



# SIMUN X

*St. Ignatius Model United Nations  
Tenth Annual Conference*

# Intergalactic High Council

**November 5, 2011  
St. Ignatius College Prep | Chicago, IL**

Dear IHC Delegates,

Welcome to the tenth annual SIMUN Conference. My name is Elliott Young and I will be your chair along with Ramon Manglano (Political Officer) and William Pollard (Vice Chair), and we will be your dais for the Futuristic Committee: Intergalactic High Council. I am a senior here at St. Ignatius and I have participated in Model UN for the last four years. This is my first time chairing and I am looking forward to a fun and productive conference.

The IHC will work differently than any of the other committees at SIMUN. As a fictional committee the IHC will require you to make more of a use of your improvisation skills rather than research. The council is made up of the twenty most powerful species in the Alliance of Interplanetary Brotherhood, each with very different positions on the problems at hand, giving the council a unique dynamic and highlighting the need for consensus building.

As the Alliance's principle decision-making body, the High Council must be able to react to complicated situations throughout the galaxy in real time. For this reason, the IHC at SIMUN X will work differently than the other committees. Instead of having a set topic for debate, this committee will have an open agenda, meaning that the council can choose to debate any topic it deems pertinent. Delegates are asked to come to the conference with a proposed topic that they would like the council to address. Delegates will hold the rank of Ambassador to the High Council and while in committee will be allowed to exercise the full power of the Alliance allowing the High Council to respond in real time to any issues that may arise.

As this committee does not require research outside of this background guide, delegates are not required to write or submit a position paper; however, they are encouraged to print a copy of this background guide and have it on hand at all times in committee. I realize that this kind of committee will be a new experience for many of you, but I am confident in your ability to rise to the occasion. Due to the fact that this is a simulation committee and little if any research is available, delegates are expected to work with the information the Background guide supplies, be creative, dynamic, keep committees running with interesting and controversial approaches, and speech giving will be considered heavily in this committee. If any crisis presents itself in any topic, the expectations above are even more prevalent. If you have any questions, please do not hesitate to contact the Chair or PO by email, or ask during the conference. See you in November!

Sincerely,

Chair: Elliott Young ([elliott.young@students.ignatius.org](mailto:elliott.young@students.ignatius.org))

Political Officer: Ramon Manglano ([ramonmanglano@gmail.com](mailto:ramonmanglano@gmail.com))

Vice Chair: William Pollard

## Committee Synopsis:

The year is 2252 and the 20 different species of the Intergalactic High Council, the highest council in the Alliance for Interplanetary Brotherhood, have been called for their annual summit in order to discuss a number of problems that are currently impacting the galaxy as a whole. The past year has been especially difficult for the Alliance of Interplanetary Brotherhood with the destruction of the planet Cekas and the resulting need to relocate the local Ramodian survivors of the disaster. Furthermore the Alliance has seen an increase in piracy throughout the Galaxy that has disrupted trade and destabilized the delicate economies of a number of Alliance Planets. The High Council is tasked with finding a solution to these issues that not only effectively solves them, but also to maintain the delicate balance of power within the Alliance.



The Species of the Council: Below are the 20 different alien races that populate the Intergalactic High Council as well as their type of government.

1. Enaji: Government Type- Democratic
2. Mazlat: Government Type- Federation
3. Humans: Government Type- Democratic
4. Nemodians: Government Type- Dictatorship
5. Turkas: Government Type- Monarchy
6. Trygeos: Government Type- Theocracy
7. Kobolians: Government Type- Dictatorship
8. Menoptra: Government Type- Federation
9. Telosians: Government Type- Theocracy
10. Yahtuja: Government Type- Theocracy
11. Musuvians: Government Type- Monarchy
  
12. Metarid: Government Type- Democratic
13. Klatsu: Government Type- Federation
14. Barata: Government Type- Federation
15. Nikto: Government Type- Dictatorship
16. Malron: Government Type- Monarchy
17. Zendora: Government Type- Democratic
18. Partillia: Government Type- Theocracy
19. Jabeiko: Government Type- Dictatorship

20. Cleptsii: Government Type- Monarchy
21. Zarmithis: Government Type - Overlord
22. Nik-Vank: Government Type - Elder Council
23. Gethia: Government Type - Monarchy
24. Vectyora: Government Type - Theocracy
25. Bel'minian: Government Type - Dictatorship (Slave drivers)

# **Topic 1: Relocation of the Ramodian People after the destruction of Cekas**

## **Background:**

In the heat of the Solten revolution on Cekas, the Usurper, a weapon developed by the Yahtuja people, disrupted the ecosystem of the planet Cekas, making its atmosphere toxic to its native population of Ramodians. Thousands of Ramodians have died already from the increasingly high levels of Ellidium that now fill the once clean air of Cekas. Because of this rising death toll of Ramodians the High Council has been tasked with finding a suitable place to relocate the surviving Ramodian population.

The Alliance in its efforts to solve this problem so far has come across a number of planets that are able to support the Ramodian people, including the Telosian and Turkas home worlds. However both races refuse to allow the relocation of the Ramodians to their planets due to the food shortage and economic distress that will no doubt come as a result.

The Ramodians are currently being kept in Apollo 2012 space station, a human trading post that was built prior to the great disasters Earth experienced in the year 2012, but the cost of keeping them in the Apollo 2012 is getting progressively more expensive for the sympathetic humans. Furthermore, the fact that the entire remaining population of Ramodians is living on the space station makes them an easy target for enemies. For these two reasons, effective action must be taken quickly, or an all out genocide could be at hand.

## **Positions:**

1. Enaji: Your democracy is among the most corrupt in the galaxy. For decades you have covered up your mass expenses and black market trading. Your trade with the humans is being disrupted by the presence of the Ramodians on the Apollo 2012. As a result the Enaji would like to quickly relocate the Ramodian people in order to restore the balance of trade from the port. However, you are not in favor of the Alliance's proposed relocation plan.

2. Mazlat: The Mazlat are a race of humanoid insects. Despite your appearances, you have befriended many races because of your planets wealth of resources. The Mazlat agree that the Telosian home world is the ideal place to relocate the Ramodian people to and are wholeheartedly fighting to see that they are placed on the Telosian home world as soon as possible.

3. Humans: Your race has often been considered inferior to other races of the alliance. You have tried your best to assert your authority and show that your race is capable and should be acknowledged by other races. You have accepted the Ramodian people onto your space port in an effort to prove yourselves to the council. This has gotten incredibly expensive for the humans but you must not waiver lest the other races disregard you completely.

4. Nemodians: The Nemodians are weapons experts and masters of war tactics. You are not beyond using force to deal with the relocation of the Ramodians and backing down is no option for the Nemodians. The Nemodians are in favor of the plan to relocate the Ramodians to the Turkas home world as they believe that the atmosphere and food supply could better support the Ramodians than the Telosian home world.

5. Turkas: The Turkas are another humanoid race, but you are more evolved than humans. Your planet's atmosphere is perfect for the Ramodians to inhabit but you are weary of allowing a previously oppressive species on to your planet. The Turkas refuse to allow the Alliance to relocate the Ramodians to their planet and instead are fighting to relocate them to the Telosian home world.

6. Trygeos: The theocracy of the Trygeos is far from that of the Vectyora. You are more reasonable, however you have thin patience for ignorant atheists such as the Ramodians. The Trygeos agree with the Yahtuja that this continued focus on the Ramodians is a waste of the council's efforts. The Trygeos believe that the issue is one with regards to Cekas' sovereignty and the Alliance should not get involved any further.

7. Kobolians: You are known for your vast armies. Money from arms trading is poured into making your armies larger and more powerful. You have zero respect for the weak and spineless. The Kobolians support the Telosians in their effort to relocate the Ramodians to the Turkas home world and will wholeheartedly fight to see their plan come to fruition.

8. Menoptra: The Menoptra are notorious for their activity in the black market. You are considered to be the original source of the black market, and few would dare to oppose you lest you cut them off. Due to their strong economic ties to both the Turkas and the Telosians, the Menoptra are in favor of simply keeping the Ramodians on the Apollo 2012 and redirecting council efforts to restoring Cekas for the Ramodians.

9. Telosians: You are the central hub for all trading. Almost all trading is done through the space ports of the Telosians. You are worried about the reduction of your influence in the economy and refuse to risk it on the Ramodians. You refuse to allow the Alliance to relocate the Ramodians to their planet and instead are fighting to relocate them to the Turkas home world.

10. Yahtuja: The Yahtuja believe in letting the powerful rule and weak suffer. The Yahtuja feel that if the Ramodians were run out of power and weak, they deserve what they got. They do not believe that the Ramodians should be relocated at all and the council's resources should be directed elsewhere.

11. Musuvians: The Musuvian Monarchy is feared by many because they do not stand for affronts to the glorious God King. Those who disagree with you and your allies are considered enemies of the God King and will be dealt with accordingly. The Musuvians stand behind the Turkas in their effort to relocate the Ramodians to the Telosian Home World, as tensions still exist between the Musuvians and the Telosians from the Great War of 2132.

12. Metarid: The Metarid are reasonable in times of crisis. You are ready for debate and feel that violence is far from what is needed to end this crisis. The Metarid believe that the Telosian home world is the perfect environment for the Ramodians as it is able to support the Ramodians' unique atmospheric needs far better than Turkas.

13. Klatu: You do not occupy one planet, or two, but six planets. You are among the most expanded of the species in the council and have a heavy say in the council. Even though you have a vast amount of land, you are not willing to use your planets for the relocation of Ramodians. The Klatu feel that since the economic level of the Turkas home world exceeds that of the Telosian home world that it would be able to better economically support the Ramodians than the Telosians.

14. Barata: Your federation was built off of intergalactic trade and you are an economic powerhouse. The Barata believe that relocating the Ramodians to the Turkas home world is the Council's best option and the Barata are willing to fight to see action taken as soon as possible, rather than deliberate minor details.

15. Nikto: You could care less about the Ramodians. In your eyes they are considered worms and should be dealt with swiftly. The Nikto people agree that the Telosian home world is the ideal place to relocate the Ramodian people to. However, you demand immediate action and would rather have the Ramodians

sent back to Cekas and let the Soltens handle the Ramodians rather than deal with this much longer.

16. Malron: The Monarchy of Malron is a significant leader in the alliance. You have asserted your authority over many years in times of crisis and will not step down easily. The Malron people are wholeheartedly fighting to see that the Ramodians are placed on the Telosian home world as soon as possible for the council.

17. Zendora: The democracy of the Zendora is considered the most stable government in the council. The Zendora have not had economic, social, or political hardship in decades. The Zendora feel strongly that the Alliance's plan to relocate the Ramodians to Turkas is the ideal course of action for the council to take as the Turkas' economy is much higher than the Telosian economy and they will be able to better support the Ramodians.

18. Partillia: The Partilla are an ancient race. The Partillias main god is a god of rage, despair, pain, and agony. Centuries of warship to this god has warped the Partillia into blood thirsty fanatics. The Partillia feel that too much time has already been wasted debating minor details of the relocation effort and believe that the Ramodians should be dealt with in the easiest and swiftest manner possible.

19. Jabeiko: The Dictatorship of the Jabeiko is rather unreasonable. You consider any government type other than a dictatorship, theocracy, or monarchy to be weak. The Jabeiko believe that keeping the Ramodians on the Apollo 2012 is further damaging the galaxy's economy and trade and would be in favor of relocating the Ramodians to either planet, provided it is done in a timely manner.

20. Cleptsii: Your Monarchy thrives off the intergalactic trade and is upset with the Ramodian crisis. Cleptsii people believe that the Ramodians should be relocated to the Turkas home world as they believe it would do the least amount of damage to the galactic economy.

21. Zarmithis: The Zarmithis people are ruled by a War mongering, ruthless dictator who will do anything to dispatch his army for unwarranted chaos and slaughter. Your dictator could care less about diplomacy but rather see this political squabble end with the ridding of the Ramodians.

22. Nik-Vank: The Nik-Vank government is run by a council of ten made up of the oldest and wisest of their society. Your society has been widely considered one of the most peaceful races and as sentient beings, other races rarely quarrel with you.

Though fighting has never been a problem for you, your amicable tactics of carefully relocating the Ramodians to either planet will most likely be challenged.

23. Gethia: The people of Gethia are run by a greedy king. Your buildings are gilded with the riches of other societies and your royal palace is worth more than that of entire planets. You are ready to send the Ramodians to the Telosian home planet. You rather not see a thriving economy such as the Turkas suffer because of a race that has lost everything.

24. Vectyora: The people of Vectyora are run by a theocracy that holds religion higher than all else. You believe in ruthless gods who require you to smite and crusade on those who even dare question your beliefs. You would see a crusade upon the remaining Ramodians rather than let these nonbelievers continue to live a pitiful existence.

25. Bel'minian: You are among the most terrifying races in the galaxy. Your world is run by slave drivers who would bring entire planets to their knees and force them to work in your mines, factories, and jungles rather than slay them. Your tactics are both rejected by some members of the alliance, but at the same time fueled by others. You would gladly accept the Ramodians on to your planet, where they would continue to "live".

### **Vocabulary:**

**Solten:** The Secondary Sentient race on Cekas other than the Ramodians, the Solten recently revolted against their Ramodian leaders in a violent revolution that ultimately led to the Solten making use of the Yahtuja weapon, the Usurper.

**Ramodians:** The Primary Sentient race on Cekas, the Ramodians have long ruled in a monarchy system, in which the Solten have never risen above the working class. The Ramodians have very unusual atmospheric needs and lack the ability to adapt to a variety of new settings, which makes the relocation effort so difficult for the Alliance.

**Ellidium:** A dangerous element that was released into the atmosphere of Cekas by the Usurper, which the Solten have an immunity to, but is fatal to a number of species, including the Ramodians, when exposed to it.

**Cekas:** A small planet on the mid rim of the galaxy, Cekas was home to 2 primary sentient species, the Ramodians and the Solten. For the majority of their history the Ramodians have ruled over the Solten in a monarchical system, in which the Solten

never rose above the basic working class. As a result of their treatment throughout history the Solten revolted against their Ramodian rulers and, with the help of the Yahtuja, rendered Cekas unlivable to Ramodians by introducing Ellidium to the planet's atmosphere. The presence of Ellidium in Cekas' atmosphere has turned the once lush planet into a gaseous swamp planet.

Apollo 2012: A space system built by the human race following the disasters that took place on earth in the year 2012. Since its creation the Apollo 2012 has become a key trading post for the galaxy and played a large role in supporting the galactic economy.

The Usurper: A Yahtuja Superweapon, the Usurper is designed to explode into a planet's atmosphere and release the dangerous element of Ellidium into the atmosphere. The Council forbids use of the Usurper on other Alliance planets as it has the potential to eliminate all life on that planet.

Great War of 2132: A full-scale war that took place in 2132 between the Telosians and the Musuvians, with numerous allies on each side. The war was resolved after a decade of fighting and was the inciting incident for the creation of the Alliance of Interplanetary Brotherhood.

## **Topic 2: Combating space piracy**

Throughout the galaxy Space Piracy has been responsible for countless crimes ranging from the illegal sale of Black Ice, that was produced in the Ice mines on the Kobolian home world, to hijacking and/or the destruction of Alliance starships. Numerous efforts have been launched by the Alliance to deal with the issue of Space Piracy, from stricter anti-smuggling laws to increased police efforts of known pirate territory. However, despite these efforts, there has been a radical increase in the presence of Space Pirates in Alliance territory, which has both destabilized trade in a number of regions and been the cause of a number of attacks on Alliance facilities and starships.

Despite the efforts of the alliance to end the Black Ice trade, It is clear that many dictators and monarchies use Black Ice for their own personal means .Some of the economic powerhouses use it to boost their trade. Ongoing investigations by the federations and democracies are trying to pinpoint which planets are making deals with the Space Pirates behind the Alliance's back. This information must be used carefully and is fragile, lest it break up the council and create in intergalactic war.

The issue had reached a new height when the Space Pirates attacked and destroyed the Metarid flagship, The Revenant. From this point the Alliance has donated a large number of its resources to dealing with the issues of space piracy. After months of progress being made in the effort against space piracy, the Alliance discovered that the Pirates central base of operations was located on the home world of the Klatu species. However, this is merely their land base, there is rumor of a space port and an entire space station in the outer ring that is completely run by space pirates. It has yet to be discovered and many monarchies and Dictatorships feel this is just a ploy so that the pirates are feared.

Because the Klatu are a member of the Alliance of Interplanetary Brotherhood the Alliance is unable to intervene in their sovereign affairs; as such Alliance law forbids any action towards the central base of the Space Pirates. The council is now tasked with finding a diplomatic solution to the issue of Space Pirates, knowing full well that should the sale of Black Ice cease, the Klatu's economy will greatly suffer, damaging a number of other planets in the process. Furthermore, the full strength of the Space Pirates' military is unknown, and the Alliance would prefer not to risk war with both the Klatu, along with their allies, and the Space Pirates.

Black Ice: A highly illegal drug found in the ice mines of the Kobolian homeworld, Black Ice has been the primary source of trade for Space Pirates for hundreds of years.

The Revenant: The Metarid flagship that was destroyed by space pirates in one of their many Black Ice motivated raids.