

Advanced Committee JCC: Pykes

SJMUNC XXXVIII

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Letter from the Chairs:

Dear delegates,

My name is Nishan Shaik, and I'll be chairing your committee this year at SJMUNC. And I'd like to extend a warm welcome to you all! I've been doing MUN since my freshman year, and since I started, I've had a passion for public speaking. I am president of MUN and Speech and Debate, as well as captain of the quiz bowl team here at SJ. I've been to every conference our school offers and won an honorable mention in the Ad-Hoc committee at BUSUN (Brown University's Simulation of the United Nations). As one of the secretary generals of this conference, I have worked very hard to bring this project to fruition. My hope for this year is that you all will have loads of fun at the conference and in committee.

I usually like to pride myself on having more "ball knowledge" than the usual person; however, Star Wars hadn't been in my range until I began work on this committee. As I've come to realize, though, Star Wars is far more interesting and intriguing than I had previously imagined, and I wish I had entered the fanbase earlier. I would like to note that the chair of the other JCC, Kirpal, who actually got me hooked on this idea, as well as our Crisis Director, Sean, are both a lot more learned on the Star Wars lore than I am, so I do ask that you forgive me for any inconsistencies you may find between the Star Wars canon (I am aware that "canon" has a different connotation in the Star Wars fandom. I am using it in the general sense of the word) and this paper as we took our creative liberties to try and make the committee as fun as possible. For those who were either forced into this committee or are in a similar position to me, consult Wookieepedia; it is a valuable resource.

If you have any questions, feel free to send me an email at shaikn26@stjohnshigh.org, and I would be more than happy to answer.

Thanks and regards,

NS

Hey everyone,

My name is Adam Somerset, and I'll be chairing this committee. I am a sophomore at Saint John's and am super excited to be helping moderate. Since joining the MUN club at Saint John's in my freshman year, I have enjoyed many conferences, including BC High's in the spring and UChicago's in the winter, where I received Best Delegate in the APEC committee. Now, being completely honest, prior to this summer, I knew very little about Star Wars, and was not too psyched when I first heard about this committee. However, doing research has shown me that there is way more than just lightsabers and space politics. I strongly think that this committee has the potential to be very fun and super interesting. As this is my first time helping moderate a committee, I will be learning a lot on the go, so I am hoping for as few mistakes as possible. I am looking forward to an enjoyable committee, filled with discussions, debates, and some laughs as well.

See you all in committee,

Adam

Statement of the Problem:

- One rotation ago, an explosion caused by mercenaries ripped through one of our most prominent spice mines on Kessel: K-76. This devastating loss has triggered a partial collapse and a temporary halt to all operations in the sector. As the syndicate that controls Kessel and holds a monopoly on the galactic spice trade, we have wasted no time in declaring this action an intentional terrorist attack on our core asset. Whispers among our headquarters have already begun to accuse the Hutt Cartel, our long-standing rival in the spice trade since the time of the Old Republic, who has been taking advantage of the current power vacuum left by the recent fall of the Galactic Republic. In response to this clear and blatant declaration of war from the Hutts, we have ambushed one of their convoys in the Doran system. This Doran convoy, comprised of three frigates transporting tibanna gas and high-yield baradium canisters, was bombarded mid-route to its destination. The convoy's supplies were essential to replenish the critical defense force around the Hutt homeworld of Nal Hutta. [We haven't come out with an official response taking responsibility for the bombardment, but we haven't denied it yet either.] This is no longer a simple dispute over territory or trade. The Pyke Syndicate must act quickly and decisively to protect our presence across our current Outer Rim territories, reestablish our dominance on and around Kessel, and crush the Hutts, who have been allowed to masquerade as a great syndicate while hiding behind secrecy like cowards for far too long. We are being watched by the stretches of the galaxy right now, and it is about time the old generation of crime lords gets ousted from the throne.

History of the Problem:

The Pyke Syndicate was never organized in the halls of government—it was carved out of stone by those who understood the power of control. The Pykes, a race of gaunt, calculating humanoids, originate from Oba Diah, a planet in a galaxy controlled by tyrannical empires and cartels.

The Pyke syndicate thrives on its monopoly of spice, the galaxy's most valuable narcotic. A material mined from the perilous tunnels of Kessel. Not only was this monopoly established over just the trade of raw spice, but over the flow of addiction itself, ensuring their power extended from the Outer Rim to the capital of the galaxy, Coruscant. While the Republic and later the Empire postured as defenders of peace, Pyke spice passed through every system, every hand, and every underworld economy.

United under the Pyke Syndicate, our ancestors forged the backbone of the Spice Cartel, rising as its primary faction. Our control was not won overnight—it was purchased in blood and secured through order. The Pykes maintain a fleet of dedicated patrol ships, ensuring every shipment of narcotics from Kessel reaches Coruscant without incident.

“Their troops, known as Pyke Syndicate Foot Soldiers, were typically equipped with CC-420 pistols or larger blaster rifles, such as the T-21 light repeating blaster. However, Pyke sentinels typically possessed larger and more specialized weapons like A-300 blaster rifles and electrostaves.”

During the Clone Wars, we recognized the shifting tides of galactic power and aligned—tactically, not loyally—with Darth Maul's Shadow Collective, a coalition of

warriors and syndicates. Though our relationship with Maul's other pawns—Black Sun and Crimson Dawn remains tense, the necessity of a temporary alliance demanded coordination. Maul ensured we remained united by force, not diplomacy.

When Maul's vision expanded, it was our Syndicate alongside Black Sun and the Mandalorian extremists, Death Watch, that took the fight directly to Nal Hutta. We laid siege to Gardulla the Hutt's palace, scattering their leadership and sending the rest fleeing to Jabba's court. In a final act of dominance, we aided Maul in storming Jabba's palace, where Jabba and Gorga the Hutt were brought to kneel beneath our banner.

And yet our most cunning contribution came in the shadows. We staged a false flag attack on Mandalore, laying the groundwork for Death Watch to emerge as saviors. The government, already weakened, fell easily, resulting in Pre Vizsla arresting Maul and declaring himself ruler, and Mandalore belonged to the Collective, even if only temporarily.

While Black Sun later attempted to force a merger with us, their efforts crumbled. Our identity is not one of servitude or fusion. The Pyke Syndicate does not merge. We annihilate and consume.

That is the legacy they fear so much.

Those who have made enemies with us call this “history.” However, we prefer the word foundation. From Oba Diah to Kessel, from Hutta to Mandalore, the Pykes have repeatedly proven that we do not ask for power. We seize it.

Possible Solutions:

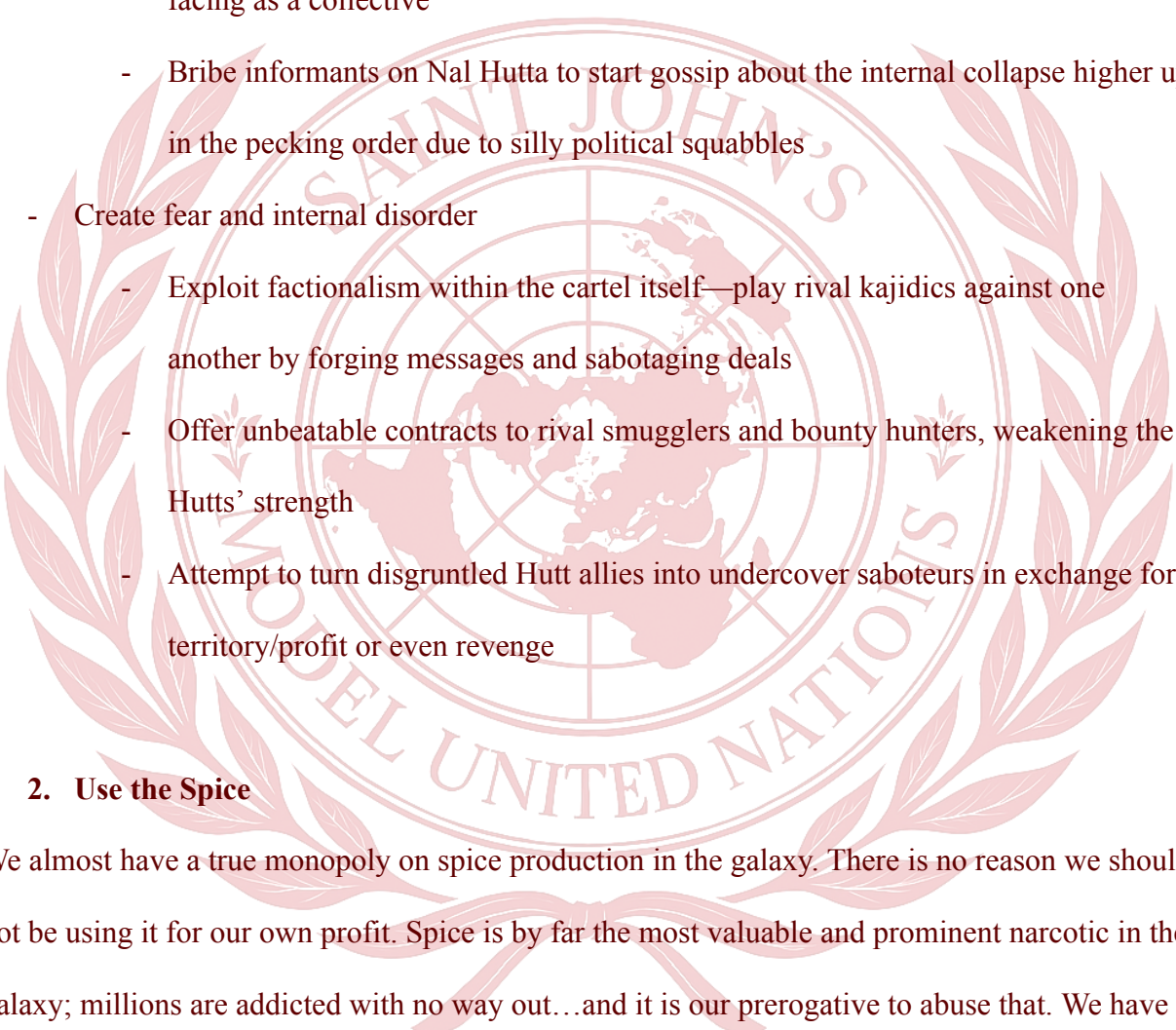
- *A note: As this is a conflict that Kirpal and I have come up with on our own, I do not need to say that you all will not find any past solutions to this. We want you all to know that you have A LOT more freedom than in the average Model UN committee, so you are obligated to be more creative in your solutions. What we will write here will simply be starting points if you are feeling uninspired. There is no obligation to use this section of the paper, despite how useful it may be. That being said, the Star Wars galaxy (the crisis staff) will not respond kindly to directives that are wildly out of reach for the scope of the committee/group of people passing the directive. The bottom line: Be creative, do your research, and know your limits.*

The Hutts want chaos. We will force them into our control. We will use precision. When it comes to brute force, we may be at a loss; however, this is not a battle of brute force. This is a fight to see who will control the future of the galactic underworld and who will be left bleeding in its alleys. This is a war of attrition, intelligence, and strategy.

1. Control the Narrative

We have no need to shout. We are surgical and intentional with every step we take. Every action has a reason behind it. Now is when it matters most. We will brainwash the galaxy, and it will listen.

- Discredit the Hutt Cartel
 - Publicize all information regarding the bombing of the K-76 mine explosion, making the cause of the recent spice shortages well-known

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- Maybe broadcast “leaked confessions” from “captured mercenaries” implicating the Hutt Cartel in crimes that would be detrimental to their image
 - Spread misinformation regarding the Hutt Cartel and the weakness they may be facing as a collective
 - Bribe informants on Nal Hutta to start gossip about the internal collapse higher up in the pecking order due to silly political squabbles
 - Create fear and internal disorder
 - Exploit factionalism within the cartel itself—play rival kajidics against one another by forging messages and sabotaging deals
 - Offer unbeatable contracts to rival smugglers and bounty hunters, weakening the Hutts’ strength
 - Attempt to turn disgruntled Hutt allies into undercover saboteurs in exchange for territory/profit or even revenge

2. Use the Spice

We almost have a true monopoly on spice production in the galaxy. There is no reason we should not be using it for our own profit. Spice is by far the most valuable and prominent narcotic in the galaxy; millions are addicted with no way out...and it is our prerogative to abuse that. We have money — let's spend it.

- Threaten a spice embargo on sectors loyal to Hutt buyers to create internal tension, *and give the rumors about internal dissent some evidence as well*
- Introduce a synthetic addictive compound into all Pyke-exported spice

- In times like these, loyalty is one of the most valuable assets a power can have.

We must guarantee it

- Introduce Pyke smugglers into sectors where the Hutts are the main spice suppliers
 - With the new addictive material, no one will be able to compete

3. Surgical Sabotage

The Hutts may have us beat when it comes to manpower, but not strategy. We use our brains and not our brawn.

- Why waste ships when miscommunication can end a war?
 - Deploy slicers to scramble hyperspace route maps, confusing and disorienting Hutt convoys
 - Hijack transmissions to Nal Hutta to cut off Hutt communication during times of conflict
 - Overcharge baradium canisters in Hutt stockpiles, turning their own munitions into time bombs
- Secure strategic territory
 - Blockade the Kessel Run
 - Establish a shadow base on a neutral Outer Rim world and start ripping Hutt access routes without direct confrontation
- Bloodshed can be minimal
 - Target key Hutt leaders to assassinate
 - Reignite ties with other previously affiliated syndicates
 - Keep bounties anonymous

- These are all just starting points for you all. Use them, don't use them, use parts of them; it is all up to you

Bloc Positions:

The Hutt Cartel:

The Grand Hutt Council:

- **Jabba Desilijic Tiure // Allegiance:** Hutts // De facto first-among-equals of the Cartel in the early Empire, squeezing Tatooine's ports and Rim routes while running slaves, spice distribution, and a vast bounty-hunter stable through bribes and fear.
- **Aruk Besadii Aora // Allegiance:** Hutts // Elder Besadii patriarch and architect of the Ylesia "pilgrimage" spice complex, using cult labor and corporate fronts to out-earn rivals and bankroll Besadii muscle.
- **Gardulla Besadii the Elder // Allegiance:** Hutts // Veteran Besadii matriarch whose estates and patronage web let her play fixer and kingmaker in Council votes despite diminished Tatooine holdings.
- **Durga Besadii Tai // Allegiance:** Hutts // Aruk's ruthless heir already consolidating Besadii assets and courting underworld/Imperial contacts, pushing for militarized expansion against Pyke influence.
- **Gorga Desilijic Aarrpo // Allegiance:** Hutts // Jabba's diplomatic cousin who fronts shell companies and trade concessions, specializing in quiet route-access deals and profit-first truces.

- **Marlo the Hutt** // **Allegiance:** Hutts // Old-guard council don who prefers stability, proxy force, and negotiated carve-ups over open warfare that might invite Imperial attention.
- **Grakkus the Hutt** // **Allegiance:** Hutts // A brawny Nar Shaddaa crime lord of the Imperial era who ruled Hutta Town, ran a gladiatorial arena from his palace, and amassed a notorious collection of Jedi relics while commanding networks of bounty hunters and spice smugglers.

Hutt Allies:

- **Bib Fortuna** // **Allegiance:** Hutts // Twi'lek majordomo and fixer; runs Jabba's day-to-day and brokers bribes/appointments.
- **Moff Sarn Shild** // **Allegiance:** Hutts // Corrupt Imperial overseer of Hutt Space who takes Hutt "gifts" and looks the other way.
- **Sise Fromm** // **Allegiance:** Fromm Gang // Aging kingpin active in 15 BBY; runs weapons/tech out of the Annoo system. Can buy Hutt protection or trade favors for territory.
- **Atai Molec** // **Allegiance:** Zygerians // Atai rules Zygerria into the Imperial era; natural Hutt partner on slave logistics and security.
- **Jorj Car'das** // **Allegiance:** Hutts // Starts running Hutt bootleg routes pre-war, then blossoms into a major intelligence/smuggling hub under the Empire—use him as your neutral fixer or data broker.
- **Lady Valarian** // **Allegiance:** Valerian Syndicate // Whiphid crime boss on Tatooine with her own syndicate; sometimes collaborates when it pays. Keeps the Hutts honest locally without being Jabba's creature.

Hutt Bounty Hunters:

- **Boba Fett // Allegiance:** Hutts // Elite hunter operating from the end of the Clone Wars onward; high-value contracts and deterrence while donning Mandalorian armor.
- **Cad Bane // Allegiance:** Hutts // the Hutts' go-to heavy during and after the Clone Wars; still active into early Imperial era
- **Bossk // Allegiance:** Hutts // Trandosha bruiser; reliable terror on retainer for debt collections and convoy hits
- **Dengar // Allegiance:** Hutts // Corellian hunter; gritty, durable, and often in Jabba's orbit for longer jobs
- **Aurra Sing // Allegiance:** Hutts // Sniper/assassin with long Hutt ties; active through the early Imperial period.
- **Embo // Allegiance:** Hutts // Silent Kyuzo pro who's worked Hutt contracts; great for shock-team work and shipboard insertions.
- **Greedo // Allegiance:** Hutts // Tatooine-based Rodian contractor for small bounties, surveillance, and local intimidation.

Others:

- **Ziton Moj // Allegiance:** Black Sun // Ziton Moj was a male Falleen who worked as a Vigo for the Black Sun during the Clone Wars. As a leader of Black Sun, Ziton attempted to force the Pyke Syndicate's leader, Marg Krim, to merge their two syndicates. When Krim refused, Ziton kidnapped Krim's family in an effort to force Krim to reconsider his decision.

- **Prince Xizor // Allegiance:** Black Sun // Ambitious Falleen Vigo already consolidating influence on his path to usurp power and aims to become Black Sun's Underlord in the future...
- **Dal Perhi // Allegiance:** Black Sun // Human Underlord of the Black Sun in the Empire's early days, notorious for pinning contenders against each other to secure his rule.
- **Dryden Vos // Allegiance: Unknown** // The cultured public face of Crimson Dawn during the Imperial era, running the yacht First Light and its high-end criminal dealings.
- **Deathstick // Allegiance: Unknown** // A female Dathomirian assassin and daughter of the Nightsister Shelish. She originally started out as a street criminal, but she became known for her skills as an assassin.

The Pyke Syndicate:

- **Marg Krim // Allegiance:** Pykes // Marg Krim, formally addressed as the Illustrious Emperor, was a male Pyke who served as a powerful member of the Pyke Syndicate during the Clone Wars
- **Fife // Allegiance:** Pykes // Fife was a Pyke male who served as the majordomo of Marg Krim and was a member of the Pyke Syndicate and Shadow Collective during the Clone Wars.
- **Quay Tolsite // Allegiance:** Pykes // A Pyke Syndicate capo, Quay Tolsite was a male Pyke from the planet Oba Diah. He served as the administrator of the Pykes' operations at Kessel, supervising, along with the droids operating the command center of the spice

mines, where he employed a large number of slaves to extract the spice. A capo was a title held by high-ranking members of the Pyke Syndicate and Crimson Dawn.

- **Pyke Boss // Allegiance:** Pykes // The Pyke Boss was a Pyke male who led the Pyke Syndicate's operations on the planet Tatooine and, by 9 ABY, controlled the entire syndicate.
- **Gorak Palas // Allegiance:** Pykes // Gorak Palas was an underboss of the Pyke Syndicate and ran their operations on the moon Toshara in 3 ABY.
- **Soren Chrephontis // Allegiance:** Pykes // Soren Chrephontis was a Pyke contract broker for the Pyke Syndicate criminal organisation during the Imperial Era. He operated in the city of Myrra on the planet Akiva.
- **Rikard // Allegiance:** Partial to the Pykes // Rikard was a human male smuggler who was active during the early years of the Galactic Empire. Rikard spent his youth on the planet Coruscant, exploring the seedier districts of the world's undercity with his brother Matwe, and he later entered the service of the Pyke Syndicate as a smuggler.
- **Asajj Ventress // Allegiance:** Partial to the Pykes // Asajj Ventress was an accomplished warrior during the clone wars who works as a bounty hunter now. She has worked with the Pykes in the past, rescuing Marg Krim's wife and children from the Black Sun on one of her missions
- **Quinlan Vos // Allegiance:** Partial to the Pykes // Quinlan Vos was a Kiffar male Jedi Master who lived during the final days of the Galactic Republic. Hailing from the planet Kiffu, he was a maverick within the Jedi Order and garnered a reputation for bending the rules. He worked alongside Asajj Ventress to rescue Marg Krim's family.

- **Jinnjo Blorgh // Allegiance:** Unknown // Jinnjo Blorgh was a Pyke criminal who served under the Pyke Syndicate on the moon Toshara and, after his defection in 3 ABY, the Hutt Cartel on the planet Tatooine.
- **Jora Margal // Allegiance:** Pykes // Jora Margal was a Pyke scavenger who worked as a merchant for the criminal Pyke Syndicate from a stall in the Pyke Cardroom of the Pyke District in the city of Mirogana on the moon Toshara. Margal only sold to those in good standing with the Pykes and stocked materials for upgrading speeders or starships.
- **Omel Sampak // Allegiance:** Pykes // Omel Sampak was a Pyke gangster who served as a member of the Pyke Syndicate during the Galactic Civil War.
- **Roba Barev // Allegiance:** Pykes // Roba Barev was a Pyke contract broker for the criminal Pyke Syndicate, only providing work to those on good terms with the organization. In 3 ABY, Barev worked out of a booth in a cardroom in the Pyke District of the city of Mirogana on the moon Toshara.
- **Tizlak Sharr // Allegiance:** Pykes // Tizlak Sharr was a Pyke male member of the Pyke Syndicate who served as an advisor to the underboss Gorak Palas in the city of Mirogana on the moon Toshara.
- **Dokk Strassi // Allegiance:** Partial to the Pykes // Dokk Strassi was a Trandoshan male who was the leader of the Strassi family on the planet Tatooine, working under Jabba the Hutt's criminal empire. After Boba Fett took over the Hutt Empire in 9 ABY, Strassi and the other dons had a deal with the Pyke Syndicate and helped the Pykes in their attempt to drive Fett from Mos Espa
- **Tray'Essek // Allegiance:** Partial to the Pykes // Tray'Essek was a male Trandoshan criminal enforcer who was active during the early years of the Galactic Empire. After the

Kadas'sa'Nikto bounty hunter Kaa'to Leeachos betrayed the Pykes, Tray'Essek was among a group of Pyke-affiliated operatives assigned to track the Nikto down.

- **Jovel Nial // Allegiance:** Partial to the Pykes // Jovel Nial was a young female of the Bothan species who served as an aide to Senator Trellev Aquem during the early days of the Galactic Civil War.
- **Sinoca Meeku // Allegiance:** Partial to the Pykes // Sinoca Meeku, also known as Sin, was a Rodian female who lived during the early years of the Galactic Empire. Meeku was born into a family with a long history of working in the bounty hunting profession.
- **Garfalaquox // Allegiance:** Partial to the Pykes // Garfalaquox was an Aqualish don who operated on Tatooine. Garfalaquox appeared to accept Fett as the new Daimyo (Boba Fett), when in actuality, he had joined the other dons in a deal with the Pyke Syndicate to help the Pykes in their attempt to drive Fett from Mos Espa.
- **Fennec Shand // Allegiance:** None // Fennec Shand was a human female bounty hunter, elite mercenary, and Master Assassin who worked for the top crime syndicates during the age of the Galactic Empire.
- **Kaird // Allegiance:** Black Sun // Kaird was a male Nediji Black Sun assassin who served as a member of the Black Sun.
- **Xist // Allegiance:** Black Sun // Lord Xist was a Black Sun Vigo who lived in New Coronet, on the planet Trigalis, during the Clone Wars.
- **Green // Allegiance:** Black Sun // Green was a Human Black Sun Vigo under Prince Xizor. The Falleen prince selected Green as a Vigo primarily because of the Human's network of spies.

- **“The Archivist” // Allegiance:** Unknown // "The Archivist," formerly known as Madelin Sun, was a human female Force-sensitive individual who was active during the reign of the Galactic Empire. She was once a sava at the University of Bar'leth.
- **Margo // Allegiance:** Unknown // Margo was an Imroosian female who was part of Dryden Vos' concierge aboard First Light in 10 BBY.

