

The United Nations logo, consisting of a laurel wreath, is positioned behind the title text. The background of the entire page is a dark green color with a faint, stylized world map in a lighter shade of green.

JCC Aftermath: New Republic

A Crisis Simulation

Background Guide

Virginia Invitational

V I M  N C

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VIMUNC X



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Esteemed delegates and sponsors of VIMUNC X,

Welcome to the tenth annual Virginia Invitational Model United Nations Conference. As the MUN year winds down, we hope to provide the best experience yet, with paramount service and attention to detail that creates the greatest conference. From broad UN organizations to regional bodies, from corporations to criminal organizations, VIMUNC has committees that truly serve every interest. With experienced chairs, czars and staff, we will ensure that every delegate truly has a positive experience, and we simply hope that you can enjoy your experience with us.

VIMUNC's 18 committees and over 700 delegates is one of the largest editions of our conference ever, and we look forward to expanding our outreach across Virginia to continue to provide a wonderful experience for all delegates. With a large MUN team that has years of experience, we hope that every single minute of the committee is filled with substantive debate that will create learning experiences that last for years to come.

So much hard work has been put into every single crisis update, background guide and dossier, and we sincerely hope that the work and care placed in every single aspect of this conference is displayed in its quality. If at any time you feel something about the conference is unsatisfactory, please don't hesitate to talk to your chairs, a staffer, or a member of the Secretariat.

Thank you so much for your commitment to VIMUNC X, and best of luck in your committee, future conferences, and ambitions.

Sincerely,

Kalyna Vickers

Secretary-General, VIMUNC X

JCC Aftermath: New Republic

(A Crisis Simulation)

TOPIC A: *Stabilizing the Galaxy*

TOPIC B: *Winning the War*

TOPIC A: Stabilizing the Galaxy

Background Information/Current Situation

Staging a revolution is one thing, governing is another. As the Empire begins to pull back from certain systems and its command structure starts to fracture, many of these systems look to the New Republic for safety and protection, will you be able to provide it?

The most basic function of any government and the basis for the social contract with which we bind ourselves to our government is the promise of security in exchange for certain liberties. The balance between security and liberty is a difficult one and has changed drastically throughout galactic history. As the legitimate successor to the Republic it is your responsibility

to not only acquire territory from the Empire but also keep it safe from both Imperial attack and the galaxy's criminal element. Piracy, especially in the Outer Rim, was a major issue for the Republic and even the Empire spent years and countless resources trying to fight pirate gangs and various criminal syndicates. These syndicates are now eyeing their former territory and see the Alliance's unwillingness to use extremely brutal tactics as weakness and are becoming increasingly interested in resuming their criminal activity.

The galaxy is a large place full of many different species and customs and these different species and cultures often find themselves in conflict with one another. The generational conflict between Trandoshans and Wookies is a perfect example of this and the constant low-grade conflict between these species is a similar and low intensity example of this conflict and similar tensions exist throughout the galaxy. The Empire controlled these conflicts with extreme violence but how you respond to the resurgence of these interspecies conflicts is entirely up to you.

Questions to Consider

- How can you keep the galaxy safe from the Empire?
- What can you do to prevent the Empire from causing violence throughout the galaxy?
- Who can you align yourselves with to ensure success in creating peace throughout the galaxy?

TOPIC B: Winning the War

Background Information/Current Situation

The Galactic Civil War is now truly a civil war and is in full swing. With the Alliance having reformed itself into the New Republic it is now seeking to establish itself as a separate and legitimate government to either absorb and replace the Empire or exist alongside it. Navigating this conflict and the increasingly fractured nature of what remains of the Empire will be of paramount importance if the New Republic wants to survive long enough to form a functioning government.

The New Republic military is the Alliance military which was comprised mostly of light cruisers, frigates, fighters, and a few Mon Calamari capital ships. None of these ships are able to compete with an ISD in a fair fight, and the Empire rarely fights fairly. This limitation led the Alliance to adopt a guerilla warfare strategy where they avoided main bases and instead based their operations in a mobile fleet that moved largely undetected through deep space. The vast emptiness of space allowed the Alliance fleet to remain hidden and only emerge when necessary to engage in hit and run attacks against lightly defended or key Imperial targets. Currently the entire Alliance fleet does not possess the raw firepower needed to take down the Empire's massive shipyards and halt the production of new Imperial ships, but with rumors circulating of a secret capital ship development program only time will tell how the Alliance Navy fares against the Empire's armadas of ISD's.

The Alliance also employed special forces and covert action groups to great effect as these small fire teams could work their way behind enemy lines and undertake dangerous and violent missions to weaken the Empire. Alliance special operation groups were known for being expert assassins, pathfinders, scouts, and commando units and operations like the one to steal that plans of the First Death Star are legendary.

The true backbone of the Alliance Military is its starfighter corp. While the X-Wing may get all the attention as a vastly superior mainline fighter when compared to an Imperial TIE, it is also just one part of the triad of three main starfighters employed by the Alliance. The Y-Wing is the Alliance's strategic bomber and is capable of delivering extremely powerful payloads on concentrated targets. The final mainline fighter is the A-Wing, an extremely maneuverable craft capable of beating any Imperial fighter in a dogfight, and bringing down a Super Star Destroyer in the right setting.

This is the military which you have inherited, one without any meaningful ground force, where you go with this military force and what you choose to do with it, is up to you.

Questions to Consider

- How can you obtain more resources to win the war?
- What tactics can be made to overthrow the Imperial rule?
- Who can you reach out to get the help to win the war?

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