Cybersecurity Act 2 Simulation: Role Handout

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

Parliament: Greens/EFA (rapporteur)

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

Five political groups sit at the Parliament's table: Greens/EFA (rapporteur), EPP, S&D, Renew Europe and Patriots for Europe (the facilitator will say who is present). Each group votes as a bloc with its seats; a text needs **361 seats in favour**. No majority is possible without the EPP. The rapporteur leads the team and speaks for the Parliament in the trilogue. On day 1 you build the Parliament's mandate; on day 2 you defend and trade it. 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

The Parliament has appointed you rapporteur for the Cybersecurity Act 2. Your group has asked for years that equipment from high-risk vendors be removed from Europe's critical infrastructure, and that Europe stop depending on authoritarian states for its networks. Your group also defends privacy, encryption and the rights of everyone, including companies, to a fair procedure. You want a law that is tough and fair at the same time.

Your group is the smallest one in the room: 53 of 720 seats. As rapporteur, you cannot deliver a majority on your own. The EPP is indispensable, and the S&D almost always is. The other groups will judge you by one thing: whether you bring back a text they can vote for. If the file fails, the press will say the rapporteur failed.

You lead the Parliament's team and speak for it in the trilogue. Use that position: you decide which compromises you bring back to your team, and how you present them.

Your team's public goals

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

1. **Fair procedure (Article 9).** 2 points if Article 9 contains all three: a written statement of reasons; at least 20 working days for the vendor to respond; and a review of every designation at least every 36 months, or automatic lapse after at most 36 months. 1 point if it contains two of the three.

2. **Real protection (Articles 3 and 7).** 1 point if Annex I covers at least energy, health, drinking water, electronic communications networks, and cloud computing or data centre services. 1 point if the phase-out period for the most critical technologies is at most 24 months.

3. **A real say for the Parliament (Article 12).** 2 points if the Parliament gets a formal right to object to designations or to the list of critical technologies. 1 point if the Commission must report to or be heard by the Parliament before or after designations, without a 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.

No mass surveillance (1 point)

The final text states that the regulation does not authorise, and may not be used for, surveillance or monitoring of persons in the Union (in a recital or an article).

No ban forever (2 points)

Every designation is reviewed at least every 24 months, or lapses automatically after at most 24 months unless it is renewed on substantive grounds (Article 9).

A leader in a storm (3 points)

The act is adopted, and for every inject that the facilitators play you personally table, in writing, an amendment or a recital responding to it: for inject 1 before the mandate vote on day 1; for every later

inject before the next inject is played or, for the last one, before the final package. Hand the text to the lead facilitator or the second facilitator; the second facilitator keeps the log. The amendment does not have to survive; what counts is that you reacted to every event.

Who you need and who is in your way

- **The EPP:** without its 188 seats nothing passes. It shares your concern about security, not always your concern about rights.
- **The S&D:** your natural partner on protecting people and on due process.
- **The Commission's Legal Service** (if cast) may quietly share some of your positions on procedural rights.
- **In your way:** the Patriots on almost everything; the Council on the phase-out period and on any role for the Parliament; parts of the Commission on review and lapse.

What you can give away

- the exact phase-out period, if the most critical technologies are covered quickly;
- the breadth of the scope beyond the core sectors;
- the level of penalties;
- a reporting obligation instead of a full right of objection, if you have to.

If there is no deal

If no act is adopted, your team scores -5, and your hard goal is lost. A rapporteur who brings nothing home is remembered for it.

Scorecard: Greens/EFA (rapporteur)

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
No mass surveillance	explicit anti-surveillance wording	1	
No ban forever	review or automatic lapse at most every 24 months	2	
A leader in a storm	act adopted and a written amendment by you after every inject	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	