



**JCC Star Wars:
Separatists**
TOPIC BULLETIN

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Dear Esteemed Delegates,

Welcome to AMUN XXII! As you may have been able to read from the website, my name is Laurence, and I will be your one of your JCC directors. We the BCA team have made it our long term mission to ensure that both of our two MUN conferences are educational for all of our attendees. That said, we want to make sure that your level of experience serves not as a barrier of entry, but as an enhancer of the whole conference experience instead. Despite the tensions that naturally arise over the course of a MUN committee (especially that of a crisis committee), we on the JCC team find it in your best interest to remember that at the end of the day, it is a MUN conference—the most important thing is to have fun and make the most out of your own experience. Keep in mind that while you are locked in territorial battles, plotting assassination schemes against your enemies, or even planning to depose the government, we would strongly prefer to keep our delegates alive. With all that considered, we hope you enjoy AMUN XXII to the utmost!

Sincerely,
Laurence Lu, Director of Crisis



Committee Mechanics & Procedures:

As a (member of) this JCC committee, you can act in two ways (this may be getting out of hand): through directives or private actions (alternatively “crisis notes”). Some limitations of each will be discussed as they arise in later sections.

If you are not aware, directives are similar to resolutions in General Assembly (GA) committees, but lacking some of the frills. For this JCC committee, we will require that directives be sponsored by at least 3 delegates, with signatories being an optional feature. Directives may be moved directly to voting procedure after they are read, and a question/answer period will not be mandatory. Seated in the foremost democracy in the galaxy, we will require that directives have a simple majority to pass. Directives may compel delegates to take certain actions, e.g. allocating a portion of their fleet to a particular system. You may also want to augment Senate function through a directive; this will be allowed.

Private actions, true to their name, are actions taken by a few delegates (maximum of 3) who write a note delivered directly to the chair. The contents of private actions will not be directly revealed to the committee at large. However, they will be considered in upcoming crisis updates.

If there are any questions regarding directives and private actions the article [How to Write Crisis Notes](#) is a wonderful source for beginners and seasoned delegates.

Caucuses function the same as in GAs.

Voting Mechanics:

Every delegate begins with 5 votes, and any additional planets they control will grant an additional vote. Losing any of the additional planets will remove that vote. These votes may not be split; you must put all of your votes into either voting for or against a directive, or abstention. If a governor loses all of their planets, they retain their 5 votes.



Governors and Generals

Governors are bound to planets, but they have control over planetary legislation. Through crisis actions, they can augment planetary functions (like the economy, or shipbuilding). For this committee, the only concrete function that governors can derive from planets is ship and fleet building. As delegates, you may devise your actions (and the backroom will execute them within reason). Governors may not issue military actions; these are instead dictated by generals. They also do not have planetary guard fleets, this must be provided by generals. Being able to construct a fleet does not mean that a governor can use them!

Generals are free-floating entities. While ultimately bound to their respective sides, they hold the sole power of directing their forces however they see fit. The collective military force of both the Republic and the Confederacy is the sum of their generals' forces. Generals cannot construct new forces, they must rely on governors to provide them with fleets.

In emergency scenarios, delegates may switch positions, but they must resign all the functions of their former position. A few words of caution: a room of all generals will mean you cannot replenish your military; all governors means you will have no effective military.

Planets and Fleets

Planets are the fundamental economic units in this committee. Although the galaxy is home to some of the most technologically advanced starships, all that has to come from somewhere. Planetary economies generate money (credits), which may be used for almost any purpose conceivable. Not all planets are created equally, however, and actions like shipbuilding do have a time cost that may vary by your planet's facilities. As an example, using credits from the planet's economy can be used to implement changes that can overcome such time costs.

Fleets are the fundamental military units. Because ship technology tends to be fairly homogeneous in the Galaxy, each side can produce three types of ships: fighters, light cruisers, and capital ships. Fighters are the smallest units, piloted by individuals. Light cruisers are moderately sized, carrying



extra firepower where it may be necessary. Capital ships are the largest size and may be able to match entire fleets on their own. They are, however, extremely expensive.

Of course, teleportation isn't quite yet a thing. Fleets move between star systems via hyperspace lanes, which are somewhat dependent on astrography (think geography, but pertinent to space). The location of a planet in its respective region is important here. Movement between adjacent Rims (e.g. from the Inner Rim to the Mid Rim) will take about 15 minutes while moving to a non-adjacent Rim will cost the sum of the minutes time it would take to move through each Rim as if it were adjacent. For example, deploying a fleet from the Inner Rim to the Outer Rim will take about 30 minutes. Moving between star systems inside the same sector will take between 5 to 10 minutes.

Fleets may be used to conquer planets, though this will take a toll upon the invading fleet. When a planet is captured, the following methods are heavily suggested: the planet may either enter the control of an individual governor or general or under the collective ownership of the committee. The former case grants that delegate the additional vote per the rules above. However, a general capturing a planet may not utilize governor functions on the planet. The latter case allows the planet to be considered occupied territory, but the functions of a governor are also not usable. To prevent ambiguity for allocation of the additional vote, joint control between delegates of a planet is not permitted.

For your reference, the Core Worlds and the Colonies are approximately located in the same region, so they fall under intra-region flight rules. The adjacency list then proceeds as follows: the Core Worlds, then the Inner Rim, then the Mid Rim, then the Outer Rim.

In keeping with holographic technology, information transfer may be safely assumed to be instantaneous, except when information must be transferred in person.



Topic History:

Canonical Inaccuracies

When it comes to the wide world of Star Wars lore there is quite a lot of source material to flip through. Whether you are comic book readers, book readers, movie enthusiasts, TV lovers, or video game fanatics there is some kind of lore for everyone to love. However, due to the plethora of retconning at the hands of Lucasfilm (*side-eyeing the sequel trilogy*), our committee will be using the events of the Canon Universe from the beginning of The Galaxy till our committee freeze date of 23 BBY (before the battle of Yavin). Anything that occurred after the introduction of the Military Creation Act during this committee officially never happened. Therefore any event from *Star Wars Episode II: Attack of the Clones*, ceases to exist.

In our committee world, Chancellor Palpatine is **not** a Sith lord (and therefore not Obi-Wan's speciality). Sheev Palpatine is **not** pulling the strings of both sides and as Chancellor, he will be working solely for the benefit of himself and the Galactic Republic. Finally, the clone troopers do not have inhibitor chips.

Expectations

We expect each delegate to come to committee prepared with background information to strengthen your understanding of your position. Although this might not be a historical crisis, the Star Wars Canonical Universe is incredibly expansive, Tolkien-level worldbuilding that will truly enhance your experience during this crisis. We have provided background information to start your journey into shaping the Star Wars Universe!

Chancellor Palpatine will not be represented by a delegate in this committee due to the nature of his character. The combination of your chairs and backroom will be representing him instead. Personal powers will be emailed to you, the delegate, or your advisor. We strongly request that



these personal powers are not shared with other delegates as it would ruin, put simply, the vibe.

Prewriting of crisis notes and any subcategory public directives is strictly not allowed. Any delegate caught prewriting will be removed from consideration of awards. We do, however, encourage the development of crisis arcs before coming to committee sessions. This is highly recommended as it will give both you and the backroom a sense of direction with your crisis notes-- leading hopefully to the success of your goals.

Finally, we very much want to emphasize that you have fun during committee! Talk to your fellow delegates and make friends, albeit unconventionally, and try to be creative with your arcs! **There is no penalization for bad ideas so if you want a lightsaber duel, we'll meet at dawn...**

Canonical Background

Mission to Halcyon

A group of usurpers on the planet of Halcyon became disgruntled with their worlds allegiance to the Republic and wanted autonomy without this larger government oversight. The usurpers kidnapped several members of the Halcyon planetary leadership and held them hostage in a remote fortress while they prepared for assault during attempted negotiations with their hostages. As these negotiations failed, the Senate was forced to send a task force of Jedi and Judicials to intervene and rescue the hostages. The mission was successful, however this is only the beginning of the violent uprisings to come.

Invasion of Naboo

Orchestrated by the Sith Lord Darth Sidious, whom the Trade Federation have fallen into an alliance with, there was an attack launched on the planet of Naboo. The Neimoidian run Federation used their anger at the passing of Prop 31-814D to retaliate against Naboo.

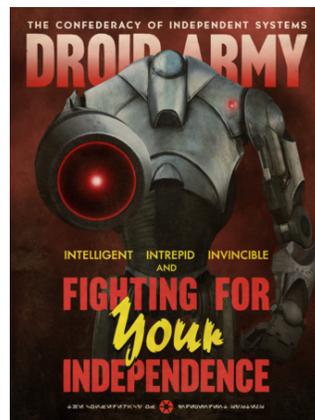


The election of Queen Amidala, accelerated Sidious’ plans as the Federation arrived on the last day of the Naboo summit and began the blockade. The Republic sent Jedi Master Qui-Gon Jinn and his Padawan Obi-Wan Kenobi to resolve the issue but Sidious ordered for their deaths. The Jedi escaped but without noticing the Invasion had begun.

Darth Sidious, furious that the Queen and Jedi survived, sent out his apprentice Darth Maul to capture Amidala and kill the Jedi. While this was unsuccessful, Senator Palpatine, in an attempt to gain power, convinced Amidala to sack Chancellor Valorum with a Vote of No Confidence—which passed—placing Palpatine as the new Supreme Chancellor.

Amidala, alongside Jinn and Kenobi returned to Naboo to help fight off the invading Trade Federation and their droid army with the help of the Gungan Grand Army. Amidala was unfortunately able to capture Gunray and Rune Haako while the Jedi began to engage Darth Maul. Sadly, Maul was defeated by Kenobi after being cut through the waist. It has been rumored that Maul had survived his fall with the help of his brother Savage Opress.

Confederacy of Independent Systems



(Separatist Propaganda Posters)

A movement spearheaded by Count Dooku after his Raxus Address where he denounced the Galactic Republic as a “futile enterprise that was



hopelessly burdened by corruption and favoritism toward the Core Worlds.” By commandeering a HoloNet relay station in the Raxus system, Count Dooku’s words and inflammatory rhetoric stuck with the young intellectuals of the Mid and Inner Rim Universities.

Over time, Dooku’s message spurred political activism in the youth against the ineffective and corrupt Republic. As tensions increased across the galaxy, Dooku appeared at rallies less and less but he spontaneously would arrive in polarized worlds where his rhetoric often ignited violence. Thousands of star systems agreeing with Dooku began to secede from the Republic and fully embrace the ideal the Dooku presents-- the Confederacy of Independent Systems. A polity that is founded on the grounds excessive taxation and corruption within the Galactic Senate and feelings of neglect from the hypocritical and hoity Core Worlds.

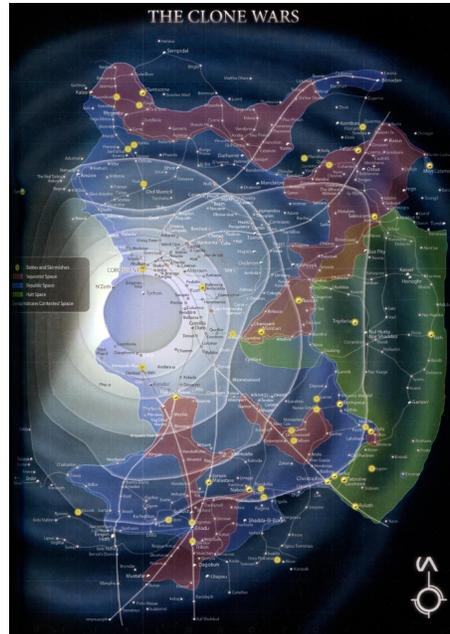
The Confederacy is secretly supported by a number of different corporations such as the Trade Federation, headed by Viceroy Nute Gunray; the InterGalactic Banking Clan, headed by Chairman San Hill; the Techno Union, headed by Foreman Wat Tambor; the Commerce Guild, headed by Presidente Shu Mai; the Corporate Alliance, headed by Magistrate Passel Argente; and the Retail Caucus.

Alliance with the Sith

A millennium ago, the Jedi and the Sith were at war with each other as the Dark and the Light side of the force come to head every few years. The war ended with the Sith’s defeat as their thirst for power caused infighting and weakened their coalition. This allowed the Jedi to nearly destroy the Sith yet there was one sole survivor, Darth Bane. After the implementation of the Rule of Two—a Sith philosophy where only two Sith lords can exist at any given time, a master and an apprentice—in order to keep the existence of the Sith secret from the Jedi, Bane's Tradition was passed on throughout the years eventually leading to Darth Sidious and his master Sith Lord Darth Plagueis. Sidious after killing his master in his sleep succeeded his Sith Master and took his own apprentice as Darth Maul and later Darth Tyrannus or Count Dooku.



The Confederacy of Independent Systems



(map of the galaxy with borders between the two factions)

CORE WORLDS

Alderaan:

A terrestrial planet covered in mountains, Alderaan is known throughout the galaxy as “the planet of beauty”. A peaceful world, Alderaan is amongst the oldest members of the Galactic Republic and one of the worlds that originally founded the governing body. Throughout its history, Alderaan has been a monarchy ruled by the elder house of Organa, currently with Breha Organa on the throne. The planet’s main exports are art, luxury goods, and wine while the main imports are electronics and manufactured goods.

Coruscant:

The capital of the Galactic Republic, Coruscant is an ecumenopolis-- a city-covered planet-- also known as the Galactic City. Known for its



cosmopolitan culture, Coruscant houses many citizens of both humanoid and alien species. Its location at the several major trade networks makes Coruscant the hub of galactic culture, education, technology, etc. It is also the home of the Senate Building and the center of galactic politics.

Corellia:

A planet covered in jungles, forests, and urban centers, Corellia is the starship manufacturing center of the galaxy. Many ace pilots and large ships have been built on this planet. The people of Corellia are known for their wanderlust, first exploring the seas of their home to the stars of the galaxy. The sponsorship of these space voyages by Corellian royalty allied for the pavement of the galaxy's major hyperspace routes. However as time moved on, the one influential world gained a reputation for its pollution and extensive poverty and crime rate.

COLONIES

Tholoth:

An arboreal planet, Tholoth is a tourist destination for the books (due to its trade and immigration from the Core Worlds) with its sprawling wildlife preserves mixed with a touch of ecumenopolises. Tholoth is also the homeworld of the Jedi Master Stass Allie, a member of the Jedi High Council.

Abednedo:

Homeworld to the sentient Abednedos, Abednedo (the planet and species are the same names) is a small colony planet along the Corellian Run trade route. The sentient Abednedo species are said to have evolved underground from ancestors and carved out tunnel-dens to create massive cathedral-like structures. These architectural pieces later moved above land as the species evolved, turning into chaotic metropolises to the average outlander but endlessly fun for the native population.

INNER RIM TERRITORIES



Onderon:

A defining feature of the Onderonian terrain is the vast savage jungles, forcing early humans to develop fortified cities. Eventually, a monarchy emerged. By the time of the Clone Wars, there was deep political turmoil, as the former king Ramsis Dendup was deposed by Sanjay Rash. Although King Rash allied Onderon with the Confederacy, popular opinion leaned neutral.

MID RIM TERRITORIES

Metalorn:

As one of the foremost industrial centers in the galaxy, centuries of continuous development have left irrevertible amounts of refuse and pollution all over the planet. The only species living among the pollution itself is armored daggerflies that feed off waste. Yet, Metalorn continues to house rich mineral deposits, invaluable towards supporting the manufacturing industry all over the galaxy. By the time of the Clone Wars, the planet was home to many droid manufacturing plants.

Druckenwell:

With a well-organized labor hierarchy, the citizens of Druckenwell are quite settled into their everyday lives. Besides that, the planet is home to BlasTech, a renowned arms manufacturer. Technological advances are made all the time here, and the planetary policy heavily focuses on ensuring that the environment is stable and amiable for its inhabitants. If this is disrupted, the consequences would be catastrophic.

Thustra:

Formerly a Republic planet, Thustra seceded only just before the dawn of the Clone Wars. Although the Thustran race, the Sephi, was a longtime friend with the Jedi Order, they followed King Alaric in gradually opposing the Republic anyway. The Sephi are also generally a people of peace, elegance, and beauty, but corruption issues were rife in their government.



OUTER RIM TERRITORIES

Mustafar:

Combined with its location in the Outer Rim, the sheer inhospitality of the terrain has rendered it a backwater. Yet the abundant lava flows contain valuable minerals. The conditions on Mustafar often prevent regular patrols on the planet, allowing organizations like the Black Sun to come to prominence.

Raxus Secundus:

Much like a certain, familiar, planet, Raxus Secundus basks in a temperate climate suited for many species around the galaxy. Yet, unlike the Republic capital Coruscant, only parts of the planet are heavily developed. As the seat of the Confederacy of Independent Systems, many of the planetary representatives reside here.

Cato Neimoidia:

Home to the same Neimoidians heading the Trade Federation that sparked the Naboo Crisis, Cato Neimoidia is one of the wealthier planets, often having the economic power alone to make huge purchases for the Confederacy. Note that as this is only one of three Neimoidian “purse-worlds”, the wealth of Cato Neimoidia is deeply connected to the others.

Clak’dor VII:

The Bith species of the Mos Eisley Cantina Band fame originated here on Clak’dor VII. In contrast to their relatively stable neighbors (barring Mustafar and some others), Clark’dor VII is undergoing an ecological disaster, making it nearly unliveable outside of a few domed cities. For the otherwise pacifist Bith, winning the war is at most a means of fighting back against a stagnant and corrupt Galactic Republic. Their contributions to the war are mainly technological and artistic.



Geonosis:

Although Geonosis was the former capital of the Confederacy, its purpose shifted rapidly as the Separatist capital was relocated to Raxus Secundus. After that, the planet was left as a droid and arms manufacturing plant. Moreover, the nearby asteroids, resulting from meteor impacts eons ago, are mineral-rich.

NEUTRAL PLANETS

Aargonar:

A small, desert-climate planet located in the Borderland Regions of the Mid Rim, Aargonar is currently being contested by the Republic and Separatists due to its location. The planet is known to house a number of Sarlaccs, Hrumphs, and Gouka dragons.

Jabiim:

A terrestrial astronomical object in the Outer Rim Territories, Jabiim is connected to Sy Myrth and Taskeed by hyperspace routes. The world has been rifled with tragedy as plagues and bandits have slammed the populations. Most of the lands on Jabiim have been conquered by the Trandoshan bandits and later attacked by the Lythian Pirates. Throughout these crises, Jabiim has not received aid from the Republic even after paying its dues to Coruscant. The world however is quite rich in ore-- a form of mineral that can be used to create durasteel.

Bastatha:

A planet in the Inner Rim, Basthata is a relatively quiet planet left its own devices. It belongs to a small system that is unguarded and a prime spot for any kinds of underhand operations.

Orbital Shipyard CC-24:

A shipyard space station in orbit over the Colony world Castel, Orbital Shipyard CC-24 was manufactured by the Republic Sienar Systems. The shipyard was made to succeed the Sienar Fleet systems, producing several



identical luxury pleasure crafts for influential politicians such as Supreme Chancellor Palpatine.

Malastare:

A forested planet in the Mid Rim, Malastare is situated along the Hydian Way-- a major hyperspace route in the galaxy. The core of Malastare is home to the largest reserve of Malastarian fuel in the galaxy. Many factions in the Republic have fought over the planet's fuel reserve making the people of this planet very wary of outsider influence. However, Malastare is represented in the Senate by the Gran species who have colonized the native Dug species.

Duro:

A temperate planet and part of the Core worlds, Duro is positioned right along the Corellian Trade Spine. Home to the Duros species including the famous bounty hunter Cad Bane.

Endor:

A small forested moon that orbits the Outer Rim planet of the same name, Endor or known as the Forest Moon of Endor or the Sanctuary Moon is the homeworld of the sentient Ewoks, Dulok, and Yuzzum species. The planet is known for its trees that can reach more than 1000 meters in height and even houses the Bright Tree Village.

Rattatak:

A mountainous planet along the Outer Rims Rattatak is a planet drowning in raids and ruled by warlords. The planet found respite in Jedi Knight Ky NARC and his young Padawan Asajj Ventress who for 10 years defended the people of Rattatak before NARC's untimely death. It is believed that in her grief Ventress vowed vengeance and killed the warlords responsible for NARC's death, ruling in their place.

Felucia:

A colorful jungle planet in the galaxy's Outer Rim. Felucia is located along the Perlemian Trade route making it an incredibly important strategic



location. The planet is also known for growing the healing herb nysillin that has led to several conflicts in the past.

Gorse System:

A star system in the Inner Ring, the Gorse System contains the planet Gorse and its moon Cynda. The system is known for its thoriide, a material used in turbolasers that can be found on Cynda. After a report claiming that Gorse has exhausted its thoriide reserves, many surface mining companies went bust, and those that remained began mining on Cynda.

Current Situation:

Separatist Crisis

Unsurprisingly, popular opinion of the Galactic Republic is waning. A special disinterest has been taken in the former Supreme Chancellor's recently published biography, whose sales numbers pale in comparison to Nute Gunray's, whose sales consistently topped the charts in 23 BBY. The political tide has also been shifting against loyalty to the Republic, of course. Even now, various systems continue to secede (planets Ando and Sy Myrth). The announcements of secession are met with patriotic cheers and celebrations in the streets of Ando's cities. Furthermore, the moon Antar 4, recently undergoing a battle in which Jedi caused public unrest and pain through the detonation of an immense electromagnetic weapon, harbors thorough frustration with the Order. Located on the Inner Rim, Antar 4 lies within a territory well-controlled by the Republic.

Yet not all is well within the Separatist Confederacy either. Although also comprised of various corporations with a common goal, the patriotic aspect of seceding from the Republic carries the heavy burden of channeling such energy into a proper war effort. Extremism may lead to the involvement of non-combatants and/or non-political civilians, some fringe groups even coming in to fire upon search and rescue ships. While the movement to



antagonize the Republic carries much momentum, idleness will only be rewarded with disarray.

Droid Army on Geonosis

For some years now, the planet Geonosis has served as both the predominant droid manufacturer and the center for extra-political Confederacy operations. With an already massive force of millions of droids, and some millions more on the way, the Republic's debate over the Military Creation Act and lack of an existing standing army leaves them defenseless.

Miscellanea

The planet Eriadu is a loyal Republic Planet. Yet it was there that the former Supreme Chancellor, Finis Valorum, lost much respect. The downfall of Valorum led swiftly to the rising of the next Supreme Chancellor.

Delegate Positions:

Ziton Moj

After a trip made by Darth Maul and his brother Savage Opress to Mustafar, Ziton Moj gained deep connections with the new crime lord. Zitontown, a mining settlement named after him, is also neighbored by a mysterious fortification.

Nute Gunray

A key figure in the Trade Federation and the Naboo Crisis, Nute Gunray is no stranger to conflict. However, his growing bitterness at the Republic moved him to leave.

Dodra F'ass



As a Bith representing the planet Clak'Dor VII, Dodra has never been one for excessive violence. Even as the Galaxy moves towards war, the Bith pacifism remains key.

Karina the Great

Queen Karina the Great of the Geonosians was a strong ruler with deep interest in science and technology. Her initiative led her to discover a means of reviving dead Geonosians.

Wat Tambor

As foreman of the Techno Union, Wat Tambor is an engineer first and a leader second. Throughout his life, he finds various technological artifacts of deep interest.

Than Droe

Perhaps more violently oriented than other Druckenwellians, Than Droe zealously fights for his ideals. His craftiness gives him the ability to sink foes much larger than his own forces.

Alaric

Because of his personal relationships, King Alaric of Thustra often prefers negotiations to settle conflicts. Above all, he values his friendship with the Jedi Master Yoda.

Mina Bonteri

Although an early friend of Naboo Senator Padme Amidala, Mina Bonteri is a staunch Confederacy supporter. Her husband is at great risk, being sent to the frontlines to establish a Confederate base on the planet Aargonar.

Lok Durd

Lok Durd has a deep hand in the Separatist Droid Army. With a deep specialization in weapons technology, especially his own development, the



defoliator, he often sought chances to test and prove the worth of his genius.

Admiral Trench

Trench is quite the hardy individual, having survived many seemingly fatal defeats. Much of his durability came from his sheer will and remorselessness, showing little to no mercy to his opponents.

Pors Tonith

A financier in a former life, Pors Tonith considers himself a genius both in combat and at finances. Whether that is deserved is an open question, but in any case, he absolutely adores Dianogan Tea.

Questions to Consider:

The Republic currently represents the largest united body of galactic star systems. Is this only in name? What motivates staying planets to stay a part of the Republic?

Given the massive infantry advantage of the Confederacy, what is the “right” time to bring them upon the Republic?

How can popular opinion be stirred to favor the Confederacy? In what ways can this manifest?

The thinking of the Republic is small, but space is vast. How can galactic astrography be exploited to isolate planets away from the Republic? What can be accomplished here?



The Confederacy is composed of some of the most powerful corporations in the galaxy. What other influences, besides the political ones, can be drawn upon by the Confederacy?

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Star Wars Episode 2: Attack of the Clones

The Clone Wars Television Show

