Cybersecurity Act 2 Simulation: Role Handout

The Pirate Academy was made possible by the Greens/EFA group in the European Parliament.

Commission: Director-General (lead negotiator)

Confidential: for the assigned participant only. Do not share with other participants, including members of your own team. Positions in this scenario are fictionalised for educational purposes and inspired by, but not identical to, publicly reported positions. Roles are institutional functions, never named living individuals.

Your team in this scenario

The Commission is played by one person, the Director-General, and, if cast, a second: the Legal Service. The Commission does not vote, but it holds the pen (it tables compromise texts and presents the final package), it can **oppose** the final text (the Council then needs unanimity) and it can **withdraw** its proposal before the Council's final vote, which ends the scenario without an act. If both are cast, they agree the Commission's position together; if they disagree, the Director-General decides and announces it. As a team of one or two, you skip the teammate questions on the reputation form; only the media balance applies to you. Your team shares three public goals, listed below and in the general factsheet. If no act is adopted, your team scores -5. The rules in full are in the general factsheet.

Your position in November 2026

You lead the directorate-general that wrote the Cybersecurity Act 2. You represent the Commission in the trilogue, you present compromise texts and the final package, and you announce whether the Commission supports or opposes the final text. Everyone expects you to be the trusted broker between the Parliament and the Council.

The proposal is your work. Its core is simple: the Union, not 27 separate capitals, decides which vendors are too risky, and one Union certification replaces a patchwork of national ones. Member states have been free to act since 2020, and most did not.

You speak for the whole Commission, including ENISA, the cyber security agency, which would like more resources for its new tasks. You have also heard that a senior position will open next year. A successful file would make you the obvious candidate.

Your team's public goals

Every player of your team shares these goals. Everyone in the room knows them.

1. **The heart of the proposal (Articles 6 and 8).** 1 point if the Commission can designate by its own decision, at least provisionally in urgent cases. 1 point if a Union certification scheme replaces national schemes (a transition period is fine; a permanent national exception is not).

2. **A wide and flexible scope (Articles 3, 4 and 12).** 1 point if Annex I keeps at least eight of the eleven numbered sectors of the proposal. 1 point if the Commission can update Annex I or the list of critical technologies without a new regulation.

3. **The Commission implements (Articles 4, 9 and 12).** 1 point if the Commission adopts the list of critical technologies and decides on reviews of designations without needing the approval of the member states (consultation is fine). 1 point if the Parliament has no right to object.

Confidential (for you alone): your secret goals

Never show this part before the reveal. You may lie about it. Each goal scores all or nothing. Goals that test the text score only if an act is adopted, unless the goal says otherwise.

First time right (1 point)

The final package that you present is adopted at the first final vote, without a retry.

Joint answers (2 points)

The act is adopted, and at least two injects are answered by a joint statement agreed by the Director-General, the presidency and the rapporteur, read out to the whole room (for inject 1, at the opening of day 2) and handed to the second facilitator. A joint statement is not part of the act.

The promotion (3 points)

The act is adopted, and the Commission designates high-risk vendors by its own decision without any confirmation vote of the member states (consultation is fine; a provisional designation that the member

states must confirm is not). This is more than your team's public goal asks for, and it is what France, Germany and Czechia will fight hardest against.

Who you need and who is in your way

- **The EPP and Finland** support a strong designation power.
- **The rapporteur and the presidency** for joint statements; they also need a deal.
- **The four-column document:** on the evening of day 1 you receive an editable copy; use it to prepare compromise wording for day 2.
- **The Legal Service,** if cast, is your closest partner: let it draft while you negotiate. It will push to tie ground (a) to evidence so that your designation power survives in court; that can also be your offer to Ireland, Renew and the Parliament.
- **In your way:** France, Germany and Czechia on member-state control.

What you can give away

- a provisional designation that the member states confirm (it keeps your team's point, but it costs you your promotion);
- a longer phase-out;
- reporting to the Parliament.

If there is no deal

If no act is adopted, your team scores -5 and your promotion is gone. Withdrawal is your right, but it gives everyone the no-deal result.

Scorecard: Director-General (lead negotiator)

At the reveal, hand this page to your verifier (a player from another team). The verifier checks each secret goal against the final text, the inject log, the vote record and the reputation results, and marks it. You may contest one item; the lead facilitator rules on disputes.

Secret goal	**Scores if**	**Points**	**Verified**
First time right	final package adopted at the first vote	1	

Secret goal	**Scores if**	**Points**	**Verified**
Joint answers	act adopted and joint statements on at least two injects	2	
The promotion	act adopted, Commission designates with no member-state confirmation vote	3	
Secret goals total		0 to 6	

Personal score	**Points**
Team score (lead facilitator; -5 if no act)	
Secret goals (verifier)	
Reputation (second facilitator; -2 to 2)	
Total	