

# GRIFFMUN 2024

## Star Wars

### **CRISIS COMMITTEE**

SATURDAY, FEBRUARY 17, 2024

Head Chair  
Dean Konegni

Vice Chair  
Jessica Kearns

Legal  
Duy Dang



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# GRIFFMUN CASE FILE -- STAR WARS

## -- Chair Introductions --

### Head Chair: Dean Konegni

Hey everyone! My name is Dean Konegni and I am a Senior at Los Alamitos High School. I have been a part of Model UN for three years, and look forward to working on this conference. I really enjoy Star Wars and feel that the Team and I have done it justice in bringing to the world of Model UN.

### Vice Chair: Jessica Kearns:

Bright suns delegates,

I'm Jessica Kearns, a senior at Los Al. I've participated in MUN for two years and have loved every moment of it. I love all things Star Wars from the movies to the comics to obscure fanfiction at 3 am relating to what if Anakin never turned to the darkside? I can't wait to be your chair for this committee and am so excited to see what you guys come up with. And delegates, may the force be with you.

### Legal: Duy Dang

Hi delegates and welcome to GRIFFMUN! My name is Duy Dang and I'm delighted to be your legal in this committee! I am a sophomore at Los Al High and this will be my second year of doing MUN. Through MUN, I have become more confident and more connected with current world events. Outside of MUN I enjoy playing the violin, drawing, and hanging out with friends. I hope to see y'all and am excited to see how this committee pans out! Good luck!

## —Star Wars—

Star Wars is a multi-media giant based on a far away galaxy, originally created by George Lucas. Set in a distant galaxy filled with futuristic technology, exotic alien species, and mysterious powers derived from a supernatural energy known as the Force, Star Wars tackles political instabilities and interplanetary wargames as members of the Galactic Senate vie for power over each other. This conference shall be taking place just before the beginning of *Star Wars: Episode III – Revenge of the Sith*, and shall be focused primarily on the power struggles induced by the Clone Wars.

### **Sources:**

Star Wars movies can all be found on Disney Plus, along with the TV Show *Star Wars: The Clone Wars*. The conference will be ran using information from the background guide, however if delegates desire further study they can watch any of these, or look more into their characters on [https://starwars.fandom.com/wiki/Main\\_Page](https://starwars.fandom.com/wiki/Main_Page) (please note that some characters were created for the convenience of committee and may not have information on Wookieepedia).

## —The Clone Wars—

The Galactic Republic held territorial claim over the entire galaxy, only recently entering into a secession crisis after The Separatist Confederacy of Independent Systems, headed by Count Dooku. The conflict is characterized by the extensive use of clone troopers, genetically engineered soldiers created from the template of Jango Fett. While the Galactic Republic fights with armies of seemingly endless clones, Separatists make use of machine soldiers, known as

droids. While of similar fighting skill to the Clone Army, droids lack much of the cognitive base and individualistic thinking that the clones possess. While many frontier planets suffer from the large-scale battles and destruction, corporations such as Blas-Tec and Zaltin Corp are making profits hand over fist. Rumors and murmurs have spread throughout the galaxy that Count Dooku, the leader of the Separatists, is leader in name only, and the real power lies in the hands of *some mysterious puppetmaster...*

## —The Galactic Republic—

The Galactic Senate is the chief legislative and, until recently, was the chief executive branch of the Galactic Republic. Made up of various representatives of star systems, and presided over by a Supreme Chancellor, the Senate has ruled the galaxy for the past twenty five thousand years. However, as tensions in the Republic rise, more and more questions on the body's efficiency are asked.

Due to its reliance on the often inefficient Senate, the Republic is not capable of fully controlling all of its territory. This means that numerous crime syndicates, oligarchs, or other local leaders can be found acting with effective independence, sometimes even in direct violation of Republic policies.

When the Clone Wars first broke out, the role of Supreme Chancellor, held by Sheev Palpatine, became the new executive power. While this development has seen improvement in the areas of immediate effectiveness, there are also serious concerns about overcentralization and an overemphasis on military spending that comes at the cost of the Republic's citizens.

The Loyalist Committee, an advisory body of Senators created by Chancellor Palpatine at the beginning of the war to aid him in resolving the conflict and maintaining loyalty to the

Republic, has increasingly begun to oppose the expansion of the Chancellor's authority and the continuation of the war effort. So far, their peaceful initiatives have failed and the war effort has only grown, but it seems this *situation cannot last forever...*

## —The Jedi Order—

Defined by their unique connection to The Force, Jedi dedicate themselves to, before all else, The Jedi Order. The Jedi Order is a monastic religion based on the expansion and protection of the Light Side of the Force, or generally doing good for the galaxy. Steadfast supporters of the Republic, the Jedi Order has dedicated their efforts to assist and protect the Galactic Republic from would-be dangers. However, questions have been raised recently over the role of the Jedi Order in the Republic, and their unchecked influence over their policy. Rumors have been heard about their counterparts, the Sith, beginning to reorganize after thousands of years, but *surely the galaxy is rid of such influences...*

## —Military Strategy—

**- General Strategy:** As members of the Republic, your primary objective is eliminating Separatist forces and maintaining peace and unity across the galaxy. Separatists fight in swarms as they have an overwhelming number of droids and machines alike. Their navy has millions of fighters, frigates, destroyers, and many more destroyers that can overwhelm your forces if you let them concentrate and attack at the same time. As much as a reactionary approach is

recommended, take action to avoid a full on onslaught. Otherwise, battles should be fairly equal in strength unless mistakes are made.

- **Advantages:** Clone troopers are intelligent, possessing human emotions and intuition. They are much more capable in combat strategy and will make good decisions without precise and direct intervention. However, much larger scale tactics should still be managed by delegates.

- **Disadvantages:** Clones are susceptible to genetic/external diseases. Don't forget about their immune systems when focusing on external injuries and damages.

### - **Interplanetary Combat:**

**Arsenal:** You have an immense, but limited budget, spend wisely. Ordered by price.

- Venator II-class Star Destroyers
- Venator I-class Star Destroyers
- Various construction/medical ships
- BTL-B Y-wing starfighters
- H-60 Tempest bomber
- ARC-170 starfighters
- Alpha-3 Nimbus-class V-wing starfighter

### - **Ground-Based Combat:**

**Arsenal:** You have an immense, but limited budget, spend wisely. Ordered by price.

- HAVw A6 Juggernaut
- All Terrain Tactical Enforcer
- Self-Propelled Heavy Artillery
- Space gunship

- All Terrain Attack Pod

## - Contingency Plan:

- Mandator II-class Star Dreadnought

## —Alliances and Diplomacy—

The delicate balance of power in the Senate and the shifting allegiances among star systems require astute diplomatic maneuvers. Negotiating treaties and forming alliances will be crucial in the pursuit of peace and stability. Each delegate is entering this senate with varying backgrounds, ideologies, strengths, and weaknesses. Peace must be brokered between the factions of this conference, and with factions outside your control. Crime syndicates like the Hutts, Pike Syndicate, and Crimson Dawn will demand your attention; you must find a way to deal with these criminals diplomatically. Or, maybe they can be of *some use*...

- The Hutts:
  - They dominate various illegal activities such as smuggling, gambling, slave trading, and spice trafficking. Hutts often form familial clans, each vying for power and influence. Feuds and alliances between these clans are common.
- Pyke Syndicate:
  - The Pykes control a significant portion of the galaxy's spice trade, which gives them substantial power and influence. They are known for their ruthlessness and often employ intimidation and violence to maintain their hold on the spice market.
- Crimson Dawn:

- Crimson Dawn engages in a wide range of criminal activities, including smuggling, extortion, assassination, and espionage. They are adept at infiltrating various sectors of society, including governments and corporations, to further their agendas.

## —Humanitarian Aid and Relief Efforts—

Amidst the chaos of war, the senate must address the humanitarian crisis affecting numerous systems. Delegates will deliberate on allocating resources and aid to affected planets and populations — constantly threatened by separatists or under the oppressive control of crime syndicates. Resources are stretched thin. Many difficult decisions are soon to come, but strategic alliances and funding operations can expand the senate's reach across the galaxy. In an era of immense polarization, expanding aid can make the difference between a long lasting government, and a room of assassinated senators...

## —Chancellor Palpatine—

Sheev Palpatine was born to a noble family on Naboo. He spent his youth traveling the galaxy, taking in the arts of various systems, and eventually entered politics. He found himself as the senator for Naboo, and grew increasingly prominent over a long career in the Galactic Senate.

When the Trade Federation began a blockade and invasion of his homeworld, and Finis Valorum's chancellery fell apart under a vote of no confidence, Palpatine found himself as the primary nominee for his replacement. And as the secession crisis grew into a full-blown war,

Chancellor Palpatine was granted a series of sweeping emergency powers, such as direct control of the new Grand Army of the Republic and the InterGalactic Banking Clan.

A few senators, including prominent members of the Loyalist Committee like Mon Mothma, Bail Organa, and Padme Amidala have become increasingly opposed to the centralization of power in the Chancellor's office, and they have begun petitioning for the defunding of the GAR and the surrender of emergency powers. As of now, these petitions have fallen on deaf ears...

### —Other Non-Delegate Characters—

- Anakin Skywalker, famous Jedi Knight and commander of the 501st Legion. Known for his great power and intense hotheadedness, Anakin is very loyal to his friends, who just might be able to influence him to their benefit. But be very careful: Anakin alone may have the potential to save the Republic, *or to destroy it*.
- Mace Windu, a powerful Jedi Master and effectively Master Yoda's right-hand man. While his political power is not as considerable, his power with the Force and his lightsaber are second only to the Grand Master himself.
- Yoda, the oldest and highest ranking member of the Jedi Order. Influencing him will not come easy, as with his impressive age comes a unique stubbornness and disconnection, even with his fellow Jedi. Swayed or not, his influence over the Order and his personal power will certainly have galactic consequences.

### —Tasks—

Delegates are encouraged to follow their character guides and aspirations when structuring their goals for the conference. However, these are some possible frames to follow during your conference.

- Reform the Galactic Republic
  - With debates over the role of the Supreme Chancellor, efficiency of the Senate, and overall corruption becoming increasingly common, it is becoming increasingly doubtful that the Republic's status quo can or should be preserved.
- End the Clone Wars
  - The fighting and death has begun to weigh heavy on the citizens of the Republic and the Confederacy. A speedy end would surely be popular among all inhabitants of the galaxy.
- Maintain Galactic Order
  - Apart from the Clone Wars, the Republic has seemed concerningly subject to hidden influences. Deeper than the politics and warfare of the day, the very order of the galaxy may be at stake.

## —Guiding Questions

- How can the Clone Wars be brought to an end in an efficient manner?
- How can you corroborate the high defense budget with other monetary needs such as humanitarian aid?
- How can the Galactic Republic transform back from a wartime government to a peacetime one?

- What is to be done about the increasing centralization of power in the office of Supreme Chancellor Palpatine?