwife is a strong advocate for pacifism and non-intervention, a rather unpopular opinion among the colonists.

The Minister

Personality Traits: The minister is a pillar of the community, knowing each and every one of the colonists and seeing them every Sunday.

Powers: Connections to all of the colonists, classical training, and experience in oration.

Outlook: The minister is an advocate for diplomacy and conversion of the natives, which is not a well-liked point of view.

The Captain of the Guard

Personality Traits: The captain of the town guard is gruff and terse, with significant military training.

Powers: The captain of the guard has training in military tactics and command experience, and has control over the colony's guards.

Outlook: The captain of the guard can best be described as a warhawk, desiring to preemptively strike at the enemies of Roanoke.

The Carpenter

Personality Traits: The carpenter has an intimate knowledge of everyone's home in the colony, having helped to raise all the houses and barns.

Powers: The carpenter is a skilled craftsman, who knows much about crafting structures and harvesting timber.

Outlook: The carpenter believes in strengthening the colony internally before looking outward.

The Fishing Captain

Personality Traits: The fishing captain has a great deal of experience on the open ocean, and is more at home on the water than on land.

Powers: The fishing captain has control of several fishing boats worked by the colony.

Outlook: The fishing captain believes that the colony should expand to reach new and better fishing waters before tackling the unknown wilds inland.

The Plowmaster

Personality Traits: The voice of the local farmers, the plowmaster is in charge of organizing the planting and harvesting of the colony's crops.

Powers: The plowmaster has extensive knowledge of agriculture and animal husbandry, and knows the local farmers very well.

Outlook: The plowmaster believes in expansion into the wilds to increase grazing lands and field areas.

The Local Explorer

Personality Traits: The local explorer has ventured further into the interior of the area than anyone else, and has had the most interactions with the Native Americans.

Powers: The local explorer has an understanding of tracking and a small amount of the Native American language, along with cartographical skills.

Outlook: The local explorer desires peace with the natives and more exploration of the land.

The Patriarch of the Largest family

Personality Traits: Ichabod Wells, the patriarch of the largest family in Roanoke has many connections to the colonists and people back in England.

Powers: Ichabod Wells owns the largest plot of land in the colony, and has a large amount of wealth and diplomatic practice.

Outlook: Ichabod believes in the good of the many over the few, and generally he's among the many.

Eleanor Dare

Personality Traits: The daughter of the governor of Roanoke, Eleanor is a respected member of the community and mother of the first child born in the Americas.

Powers: Eleanor has strong support from the female members of the colony, as well as the respect of many for the good works of her father.

Outlook: Eleanor desires a peaceful, safe place to raise her daughter.

The Barber

Personality Traits: The barber also serves as the medical professional for the colony, who tends to the those who suffer wounds.

Powers: The barber has great medical knowledge and knows how both perform surgery and prescribe remedies.

Outlook: The barber is opposed to any expansion which causes loss of life.

The Hossler

Personality Traits: The hossler seems to spend more time with horses than with humans, but has an uncanny ability to connect with the beasts of burden.

Powers: The hossler takes care of the horses used by the colony and has control over them.

Outlook: The hossler wants more room for their animals, but is anxious to engage in any efforts that would endanger them.

The Miller

Personality Traits: The miller concerns themselves with turning the raw crops produced by the farms of the colony into usable materials like flour.

Powers: The miller has an in-depth knowledge of food production and supplies the colony with grain and foodstuffs to make things like bread.

Outlook: The miller is in favor of expansion as long as it coincides with building projects to increase productivity.

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