

# Star Wars JCC: The Galactic Republic



**CHAIR:** Mia Sorgie

*GWCLA 30*

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## **Letter From the Chair**

Dear Delegates,

Welcome, everyone, to GW CIA 30! I'm so excited to be your Chair for this committee! My name is Mia Sorgie. I am a part of our Model UN team here at GW and have previously helped with both GW CIA and our WAMUNC high school conference. This is my second year doing a crisis committee for GW CIA, and I'm so excited for the creativity that this JCC will bring. I think Star Wars is such a fun committee topic, and I hope you all have just as much fun participating as I did coming up with the ideas! Let's have a great GW CIA!

Best of luck,

Mia Sorgie

## **Letter from the Crisis Director**

Dear Delegates,

Welcome, everyone, to GW CIA 30! I'm so excited to be your Crisis Director for this committee! My name is Sophia Pavlenko. I am a senior at GW, joined the Model UN team in my freshman year, and have helped with both GW CIA and WAMUNC over 2022-2024, mostly working in the backroom. Crisis is my favorite committee type, and I love the capabilities that a Crisis Director has in bringing creativity, spontaneity, and excitement to any debate, especially a JCC!

I look forward to seeing each of you participate, debate ideas and policies, and negotiate your way through tense situations and conflicts. Let's have a great GW CIA, and may the Force be with you!

Kind regards,

Sophia Pavlenko

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## **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

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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 and Topics**

### **Clone Wars Background:**

For over a thousand years, the Galactic Republic maintained peace under the Jedi Order and a central government in Coruscant. However, years of corruption and inequality left people full of discontent. Count Dooku, a former Jedi turned Sith Lord, has united thousands of star systems into the Confederacy of Independent Systems (CIS), also known as the Separatists. Many CIS member worlds cite exploitation, neglect, and loss of sovereignty as reasons for leaving the Republic. The Battle of Geonosis marked the beginning of the Clone Wars between the Separatists and the Republic. However, the Republic, lacking a standing army, authorized the deployment of a hastily discovered Clone Army commissioned by a mysterious figure named Sifo-Dyas. These clones now serve as the backbone of the Republic military operations under Jedi leadership.

This war has quickly become a galaxy-wide struggle, fought not only in massive space battles and planetary invasions but also through politics, espionage, and sabotage. Civilians across the galaxy suffer the most, as planets are caught in the war. To the Republic, the Clone Wars are not one of conquest but of survival; an effort to restore order, prevent further fragmentation, and uphold the principles of representative government in a galaxy descending into chaos.

### **State of the Galaxy:**

From the Republic's point of view, the galaxy during the Clone Wars is fragile and teetering on the edge of collapse. While the Senate claims to uphold democracy and unity, regions of the Outer Rim have fallen under Separatist control, destabilizing trade

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routes and destroying centuries-old alliances. Countless star systems have left the Republic, manipulated by lies and fear spread by Count Dooku and his allies. The Republic sees itself as fighting a just and necessary war to preserve peace and order, but the conflict is straining resources, undermining civil liberties, and stretching the Jedi Order beyond its intended role. Each day brings new battles, new losses, and new doubts about the cost of victory. As Supreme Chancellor Palpatine consolidates power in the name of security, the Republic is holding, but just barely.

At the heart of the Republic's war effort is the Grand Army of the Republic, made up of genetically engineered clone troopers. Deployed across the galaxy under the command of Jedi Generals, these soldiers have become the front line in an increasingly brutal and costly conflict. The Jedi Order, once peacekeepers, now find themselves in the unfamiliar role of military leaders. The Jedi Council grows increasingly uneasy, not only with the war itself but with the growing darkness surrounding it both in the Force and in galactic politics.

Back on Coruscant, the Senate faces increasing pressure. Emergency powers granted to Supreme Chancellor Palpatine have concentrated authority in the executive branch, enabling quick wartime decisions but also raising concerns about the erosion of civil liberties and the long-term health of democracy. While many senators support the war effort as a necessary response to the Separatist threat, others fear that the Republic is becoming what it once stood against. Civil unrest, economic strain, and political infighting are growing concerns as the war drags on.

Despite the growing challenges, the Republic remains determined. Many within its leadership still believe that peace and unity can be restored, and that the Republic is the galaxy's best hope for a just and free future. But with every battle fought, every emergency power extended, and every life lost, the line between defense and domination

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grows thinner. The Republic is winning battles, but the cost of the war is beginning to cast doubt on whether it is still winning the war for the soul of the galaxy.

## **The Summit:**

In a rare moment of potential diplomacy, a summit for peace between the Galactic Republic and the Separatists has been proposed, drawing the attention of the entire galaxy. Initiated through negotiations facilitated by neutral systems, the summit represents the first formal attempt at dialogue since the outbreak of the Clone Wars. With corruption, insurgency, and war fatigue growing within the Republic itself, some senators and Jedi believe that diplomacy must now be given a chance before the Republic loses more than just territory.

For the Republic, the stakes are clear: if the summit fails, the war will likely escalate further, with even greater loss of life and potentially irreversible consequences for the Republic's institutions and values. But if it succeeds, it could mark the beginning of the end of a galaxy-wide nightmare. In a war defined by secrecy, betrayal, and manipulation, the summit offers a sliver of hope. Yet mistrust runs deep; the Republic views Count Dooku's movements as a front for Sith manipulation, while Separatist leaders accuse the Republic of tyranny. With both sides threatening to sabotage talks from within, the summit is a high-stakes gamble. Whether it will lead to one final chance to choose peace or serve as a beginning to further escalation remains to be seen.



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## **Guiding Questions**

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

1. What are the Republic's non-negotiable demands for any peace agreement?
2. What compromises, if any, is the Republic willing to make to end the war?
3. How can the Republic ensure that peace talks are genuine and not a Separatist tactic?
4. What role should the Jedi play in the negotiations and in enforcing any post-war peace?
5. What is the Republic's long-term vision for galactic stability after the war?

## **Character List:**

1. Plo Koon: He is a Jedi Master and a member of the Jedi High Council. He is known for his firm sense of justice and strong leadership. Plo Koon is widely respected within the Grand Army of the Republic and the Jedi Order, having led many successful military operations. He is known for his combat skills, as well as his empathy him consistently advocating for the lives of civilians and clones. This has earned the respect of not only his clones but also his Jedi peers. He understands the need for military action; however, he is concerned about the future of the Jedi with their involvement in military conflict. His commitment to the Jedi code is strong but not unwavering, with him questioning the Order's involvement within the conflict and fearing the long-term effect this will have. He wishes for the war to end and the Jedi to resume their role as peacekeepers as soon as possible.
2. Luminara Unduli: She is a Jedi master who strongly adheres to the Jedi code. She possesses a very analytical mind and views the conflict as necessary in order to maintain the order of the republic. She is not eager to partake in this conflict but views it as necessary to protect the Republic's institutions. She is strongly opposed to radical change as she views it as reckless. As a Mirialan, she views personal discipline and spiritual enlightenment as closely tied to service and duty. She maintains a clear separation of duty and emotions. Luminara wants this war to end, but she won't hesitate to continue fighting if a conclusion is not realistic.
3. Mace Windu: A powerful Jedi Master and member of the Jedi Council known for his strict opposition to separatism and corruption. Windu possesses a realistic view, which may contrast with more idealistic members of the summit. Windu

supports swift action to unify the Republic and is deeply concerned about the potential of unchecked executive authority, viewing it as a threat to democracy and the Jedi as a whole. Mace will support a solution that ends the war and restores true democracy to the Republic and Galaxy.

4. **Ahsoka Tano:** Ahsoka serves as the Padawan to Anakin Skywalker. This thrust her into a leadership role from a very young age. Her close bond with Anakin has also led to her being willing to challenge the status quo and stray from conventional tactics on the battlefield. Her experiences on the front lines give her a strong sense of justice and a deep concern for the lives of civilians and the disenfranchised. Ahsoka often questions the Jedi Order's growing involvement in warfare and politics, though she still supports the mission to uphold Republic control and end this war.
5. **Jocasta Nu:** Jocasta Nu is a Jedi Master who serves as the Chief Archivist of the Jedi Temple. She oversees one of the largest collections of knowledge within the galaxy. She is committed to the preservation and sharing of knowledge. She views information as a pillar of justice and believes that truth and understanding are needed to resolve conflict. She holds access to a wide variety of knowledge, such as information about the force and historical records. She plays a vital role in scientific research done by the Jedi Council.
6. **Captain Rex:** He is a highly respected clone trooper officer in the Grand Army of the Republic, best known for his leadership, loyalty, and tactical skills. Serving under Jedi General Anakin Skywalker and Ahsoka Tano, Rex commands the elite 501st Legion, one of the Republic's most prominent and battle-hardened clone units. Though bred for combat, he values the lives of his men and often questions the ethics of the war, showing a deep sense of individuality and leadership, which

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often sets him apart from standard protocol. Rex is respected by both clones and Jedi alike and wishes to end this war to protect them both.

7. **Commander Wolffe:** He is the leader of the 104th Battalion in the Grand Army of the Republic. A battle-hardened and disciplined clone officer, Wolffe is known for his loyalty, strategic mind, and no-nonsense attitude. He serves closely under Jedi General Plo Koon, with whom he shares a strong bond of mutual respect. Despite suffering heavy losses throughout the war, Wolffe remains a resilient and focused commander, committed to protecting the Republic and his brothers at all costs.
8. **Fives:** He is a skilled and brave ARC trooper in the Grand Army of the Republic, known for his strong sense of duty, loyalty to his brothers, and determination to do what is right no matter the cost. Serving with distinction in the 501st Legion and later as an Advanced Recon Commando, Fives has earned a reputation for thinking independently and questioning orders when necessary; he will do whatever it takes to protect those he cares about.
9. **Commander Cody:** He is a highly disciplined and respected clone officer in the Grand Army of the Republic, serving as second-in-command to Jedi General Obi-Wan Kenobi. Known for his professionalism, tactical skill, and unwavering dedication to duty, Cody leads the 212th Attack Battalion in numerous key battles across the galaxy. Loyal to the Republic and the chain of command, he maintains a strong sense of order and efficiency and will support the Jedi's proposal to end the war.
10. **Nala Se:** She is the Chief Medical Scientist of the Kamino cloning facilities and a leading figure in the creation and maintenance of the Republic's clone army. Highly intelligent, composed, and secretive, she plays a key role in overseeing the

development of the clones on Kamino, including specialized units and experimental enhancements. Nala Se is deeply loyal to the interests of Kamino and works closely with both Jedi and Republic officials, though her true priorities often lie in preserving Kaminoan control over cloning science and earning credits, even if the war continues.

11. Senator Bail Organa: He is a prominent senator from Alderaan and a key political figure in the Galactic Republic. Known for his integrity, compassion, and commitment to democracy, Bail is an advocate for peace and diplomacy, often opposing the growing militarization of the Republic and the expansion of Chancellor Palpatine's emergency powers. Though loyal to the Republic, he is deeply concerned about the erosion of civil liberties and the Jedi Order's role as wartime generals. Behind the scenes, Bail works closely with like-minded senators and Jedi to preserve the Republic's core values, which means he will support any negotiations to end the war.
12. Sabé: She is a former handmaiden and decoy to Queen Padmé Amidala of Naboo who later steps into the political arena. Sabé operates mostly behind the scenes, not as an official senator during the war, but as a loyal ally to Senator Padmé Amidala and a quiet advocate for peace and justice within the Republic. Deeply committed to Naboo and the ideals Padmé stands for, Sabé becomes increasingly suspicious of Chancellor Palpatine's rise in power and the direction the Republic is heading. While not as publicly active in the Senate, her efforts in intelligence, diplomacy, and quiet resistance are crucial to the core values of the Republic, which she hopes to restore.
13. Senator Riyo Chuchi: She is a young representative of the planet Pantora in the Galactic Senate. Initially inexperienced and soft-spoken, she quickly

demonstrated courage and diplomacy. Throughout this war, Chuchi has matured into a principled leader who stands up against corruption and injustice, often advocating for the rights of marginalized groups while maintaining a strong moral compass. She also wants to be a strong advocate of Clone rights after the war.

14. Senator Mon Mothma: She serves as a representative of Chandrila in the Galactic Senate. She often opposes the increasing militarization of the Republic and Chancellor Palpatine's growing powers. Mothma advocates for diplomatic solutions to the conflict and works tirelessly to protect civil liberties and the rights of individual systems caught in the crossfire. Despite the pressures of war, she maintains her focus on preserving the ideals of the Republic and preventing the Senate from becoming a tool of authoritarian rule. Her efforts to resist the erosion of democracy often put her at odds with more aggressive senators and the growing influence of the Jedi-led military campaign.
15. Vice Chair Mas Amedda: He serves as the high-ranking official in the Galactic Senate, acting as the Senate's presiding officer under Chancellor Palpatine. Vice Chair Amedda plays a key role in managing Senate proceedings and maintaining order during a turbulent time. While outwardly loyal to the Republic, he is very closely aligned with Palpatine's agenda, often facilitating the Chancellor's consolidation of power and the expansion of emergency wartime measures. He will support any solution that benefits him and the Chancellor's growing power.
16. Hondo Ohnaka: He is a charismatic and unpredictable pirate operating primarily from the Outer Rim world of Florrum. Known for his wit and self-serving nature, Hondo frequently shifts alliances depending on profit and circumstance, working with, betraying, and occasionally aiding both the Republic and the Separatists.

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Despite his criminal background, Hondo possesses a surprising sense of honor and charm, often showing respect for Jedi. His blend of humor and occasional heroism makes him one of the most unpredictable wild cards in the galaxy.

17. **Jabba the Hutt:** He is a powerful and influential crime lord who controls a vast criminal empire centered in the Outer Rim on his homeworld of Tatooine. Jabba maintains a position of strategic importance due to his control over key hyperspace routes, making him a figure of interest to both the Republic and the Separatists. While not directly involved in the war, he leverages his position to protect and expand his criminal operations, including smuggling and bounty hunting. Ruthless and cunning, Jabba values power and loyalty, striking deals when beneficial and crushing opposition when necessary. Despite his status outside the law, his influence in the galactic underworld gives him significant sway. He will support whichever solution brings him the most power, whether that be an end to the war or not.
18. **Chewbacca:** He is a young Wookiee warrior from the planet Kashyyyk who becomes involved in the Clone Wars. Brave, strong, and fiercely loyal, Chewbacca is skilled in combat and deeply connected to his people's traditions. Though not a soldier in the Grand Army of the Republic, he plays a key role during the war, notably assisting many Jedi. Like many Wookiees, Chewbacca opposes the Separatists' invasion of Kashyyyk and will do anything to aid in the defense of his homeworld.
19. **Saw Gerrera:** He is a determined and headstrong resistance fighter from the planet Onderon. Trained by Jedi, including Anakin Skywalker and Ahsoka Tano, Saw leads a local insurgency against Separatist forces occupying his homeworld. Fiercely loyal to his people and willing to take bold, sometimes ruthless actions,

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Saw quickly proves to be a capable and fearless leader. He fights not just for victory, but for the freedom and independence of his planet. His experiences in this conflict shape his more radical approach to warfare, and he will do anything necessary to end this war, even if it may cross a line or benefit the other side.

20. Jar Jar Binks: He is a Gungan representative from Naboo who serves as a senator in the Galactic Republic. Though often clumsy and unconventional, Jar Jar plays an influential role in key diplomatic and political events. Despite being underestimated by many, Jar Jar's honesty, loyalty, and unique approach to problem-solving often lead to unexpected successes. He has been involved in several missions alongside Jedi, contributing to both diplomatic efforts and battlefield situations, sometimes with accidental but effective results.



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## **Works Cited**

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