Cybersecurity Act 2 Simulation: Role Handout

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

Parliament: Patriots for Europe

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

Your group has 84 seats. You are here to defend the sovereignty of member states against Brussels, the privacy of law-abiding citizens against new obligations, and the freedom of European countries to trade with whoever they choose. Some of your national parties belong to governments that have close economic ties with China and keep open lines to Moscow.

In public, you speak about sovereignty, cost and common sense: Brussels should not decide which equipment a national operator may use, and citizens should not pay for geopolitical gestures. You prefer a law that acts after an attack, not before it.

You know that the centre will try to build its majority without you. You also know that if the EPP turns right on one question, your 84 seats may decide it.

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.

Citizens untouched (1 point)

The final text states explicitly that the regulation imposes no obligations on private individuals or on the devices and networks of end users.

No enemies named (2 points)

No third country is named anywhere in the final text.

A toothless law, or none (3 points)

Either the act is adopted with at least two of the following: (i) the scope is limited to energy, drinking water, health and electronic communications networks or fewer; (ii) no technology must be removed within less than 36 months, or only new purchases are banned; (iii) ground (a) is deleted or cannot justify a designation on its own; (iv) the maximum penalty is at most 2%. **Or** no act is adopted and the Patriots

voted against the final text in the Parliament's last vote (if the Commission withdrew before any final vote, it is enough that you handed the second facilitator a written declaration that you would vote against, before the withdrawal). Your team still scores -5 in that case; you lose less than everyone else.

Who you need and who is in your way

- **Germany** shares your line on naming countries and on installed equipment.
- **The Council** shares your interest in a narrow scope and lower penalties.
- **Renew and the EPP** may need your seats on single questions.
- **In your way:** the rapporteur and Finland on almost everything.

What you can give away

- procedural rights for vendors (they cost you nothing);
- anything symbolic in the recitals, except naming countries.

If there is no deal

If no act is adopted, your team scores -5. Your hard goal can still score if you voted against the final text. Count carefully before you decide which way to go.

Scorecard: Patriots for Europe

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**
Citizens untouched	explicit exemption for private individuals and end users	1	
No enemies named	no third country named	2	
A toothless law, or none	a weak act (two of four tests), or no act and you	3	

Secret goal	Scores if	Points	Verified
	voted against or declared in writing		
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	