



Arizona Model United Nations 64

Star Wars: Galactic Senate

Background Guide

Chair Introduction

Hello everyone! My name is Catalina Montes, and I will be the main chair for the Star Wars: Galactic Senate committee. Aside from chairing this committee, I am the current USG of Translation and Interpretation for AZMUN 64. I am currently a junior, double majoring in Anthropology and History, while minoring in German Studies. AZMUN has been a part of my life since the first semester of university, way back in 2023, and I am excited to be chairing this bilingual committee, as I am a big Star Wars fan. My love for Star Wars comes from the movies and series, but specifically from the books. I am looking forward to seeing all of you in March, as we all participate together in this exciting opportunity. I encourage you to prepare well, do research, and, most importantly, to enjoy this process, as fictional committees allow for unique situations and answers to be developed, and those can always say something about real life.

Committee Introduction and Purview

The Star Wars: Galactic Senate bilingual committee is based on the Galactic Senate in the Star Wars Universe. After leaving the Jedi Order, Count Dooku, Count of Serreno became the head of the Confederacy of Independent Systems (CIS), which split from the Galactic Republic in 24 BBY. The Separatist movement rapidly gained momentum. Their rhetoric, amplified by widespread propaganda, painted the Republic as a decaying institution that no longer serves the interests of its member worlds. Can the Galactic Senate resolve their internal and external issues and face a new growing political power, or has the time of the Galactic Republic come to an end?

The Star Wars: Galactic Senate committee will be using the rules of the General Assembly of the United Nations—including those relating to resolutions and voting procedures. The Jedi Council will have observer status to provide their input given their relevance to the topics.

Topic I: Responding to the Separatist Movement and Growing Secession Crisis

By 24 BBY, the Galactic Republic is experiencing deep political fractures within the Galactic Senate. Dissatisfaction has grown in many star systems, particularly those in the Outer Rim, that feel underrepresented by the central bureaucracy of the Republic. Count Dooku of Serenno—a former Jedi Master—has emerged as a charismatic leader of the Confederacy of Independent Systems (CIS), an alliance of seceding worlds that challenge the central authority of the Senate. These systems have asserted that the Republic is corrupt, self-serving, and ineffective at addressing economic and security needs.

The CIS has framed its movement as a struggle for autonomy, freedom from perceived bureaucratic tyranny, and relief from unfair economic practices—including those influenced by corporate powerhouses. Many of the founding systems declared secession not primarily to wage war but to pursue a political alternative to the Republic's long-standing governance, though the rise of conflict accelerated into open hostilities. Another reason for the secession movement that the CIS has made relates to their concern about the length of Sheev Palpatine's time as Chancellor of the Republic. They claim that he has been amassing power beyond his station and believe in a need for change to avoid further corruption within the Senate. While the Senate appears impotent in the face of secession and rising militarization, Palpatine gains more and more influence over individual Senators and Representatives and the collective actions of the body. At the same time, the Jedi Order is concerned about their former member, Count Dooku, as he left the Order on less than amicable terms, and they have their own concerns about other forces at play.

The Senate's inability to find a purely diplomatic solution up to this point has angered many. Supreme Chancellor Palpatine has used the growing threat to further increase his influence and support among members of the government and public.

Senators from worlds near the center of the galaxy tend to support a strong Republic structure and centralized support. Outer Rim Representatives tend to argue for greater autonomy and reforms to the Republic to grant them greater representation. Senators and Representatives from neutral systems tend to advocate for de-escalation, compromise, and structural reforms.

Questions to Consider:

- What are the legitimate grievances driving the CIS secession movement?
- Should the Senate grant additional powers to the Chancellor?
- How can the Senate balance unity with representation for Outer Rim systems?
- What reforms to the Senate and Republic do Senators and Representatives support?
- How should the Republic prepare for potential escalation of tensions?

References

- https://starwars.fandom.com/wiki/Separatist_Crisis
- https://starwars.fandom.com/wiki/Confederacy_of_Independent_Systems
- https://swse.fandom.com/wiki/CWCG_The_Republic
- https://starwars.fandom.com/wiki/Separatist_Crisis

Topic II: Creation of a Republic Army

For over a millennium, the Galactic Republic has existed without a massive standing army. Instead, the Republic relies on three principal security pillars: planetary defense forces controlled by individual systems, the Republic Judicial Forces tasked with limited enforcement actions, and the Jedi Order, who traditionally serve as neutral peacekeepers and negotiators. This decentralized system reflects the Republic's political culture, which prizes planetary sovereignty and civilian governance over centralized military authority. During long periods of relative peace, this arrangement proved sufficient to deter piracy, suppress localized conflicts, and maintain galactic stability.

However, the rapid rise of the Confederacy of Independent Systems has placed unprecedented strain on this structure. Intelligence reports and diplomatic channels suggest that the Separatists are coordinating militarily and industrially on a scale unseen in generations, with corporate and planetary alliances consolidating resources. Although open warfare has not yet broken out, many Senators fear that the Republic's fragmented security architecture leaves it dangerously vulnerable should the CIS abandon negotiation entirely. Rumors of droid production facilities and paramilitary buildup have heightened anxiety within the Core Worlds and major trade routes, pushing defense policy to the center of Senate debate.

At the same time, the proposal to authorize a centralized Republic Army has ignited fierce opposition. Critics argue that granting the Chancellor broad authority to commission and command such a force would upend centuries of constitutional tradition. They warn that a permanent military could concentrate power in the executive, undermine senatorial oversight, and be used to coerce systems that merely seek reform rather than secession. For these Senators, the decision is not merely strategic but existential: whether the Republic will preserve its decentralized, civilian-led identity or transform itself into a wartime state in anticipation of conflict that has not yet formally begun.

Questions to Consider:

- Does intelligence about Separatist militarization justify pre-emptive Republic rearmament?
- What limits or safeguards should be placed on any centralized military force?
- Should planetary militias be integrated into Republic command, or kept autonomous?
- How might creating an army affect negotiations with seceding systems?
- Would militarization stabilize the galaxy—or accelerate it toward war?

References

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- https://starwars.fandom.com/wiki/Confederacy_of_Independent_Systems
- https://swse.fandom.com/wiki/CWCG_The_Republic
- https://starwars.fandom.com/wiki/Separatist_Crisis

Topic III: The Role of the Jedi when Engaging in Galactic Conflict

For centuries, the Jedi Order has occupied a distinctive and carefully balanced position within the Galactic Republic. Jedi traditionally function as mediators, investigators, and guardians of peace, intervening in disputes only when diplomacy has failed and operating independently of direct political control. During earlier eras, Jedi ventured into distant regions of the galaxy as explorers and negotiators, strengthening ties between remote systems and the Republic without acting as instruments of state coercion. Their legitimacy has long rested on their perceived neutrality and spiritual discipline rather than formal authority.

As the Separatist crisis deepens, pressure is mounting within the Senate to involve the Jedi more directly in security operations. With no centralized Republic military, some Senators view the Order as the only galaxy-wide institution capable of coordinating rapid responses to Separatist aggression or intimidation. Jedi possess exceptional abilities, advanced training, and moral authority, making them attractive candidates for leadership roles should hostilities erupt. Proponents argue that expanded Jedi involvement could deter violence and stabilize volatile systems without immediately committing the Republic to full-scale war.

Others remain deeply uneasy about this prospect. The Jedi hold no formal representation within the Senate and are not subject to ordinary political accountability mechanisms, raising concerns about transparency and civilian oversight. Critics worry that transforming Jedi into battlefield commanders or permanent security enforcers would compromise the Order's philosophical foundations and entangle it in partisan politics. They also warn that overt militarization of the Jedi could reinforce Separatist propaganda portraying the Republic as an oppressive central

power. The debate thus centers not only on strategy, but on whether altering the Jedi's role would erode one of the Republic's most trusted institutions at a moment of profound uncertainty.

Questions to Consider:

- Should the Jedi act as commanders in a potential Republic military?
- How can civilian oversight of Jedi operations be ensured?
- Would increased Jedi involvement deter war—or provoke it?
- Should the Jedi remain independent from the Republic government?
- How might Separatist systems interpret Jedi militarization?

References

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- https://starwars.fandom.com/wiki/Confederacy_of_Independent_Systems
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