

CALVERT HALL COLLEGE HIGH SCHOOL MODEL UNITED NATIONS CONFERENCE

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JOINT CRISIS COMMITTEE 2



The Galactic Empire

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Dais: Pierce Donovan

Greetings, esteemed Delegates! My name is Kian Donovan. I am your Chair for this committee and honored to be so. I'm a Sophomore at Calvert Hall who's loved Star Wars since I was a kid, and who still enjoys it as a young adult. The fact that I am running a conference on this beloved franchise never ceases to blow me away. If you told me last year that I would write a ten-page essay on Star Wars for Model UN, there's not a chance that I'd believe you. This club has already benefited me in so many ways, granting me new skills, introducing me to amazing new people, and given me memories that I won't forget for a long time. I hope you enjoy participating in this conference as much as I enjoyed writing it.

See you in a galaxy far far away!

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Topic Overview

It is a dark time for the Galaxy. Locked in turmoil, the Galactic Empire and the Rebel Alliance are locked in interplanetary war, casting the galaxy into chaos. As loyal citizens of the Empire, it is your duty to restore order to the galaxy by whatever means necessary, whether through skillful diplomacy or tactful military strategy.

The Galactic Civil War has been raging for some time now, and with the destruction of Yavin 4, the Rebel Alliance has lost their central Base of Command. The foundations of the Alliance must be laid once more. This will prove pivotal to the advancement of the Rebel Alliance. The obvious plan of action is to formulate a strategy to either diplomatically resolve the issue (which may not be possible at this point) or decimate the Galactic Empire.

An End to the War

The War against the Rebel Alliance has taken a significant toll on the well-being of the galaxy. With countless lives lost and many more casualties on the horizon, it is imperative that delegates end the war as soon as possible.

Expansion of Influence

While the Empire has granted peace and stability to countless planets after the turmoil of the Clone Wars, many less developed planets have been neglected, remaining lawless and cruel.

Character Biographies

Emperor Palpatine

As the supreme leader of the Galactic Empire, he has access to all its powers. Hailing from the planet Naboo, he was a force-sensitive human who succumbed to the temptation of the Dark Side. While his official name is Sheev Palpatine, he was known to his Sith (Dark Side Force wielders, similar to Jedi) apprentices as Darth Sidious. Due to an ancient rule in the Sith Code which dictated that there could only be two Sith at one time, a master and an apprentice, he killed his mentor Darth Plagueis so he could take apprentices, such as Darth Maul, Count Dooku, and finally Darth Vader, to strengthen his own power. He joined the bureaucracy of the Republic

as Sheev Palpatine, and quickly rose to dominance, eventually assuming the position of Supreme Chancellor of the Republic. As he gained power in the Republic, he simultaneously became the leader of the Separatist Alliance, so that when the Clone Wars broke out, he controlled both sides of the conflict. He used the war as an excuse to seize more power and took advantage of the turmoil left by the Clone Wars to establish the Galactic Empire, with him as its supreme commander.

Darth Vader

Darth Vader is incredibly close to Emperor Palpatine, and follows his orders to the letter, exercising absolute loyalty to his superior. Formerly a Jedi who fought for the Republic, renowned for his cruelty and disregard for the wellbeing of anything audacious enough to get in his way, he personally leads the *Executor*, a fearsome Star Destroyer, containing a fleet of starships as well as a Battalion of stormtroopers, as well as the Destroyers *Tyrant*, *Avenger*, and *Devastator*. He is chiefly tasked with the destruction of the Rebel Alliance, using this personal fleet to hunt out any military force that opposes the Empire.

Admiral Piett

The First Officer on the *Executor*, Admiral Firmus Piett works alongside Darth Vader in his hunt for the rebellion. He joined the Imperial Starfleet and rose in the ranks until being appointed to the *Executor*, to assist Darth Vader in his quest to end the Rebellion. He was the successor to Admiral Kendal Ozzel, who was killed by Vader for his ineptitude, and was promptly granted command of the ship after Ozzel's death. He also accompanied Vader aboard the *Executor* when it chased the *Millennium Falcon*, the ship belonging to Han Solo that hosted important rebel figures.

Moff Jerjerrod

Moff Tiaan Jerjerrod is the chief overseer in the construction of the Empire's next top-secret project: The Second Death Star. It is his duty to protect and nurture the killer space station during its construction. He was initially an architect and ship designer, but was promoted to the position of Moff, and tasked with the supervision of final stages of construction for the Second Death Star. He has faced the wrath of both Darth Vader and Emperor Palpatine when production fell behind schedule and lived, which is no small feat.

Iden Versio

Captain Iden Versio is the leader of Inferno Squadron, an elite group of Imperial fighters expertly trained in combat, intelligence, infiltration, and espionage. Tasked with black ops missions that full Battalions are impractical for, Inferno Squad works in the shadows in order to serve the Empire. At her disposal are her loyal squad mates as well as the *Corvus*, a smaller assault ship than a Destroyer, but still a force to be reckoned with. Equipped with a full crew, a hyperdrive, and stealth cloaking, the *Corvus* is the perfect ship for Inferno Squad's various tasks.

Bib Fortuna

One of Jabba the Hutt's most trusted advisors, Fortuna has been elected to represent the Hutt Cartel in this committee. Through most of his career on Tatooine, he has served as Jabba as

Majordomo, handling all his everyday affairs. He has served Jabba for decades, proving his undying loyalty to the Hutts. Justice and order mean nothing to him, and his sole interest is securing profit for the Hutt Cartel.

Admiral Montferrat

Jhared Montferrat is the commander of the *Devastator*, one of the Destroyers in Vader's Fleet. As with most other Destroyers, his vessel is armed with Stormtroopers as well as TIE Fighters. He joined the Imperial Starfleet and was assigned to the *Devastator*, seeing many of his fellow officers onboard face the wrath of Vader, witnessing the death of many a comrade. He only took full command of the ship after Vader left it in favor of the *Executor*. During the Battle of Hoth, he joined the rest of Vader's fleet in a blockade around the Icy Planet.

Commander Veers

Commander Maximillian Veers joined the Empire as an Army Officer, quickly ascending the ranks of the Imperial Military to the position of General. He was assigned to the Death Star at during the Battle of Yavin but was not on the Death Star when it was destroyed. After Vader killed Major Yaltza, who oversaw the reconnaissance project to locate Echo Base, Veers was appointed to pick up where his predecessor left off. After discovery of the bases' location on Hoth, he was appointed as the leader of Blizzard Force, the elite battalion of infantry and armor that carried out the invasion of the Rebel Base.

Boba Fett

The son of Jango Fett, the model for the Clone Troopers used in the Clone Wars, Boba Fett is a mercenary tied closely to the Hutt Cartel. He is remarkably skilled in battle, owing his aptitude for combat to the Mandalorian training he received when he was younger. Driven by a vengeance against the Jedi for murdering his father, he wanders the galaxy in search of the highest paying buyer, his fame growing all the while. He has other mercenary contacts, and with some credits, can hire them to complete any task he deems necessary. He was contracted by Darth Vader after the Battle of Hoth to track down Han Solo, and promptly sold his frozen body to Jabba the Hutt.

Jabba the Hutt

Also known as Jabba Desilijic Tiure, this slug-like Crime Lord wields dominant control over the Hutt Cartel, an organization of smugglers, slavers, and other criminals who preside over a sizable chunk of the Outer Rim. From his palace in Tatooine, he rules over his Crime Empire with an iron fist. During the Clone Wars, he sided with the Republic after they aided him in returning his lost child, Rotta.

Grand Admiral Thrawn

Also known by his birth-given name of Mitt'raw'nuruoro, Thrawn hails from the isolationist oligarchy known as the Chiss Ascendancy. Thrawn left the secretive nation in the Unknown Regions of the Outer Rim in order to establish diplomatic ties with the Republic, and later the Empire. A brilliant military strategist, he previously excelled in his position within the Chiss Defense Fleet, and quickly rose through the ranks of the Imperial Navy after he left. When the Imperial Governor of Lothra requested aid in dealing with a rebel

insurgency, Thrawn answered the call and quickly dismantled the threat, proving his worth as a strategic commander. His rank of Grand Admiral grants him command of the Seventh Imperial Fleet.

Grand Vizier Mas Amedda

Mas Amedda was a Politician who was active during the Twilight years of the Galactic Republic, serving as the Vice Chair of the Chancellor, assisting Finnis Valorum before he was voted out of office. He then served under Sheev Palpatine, aiding him in the creation of the Empire. Even during the Clone Wars, he was aware of Palpatine's plan for Imperial Domination, and chose to support rather than condemn his superior, gaining him a place of esteemed trust at the side of the Emperor. He also was a sponsor of the Republic's Mobile Battle Station program, which would later evolve into the Death Star. He has stood by Palpatine's many policies, such as the classification of the Jedi Order as treasonous, and the slaughter of as many Jedi as Possible. While holding no military force, he is the second most powerful politician in the galaxy behind Palpatine himself. Amedda has been chosen to represent the Galactic Senate for this committee.

Commander Gradd

Commander Gradd is a TIE fighter pilot who serves under Admiral Monteferrat on the *Devastator*, a member of Vader's Death Squadron fleet of Destroyers. He has proved his worth on many occasions and is unmatched in his skill with a TIE Fighter.

History of Recent Conflict in the Galaxy

The Clone Wars

To understand the current politics of the Galaxy, one must first understand the history that brought it to this point. The rise of the Galactic Empire was set in motion by a galaxy-wide conflict known as the Clone Wars. In this bloody war, two sides, The Galactic Republic and the Separatist Alliance, fought voraciously for their own agendas. The Republic was a strongly centralized government that had maintained peace in the galaxy for centuries, until a group of systems declared independence, sparking the Clone Wars, named for the cloned soldiers used by the Republic. The new coalition of separated independent states would soon be known as the Separatist Alliance. Fighting almost everywhere in the galaxy, the war ended with the Republic victorious, transitioning themselves into the Galactic Empire under the leadership of Emperor Palpatine. The Empire would grow and expand with scarce resistance, until an official rebellion was established 19 years later.

Beginnings of Empire

Towards the end of the Clone Wars, as the galaxy became more unstable by the day, Sheev Palpatine was in almost full control of both the Separatist Alliance and the Republic. He purposely destroyed the Separatists by concentrating their major leaders into one place, then send his new padawan, Darth Vader, to slaughter them all. He then exploited the galaxy's desperate desires for peace by establishing the Galactic Empire, whose authoritative regime was

welcomed by the war-exhausted legislators of the Senate. Palpatine also initiated Order 66, which commanded all the Republic's clones to murder their Jedi commanders.

Beginnings of Rebellion

The bureaucratic side of the rebellion truly began right before the Clone Wars ended, with a group of senators from the Republic met in secret to discuss their worries on the growing power of the Empire. After the Republic fell and the Empire was born, some members of this group went into hiding, and later formed the Alliance to Restore the Republic, which would soon be known as the Rebel Alliance. They would unofficially fight against Imperial expansion until the Battle of Scarif, when an official declaration of war was made.

Battle of Scarif

On the brink of the Rebel Alliance's surrender to the Empire after learning about the Death Star, a planet-killing space station that could bring an end to the Rebellion, a small group of Rebel fighters decided to infiltrate an Imperial stronghold on Scarif, despite being ordered not to in order to steal the plans for the deadly station and give the Rebellion a fighting chance. The small group was able to successfully recover the plans, and deliver them to the Rebel Alliance, then known as the Alliance to Restore the Republic. While its leaders were initially opposed to the incursion, the rebel fleet eventually took advantage of the group's success and decided to engage in battle with Imperial forces, supplying much needed support for the troops on the surface. It was the first official act of aggression from the Alliance to the Empire, which sparked the civil war that continues to this day. The plans gained by the rebels exposed a fatal flaw in the Empire's new weapon that was crucial for the future victory of the Alliance in the Battle of Yavin.

Battle of Yavin 4 and the Destruction of the Death Star

After examining the plans to the Death Star, the Rebel Alliance realized that a head-on naval battle would be futile in the fight against this massive weapon. However, a flaw exposed by the plans revealed a small exhaust pipe that connected to the station's main reactor. If fired upon by a small missile, it could cause a catastrophic chain reaction capable of destroying the entire Death Star. Soon, news arrived of this superweapon moving towards the Rebel stronghold on Yavin 4 with malicious intent. The Alliance hastily decided to send a group of small fighter ships to exploit the fatal flaw, despite being hopelessly outnumbered. The assault was able to successfully destroy the station, with the final blow being delivered by Luke Skywalker. The Alliance evacuated Yavin 4 and moved to Hoth, establishing Echo Base.

Battle of Hoth

After learning the location of Echo Base, the Rebel Alliance's new wartime headquarters, through reconnaissance Viper Droids, the Empire launched a terrain assault on the Alliance's icy stronghold on Hoth. The ground assault was led by Commander Maximillian Veers (formerly known as General Veers at the time of the attack), and consisted mainly of AT-AT walkers and infantry, which carried Imperial snowtroopers who dropped once they reached the base. Alliance forces retaliated with snow speeders, low flying ships whose grappling hooks could bring an AT-AT to the ground, as well as assorted ground cannons and infantry. Despite these defenses, the Empire overran Echo Base and prompted Alliance leaders to make a hasty retreat to an

unspecified rendezvous point. Although the Rebellion survived, it was a crushing defeat that proved itself the worst that the Alliance has experienced so far. The Rebels remain in hiding and require a new base of operations where the Empire will not find them.

Military Capabilities

Military of the Rebel Alliance

Little is known of the exact powers held by the Rebels, but it is undoubted that the Empire's military is greatly superior to its Rebel counterpart. Due to this disadvantage, the Rebel Alliance partakes in guerilla warfare, rarely confronting Imperial forces head-on, instead assaulting weaknesses in the Empire by engaging in acts of piracy and sabotage as well as various other hit-and-run tactics. The Rebel Alliance rarely establishes full control over a planet, instead occupying bases where they plan their attacks and organize their troops. The key to efficiently dealing with this enemy is to find ways to confront them head-on, overpowering them with the Empire's vastly superior military. That is why reconnaissance and intelligence are so important, as they allow Imperial forces to drag the rebels from the shadows and overwhelm them with brute force, as seen from the Empire's victory in the Battle of Hoth.

Military of the Empire

The dominant force of the Galaxy, the Imperial Military is unmatched in training, technology, and numbers. They are undoubtedly the most powerful government body in the galaxy. The Empire's grasp is most strongly felt in the Inner Rim, with the Outer Rim being disorderly and underdeveloped. Its rigorous training program hardens soldiers into killing machines, who execute even the most barbarous of orders without hesitation. If challenged directly, the Empire would surely destroy the Rebellion, but the rebel tactics of guerrilla warfare have prolonged its survival against the Imperial threat. So far, the Rebellion has grown in strength, but is still dwarfed by the power of the Empire.

The Outer Rim

A Wretched Hive of Scum and Villainy

The lawlessness of the Outer Rim has caused it to become a petri dish for the anti-Imperial dissent. While officially claimed by the Empire, many planets are unsupervised, making them prime targets for Rebels to set up a base or execute anti-Imperial attacks. The lack of supervision allows for the Rebels to establish a strong foothold in the Galaxy, something which is a severe threat to the Empire. While the Inner Rim is strongly under the influence of the Empire, the Outer Rim remains a thorn in the side of the Imperial quest for galactic domination.

A Long History of Conflict

The Galactic Civil War is not the only time that the Outer Rim has faced conflict. During the Clone Wars, most battles took place in the Outer Planets, greatly damaging their economies and environments. This was because the Separatist Alliance was mainly based in these Outer Rim

planets, and the Republic brought the fight to them. It is certainly possible that the inhabitants of these largely rural planets have a predisposition against Imperial Troops due to the damage caused by its predecessors, the Republic, during the Clone Wars. If so, then this predisposition could further fuel the anti-Imperial dissent that rages across the Outer Rim.

Hutt Cartel

The Hutt Cartel is an interplanetary business alliance, led by Jabba the Hutt in his palace on Tatooine. With a complete monopoly on smuggler employment, the Empire is wary of this Outer-Rim Syndicate. While strongly against disobedience to the law, Imperial Bureaucracy recognizes that the Hutts are a vital part of the Outer Rim economy and has granted them unofficial salutatory neglect in order to maintain stability in the Outer Rim. Jabba derives most of his influence from control over Outer Rim Hyperlanes: connections between systems that facilitate lightspeed travel. Because of his dominion over these connections, anyone who wants to travel within his territory must bow to him. While focusing on smuggling, they also partake in slavery, piracy, and assassination. In addition to hired mercenaries, the Hutts have a standing military, though its exact strength and makeup is unknown. One especially valuable bargaining chip held by the Hutts is the frozen body of Han Solo, something the Rebellion will desperately attempt to recapture. The Cartel has established control of a handful of Outer Rim planets, such as Felucia, but most of their power is bestowed in economics and transportation. A shaky alliance is currently held by the Galactic Empire and the Hutts, but more and more Senators are having doubts on the justification. Even if the Empire decided to exterminate the Cartel, it is unknown if enough Imperial force is in the Outer Rim to challenge the Hutts.

Questions to Consider

What is the best way to end the Rebellion?

The Rebel Alliance has been causing havoc in the Galaxy since the beginning of the Galactic Civil War. In order to bring an end to the war, any rebellion must be quenched as soon as possible, before the conflict spirals into even more chaos. However, Rebel demands of freedom may undermine the Empire's hold on the galaxy, so diplomats must tread lightly with their compromise.

Is there a way to address the problem diplomatically?

The attacks against the Empire started as a handful of disgruntled factions venting their anger against the regime through violent actions, but now rebels are led by the Alliance, a formal organization full of diplomats and leaders. Therefore, it may be possible to end the war in a diplomatic fashion, with negotiation and compromise that satisfy both sides.

How can the Empire best prevent the spread of anti-Imperial dissent throughout the galaxy?

Even if this formal rebellion is quenched, it is still possible that the citizens of the galaxy could succumb to their disliking against the regime and revolt against the Empire once more. Domestic changes could be made to avert this dissent, but it might bring the unwanted consequence of the allowing the enemies of the Empire to further push towards its downfall.

How can the Empire further strengthen its presence in the Outer Rim to better establish its galactic dominance?

The Outer Rim is the “Achilles’ Heel” of the Empire, becoming a Petri dish for rebellion and crime. An influence increase in the Outer Rim would serve to better stabilize the area, as it did with the other systems occupied by the Empire. So, how can the Empire expand themselves into the unruly wildlands without overextending and sealing a fate of inevitable destruction?

Should the Hutt Cartel be tolerated as an independent body, or destroyed?

Whether the Empire likes it or not, the Hutts are an integral part of the Outer Rim economy. The problem is that their presence is a thorn in the side of the Empire’s plans for galactic domination, not to mention all the illegal practices executed by the Cartel. The choice of aggression or coexistence will be up to the delegates

If underdevelopment is a problem in the Outer Rim, then should steps be taken to develop it?

To solve the problem of anti-Imperial dissent and unlawful conduct in the Outer Rim, policies of economic aid those planets could cause them to become truly developed outposts rather than Petri dishes of crime and rebellion. Enemies of the Empire constantly conspire against it in the shadows of the Outer Rim, therefore casting light on it could prevent further conflict in the Galaxy as a whole.

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