

A blue-tinted background image depicting a chaotic space battle. In the upper portion, a large, dark, rectangular structure, possibly a planet's surface or a massive ship, is visible with several circular lights. Below it, numerous starfighters and larger vessels are engaged in combat, with bright energy blasts and explosions scattered throughout the scene. The overall atmosphere is one of intense action and conflict.

Star Wars

The Galactic Senate

OSUMUN 2024

Crisis Director: Rachana Raja

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Letter From The Chair

Dear Delegates,

My name is Rachana Raja, and I will be your crisis director for this committee on *Star Wars and The Galactic Senate*. I am a Finance major, minoring in Security and Intelligence at Ohio State. This letter contains information about the committee, so please read it carefully to be prepared to debate at OSUMUN!

This committee will reflect the political structure of the Galactic Senate. For the flow of debate, however, certain changes to the members of the Senate have been made. For example, some of the roles listed are not Senators in the movie, but for this committee, they have been placed in the Senate.

To best be prepared for this committee, I encourage you to do as much outside research as possible. There is a lot to the trilogy, but you will not need to know the whole series to be successful during the debate. This committee is placed in the middle of *Episode I: Phantom of the Menace*, so I recommend referencing the movie to further understand the political situation at hand and the roles of each character. I encourage delegates to be creative with their ideas and crisis arcs and rewrite the movies in their own way. I'd also like to point out that some characters in the movie may lean on one side of the political spectrum, but in committee, you may choose whatever party, ideas, or opinions you think is fit. While you do have this freedom, you must keep in mind that your character must act within their available political power.

I understand that this is not your typical crisis committee and that you may have questions or concerns. Please feel free to email me at raja.73@osu.edu! I avidly check my email, and I will reply as soon as possible. Be creative and have fun! Good luck and I cannot wait to see you all!

Sincerely,

Rachana Raja

Crisis Director

Historical Background

The History of the Galactic Republic

For thousands of years, the Galactic Republic has peacefully governed multiple planets from the Core Worlds to the Outer Rims. The Galactic Republic is a federal parliamentary republic led by the Galactic Senate. The Galactic Republic was not governed by a single leader, but by the Galactic Senate. Making up the Galactic Republic's legislative body is the Supreme Chancellor and appointed representatives of the member worlds. The Galactic Senate is responsible for preserving the Republic's democratic institutions, enacting galactic law, and resolving disputes between worlds. Supported by the Jedi Order, the Galactic Republic handles potentially dangerous conflicts diplomatically.

The original Galactic Republic formed from conflicts between the two rival religions, the Sith and the Jedi during approximately 25,000 BBY. The capital of the Old Republic was located on Coruscant where it remained for thousands of years. During this period, a rogue faction of the Jedi split from the Jedi Order, believing that the dark side of the Force would benefit the future of the Jedi Power. The formation of the new faction, the Sith, the Old Republic entered the Hundred-Year Darkness. Later, the Sith were ultimately defeated and moved to uncharted space.

Explorations into hyperspace became crucial to the Republic's future. The Corellian monarchy, who led the Galactic Republic during this time, sponsored exploration and colonization efforts, making hyperspace travel essential to the expansion of the union past the Core Worlds. As their influence spread, the Old Republic encountered various conflicts including two Sith Wars, The Mandalorian War, and the Jedi War. Towards the end of the Old Republic, the Sith's power increased and the galaxy entered the Dark Age, which led to another Jedi-Sith War. During the Liberation of Coruscant, the Sith were driven off the planet again, ending the war. After a series of conflicts, the Old Republic began to return to power. The Republic led a series of successes against the Mandalorians, and later defeated the remaining Sith in the Mid Rim Territories planet, Ruusan during 1032 BBY. After the defeat, only one Sith Lord remained, Darth Bane. These victories welcomed the period of Great Peace and transformed the Old Republic into the modern Galactic Republic, known as the High Republic.

Around 500 BBY, the newly organized Republic was now a democratic union that continued to expand its influence into the Galactic frontier. The union's engagement in Galactic affairs drastically increased, furthering the Galactic Republic's cause. This rapid expansion, yet again, led to the race for the discovery of new hyperspace routes. During the so-called Great Hyperspace Rush, the Republic sent Pathfinders to explore the Outer Rim routes to help those in

need and establish communication networks across the Outer Rim territories. The Galactic Republic also worked to expand its network into the dark zones of the Outer Rim with the notable Starlight Beacon Program. Private groups including the San Tekka clan and Graf family, entered the race to discover hyperspace routes and successfully located new routes, bringing great fortune to the San Tekka Clan.

Though a tranquil, yet successful period in Galactic history, the High Republic was met with the Hyperspace Disaster in 232 BBY. Several starships had collided and were destroyed throughout hyperspace. In 232 BBY, several starships collided throughout hyperspace, leading to the Great Hyperspace Disaster. Soon after, the Eye of the Nihil Marchion Ro was found to be the cause of the collisions. This led to the Conflict of Nihil, where the Galactic Republic led a series of anti-piracy operations to eradicate the Nihil from the Outer Rim.

Political Structure of the Galactic Republic

The democratic government elects senators through general elections, through local governments. Most Senators represented star systems or single planets, while some represented several sectors. Senators create various legislation to assist planets and their citizens. Within the Senate exists Junior Representatives, who represent minority groups whose voices might otherwise be ignored. Though unable to participate in higher duties, Junior Representatives act as advisors.

The Supreme Chancellor serves as the head of the Galactic Republic. Although he is appointed with very little real power, the Supreme Chancellor is intended to prevent divisions within the Senate. A Vice-Chair assists the Supreme Chancellor in maintaining procedure and enforcing civil debate.

The planet Coruscant acts as the headquarters for Galactic politics. Located in the Core Worlds, the Galactic Republic is somewhat dominated by humans, far from the Outer Rim and beyond. The Galactic Republic was peaceful, passing numerous treaties to expand Galactic infrastructures. The Senate consists of several committees and subcommittees that range from the Committee for Transportation of Construction Materials to the Anti-Slavery Committee. The Republic did not command any armed forces and handled all potentially dangerous conflicts by sending skilled ambassadors, often monks called Jedi Knights.

“For many years, the Republic has been the unshakeable foundation of the galaxy, and still is the greatest example of galactic power ruled by its commitment to its citizens.”

The Trade Federation

To increase economic development in the Outer Rim, the Galactic Republic created Free Trade Zones to increase travel and trade. However, pirates quickly occupied these routes and took advantage of vulnerable traders. These Outer Rim territories were beyond the jurisdiction of the Republic. To protect themselves, several financial, commercial, manufacturing, and shipping corporations formed the Trade Federation. Soon after, the Federation became a megacorporation, gaining immense military and economic power. The Trade Federation was even given an influential seat in the Senate, where they created their laws on trade routes. The Trade Federation implemented tolls for corporations, traders, and travelers who weren't affiliated with the monopoly. These stringent business tactics are a result of the Neimoidian leadership.

Current Situation

It is 32 BBY (before the Battle of Yavin) and turmoil has hit the Galactic Republic. The Galactic Senate passed the Senate Resolution BR-0371 taxing hyperspace routes in the Outer and Mid Rim territories. Though meant to alleviate the Galactic Republic's growing fiscal debt and support development projects in outlying systems, it has caused the Trade Federation significant losses in the previously Free Trade Zone.

The Trade Federation was eager to expand its influence across the star system. In efforts to continue their expansion, the Federation embarked on a campaign to solicit planets such as Naboo into joining the mega-corporation. The treaties sent by the Trade Federation were lopsided and unequal. Adamant not to succumb to the pressure of the Trade Federation, Queen Amidala pledged not to sign a treaty with them. In retaliation, the Trade Federation proceeded to blockade Naboo to intimidate nations who disagreed with their views on the taxation of trade routes. The blockade prevented trade and agricultural transport. Naboo's farmers were already facing an agricultural crisis, driving the supply of food to an all-time minimum.

Angered by the lack of action to help her planet, Queen Amidala convinced Naboo's senator Palpatine to petition for a vote of no confidence against Supreme Chancellor Valorum, ousting him from his seat. Soon after, Palpatine was elected Supreme Chancellor. The Galactic Republic is facing military and economic conflicts threatening its existence. The Galactic Senate must quickly work to mitigate these issues, as tensions are rising across the star systems.

Members of the Galactic Senate

Finis Valorum - Finis Valorum was the previous Supreme Chancellor of the Galactic Republic. With a vote of no confidence supported by Queen Amidala and, at the time, Senator Sheev Palpatine, Finis Valorum was ousted from office. Under his administration, corruption and bureaucracy grew which Valorum was unable to bring under control.

Supreme Chancellor Sheev Palpatine - Sheev Palpatine is the Supreme Chancellor of the Galactic Republic. After growing concern over the Trade Federation's blockade of Naboo, and anger over Finis Valorum's disorganized Senate, Sheev Palpatine introduced a vote of no confidence, ousting Supreme Chancellor Valorum. As the Senator from Naboo, Palpatine gained popularity, eventually winning the vote for Supreme Chancellor. Unlike the previous Supreme Chancellor, Palpatine gained substantial influence and power among the Senators.

Viceroy Nute Gunray - Neimoidian business executive, who became Viceroy of the Trade Federation. Gunray's ruthless business tactics gained him a powerful and prominent position in the Trade Federation. Gunray has made the Trade Federation's main obligation to spread its influence across the galaxy. The introduction of Senate Resolution BR-0371, hindered Gunray's plans for expansion, leaving the Trade Federation with substantial losses. In retaliation, Viceroy Nute Gunray issued a blockade of Naboo, a planet he desperately wanted under his Federation. Gunray would go to any length to save the fortune of the Trade Federation, which Neimoidians were the foundation of.

Anakin Skywalker - Anakin Skywalker is a Jedi Knight of the Galactic Republic. He is predicted to be the Chosen One and is destined to bring balance to the Force. Anakin was born on the planet Tatooine, located in the Outer Rim in 41 BBY. Skywalker's blood contains the ratio of midi-chlorines in Galactic history, surpassing that of Yoda's blood, meaning he had the power of the Force. Qui-Gon Jinn brought Anakin back to Coruscant, where he was accepted as his Padawan. As a young Padawan, Anakin was restless and emotional. He is selfless and is disgusted by the unfairness of the world.

Queen Padmé Amidala Naberrrie - Padmé Amidala is the young Queen of Naboo. As a young girl, Padmé was a gifted and intelligent child. Just at the young age of 14, Padmé devoted her life to civic duty and to preserve democracy. After completing her royal academic, Padmé campaigned to become Queen of Naboo. During her campaign, Amidala emphasized the need for Naboo to engage in intergalactic trade to sustain its status as a powerful and independent planet. As tensions with the Trade Federation rose, Amidala was unhappy with Supreme Chancellor Valorum's actions and pushed Senator Palpatine to introduce a vote of no confidence. Even with the pressure of the Trade Federation blockade, Queen Amidala refuses to succumb to the Trade Federation.

Sabé - Sabé is Queen Amidala's handmaiden who serves as her decoy. Notability, during conflicts with the Trade Federation, Sabé disguised as Queen Amidala distracting Nute Gunray and his droids and allowing Padmé to return to safety. Sabé was even sent to several important meetings on internal affairs and with several prominent leaders of the galaxy.

Obi-Wan Kenobi - Obi-Wan Kenobi is a Jedi Master serving on the Jedi High Council. As a Force-sensitive child, Kenobi was accepted into the Jedi Order and assigned Qui-Gon Jinn as his master. Obi-Wan Kenobi began his training at the age of three and continued to study the ways of the force from Qui-Gon Jinn and Yoda. As a young Padawan, Kenobi was restless and rebellious and often broke many rules. By 32 BBY, Qui-Gon Jinn declared that Kenobi was ready for his trials. Kenobi was well-versed in Galactic politics and served as a negotiator for various diplomatic disputes.

Qui-Gon Jinn - Qui-Gon Jinn was a well-respected Jedi Master of the Jedi Order. Qui-Gon Jinn was a passionate Jedi who often followed his path, rejecting the orders of the Jedi Council. Despite succumbing to his impulsive tendencies and rejecting his position on the Jedi Council, Qui-Gon Jinn was faithful to the Jedi Order. On a diplomatic trip, Qui-Gin Jinn encountered Anakin Skywalker on the planet Tatooine. Qui-Gon Jinn assumed that Annakin possessed powers of the Force, and brought him to the Jedi Council. The Jedi Council rejected Qui-Gon's proposal of adopting Anakin as his Padawan since he already had Obi-Wan Kenobi as his disciple. Qui-Gon was convinced that Anakin Skywalker was the chosen one and accepted him as his Padawan, defying the Jedi Council's orders. Apart from being a Jedi Master, Qui-Gon Jinn was a vital Jedi Knight who dealt with several diplomatic missions.

Yoda - Yoda is the Jedi Order's Grand Master and head of the Jedi Council. Yoda has served the Jedi Order for centuries and has trained many including Mace Windu, Count Dooku, and Obi-Wan Kenobi. The small but powerful Jedi master plays an integral role in defending the democratic Galactic Republic and the Jedi Order. In his earlier years, Yoda went on several missions. His skills and connection with the Force are no match to many other Jedis.

Count Dooku - Count Dooku is a great Jedi Knight who was trained by Yoda. Dooku is a noble from a wealthy family on the planet Serenno. As a talented Jedi, Count Dooku trained Qui-Gon Jinn as his Padawan. Count Dooku trained powerful and gifted Jedis.

Mace Windu - Mace Windu is a Jedi Master and an important member of the Jedi Council. Mace Windu was an active member of Galactic politics and was often skeptical of several members of the Senate. Like many on the Jedi Council, Mace Windu was against taking in Anakin Skywalker as well.

Captain Panaka - Captain Panaka is the captain of Naboo's security forces. Panaka has greatly assisted Queen Amidala during the blockade caused by the Trade Federation. Knowing that Naboo is vulnerable to foreign threats, Panaka is dedicated to protecting the Queen.

Jar-Jar Binks - Jar-Jar Binks is a Gungan military commander and politician from Naboo. He was banished from his home in Otah Gunga, after crashing his submarine. As soon as Binks was exiled he arrived in Naboo right before Naboo was blockaded by the Trade Federation. There he stumbled into Qui-Gon Jinn who ended up assisting in his further missions.

Lott Dod - Lott Dod is a Neimoidian politician who represents the Trade Federation in the Galactic Republic. Dod has a history of protecting the Federation against the Republic's policies on hyperspace taxation. Alongside Viceroy Nute Gunray, Lott Dod supported the Trade Federation's blockade of Naboo in opposition to the tax policies.

Rune Haako - Rune Haako is a high-ranking official in the Trade Federation and lieutenant to Viceroy Nute Gunray. Haako serves as Gunray's main counsel and head of legal affairs. Haako has bold business tactics that greatly expanded the power of the Trade Federation.

Daltay Dofine - Daltay Dofine is a military captain of the Trade Federation. Dofine is a starship captain who greatly assisted in the planning and execution of the blockade of Naboo. Dofine played a critical role in defending the Trade Federation's wealth and fortune.

Sio Bibble - Sio Bibble is the governor of Naboo and a member of the Royal Advisor Council. Sio Bibble is a wise member of Naboo's government whose expertise is widely respected. In return, Bibble is dedicated to protecting his citizens at all costs.

Adi Gallia - Adi Gallia is a Jedi Master and member of the Jedi Council. Before joining the Jedi Council, Gallia was a reputable battlefield commander. Gallia is a knowledgeable political consultant and diplomat to the Galactic Republic. Master Gallia also controlled the intelligence community for Coruscant.

Tey-How - Tey How is a Neimoidian battleship pilot serving the Trade Federation. Alongside Daltay Dofine, Tey-How acted as the Viceroy's military advisor. How greatly assisted the Trade Federation's tactical operations.

Rute Gunnay - Rute Gunnay is Viceroy Nute Gunray's advisor. Gunnay served as the Viceroy's aide and due to their similar appearance was often mistaken for him. Being so close to the Viceroy, Gunnay had insights into the Trade Federation's political and business dealings and often took initiatives into his own hands.

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