Crisis Committees

Star Wars JCC: The Separatists

CHAIR: Faith Farley

GWCIA 30

December 6th

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Letter From the Chair

Dear Delegates,

My name is Faith Farley! I'm a senior studying international affairs and political science at the George Washington University. I'm serving as GWMUN's Head Delegate and love competing on the collegiate circuit! In my free time, I'm a DC tour guide and enjoy trying new coffee shops. I'm a huge Star Wars fan and am super excited to chair this committee. We will be basing our debate on the Canon, no fanon or legends stuff. If you have any questions, feel free to send me an email!

Best,
Faith

Dear Delegates,

Welcome to The Confederacy of Independent Systems! My name is Anna Barrett, and I'll be your Crisis Director for this committee. I'm a sophomore studying International Affairs and Political Science here at GW, and in addition to competing on GW's travel Model UN team as a crisis delegate, I'm a massive Star Wars nerd who's so excited to see what you all come up with in committee! As you plot and scheme against the Republic, remember to be creative, collaborative, and don't be afraid to take risks. May the force be with you all!

Committee Format and Procedure

Unlike traditional MUN committees, which typically focus on resolutions, a JCC splits delegates into two opposing blocs, each representing a different side of a conflict. The blocs operate independently but are interconnected, reacting in real-time to each other's actions. Each side of the JCC has its own set of delegates. A Crisis Director (CD) manages the overall storyline, controls the flow of information, introduces new developments, and responds to delegated actions. Each side of the JCC will have its own CD, and the two will collaborate to create a cohesive flow for each side. Unlike General Assemblies, where delegates pass resolutions, JCC delegates use directives, which are short, focused documents that propose actions their bloc should take in response to a crisis update.

The backroom will introduce events that shape the narrative; these can be based on backroom arcs written by delegates, directives passed, or simply made up by the CD themselves. These are designed to move committees forward and give delegates something to respond to. Each bloc of the JCC then debates and passes directives to address the situation, while individual delegates can use personal powers to advance their own agendas. The Crisis Staff will relay the actions of one bloc to the other, allowing real-time reactions from each side and giving them opportunities to respond to these events via directives or on personal crisis pads.

Crisis pads give delegates the opportunity to be creative with their characters and powers in order to influence the committees. The first note written on the crisis pad is typically referred to as a "manifesto" and should outline your character's overall plan for the committee and how they will accomplish it. To ensure the Crisis Staff clearly understands your goals, please keep all notes clear and concise. Bullet/short actionable points and TLDR's (short recaps of each note at the top of the page) are greatly

encouraged and appreciated. While the crisis is intended to be fun, we encourage all delegates to be creative, **please keep all notes and actions appropriate!**

Introduction & Topics

The Confederacy of Independent Systems, also known as Separatist forces, has gathered to discuss the fate of the galaxy as we know it. Drawing key players from throughout the galaxy, the separatist forces have declared a three-day ceasefire with the Republic forces to determine whether they wish to pursue peace or war.

Background:

A long time ago in a galaxy far, far away... the Republic rules the galaxy with an iron fist. Corruption runs rampant in the overly bureaucratic galactic governmental system that ignores the people suffering and oversteps planet's sovereignty. Thousands of planets have seceded from the Galactic Republic and pledged their loyalty to Count Dooku, becoming the Confederacy of Independent Systems. There are various factions within the Confederacy of Independent Systems, with many seeking to avoid conflict with the Republic, simply wanting to be free from the corruption within it. The Separatists must decide whether to pursue peace, negotiate a permanent ceasefire, or declare war on the Republic during this temporary ceasefire.

Galactic Independence:

The Separatists' call for independence drives their actions and motivations. This search for autonomy has resonance with numerous star systems that have become disillusioned with the rule of the Galactic Republic. Yet, this call has tremendous challenges both from within the coalition and externally.

The majority of systems believe the Galactic Republic is burdened by bureaucracy and corruption. They believe that the central government has been unresponsive to local needs, leading to the perception that independence would provide an opportunity for

more effective and responsive governance. However, opponents of decentralization and independence argue that more autonomy would result in more corruption and the establishment of dictatorial regimes. Another reason that supports the calls for independence is in terms of the economic policies of the Republic, specifically their tax and trade laws, which are seen as oppressive. The Trade Federation and other business corporations are leading the line of argument that independence would lead to economic freedom and prosperity. However, this increased economic independence would be detrimental to workers because it would further decentralize labor laws and remove the galactic minimum wage. These consequences can negatively impact the ordinary citizen seeking economic gain.

Finally, for the majority of star systems, the need for self-governance is intrinsically linked with their cultural and historical identities, as these planets have their own methods of selecting leaders. The new republic, however, has encroached on their sovereignty by establishing the Galactic Senate and instituting a one-size-fits-all model that is not representative of the personalized government of these unique planets. The Separatists provide a means for these systems to reassert their independence and define their own identities, free from the influence of the Republic.

Differences within the Separatist Forces:

During the Clone Wars, the separatist forces were faced with widespread internal strife that hindered their attempt at creating a unified coalition to challenge the Galactic Republic. Although the Confederacy of Independent Systems, led by Count Dooku, originally brought all the groups dissatisfied with the Republic together, long-standing differences and conflicting agendas would soon begin to surface. Large players like the Trade Federation, the Banking Clan, and independent planetary rulers generally placed

individual interest over the greater good, breeding mistrust and inter-clan conflict. The Trade Federation, for instance, was concerned with protecting its trade lanes, while others, like the Corporate Alliance, were concerned with profiting and gaining wealth. On top of this, ideological disagreement among member factions, with some individual prioritizing their individual interests over those of the coalition. Additionally, multiple military commanders, such as General Grievous and Count Dooku himself, introduce contentious strategies and visions for the war, complicating command structures. This disunity not only impairs the smooth operation of military activity but also makes diplomatic attempts towards achieving greater support from neutral systems less effective. This disarray within the factions weakens the separatists' coalition and presents a unique challenge that they must work to overcome.

Strength of Republic Forces:

Another challenge that the Separatists face is the technological and military dominance of the Republic. The Galactic Republic, with the might of the Jedi Order and the Galactic Senate behind them, has the strategic advantage in terms of manpower, state-of-the-art weaponry, and logistical factors. The Republic's clone troopers are engineered for combat and have access to advanced technology, making them a very effective fighting force that tends to outmatch the separatist droid armies in tactical adaptability and versatility. The droid army, while large, lacks the human adaptability that the clones have, putting them at a disadvantage. To combat this, the separatists must rely heavily on unconventional warfare tactics, such as guerrilla warfare and sabotage, which, while effective in localized situations, are not able to counter the Republic's organized military might consistently. In addition to the technological differences, the Jedi's presence on the battlefield presents a wild card in that their

leadership and combat skills consistently tip the balance in the Republic's favor at critical engagements. As the war wears on, the separatists are faced with the uphill task of not only minimizing their inherent technological differences and developing strategies that effectively counter the Republic's numerical and combat advantage. Should the separatists work to develop new technology to give them a tactical advantage? How should the separatists try to succeed on the battlefield if they don't pursue peace? Should the separatists consider their relative weakness when determining whether to pursue peace or war?

Guiding Questions

Please consider the following questions as you prepare for this committee, allow the following to guide your research.

1. Should the separatists work with the Republic to work toward Galactic Peace?
2. What demands should the separatists make during negotiations with the Republic?
3. How should the Separatists build a strong coalition that can stand up to the Republic?
4. How do the separatists weigh their desire for independence and their desire for peace? Can a compromise be reached that strikes a balance between independence and peace?

Character List:

1. Asajj Ventress: A Sith assassin who seeks revenge against Count Dooku, her former master, she strives for independence from the established Sith dogma. She aligns with the Nightsisters.
2. Darth Maul: Bitter and vengeful, he seeks revenge against Obi-Wan Kenobi and the Sith who abandoned him. He takes advantage of the chaos throughout the galaxy and has garnered influence from criminal alliances.
3. Pre Vizsla: The leader of the Death Watch. He seeks to restore Mandalore's warrior heritage through force. He's focused on restoring Mandalore to its traditions and will do whatever it takes to facilitate the transition.
4. Aurra Sing: A self-interested bounty hunter who has worked with Cad Ban in the past. Aurra works for whoever pays her the most. During these chaotic times, people are happy to pay her lots of credits to bring in criminals or heroes.
5. Viceroy Nute Gunray: He is focused on gaining political and economic leverage for the Trade Federation, elevating his personal power in the process. He holds a deep resentment towards the Jedi and the Republic and wants to see them crumble.
6. Rute Gunnay: A minor trade federation official loyal to Gunray's ambitions. He wants to maintain Neimoidian influence in galactic trade, which would benefit from expanding and strengthening the Trade Federation.
7. Lott Dod: A Republic senator who is sympathetic to the separatists, the Republic thinks he is on extended sick leave while he attends this summit. Keeping his true allegiance hidden is of the utmost importance. He supports Trade Federation interests.

8. Mar Tuuk: The separatist fleet commander. He has major influence over trade federations movement, military actions, and technological capabilities. He aims to achieve military glory and promote Neimoidian prestige through successful military campaigns.
9. Senator Orn Free Taa: He's a self-serving and corrupt Republic Senator, focused on growing his wealth. A shifty traitor motivated by personal gain and political survival. A textbook opportunist who has aligned himself with the trade federation because he thinks they will be victorious.
10. Senator Tikkes of Mon Cala: A former Galactic Senator from Mon Cala, he defected to the Separatists during the Separatist crisis and focused on bringing Mon Cala into the separatist alliance.
11. Grand Admiral Trench: A military genius, he is driven by a thirst for victory. His ultimate goal is to gain galactic military recognition by defeating the Republic. He favors aggressive and decisive action against the Republic.
12. Wat Tambor: A Techno Union leader, Wat is driven by his greed for wealth and desire for technological dominance. He supports the Separatists to protect corporate interests and avoid Republic regulations. He wants great autonomy for companies with fewer regulations.
13. Poggle the Lesser: Poggle aims to expand Geonosian influence throughout the galaxy and grow their role in producing clones for the separatist military forces. He's loyal to Count Dooku and strongly opposed to the Republic and efforts to negotiate with them.
14. General Kalani: A ruthless and intelligent Tactical Droid, he is in charge of developing strategies for the Separatist forces. He delivers victories through

efficient and calculated strategies. He is strongly opposed to negotiations and wants to dominate the battlefield with innovative military strategies.

15. Shu Mai: The leader of the Commerce Guild, he strongly opposes Republic intervention in economic matters and advocates for greater economic freedom and freer markets. He supports the Separatists since they are pro-business, but could be swayed to the Republic side if they weaken their economic restrictions.
16. Cad Bane: A mythical bounty hunter, he works for the highest bidder and charges a high fee. He is motivated by his desire for wealth and prestige. He hates law and order and operates outside of societal limits.
17. Mother Talzin: Mother of the Night Sisters, she seeks revenge against the Sith, who misrepresent the dark side. She advocates for the return of the dark side through mysticism and witchcraft. She is a fierce dark side user who is dedicated to her sisters and the Force
18. Barriss Offee: A disillusioned former Jedi who is sympathetic to the Separatists due to her desire to end the war. After experiencing the corruption of the Jedi and Republic first hand she is anti-establishment. She wants to end the war at all costs.
19. Rush Clovis: A Banking clan representative who had previously served as a senator in the Galactic Senate. Driven by corporate interests, he betrayed the Republic and began funding the Separatists' weapons development programs. He has a vested interest in strengthening the Banking Clan's position in the Galactic economy.
20. Moralo Eval: A criminal mastermind, Moralo has no morals and is willing to do anything. Incredibly intelligent, he evaded capture by galactic law enforcement

and was hired by Count Dooku to create the Box, which tested Bounty Hunters' skills.

Works Cited

https://starwars.fandom.com/wiki/Clone_Wars

https://en.wikipedia.org/wiki/Clone_Wars