

Advanced Committee JCC: Hutts

SJMUNC XXXVIII

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Letter from the Chair

Hi Delegates,

I'm Kirpal, and I'll be your chair for this year's JCC: Hutts committee. I'm a rising senior here, and it's surreal to say that it's my fourth year participating in our school's Model UN program.

After school, you could find me working on some hands-on project or (attempting to) write poetry. I'm excited to chair this year's JCC committee with Javan and hope that you enjoy this year's topic set within the criminal underworld in the Star Wars universe. Star Wars can be a bit of a tiresome topic to tackle considering the vast amounts of lore in the universe, but I encourage you to consider this committee not as a Star Wars topic in Model UN, but rather a Model UN dilemma that happens to be set in Star Wars. I would advise you all not to focus too much on being the most well-versed delegate in the lore, and instead getting a basic handle of the political climate this committee is set in.

Dear delegates, my name is Javan Premraj, and I will be co-chairing your committee this year at SJMUNC 2025. As a sophomore, this is my second year doing MUN, and I have enjoyed every minute of it, as I'm sure you guys have too, developing a newfound passion for public speaking and getting to problem-solve with new faces. I serve the SJ MUN club as the sophomore representative, having participated in the Chicago MUN conference, earning an honorable mention in their DISEC committee. I'm sure when some of you read that this year's JCC was going to be based on Star Wars, you might not have been very thrilled. That was my impression at first, but getting a chance to research and explore the elements of Star Wars that are not really included in the movies made me appreciate the comic world a whole lot more. All I ask is that you all come to the committee not just with binders full of notes, but also open minds to both the topic at hand and the ideas of all those in this committee.

To correctly set the stage for debate on the day of the conference, we strongly urge that all delegates write a position paper discussing the position of their character, their past efforts to solve the problem, and any future solutions they would like to see discussed during the conference. Please send these over to my email (rayatk26@stjohnshigh.org) by the day of the conference. If you have any questions at all, please feel free to reach out to either myself or Javan and don't be afraid to reach out to us for help. We are both looking forward to meeting you all at the conference!

With every good wish,

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Statement of the Problem:

One rotation ago, an explosion caused by mercenaries ripped through one of the most prominent spice mines on the critical mining world Kessel: K-76. This devastating loss has triggered a partial collapse and a temporary halt to all operations in the sector. The Pyke Syndicate, who control Kessel and hold a controlling interest in the galactic spice trade, were quick to declare this action an intentional terrorist attack on their core asset. Whispers among Pyke leaders have already begun to accuse the Hutt Cartel, their long-standing rival in the spice trade since the time of the Old Republic, who they claim to be taking advantage of the current power vacuum left by the recent fall of the Galactic Republic. However, before these whispers were even verified, one of our cartel's convoys was ambushed in the Doran star system. This Doran convoy, comprised of three frigates transporting tibanna gas and high-yield baradium canisters, was found 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. The Pykes haven't come out with an official response owning up to the bombardment, but they haven't denied it yet either. This is no longer a simple dispute over territory or trade. We are staring down a concrete declaration of war from the Pykes. The Hutt Cartel must act quickly and decisively to protect our presence across our current Outer Rim territories, refortify our capital world of Nal Hutta, and crush the Pykes, 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, the last thing we can afford is to be seen as weak.

History of the Problem:

The Hutt Cartel's dominance over the Outer Rim didn't just happen overnight. Almost 25,000 years ago—long before the Galactic Republic even hit its stride—the Hutts were actually a warrior species. Indeed, it is hard to believe that the same giant slugs seen lounging on thrones were once feared conquerors, but their military power back then laid the foundation for their criminal empire today.

By the time of the Old Republic—thousands of years before the Clone Wars—the Hutt Clan had already carved out a massive region of the galaxy known as Hutt Space, a semi-independent zone of the Outer Rim, controlled and taxed by the Hutt Cartel. At the center of it all is Nal Hutta, the Hutt homeworld, a swampy industrial world where the Grand Hutt Council—a loose, treacherous alliance of powerful Hutt clans called kajidics—meets. Surrounding Nal Hutta is Nar Shaddaa, the infamous “Smuggler’s Moon,” riddled with bounty hunters, slicers (hackers), black markets, and spice dens. Nar Shaddaa is both an economic power and the biggest hive of the galaxy’s scum & villainy.

The Hutts maintain their standing as an economic and political powerhouse through various efforts. They dabbled in spice trading, though never as well as the Pykes. Their main source of income came from slave trade throughout the galaxy, coupled with their massive investment in black-market biotech and cybernetics. But their biggest power comes from hyperspace routes, the galaxy’s trade highways, the only way to travel through systems. Whoever controls them controls trade, military movement, and supply chains. On top of that, the Hutts rake in profits from spice, illegal shipyards, and black-market banks, using their fleets and mercenaries to crush threats and keep rivals like the Pykes in check.

For centuries, the Hutts were so powerful that even legitimate governments like the Republic and the Separatists fought for their favor during the Clone Wars, just to secure safe passage through their space lanes.

But no crime empire lasts forever. The Pyke Syndicate, a newer player, rose by taking control of Kessel's spice mines, giving them a massive stake in the galaxy's most valuable black-market trade. Unlike the brute-force Hutts, the Pykes built their business through secrecy, speed, and ruthless efficiency. Their rise directly cut into the Hutts' profits and territory.

On paper, the two syndicates tolerated each other. Both knew a full-blown war would devastate the spice trade and hurt them both. But under the surface, tensions simmered for decades. Whenever a shipment vanished or a deal collapsed, the other side got blamed.

About a decade before the Clone Wars, rumors spread of a Pyke-backed assassination attempt against a Hutt spice operation on Tatooine. Never confirmed, but it left bad blood. During the Clone Wars, the Pykes expanded into Hutt sectors while the Republic was too distracted to stop them. After the Republic fell and the Empire rose, the Pykes used the chaos to ramp up spice production and slide into Outer Rim trade routes the Hutts used to control.

Now the Outer Rim's political climate is chaos. With the Jedi gone and the Empire focusing on the Core Worlds, criminal empires like the Hutts and Pykes have free reign. But that power balance is fragile. The Hutts' ancient dominance is now being challenged by the Pykes' rapid growth—and it's all coming to a head over the spice trade.

Last rotation, the K-76 spice mine on Kessel—one of the Pykes' biggest assets—exploded in a suspected terrorist attack. The Pykes instantly blamed the Hutts. And

before the dust settled, a Hutt convoy carrying tibanna gas and baradium canisters—supplies critical for Nal Hutta’s defenses—was ambushed in the Doran system. The Pykes haven’t claimed responsibility, but they haven’t denied it either.

Now, both sides are staring down a full-scale war. The Outer Rim is watching. The Empire is watching. And if the Hutts don’t act fast, they could lose everything they’ve built over thousands of years.

Possible Solutions:

- *A note: As this is a conflict that Nishan 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. 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.*
- Our first priority should be dealing with the recent convoy attack. We must secure the wreck site and pull every transponder ping, docking log, and sensor trace within a distance. A small investigation cell of slicers, convoy officers, and neutral shippers gets 48 to 72 hours to brief the Council with names and proof. Authorize a proportional, deniable response once attribution clears.
- Consider whether we should talk things through in a more civil manner with the Pykes. Diplomacy would, in an ideal world, be the best manner of deescalation to resolve the

conflict as fast as possible. Tread carefully on this path, and be prepared if the negotiations are short.

- We must maintain our hyperspace lanes. Post escorts on priority routes, rotate codes and timetables, add decoy freighters, and sweep approach corridors to Nal Hutta and Nar Shaddaa. Stand up two alternate paths for each critical run so freight does not stall if one node is hit. Port captains on Hutta Town and the Smuggler's Moon should move to restricted berths for high-value cargo until traffic stabilizes.
- We must shape the field in our favor. You all should consider forming alliances with select partners like Black Sun vigos, Zygerrian handlers, and reliable pirate captains in exchange for intelligence and joint interdictions. Publish a clean bounty list for the perpetrators of K-76 and Doran and issue letters of marque to vetted captains with clear rules of engagement. Control the story with a single spokesperson and curated evidence; keep our own disputes off the HoloNet.

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:** Zyggerians // 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.

Questions to Consider:

1. Routes & Strongholds: Which specific hyperspace lanes and planets must we seize or fortify in the next two rotations to keep revenues flowing and prevent further strikes on our convoys?
2. Unity: The galactic underworld is a place of the lowest of the low, who have no qualms about serving their best interest. Who can the Hutt Cartel trust to serve the best interests of the whole, and how can we mitigate any betrayal?

3. De-Escalation: How can we keep this conflict from escalating and potentially crippling the Hutts? Consider how we will engage the Pykes and other syndicates to prevent this from becoming a major detriment for us.
4. The Imperial Variable: How do we keep the Empire neutral or quietly complicit (whether through bribes, scapegoats, concessions, etc) without inviting an Imperial crackdown on our operations and territories?

