

THE PREMIER VIRGINIA TECH MODEL UNITED NATIONS CONFERENCE

One Count and Ten Thousand Systems: The Clone Wars Story

FEBRUARY 2ND, 2024 - FEBRUARY 4TH, 2024

CRISIS COMMITTEE | BLACKSBURG, VA





UNIVERSITY
TECHNOLOGY
INNOVATION
COLLEGE

03

The Secretariat Welcomes You to VTMUNC I

Provides a content warning, description of our vision, and more.

04

Conference Guidelines

Describes what is prohibited from VTMUNC I.

05

What is General Assembly/Specialized Agency/Crisis?

An introduction to the type of committee.

06

Letters Notes, and Guides to Delegates

Welcomes you to your committee and its focuses.

08

Committee and Conflict Information

Detailed overview of the committee and the conflict at hand.

20

Episode List and Clone Wars Star Map

Guide on key Star Wars episodes to watch to get informed

24

Bibliography

Sources used for background guide information



Dear Delegates of VTMUNC I,

We appreciate your participation and dedication to the premier Virginia Tech Model United Nations Conference's efforts to promote productive and civil discourse and conversation. Nevertheless, please be warned that some presentations, discussions, and or information found in the background guides may contain delicate or triggering material. At Virginia Tech, we prioritize fostering a safe and inclusive environment, so we want to ensure that you are prepared for the nature of the discussions to occur.

That being said, the following content areas may contain sensitive material:

- 1. Conflict Zones & Human Rights Violations:** Some conversations may involve sensitive global problems including human rights violations, armed conflicts, and or other difficult themes.
- 2. Sensitive Cultural or Religious Topics:** Some topics may raise sensitive cultural or religious issues for individuals.
- 3. Violence and Trauma:** In their speeches or resolutions, delegates may reference incidents of violence, trauma, or abuse in real-world scenarios that may potentially be a sensitive topic to delegates in committee.
- 4. Discussions about Discrimination and Marginalization:** Emotionally intense discussions concerning discrimination, marginalization, or inequity may arise during committee.

As you prepare for the conference, we encourage all of our delegates to approach these discussions with both respect and empathy for differing perspectives. If the content of these committees is something that you are uncomfortable with, we recommend that you take the appropriate steps to prioritize your well-being, such as seeking support from conference staff or Secretariat of VTMUNC I.

Bound by the motto Ut Prosim (That I May Serve), we serve to ensure that we will promote constructive and respectful dialogue during committee sessions. As you prepare and participate in the conference, we promise that VTMUNC I will stay committed to creating a space where all your voices are heard and are welcome.

Thank you for your compassion and cooperation to our goal of respectful and intellectual discourse for all. We hope that as you progress with our conference, you continue to bloom.

Sincerely,

Aaryan Menon, Secretary General of VTMUNC I

Shriya Chemudupati, Under-Secretary General of General Assemblies of VTMUNC I

Madeline Pedersen, Under-Secretary General of Specialized Agencies of VTMUNC I

Juan Camilo Bonilla, Under-Secretary General of Crisis Committees of VTMUNC I



CONFERENCE GUIDELINES

The first iteration of the Virginia Tech Model United Nations Conference, otherwise known as VTMUNC I, is committed to providing a safe and pleasurable experience for all delegates, advisors, and individuals involved with VTMUNC I. Although participating in Model UN is being involved in competitive activity, its fundamental purpose is to uphold and put into practice both the principles of diplomacy, collaboration, and cooperation. Any individual that violates the policies and procedures of VTMUNC I and the ideals of an open and inclusive environment will be subject to disciplinary action from the staff of VTMUNC I; disciplinary action may include a warning or being disqualified from receiving awards. Promoting an environment that is open to all by being safe, equitable, and exhilarating is our utmost priority. In order to ensure this, the following are **prohibited**:

1. Any pre-writing or working on committee content outside of VTMUNC I committee sessions (as described by the Schedule of Program).
2. Any speeches, directives, crisis arcs, or actions in committee that intend to create violence or promote a violent environment to a specific group of people, including mentions of sexual violence, graphic violence, and other behavior that is beyond committee guidelines.
3. Any hate speech, written documents, or behavior that uses language that is discriminatory and disrespectful, including but not limited to any language that is racist, sexist, homophobic, transphobic, xenophobic, antisemitic, Islamophobic, or language harmful to any specific group.
4. Any actions that are deliberate, both knowingly and intentionally, to bully, harass, or otherwise harmful behavior that may or has hurt other delegates' physical and or mental health.



BRIEF OVERVIEW OF CRISIS COMMITTEES

As the wise and bright minds of the world engage with knowledge of the unknown, new and innovative ways of thinking start to dominate the world. Said ways of thinking make the world what it is today: a cocktail of organized chaos or, what we like to call it, organized crisis. Unlike any conventional committee in the Model UN Circuit, Crisis Committees are unique spaces of debate which consist of continuous cycles of debate filled with uncertainty and, in the process, crisis. Their procedure differs from the procedure that committees in the General Assembly manage, having no formal motions to open debate nor speaker's lists to depend on. This causes crisis committees to resort to 3 styles of debate, which are:

1. Round Robins are a style of debate in which each delegate has a stipulated amount of time to express their opinions/thoughts with respect to the current crisis situation. The delegate proposing the motion to round robin will have the right to stipulate the amount of time each delegate has to speak (equally). It is recommended that round robins be executed at the beginning of the committee or when there are major crisis updates throughout the committee.
2. Moderated Caucuses consist of a specific topic of discussion, a duration, and a speaking time per delegate. These will have chairs individually calling delegates to speak in the debate, be a default if the chair doesn't exercise a round robin motion, and managed in continuous rolling cycles throughout the debate.
3. Unmoderated Caucuses, on the other hand, are a style of debate which focuses more on free discussion and flow of debate between delegates without a necessity to conduct a motion to structure speech. Delegates will have full autonomy of how much times they speak in the unmoderated caucus and will be able to chat with other delegates relative to the topic being discussed.

CHAIR'S LETTER

Hello everyone! My name is Evan Marshall, and I will be your Chair for this committee. I'm a sophomore majoring in Political Science with double minors in Environmental Policy and Peace Studies. This is my second year in Model UN, and I'm very excited to be involved in this committee! I'm a huge fan of Star Wars and had a great time with our team writing this background guide and deciding where we want this crisis to go. I'm truly excited to see where you all will take this committee, especially given the immense portfolio powers that each character possesses and the diversity of perspectives, interests, and agendas represented across the committee. Please feel free to reach out to me at marshaet26@vt.edu with any questions! I'm looking forward to meeting you.

CRISIS DIRECTOR'S LETTER

Greetings, my name is William Kirshbom, and I will be serving as your Crisis Director for this committee. It is a tremendous honor to have been selected for this position as someone who is deeply passionate about Star Wars, The Clone Wars, and Model United Nations. I am a second-year student at Virginia Tech, and have attended thirty conferences over my middle and high school career as well as a couple at the college level. I am looking forward to seeing how you all chart a course of action for the Separatist Alliance that is creative and unique while remaining faithful to the source material and the Star Wars universe. If you have any questions about the conference, the content of the background guide, or the committee in general, please contact me at wikirsh01@vt.edu. Thank you very much, and I look forward to meeting you all in person on the day of the committee.

A NOTE ON VIOLENCE AND WAR

It is important that the level of violence utilized in speeches, crisis notes, and directives are in line with the source material. Delegates are subject to disqualification from awards at the discretion of the chair if unnecessarily violent actions are utilized. These actions include but are not limited to sexual violence, mass murder, ethnic cleansing, genocide, executions, etc. Delegates are also subject to disqualification if their speeches, crisis notes, or directives include notions of racism, sexism, homophobia, etc. Please keep this in mind while crafting your arcs to show respect to your fellow delegates and the backroom staff who will be reading your notes. Violence in committee will be accepted within reason if it is used to further the goals of your crisis arc and committee objectives. Another important point is that characters in the committee can be killed off through crisis updates, such as the result of a battle or backroom activities such as a covert assassination. If a delegate's character is killed or otherwise removed from the committee, they will be provided a new character by the crisis team that will possess similar portfolio powers to their original character, and a brief biographical summary.



A NOTE ON RESEARCH AND COMMITTEE PREPARATION

Be advised that all material necessary for this committee is available through online sources such as Wookieepedia, YouTube, Fandom, and Google free of charge. However, we strongly encourage delegates to watch Star Wars: The Clone Wars on Disney+ to understand the context of the scenario used in the committee. It is possible to look up individual scenes featuring your character on YouTube, but we included a list of key episodes in the background guide after the character dossier. Delegates do not need to watch every episode listed, but we strongly suggest that each delegate watch the episodes associated with your character and your character's faction, the Ryloth Arc, the Onderon Arc, Darth Maul's Takeover of Mandalore Arc, and the episode "Heroes on Both Sides". Featured characters were included to the best of our abilities. Some characters also have more screen time than others, so it's important to do as much research on Wookieepedia as possible. Additionally, this committee will prioritize canon over Legends, since the show is set in the canon Star Wars universe. Thus, delegates should be advised that any reliance on Legends-only information in the backroom is not likely to be accepted. However, Legends content can be researched to further the understanding of general characterization.

A BASIC GUIDE TO THE TWO-PAD SYSTEM

This committee will be operating under the traditional two-pad crisis note system. This means every delegate will be given two notepads to write their crisis notes on. Each pad should be labeled with the delegate's character name and numbered Pad 1 and Pad 2. At regular intervals, the crisis team will briefly interrupt the committee to take completed pads from delegates for consideration in the next round of crisis updates, starting with Pad 1 at the beginning of the first committee session. In the meantime, delegates should begin writing their next crisis note on the second pad while the first one is out of the room. The crisis team will then return to deliver the crisis update, return the first pad with comments on the note, and take up the second completed pad, and the cycle continues. We generally advise that delegates write two separate arcs on each pad that eventually intersect at the end of the committee, but this is up to the delegate's discretion. If this is your first crisis committee or if you have any questions about the procedure, please contact us through our listed emails.



COMMITTEE OVERVIEW

The Galactic Republic has been the dominant galactic authority supported by the Jedi Order, and has been the supreme military force in the galaxy for over one thousand years. It includes more than 24,000 star systems and trillions of inhabitants spread across the galaxy. Despite its best efforts to include all voices in governmental decision-making, worlds in the Outer Rim Territories such as Serenno, Raxus, Geonosis, and Tatooine have become disgruntled by underrepresentation and corruption by corporate powers. While being isolated from galactic commerce and the riches of the Core Worlds, Outer Rim planets have been left to fend for themselves in the face of a rapidly growing organized crime industry. This shift has been led by the Hutt Cartel, Pyke Syndicate, and the Black Sun which are gaining traction, especially in Coruscant's underworld. Furthermore, powerful corporations like the Trade Federation and Banking Clan have been granted seats in the Galactic Senate following the events of Star Wars Episode I: The Phantom Menace. With this action, thousands of worlds felt that they lost their voice in a government that they perceived as corrupted by corporate greed, bloated bureaucracy, and heavy taxation. The last straw was the lack of a Republic military response to the Naboo crisis, (featured in Episode I), which left Outer Rim worlds feeling insecure and exposed to invasion by unregulated corporations and crime families. These factors elevated the position of political idealists like Count Dooku, who advocated for a confederacy of Outer Rim systems and emphasized the importance of small local government, lower taxes, and collective security. Thus, the Separatist Alliance, also known as the Confederacy of Independent Systems (CIS) was formed to battle the Republic for independence. Despite its peaceful intentions at first, the Republic refused to recognize the movement or the state it wished to create, and violence broke out during the First Battle of Geonosis, as seen in Star Wars Episode II: Attack of the Clones. This committee's events trace the ongoing conflict through the eyes of key Separatist leaders in their bid to consolidate power, expand the movement's influence, and fully secede from the Galactic Republic. Starting at the end of Season 2 of Star Wars: The Clone Wars, this committee will span the following years of the Clone Wars, with delegates representing leaders of planets, corporations, crime organizations, and insurgent groups.

CURRENT SITUATION

Despite resounding successes at the onset of the Clone Wars, the Separatist cause has experienced dramatic setbacks and defeats across the Outer Rim at the hands of the Jedi Generals and their hastily assembled Clone Army. The Republic has secured Christophsis, Ryloth, Geonosis, and Bothwui, which served as crucial Separatist footholds. Furthermore, key experimental weapons programs have been foiled - the Blue Shadow Virus on Naboo has been eradicated, and the Star Dreadnought prototype Malevolence has been destroyed.



As more and more systems are retaken by the Republic, it becomes increasingly difficult to maintain public support for the Separatist movement and continue the war effort. Some within the Separatist Parliament question whether or not the war can be won through military tactics alone, and seek to open negotiations with the Republic to end the war quickly on favorable terms. This movement is symbolized by Senator Mina Bonteri of Onderon, a former Republic Senator who has since defected to the Confederacy. She is the founder of the Peace Faction, a pro-negotiation political party in the Separatist Parliament with a rapidly growing support base across key Separatist worlds, including the capital, Raxus Secundus. Other notable members of the Peace Faction include Bec Lawise, By Bluss, and Kerch Kushi.

With the ongoing civil war, many smaller factions seek to either take advantage of the conflict or avoid it completely. Criminal organizations such as the Hutt Cartel and Pyke Syndicate are expanding their power and influence in Separatist regions, while corporations like the Trade Federation, Banking Clan, and Techno Union compete for power on the galactic stage. While these factions are key supporters of the CIS, they are all independent powers who do business amongst each other and with the Republic. Additionally, other guns-for-hire groups like the Ohnaka Gang and individual bounty hunters are utilized by both the Republic and the CIS for their respective purposes, but it's important to note that they have no allegiance to either side. Furthermore, not all worlds have sworn loyalty to either the Republic or the Separatist cause. Thousands of worlds have chosen to remain neutral for various reasons, ranging from conflicting economic interests to moral concerns about participating in the conflict. The Council of Neutral Systems represents the interests of these worlds through advisory positions in both the Republic Senate and the Separatist Parliament. Duchess Satine of Mandalore is the de facto head of this organization, but her pacifist beliefs have resulted in her becoming a target for many pro-war believers across the galaxy. Finally, tensions between the growing Peace Faction of the Separatist Parliament and so-called "War Hawks" in both military and corporate leadership is creating a split in the Separatist alliance, something that must be rectified if the Separatists are to stand united.

CONFLICT STATUS

The Separatist cause wields a variety of advantages that has allowed it to gain the upper hand early in the war, but these advantages are hardly absolute. The Separatists' dependence on semi-autonomous battle droids both on the ground and in space is a double-edged sword. Key connections to corporate partners like the Techno Union and its subsidiary, the Baktoid Armor Workshop, allow the CIS to mass-produce war material at many times the rate of the Republic. Despite battle droids outnumbering the Clone Army upwards of four-to-one in certain battles, the clones have demonstrated far superior quality and creativity to counterbalance their numerical disadvantage.



The battle in space is following a similar trajectory. The majority of the Separatist Navy consists of cargo vessels retrofitted with military hardware that was leased or purchased from the Banking Clan and Trade Federation. Meanwhile, the Republic's smaller fleet is purposefully built for warfare, chiefly by Kuat Drive Yards and Rothana Heavy Engineering. Despite current projections that the Republic's war production will not match that of the Separatists in the foreseeable future, any further destruction of factory worlds like Geonosis could lead to a collapse of the CIS's war production. A holistic appraisal of the current situation shows that the war effort is not going well for the Separatists. The destruction of the droid factories on Geonosis by a Jedi-led task force and Admiral Yularan had destabilizing effects on the Confederacy as a whole, and key experimental weapons programs such as the Super Tanks and Malevolence have been irredeemably compromised. Despite these victories and the successful recapturing of Bothawui and Christophsis, the Republic has suffered atrocious casualties that have left their forces overextended and badly depleted in the Outer Rim. With time to regroup, the Separatists have an opportunity to strike back, reclaim lost territory, or come to a diplomatic decision to end the war. What happens next will be decided by this committee.

HUMANITARIAN SITUATION

Civilians suffer the most as a consequence of any war, and this is certainly the case across the galaxy during the Clone Wars. Billions of people have been forced from their homes in search of refuge away from the frontlines while millions more have been killed. Both sides can be held responsible for atrocities, but the Separatist Alliance is infamous for targeting civilians in an effort to weaken or obstruct the Republic military. The campaign on Ryloth is a perfect example, where Hyena-class droid bombers destroyed entire villages with incendiaries in an effort to root out Cham Syndulla and his guerilla fighters, all while denying Republic tank divisions safe harbor. Furthermore, in the same system, Separatist forces took civilians hostage to prevent aerial bombardment of fortified positions, knowing the Jedi would not risk civilian lives. While some would argue these tactics are necessary to gain an advantage over Republic forces, the galactic community strongly condemns these acts. Most importantly, it is more difficult to persuade neutral systems to join the Separatist cause when it has a track record of unnecessary brutality. To make matters worse, the Republic has publicized the Separatists' attempts to create a bioweapon by converting the waterborne Blue Shadow Virus into an airborne pathogen, capable of diffusion through gas bombs. This discovery has sparked both outrage and fear among the Republic, and has fueled the efforts of the rapidly growing Peace Faction. It has further damaged efforts to negotiate with neutral systems, who have deemed the aforementioned actions to be examples of using terrorism as a military strategy. It will be up to the committee to determine how the CIS should adjust its strategy in light of these developments.



STARTING POINT OF COMMITTEE

This committee is a meeting between major Separatist players and affiliates to decide the Confederacy's next steps. Military leaders such as General Grievous and Asajj Ventress are present, as well as representatives of the Separatist Parliament that have varying agendas and political interests. Corporations and affiliated criminal leaders are involved, as they are major assets to the Separatist Alliance. For reference, the committee will start at the end of Season 2 and will be largely delegate-driven. The crisis team will simulate time jumps through the years of the Clone Wars and actions taken by the Republic through crisis updates.

QUESTIONS TO CONSIDER

- What is the ultimate end goal of the Separatist Alliance and its affiliated parties? Is independence enough, or should the Republic be destroyed?
- How might the Separatists gain the favor of the Neutral Systems and expand its influence while meeting resistance from the Republic?
- Are civilian casualties and brutality acceptable tactics in the wider scope of warfare? Where should we draw this line, and how do you propose we solve these problems? Consider examples in our real-life Earth's history and draw connections to the fantasy universe.
- How might the Separatist government stabilize itself internally, while recovering lost ground to the Republic externally?

MAIN ORGANIZATIONAL PLAYERS

Trade Federation

The Trade Federation is an intragalactic trade consortium that holds a near monopoly on intersystem commerce, especially in the Outer Rim territories where the CIS is located. Its considerable influence, wealth, and political connections have allowed it to maintain contracts with both the Separatists and Republic simultaneously during the war. It holds a Republic Senate seat by Senator Lott Dodd, and its leader, Viceroy Nute Gunray, is a key contributor to the Separatist movement. The Federation provides funding for the production of battle droids and has contributed spacecraft for the Separatist navy such as the Lucrehulk droid control ship and battleship variants. Its direct control of para-military assets also gave it the capability to blockade systems in the interest of debt collection or contract violations, which served as justification for the invasion of Naboo prior to the Clone Wars as seen in Star Wars Episode 1: The Phantom Menace.

Characters: Nute Gunray



Techno Union

A galaxy-spanning technology consortium, the Techno Union produces armaments for both sides of the conflict. Its subsidiaries Kuat Drive Yards, BlasTech, and Republic Sienar Systems are essential for equipping the Republic's army with ships, vehicles, and weapons. However, it also contributed its droid army to the CIS and produced the majority of Separatist military assets from its Headquarters on Skako Minor, Hypori, and Utapau. The organization is not above playing both sides of the conflict to drive sales. They, like the Trade Federation, hold a Galactic Republic seat through Senator Gume Saam. Furthermore, they utilized loans from the Trade Federation to continue production of B series battle droids, along with specialty units like the BX commando droid and Droideka. Most ground vehicles such as the Armored Assault Tank and Multi-Troop transport are manufactured directly by the Union.

Characters: Wat Tambor

InterGalactic Banking Clan

The Banking Clan is headquartered on Scipio and comprises the majority of the galactic financial infrastructure. Its leader, San Hill, works with four other key members to form the Core Five, who make key decisions as a body regarding interest rates and lending across the galaxy. They set galactic monetary policy. Like other corporations, the Banking Clan conducts business with both sides of the conflict to maintain so-called neutrality, but in secret provides key assets to the CIS such as the Munificent Class Star Frigate, the workhorse of the Separatist fleet, which was used as a debt enforcement ship prior to the war.

Characters: San Hill, Rush Clovis

Hutt Cartel

The Hutt Cartel is the largest and most powerful crime syndicate in the galaxy, headquartered on the planet Nal Hutta. Its family members control operations on planets throughout the galaxy, but it is especially prevalent in the Outer Rim. It operates a variety of illegal activities such as piracy, smuggling, illicit drug trade, gambling, and more. Despite certain key alliances with the Separatist cause during the war so far, it is hardly a designated ally and operates primarily as a free agent seeking profit at the expense of others. However, their incredible power in the Outer Rim means they should be factored into the discussion for the future of the Separatist cause, especially regarding movement through their territories.

Characters: Ziro the Hutt



Pyke Syndicate

An intergalactic organized crime syndicate operated by key family members like the Hutt Cartel, however, it mainly focuses on illicit trades of spice. With a pipeline facilitated by smugglers between the extraction point, Kessel, and hubs of consumers in the Republic on Coruscant, the Pykes became one of the wealthiest and most powerful illegal organizations in the galaxy. Furthermore, the syndicate operates a Coaxium mine on Kessel, which is a key starship fuel that allows them to travel through hyperspace. It is a highly unstable substance before it is refined, capable of violent explosions if not properly stored. 100 milligrams of the substance is worth about 60 million credits, due to its rarity and difficult extraction process.

Characters: Lom Pyke

The Council of Neutral Systems

Not all planets in the galaxy have sworn loyalty in the conflict to either the Republic or the Separatist movement. Over two thousand neutral systems operate as free agents and refuse to take part due to moral concerns or conflicting economic interests. Regardless, both sides vie for their aid to gain both strategic and material advantages over the opposition. Both the Republic and Separatists have already attempted negotiating with the bloc's leader, Duchess Satine, in an effort to earn her support, but to no avail thus far. However, depending on the progression of the war, various worlds may be forced to choose a side, or the war may come to them.

Characters: Duchess Satine, Ryder Azadi

Peace Faction

The Peace Faction is mainly led by Mina Bonteri of Onderon, with various supporters across the Separatist Alliance. They support an armistice with the Republic, before the Separatists are entirely annihilated. The Peace Faction is a rapidly growing minority party in the parliament, with a range of supporters beyond its walls. Peace in the galaxy may be possible if these savvy dignitaries make the most of their opportunities and broker new alliances.

Characters: Mina Bonteri, By Bluss, Kerch Kushi, Bec Lawise (sympathizer)

Black Sun

The Black Sun is the smallest criminal organization of the three, but it is also the most rapidly growing. Still, it is able to influence the galaxy in many powerful ways, and with the Separatists reaching out for assistance, they may be able to make the most of the developing situation.

Characters: Xomit Grunseit



Ohnaka Gang of Pirates

The Ohnaka Gang is a group of pirates led by the daring Hondo Ohnaka, who operate in the Outer Rim of the galaxy. The Ohnaka Gang are driven towards profit, and do not support any specific faction in the Clone Wars. However, both the Republic and the Separatists have utilized the pirates in underhanded means, and the pirates may prove to be useful again to the Separatists.

Characters: Hondo Ohnaka

War Hawks

The War Hawks are an unofficial coalition of military leaders and megacorporation profiteers who support escalating the war by using any means at their disposal. Most War Hawks, such as General Grievous, are cynical and believe that the Separatists and the Republic cannot coexist peacefully in the same galaxy. They believe peace can only be achieved through military victory, and while they are not beyond reason and negotiation, it will take great effort to appease their concern. Others are in it for the profit - they want the war to continue because it benefits them and their agendas.

Characters: General Grievous, General Kalani, Nute Gunray, Wat Tambor, Voe Attell, Admiral Trench

SIGNIFICANT LOCATIONS

Onderon

A prosperous planet on the Inner Rim, Onderon was formerly neutral before a pro-Separatist coup overthrew Republic sympathizer King Dendup and installed the current king, Sanjay Rash. Mina Bonteri, a former Republic senator, now represents the planet on the Separatist Council. However, many on Onderon oppose King Rash's rule and wish to bring back the former king. The Separatists must maintain a sizable garrison on the planet to maintain control, as there are rumors of a pro-Republic rebellion brewing.

Characters: Mina Bonteri

Mandalore

Mandalore has been a planet steeped in conflict for the past two thousand years, both with its neighbors and between rival factions on the planet itself. Throughout its history, the planet was ruled through martial tradition, with the strongest warrior leading the planet with absolute control. With the end of the most recent civil war before the onset of the Clone Wars, a pacifist regime rose to power with the aid of the Jedi and the Galactic Republic, which exiled the remaining warrior class to Mandalore's moon, Concordia.



With their reputation tarnished, the remaining warriors reorganized and branded themselves as Death Watch. This group has been labeled by the Republic as a ruthless terrorist organization, however, regardless of its tactics, it is clear they seek to topple the government of Duchess Satine and restore Mandalore's martial past. Unfortunately for the administration of Duchess Satine, neutrality in the war has taken a steep toll on the population and her followers. Trade complications have resulted in chronic food and medical supply shortages. Furthermore, not all within Mandalore agree with the new way of life brought about by the regime change, and trouble may be on the horizon.

Characters: Governor Pre Vizsla, Bo Katan Kryze, Prime Minister Almec, Duchess Satine

POSITIONS LIST

Bec Lawise, Speaker of the Separatist Parliament

Bec Lawise serves as Speaker of the Separatist Parliament and leads the body alongside Count Dooku. Despite his staunch desire to create a new galactic government, he is a man guided by principle with a strong regard for intelligent life. He has advocated for diplomatically ending the war with terms favoring the Separatists, and is willing to coexist with the Republic if need be to achieve those goals.

General Grievous

Leader of the Droid Army and second-in-command only to Count Dooku, General Grievous is a ruthless Kaleesh warrior hell-bent on exterminating the Jedi Order and toppling the Republic at all costs. He is infamous for having no regard for civilian or droid lives and believes the ends always justify the means. He is a potent warrior individually, and has demonstrated his ability to kill low-level Jedi in single combat.

General Kalani

General Kalani is a super tactical droid that answers directly to Count Dooku. Driven more by logic than emotion, Kalani seeks tactical military victories through whatever means necessary. However, he can understand human emotions, take them into account, and eventually, calculate a different approach if needed. He is one of the most intelligent droid forms in the galaxy and is capable of negotiating terms with organic life. *Note from the Crisis Director: This character is also featured in Star Wars: Rebels with key details and behavioral traits. Scenes are available on YouTube if needed.



Duchess Satine of Mandalore

Duchess Satine is a pacifist, well-connected politician and current leader of the Mandalorian government. Furthermore, she is the leader of the Council of Neutral Systems and represents their interests before the Confederate Council in regard to the development of the war. Despite her victories in assuming leadership, her authority is being challenged by both internal corruption and the terrorist group Death Watch which seeks to depose her. She is liked by many Jedi and serves as a respected representative for the Council of Neutral Systems in the Republic Senate as well. For her own protection, the Duchess will be joining the committee via hologram from the capital of Sundari (This will in no way impact her ability to engage in committee, this is a thematic story element that should be taken into consideration by all delegates.

Pre Vizsla, Governor of Concordia

Pre Vizsla serves as the Governor of Concordia, Mandalore's moon. He was appointed there by Duchess Satine to rule the moon in her stead, but has now taken full control of the moon after revealing his identity as the leader of Death Watch. First and foremost he is a staunch supporter of Mandalore's military traditions, and created Death Watch, as an "old guard" Mandalorian splinter group made up of traditionalists and exiled warriors. He once plotted with Count Dooku to overthrow Duchess Satine, but her presence in this committee, and her leadership position of the Council of Neutral Systems may complicate matters.

Nute Gunray of the Trade Federation

Nute Gunray is the Viceroy of the Trade Federation and is the primary liaison between the conglomerate and the Separatist cause. He is primarily guided by a desire for personal power and wealth above all else and is a key supporter of the Separatist military operation both financially and as a supplier of hardware. He is closely allied with Wat Tambor, as both have leading positions in their respective megacorporations. The Trade Federation contributed its droid army to start up the Separatist army, and contributed its Lucrehulk Class cargo vessels to serve as command and control elements for naval operations.

Wat Tambor of the Techno Union

Wat Tambor is the premier of the Techno Union and a staunch supporter of the Separatist movement. He leads the largest arms production consortium in the galaxy and is known to support the war economies of both sides. Guided by greed and self-interest, he was imprisoned by the Republic for his role in the occupation of Ryloth and robbery of indigenous artifacts among other valuables. However, he was recently freed in a prisoner swap, and has returned to be a major player in the Confederacy.



Ziro the Hutt

Ziro the Hutt is the cousin of intragalactic crime lord Jabba the Hutt and runs the family's operation from his headquarters in the underworld of Coruscant, the Republic's capital world. As an underground crime boss, he has connections not only with the other members of the Hutt families and their extensive resources but also with corrupt members of the Republic and Separatist alliances. After Ziro was broken out of prison by the Hutt Cartel, Ziro made amends by returning the Hutt's Records, but not before secretly copying them onto a second datapad. It is highly likely that this source also has damaging information on other crime organizations and major corporations.

Lom Pyke

Lom Pyke is the leader of the Pyke Syndicate, which possesses substantial para-military forces and weapons for securing its spice trade between Kessel and mid/core worlds. Despite his nefarious activities, he has made alliances with the Separatist cause like the other gangsters on the council, for the sake of profit, of course.

Senator Mina Bonteri of Onderon

Senator Mina Bonteri is the representative of Onderon in the Separatist parliament. She leads a faction of disgruntled politicians who seek a diplomatic end to the war. As a former Republican Senator, she has powerful friends on both sides of the conflict that she can leverage, and she has a strong regard for the sanctity of organic life. She is furthermore the anointed leader of the Peace Faction that has rapidly gained traction in the prior year of war.

By Bluss

Senator By Bluss is a Leyakian member of the Separatist Senate. A staunch member of the Peace Faction, By Bluss supports ending the war on diplomatic terms, and backs Mina Bonteri in Parliament. He was invited to represent the Peace Faction alongside her in this meeting. He takes particular concern with the ever increasing power of corporations and unrestricted weapons deployment by both sides. These are flaws all seen in the Republic, and he fears Separatist ideals will be lost in the war effort.

Bo Katan Kryze of Mandalore

Bo Katan serves as the right hand of Pre Vizsla and his administration on the moon of Concordia. She has been invited alongside Pre Vizsla as part of the Mandalorian delegation. While she is Duchess Satine's sister, she is a strong supporter of Mandalore's martial traditions. She is a formidable warrior in her own right, and commands respect from other members of Death Watch.



Asajj Ventress

Asajj Ventress is Count Dooku's personal assassin and Dark Side acolyte. She has had important parts to play up to this point in the Clone Wars, ranging from the assault on Christophsis to the rescue of Nute Gunray from his impending transfer to a Republic prison. She is one of the most powerful individual warriors on the Council and works in the shadows to accomplish goals for her master and further the Separatist agenda. She is also a former member of the Nightsisters of Dathomir.

Admiral Trench

Admiral Trench is the commanding officer in charge of the fleet that led the blockade of Christophsis, which eventually fell into Republic hands. He is one of the most gifted military minds of the Separatist Navy, and managed to escape certain death at the hands of Anakin Skywalker and Obi Wan Kenobi with the help of cybernetic augmentation. His wisdom on military matters are seldom questioned, even by Count Dooku. His military career started with the Corporate Alliance.

Xomit Grunseit of the Black Sun

Xomit Grunseit is the leader of the Black Sun criminal organization, which primarily gained notoriety through nefarious illegal activities like trafficking, weapons trade, and smuggling. They are a highly organized crime family with access to a private army, weapons, and connections to other criminal elements throughout the galaxy. The Black Sun, like the Hutt Cartel, has interstellar connections, even within the Republic.

Riff Tamson

Riff Tamson is a Separatist agent operating on the Republic planet of Mon Cala as an envoy and advisor to the Mon Calan government. He is ruthless, cunning, and fiercely loyal to Count Dooku. Tamson is working closely with Separatist sympathizers among the Quarren population and its political leaders to gain clout in the local government. If successful, he may be able to bring Mon Cala into the Separatist Alliance.

Rush Clovis

Rush Clovis is a major figure in the Banking Clan, who once represented them in the Senate until being exposed as a spy for the Separatists. He does have a sincere desire to maintain honesty in the banks, but became entwined in corporate intrigue during the Clone Wars. As he sees himself further become a pawn for the corporations in the Separatist Alliance, Clovis must make the decision to stay loyal to the Separatist corporate leadership, or follow his conscience by forging his own path, and inviting the dangers therein.



Voe Attell

Voe Attell is a Separatist Parliament member who, despite being a politician, is aligned with corporate interests in the Confederacy and is a staunch opponent of the Peace Faction. Attell objects to any peace treaty with the Republic and cooperates strongly with the major corporations of the Separatist Alliance. It is her utmost priority that the war continues, to keep the money flowing and cement the role of the Corporate Alliance in the Separatist Alliance.

Ryder Azadi

Ryder Azadi is a major character in Star Wars: Rebels and does not make a direct appearance in Star Wars: The Clone Wars, but nonetheless will be included in the committee. At this point, he is the governor of Lothal, a planet in the Outer Rim that has fallen into economic hardship. Lothal is a backwater world that represents the interests of a variety of neutral systems across the Outer Rim. Therefore, he was invited to provide insight on including them with the Separatist cause. Lothal later becomes a key trade center and industrial planet during the era of the Galactic Empire.

Prime Minister Almec of Mandalore

Almec is the Prime Minister of Mandalore, a neutral system ravaged by past wars. At this point, he is a follower of Satine's pacifism, but this may change. He is extremely dedicated to his home planet, however his belief in the ends justifying the means may conflict with his ideals. His connections with various criminal organizations, while powerful, may also become a tool used against him.

Kerch Kushi

Kerch Kushi is a senator in the Separatist Congress as a member of the Peace Faction. He supports democracy and peace negotiations with the Republic and opposes the influence of corporations in galactic politics. As a result, he generally opposes Voe Atell's opinions in Parliament, and supports Mina Bonteri's efforts towards creating a treaty with the Republic.

Hondo Ohnaka

Hondo is an infamous pirate, with connections to the Galactic Republic and a goal of establishing a working relationship with the Separatists as well. This makes him a major wildcard, and many Separatists don't even see why he has been invited to this meeting, unless he "invited" himself. Incredibly skilled in space piracy, Hondo was able to establish himself on the galactic stage with his kidnapping of Count Dooku, Anakin Skywalker, and Obi-Wan Kenobi. While the kidnapping incident may not put him on good relations with the Separatists, he knows his skills may come in useful at some point, and all he has to do is wait.

EPISODE LIST

(Note: Episode plot summaries can also be found on Wookieepedia.)

Star Wars: The Clone Wars Feature Film (General Grievous, San Hill and the Banking Clan indirectly)

S1: E5: Rookies (General Grievous, Asajj Ventress indirectly, Trade Federation indirectly)

S1: E6-7: Missing Droid Mini-Arc (General Grievous)

S1: E8: Bombad Jedi (Nute Gunray and the Trade Federation)

S1: E9: Cloak of Darkness (Nute Gunray and the Trade Federation, Asajj Ventress)

S1: E10: Lair of Grievous (General Grievous, Nute Gunray and the Trade Federation indirectly)

S1: E11-12: Pirate Kidnapping First Mini-Arc (Hondo Ohnaka)

S1: E16: The Hidden Enemy (Asajj Ventress, Admiral Trench)

S1: E19-21: Ryloth Arc (Techno Union, Wat Tambor indirectly) and S3: E3: Supply Lines (Trade Federation) **(NOTE: ALL DELEGATES SHOULD WATCH TO UNDERSTAND HUMANITARIAN SITUATION)**

S1: E22: Hostage Crisis (Ziro the Hutt, Black Sun, Techno Union indirectly)

S2: E2: Cargo of Doom (Nute Gunray and the Trade Federation)m (Ziro the Hutt, Asajj Ventress, Black Sun)

S1: E2-4: The Malevolence Arc



S2: E4: Senate Spy (Rush Clovis, Trade Federation, Banking Clan, General Grievous indirectly, Wat Tambor and the Techno Union indirectly)

S2: E5-8: Second Battle of Geonosis Arc (Wat Tambor, Nute Gunray, General Kalani indirectly)

S2: E9: Grievous Intrigue (General Grievous)

S2 E12-14: Plot to Assassinate Duchess Satine Arc (Duchess Satine, Governor Pre Vizsla, Prime Minister Almec, Mandalore, Council of Neutral Systems, Bo Katan indirectly)

S2: E17: Bounty Hunters (Hondo Ohnaka)

S2: E22: Lethal Trackdown (Hondo Ohnaka)

S3 E1-2: Clone Production and Siege of Kamino Arc (General Grievous and Asajj Ventress)

S3: E5-6: Corruption on Mandalore Arc (Duchess Satine, Governor Pre Vizsla, Prime Minister Almec, Trade Federation, Mandalore) (**NOTE: ALL DELEGATES SHOULD WATCH TO UNDERSTAND THE MANDALORE CRISIS**)

S3: E7: Assassin (Ziro the Hutt, Black Sun, Trade Federation, Mandalore indirectly)

S3: E 8-9: Ziro the Hutt Prison Break Mini-Arc (Ziro the Hutt, Black Sun)

S3: E10: Heroes on Both Sides (Mina Bonteri, Bec Lawise, General Grievous, By Bluss, Punn Rimbaud, Voe Attell, Kerch Kushi, Trade Federation, Techno Union, Banking Clan, Peace Faction, Asajj Ventress indirectly) (**NOTE: ALL DELEGATES SHOULD WATCH, AS UNDERSTANDING THE CONTENTS OF THIS EPISODE IS ESSENTIAL TO THIS COMMITTEE**)

S3: E11: Pursuit of Peace (Duchess Satine, Banking Clan, Mina Bonteri indirectly)

S3: E12-14: Ventress and the Nightsisters First Arc (Asajj Ventress)

S4: E1-3: Attack on Mon Cala Arc (Riff Tamson)

ONE COUNT AND TEN THOUSAND SYSTEMS: THE CLONE WARS STORY
THE PREMIER VIRGINIA TECH MODEL UNITED NATIONS CONFERENCE



S4: E14: A Friend in Need (Bec Lawise, Governor Pre Vizsla, Bo Katan, Voe Attell, Mandalore, Mina Bonteri indirectly)

S4: E19-21: Massacre of the Nightsisters Arc (Asajj Ventress, General Grievous)

S4: E22: Revenge (Asajj Ventress)

S5: E1: Revival (Banking Clan, Hondo Ohnaka)

S5: E2-5: The Onderon Arc (General Kalani, King Rash, Hondo Ohnaka, Mina Bonteri indirectly)

(NOTE: ALL DELEGATES SHOULD WATCH TO UNDERSTAND THE ONDERON POLITICAL SITUATION)

S5: E7-9: Pirate Kidnapping Second Mini-Arc (Hondo Ohnaka, General Grievous)

S5: E14-16: Darth Maul's Takeover of Mandalore Arc (Duchess Satine, Governor Pre Vizsla, Bo Katan, Lom Pyke and the Pyke Syndicate, Xomit Grunseit and the Black Sun, Prime Minister Almec, Hutt Cartel, Mandalore, Council of Neutral Systems)

S5: E19-20: Ahsoka's Downfall Mini-Arc (Asajj Ventress)

S6: E1: The Unknown (Admiral Trench)

S6: E5-7: Banking Clan Arc (Bec Lawise, Banking Clan, Rush Clovis, San Hill indirectly)

S6: E10: The Lost One (Lom Pyke and the Pyke Syndicate, Black Sun)

S7: E1: The Bad Batch (Admiral Trench indirectly)

S7: E2-4: Crisis on Skako Mini-Arc (Wat Tambor and the Techno Union, Admiral Trench)

S7: E6-8: Smuggling for the Pykes Arc (Pyke Syndicate, Bo Katan)

S7: E9-12: Siege of Mandalore Arc (Bo Katan, Prime Minister Almec, Mandalore, Governor Pre Vizsla indirectly, Pyke Syndicate indirectly)



CLONE WARS STAR MAP



ONE COUNT AND TEN THOUSAND SYSTEMS: THE CLONE WARS STORY
THE PREMIER VIRGINIA TECH MODEL UNITED NATIONS CONFERENCE



BIBLIOGRAPHY

Wookieepedia, Contributors to. “Galactic Republic.” Wookieepedia, 2014.
https://starwars.fandom.com/wiki/Galactic_Republic

Wookieepedia, Contributors to. “Confederacy of Independent Systems.” Wookieepedia, 2014.
https://starwars.fandom.com/wiki/Confederacy_of_Independent_Systems.

Wookieepedia, Contributors to. “Peace Faction.” Wookieepedia, 2019.
https://starwars.fandom.com/wiki/Peace_Faction

Wookieepedia, Contributors to. “Mina Bonteri.” Wookieepedia, 2015.
https://starwars.fandom.com/wiki/Mina_Bonteri

Wookieepedia, Contributors to. “Council of Neutral Systems.” Wookieepedia, 2015.
https://starwars.fandom.com/wiki/Council_of_Neutral_Systems

Wookieepedia, Contributors to. “Satine Kryze.” Wookieepedia, 2014.
https://starwars.fandom.com/wiki/Satine_Kryze

Wookieepedia, Contributors to. “Battle Droid.” Wookieepedia, 2014.
https://starwars.fandom.com/wiki/Battle_droid

Wookieepedia, Contributors. “Confederacy of Independent Systems Navy.” Wookieepedia, 2005.
https://starwars.fandom.com/wiki/Confederacy_of_Independent_Systems_Navy

Wookieepedia, Contributors to. “Galactic Republic Navy.” Wookieepedia, 2014.
https://starwars.fandom.com/wiki/Galactic_Republic_Navy

Wookieepedia, Contributors to. “Supply Lines.” Wookieepedia, 2010.
https://starwars.fandom.com/wiki/Supply_Lines

Wookieepedia, Contributors to. “Innocents of Ryloth.” Wookieepedia, 2008.
https://starwars.fandom.com/wiki/Innocents_of_Ryloth

Wookieepedia, Contributors to. “Blue Shadow Virus.” Wookieepedia, 2015.
https://starwars.fandom.com/wiki/Blue_Shadow_Virus



Wookieepedia, Contributors to. “Trade Federation.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “Lott Dodd.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “Techno Union.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “Gume Saam.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “InterGalactic Banking Clan.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “Hutt Clan.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “Pyke Syndicate.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “Mandalore.” Wookieepedia, 2014.

<https://starwars.fandom.com/wiki/Mandalore>

Wookieepedia, Contributors to. “Concordia.” Wookieepedia, 2015.

<https://starwars.fandom.com/wiki/Concordia>

Wookieepedia, Contributors to. “Death Watch.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “Council of Neutral Systems.” Wookieepedia, 2015.

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

Wookieepedia, Contributors to. “Black Sun.” Wookieepedia, 2014.

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

Wookieepedia, Contributors to. “Ohnaka Gang.” Wookieepedia, 2014.

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

