

# Crisis

Galactic Confederation Emergency Senate Session

Delegate Background Guide



# **A Letter from Your Crisis Director...**

Dear Delegates,

I am Moe Frumkin, your crisis head for this committee, and I would like to welcome you to The Galactic Confederation Emergency Senate Session. I am a freshman at Commonwealth and have done Model UN since sixth grade. I even attended COMMUN myself.

This committee exists in a world of my crisis staff's and my invention and has been influenced by the writings of Isaac Asimov, as well as by Star Wars (a surprise to be sure, but a welcome one). Although the topics discussed and crises faced (and hopefully averted) may be less relevant to today than in other committees, you will still have the opportunity to tackle interesting ideas and problems that have connections to the modern age. You'll also hopefully have a chance to improve your public speaking skills.

If you have any questions, concerns, or just want to introduce yourself, feel free to send me a hyper-text over the most easily available subspace mobile carrier. If you are still stuck in the 21st century, I do check my email.

**Moe Frumkin**

Director of the Galactic Confederation Emergency Senate Session Crisis  
[mfrumkin@commschool.org](mailto:mfrumkin@commschool.org)

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# Introduction

The Galactic Confederation Senate is a crisis committee, meaning that there will be live updates to the problems you are set to solve. In addition to this, each delegate will have a portfolio power, which is an ability they can use at any time in the committee. For example, a general might be allowed to move soldiers without anyone else's permission, and the head of a company could spend money on projects. In crisis, if the committee wishes to do something as a group, they can pass a directive to do so.

In this committee, you will step out of the present world into the futuristic world of the Galactic Confederation. Here, you will take on the roles of Heads of State, CEOs, Admirals, and other members of the Galactic Confederation Senate, while facing the greatest struggle the galaxy has seen in the past centuries. You will work with or against the other delegates to advance the goals of your organizations and the people you represent.

# Problem Statement

Mining slaves across the galaxy have risen up in revolt with the support of many secretive groups working together as an entity that calls itself the Miners' Union. The Robinson-Fitzgerald Mining Company supplies the vast majority of the galaxy's resources. These minerals are mined on asteroid mining stations across the galaxy by workers trapped there by a salary that just covers the cost of living. They don't have enough free income after providing for their basic needs to leave the asteroid. Escape is extremely difficult as the mines are patrolled by the company's private military force. While the rebellion is so far contained to the Iradei system, an unclaimed system of only asteroids, it is likely that it will spread, and the consequences of such a revolt, successful or not, would be massive. The level of disruption this could cause cannot be understated. People across the galaxy are worried about the impact this will have on the galactic mineral resource supply and economy and while some are fighting to keep the slaves under control, others believe that this is an opportunity to radically change the galaxy for the better.

# Background

The history in this background section is a comprehensive but summarized version of the full history of these events. A somewhat expanded version can be found in the appendix. While it is not necessary for you to read the appendix, it is recommended

that you look over the parts that may be relevant to your role.

### **The Origins and Precursors of the Galactic Confederation**

Light-speed travel has been discovered! As a result, about 800 years ago (-50 Galactic Confederation Reckoning (GCR)), colonists from Earth formed the predecessor to the Galactic Confederation: The League of Planets, which had its own military force. Around 780 years ago, when the ratio between the populations of the League and of Earth was about 3:1, the two powers went to war over what Earth saw as the League overreaching its power. Earth lost, rendering it uninhabitable and forcing most of the survivors to work in asteroid mines. The brutality of the war led to an internal revolution within the League, which reformed as the United Planets, an organization that had less military power and focused more on interplanetary trade. Later, about 750 years ago today, the United Planets restructured itself, becoming the Galactic Confederation, which hosts a Grand President overseeing a number of democratically appointed vice presidents, executives, and other representatives.

### **The History and Structure of the Galactic Confederation**

Around 200 years after the formation of the Galactic Confederation, the universe had become so populous that the method of having every planet vote for the president had become impractical, and the organization was accused of being too bureaucratic. Several members pulled out, most notably the Federation of United Stars. This period is known as the “galactic troubles.” Fearing a war, the Galactic Confederation pulled its troops from policing against piracy and centralized them. This led to slave rebellions among the miners, who formed the radical anti-slavery Miners’ Union. After regaining their reputation with the help of Dr. Livingstone, an eccentric mathematician who developed mathematical models of human behavior, the Confederation destroyed all evidence of their war against Earth and of the planet’s location. A war against the Federation occurred and the Confederation won, resulting in the Second Geneva Convention. This accord led to another restructuring of the Confederation: now, the Senate, consisting of one senator from every planet, holds power over the organization as a whole, and appoints leaders to five positions: the Fleet Executive, the Extra-Ordinary Executive, the Archive Executive, the Transit Executive and the now mainly honorary position of Grand President. The Senate passes laws along with outside delegates from big corporations and orders of the 4 Livingstone Orbs, all of whom have equal voting power but can’t appoint executives.

### **The Creation of the Livingstone Orbs**

The genius Dr. Livingstone could predict the future by using complex mathematical equations of people’s movements. This allowed him to end the galactic troubles and

restore the Galactic Confederation. Shortly after, he was killed by a Grand President after he turned on the Confederation for its assault against the Miners' Union. Before his death, he created 4 Livingstone Orbs, now held by 4 separate orders, and which are set to give their first predictions this year concerning what he called "the second troubles."

### **FTL Travel**

Superluminal travel is possible due to Winnfield Military Company's HyperDrives, which access pre-existing "High-Speed Lanes." Not all of these lanes can accommodate ships, but we have a map of the ones we know can.

### **Cryonics, Cloning, and AssimulMent™**

Ways to halt death have been found! Fearing attacks during the galactic troubles, wealthy individuals financed three workarounds that were developed and are still maintained by the Technocracy. First is cryogenics, which allows for stability until a way around the disease or injury is found. Second is cloning, which can replace lost body parts, but not prolong life. Third is AssimulMent, which uploads the user's consciousness to a computer, although this method was never fully completed. None of these methods can revive someone who has been killed, though...

## **Roles**

This is a complete list of Senators, Non-Senator Members, and Executives that are in this committee and can vote on legislation. In order for a bill to pass or war to be declared it must have support from a simple majority of the committee. The Grand President and all delegates with the title "Senator" may, by a simple majority vote, temporarily suspend the power of an Executive.

## **Democratically-Appointed General Members**

### **Grand President Colin F. Edressin (Grand President)**

Grand President Edressin has been a well-known figure in galactic politics for half a century. President Edressin's first public office was that of planet representative within the United Stars of Washington House of Representatives, but their knowledge of and skill in diplomacy was not unnoticed and they quickly became involved in galactic politics. After gaining recognition for their diffusal of conflicts, the Confederation Senate appointed Representative Edressin to the role of Archive Executive, after which they were elected Grand President. While generally against slavery, President

Edressin believes preventing a war is more important than freeing slaves.

**Portfolio Power:** The Grand President has the power to monitor and veto the orders of the Executives.

### **Millard Terri (Fleet Executive)**

Millard Terri became Fleet Executive after gaining recognition for their courage and tactical abilities while they served as an admiral for the United Kingdom of New Britain. Typically regarded as second in power only to Grand President Edressin, Terri has made many rivals, including the Grand President himself. The main struggle between the two is Terri's belief that it is morally necessary for the Confederation fleet to free slaves, however, they are unable to take action unless war is declared.

**Portfolio Power:** When at war, Millard controls the Confederation Fleet and organizes joint military action with member states when needed. Can request control of allied fleets and knows all of their positions.

### **Alli N. Lyeffirm (Extra-Ordinary Executive)**

Not much is known about Alli N. Lyeffirm, the secretive Extra-Ordinary Executive, however, it is known that they were selected for their ability to monitor and respond to situations faster than many other people in power. Lyeffirm believes that while the slaves should be freed, the Miners' Union is a reckless organization and a rebellion is not the best way to do it.

**Portfolio Power:** Responds to situations that need a response faster than the other Executives can respond and that are often out of the ordinary (Hence the title Extra-Ordinary). Does this via the rapid deploy fleet, which is smaller than the Confederation fleet, but regardless allows Lyeffirm to see results from their orders more quickly than other delegates.

### **Delegate: Leonard Yelon (Archive Executive)**

Leonard Yelon is in charge of the vast archives of the Confederation, which includes information about every system and planet in the inhabited galaxy as well as information on investigations conducted by the confederacy and a number of classified files on the orbs and Dr. Livingstone. Yelon believes that a proper archivist must remain neutral on issues such as the Miners' Union.

**Portfolio Power:** Controls the archives and access to documents within. Can have access to any document in the Archive and declassify them.

**Michael Baynes T. Arthur (Transit Executive)**

Michael Baynes T. Arthur was originally trained as a computer network engineer, however, the skills accumulated from such tasks easily transfer over to the management of galactic transport networks. Michael does not have a strong opinion on the issue of slavery.

Portfolio Power: Can monitor all fleet movements between systems and estimate the sizes of fleets.

**The United Kingdom of New Britain****Queen and Senator Elizabeth X (head of state)**

Queen Elizabeth X has, over her lifetime, transformed the United Kingdom of New Britain from a financially struggling country to a prosperous nation. Although there has been a recent growing movement among the population of her nation to leave the Confederation, the Queen strongly opposes it. She is concerned about the disruption a rebellion could cause to the mineral supply and the economic harm this could cause.

Portfolio Power: Controls the New British navy and can issue royal decrees in the United Kingdom of New Britain.

**The Technocracy****Senator and Dr. Reginald Howard (diplomatic ambassador)**

Dr. Reginald Howard has gained fame within the Technocracy for their research into automation and has been their representative to the Confederation for many years. Dr. Howard believes that the Confederation must enforce a code of ethics across the galaxy to protect its citizens. They would probably be appointed leader of a military if the Technocracy were to make one.

Portfolio Power: Can start research at the Technocracy. Can suggest the creation of a military. Has access to and influence over the cryogenics and cloning programs.

**The United Stars of Washington****Senator and President Casey Moore (head of state)**

President Casey Moore was elected during a period of instability in the politics of the United Stars of Washington and relied on the help of companies for support. Despite

this, President Moore privately dislikes many of these companies for their practices of taking advantage of legal loopholes to maintain their own fleets. While President Moore personally opposes slavery, it would be politically disastrous to alienate the companies that got them elected.

Portfolio Power: Controls the fleet of and can issue executive orders in the United Stars of Washington.

## **The Cosmic Republic of Regor**

### **Senator and Prime Minister Jalon Mark (head of state)**

Jalon Mark became the head of state of the Cosmic Republic of Regor by championing the cause of the poor and they believe that their country must help free slaves. Over the course of their premiership, due to intentionally weak enforcement of certain laws, PM Mark enabled the Miners' Union to set up a secret meeting place in the Regor system.

Portfolio Power: Controls the fleet of the Cosmic Republic of Regor and can communicate with the Miners' Union leaders.

## **The Order of the Platinum Orb**

### **Gheri P. Teena (representative of the order)**

Gheri P. Teena is a powerful member of the Order of the Platinum Orb. Teena, while often spending time with the wealthy in the galaxy and supporting the owners of the asteroid mines, privately resents them for ignoring the poor of the galaxy and acting carelessly.

Portfolio Power: Can request control of ships from the fleet of the Order of the Platinum Orb. Receives messages from the orbs.

## **The Order of the Golden Orb**

### **August Sue Plendoor (representative of the order)**

August Sue Plendoor is a high ranking member of the Order of the Golden Orb and is best known for reorganizing large sections of it to increase efficiency. Operating on the principle that the ends justify the means, they strongly and publicly support the Miners' Union.

Portfolio Power: Can request control of ships from the fleet of the Order of the Golden Orb. Receives messages from the orbs.

## **The Order of the Silver Orb**

### **Agatha Loog (representative of the order)**

Agatha Loog has spent their life working to improve the lives of those in poverty across the galaxy and has gained popularity and power by doing so. Agatha dislikes the other orders for “not doing their jobs,” and believes that a slave revolt is an incorrect way to end slavery as it would cause much more harm to the slaves than a theoretical peaceful transition.

Portfolio Power: Can request control of ships from the fleet of the Order of the Silver Orb. Receives messages from the orbs.

## **The Order of the Copper Orb**

### **Curt Whyre (representative of the order)**

Curt Whyre has been trained their whole life as a member of the secretive Order of the Copper Orb and has risen to be among the most powerful individuals in it. Curt has no strong opinions on the slave revolt, as the order is awaiting the prophecies of Dr. Livingstone.

Portfolio Power: Can request control of ships from the fleet of the Order of the Copper Orb. Receives messages from the orbs.

## **The Robinson-Fitzgerald Mining Corporation**

### **Minni O’Pilee (CFO and heir apparent to the current CEO)**

Due to the Robinson-Fitzgerald Mining Corporation’s close involvement with the crisis, Minni O’Pilee was sent to advocate for them while the CEO, Biggi O’Pilee, dealt with internal affairs. Minni secretly believes that the slaves should be freed and replaced by mining machines, even though the development of such technology would be extremely costly. Publicly, they cannot act upon this, as the CEO would simply reject such requests, quite possibly causing Minni to be removed from the line of succession.

Portfolio Power: Can request control of ships from the company fleet.

## **The Winnfield Military Contracting Company(S)**

### **Warf Prophet-Eiring (CEO)**

Warf Prophet-Eiring is the CEO and Chairman of the Winnfield Military Contracting Company, and for the past 25 years has provided them with a strong vision and leadership. While Warf is opposed to a slave revolt, believing it could lead to a loss of power for companies and disruption of essential shipbuilding resources, they also know that the company would profit massively off of the pursuing military conflict.

Portfolio Power: Can request control of ships from the company fleet.

## **Nations in the Confederation**

These nations and organizations are members of the Galactic Confederation and receive representation in this committee. The Confederation itself is based on diplomatic stations orbiting the planetless system of New Geneva.

### **The United Kingdom of New Britain**

By far the oldest nation in the galaxy is the United Kingdom of New Britain, which occupies three stars, New London, Elizabeth's Star, and Starshire, which are collectively known as New Britain. The current dynasty took power in the year -1,134 GCR (Galactic Confederation Reckoning) at the battle of Hastings, when the house of Normandy conquered Saxon England. While it became more democratic over time, the royal family still remained in power, and this fact is relevant to the current state of the kingdom. When the colonization of the solar system began, the other planets were not friendly places to live for the ruling class of any country, and the powerful stayed on Earth. The one exception to this was the English aristocracy, to whom the new planets provided a much-needed opportunity. Facing the difficult choice of what to do with nobles they disliked, the royal family relocated them to other planets. Later, as Earth became significantly less pleasant to live, the Royal family relocated to Mars, ninety or so years after the first lords, where they already had a large citizenship. This, however, came at the cost of their popularity in the British Isles and soon a movement started for England to leave the United Kingdom. The royal family was not concerned for one key reason: their strongly held belief that anyone still stuck in England was not worth their time. Shortly after this England was turned into a nuclear wasteland by the conflict that ended life on Earth. However, a few culturally important landmarks were shipped into space, including the Tower Bridge, Westminster Palace, and the British Museum, complete with all of its contents, which is now considered to best

source on the various cultures of Earth.

It was during this time that the monarchy regained much of its power and the prime minister became more of a minister than a head of state. Currently some of its major issues are those of the power of the monarchy, as well as the desire of many of the citizens to leave the Galactic Confederation. The head of state is currently Her Majesty, Queen Elizabeth X.

### **The Technocracy**

One of the many changes that occurred during the Galactic troubles was a conglomeration of various different companies. However, it was during this period that the research divisions of various different companies grew increasingly frustrated at what they saw as a system with very different goals than theirs. They found a mostly uninhabited planet named Terminus and established a research institute devoted to the development of technology. It soon grew to encompass the entirety of the planet, and started to look towards an empty system with a single semi habitable planet. Renaming it to Cosmopolis, they terraformed it into an ecumenopolis, using their technology, made it into the planet with the largest carrying capacity in the Galaxy, with a population of 30 Billion. Lead by a council of scientists, they have remained mostly neutral in most galactic conflicts. They currently control the cloning and cryogenics programs used by many of the galaxy's powerful. Their delegate to the Confederation is Dr. Reginald Howard.

### **The United Stars of Washington**

Colonized by explorers from the United States of America, the systems of Washington, New Texas, and Newer York form the United Stars of Washington. Based on the ideals of the founders' homeland, the United Stars of Washington are a strong democratic government, with checks and balances. The United Stars of Washington is the home of the Robert-Fitzgerald and Winnfield companies, which make up a plurality of the nation's economic strength. The United Stars of Washington officially bans slavery, however due to the great political power of the companies, they have been unable to enforce it in systems out of their control. Nevertheless, they are known to get involved with most large- and small-scale conflicts. They are currently lead by President Casey Moore.

### **The Cosmic Republic of Regor**

The currently longest inhabited body in the galaxy that is still populated is Regor III, closely followed by the moons Regor IVb and Regor VIa. Colonized mainly out of necessity rather than choice by those fleeing the destruction of Earth, the bodies

mostly remain not very habitable slums. Receiving a lot of humanitarian aid, they fear that a crisis would take attention away from them. However, interest in the Regor System has greatly increased as a few rather wealthy people have started to search for Earth and believe its age makes it a good starting point. They are a parliamentary government lead by the Prime Minister Jalon Mark.

### **The Order of The Platinum Orb**

By far the most wealthy and powerful of the four orders of the orbs is the Order of the Platinum Orb. They have achieved this in part by exercising this power so little and staying neutral to the point of being called to mediate smaller feuds. They are currently based in the Regor System.

### **The Order of The Golden Orb**

Far less bound to a code of honor than the Order of the Platinum Orb, the Order of the Golden Orb functions much more on a principle of expediency. Based in the Dnoces System they most frequently interact with the rich and powerful of the galaxy.

### **The Order of The Silver Orb**

Unlike the other two mentioned orders, the main focus of the Order of The Silver Orb is the aid and assistance of the galaxy's poor. They run countless programs from their home of the Hame System. Although their programs are far-reaching, their order is the second most secretive, only behind the Order of the Copper Orb.

### **The Order of The Copper Orb**

By far the most insular of all the orders, the Order of the Copper Orb has spent their entire existence patiently waiting in the Navi System for the predictions of Livingstone to be revealed. During this time they have kept and added to their large archives and built a large fleet to protect their territory.

### **The Robinson-Fitzgerald Mining Corporation**

Based in Newer York, the Robinson-Fitzgerald Mining Corporation is by far the most powerful mining company and maintains 200 asteroid mines in five systems: Iradei (Mining Stations (MS) 1-73), New Texas (MS 74-109), Haphestus (110-134), Inti (135-172) and Ecumenia (173-200). Each mining station was formed by dragging asteroids in similar orbits together, then to the edge of their system and attaching the necessary structures to the asteroid to support the miners. Each mining station hosts a number of slaves on the order of thousands and tens of thousands. The metals and minerals produced by these stations are used across the galaxy for a wide range of applications from the hulls of ships to circuit boards. While they are mainly operated by slaves, the

corporation's semi-secretly operated fleets have avoided interference from smaller nations, and their practices of dragging asteroids to the edge of star systems allows them to operate outside the jurisdiction of any nation. While they are a publicly run company, the position of CEO has been hereditary for the vast majority of its existence.

### **The Winnfield Military Contracting Company**

The manufacturers of the majority of starships in the galaxy, both military and otherwise, the Winnfield Military Contracting Company has remained one of the most influential organizations since its founding shortly after the troubles. They construct their vessels using materials acquired by the Robinson-Fitzgerald Mining Corporation and are also based in Newer York.

## **Nations not in the Confederation**

These nations and organizations have chosen not to join the Galactic Confederation. Many of them dislike the organization and a few of them have even fought in wars against the Confederation and its member states.

### **The Miners' Union**

A decentralized group of ex-miners that protest with varying degrees of violence. They protest frequently against their situation, which they call "modern slavery." The mining companies do pay them, but have the workers sign contracts and charge high fees to live on the asteroids. Miners often argue these high fees cost their entire salaries, leaving them with nothing. Most mining families have been miners for hundreds of years, and have no way to get out.

### **The People's Liberated Republic**

Hiding on the edge of the Galaxy in a collection of systems, very little is known about the People's Liberated Republic, as, with the exception of its only known system, the Dark Star System, it is on a different Hyperlane network than the rest of the galaxy. There have recently been rumors that they have developed a planet-destroying weapon.

### **The High Assembly of Dnoces**

After the Galactic Troubles the remnants of the federation formed into the High Assembly of Dnoces, a single party democracy residing in the Dnoces System. The nation's main source of economic well being is manufacturing items for other nations. They are currently lead by their Speaker, Lilith Jones. Although they are relatively poor when compared to equally sized nations in the galaxy, they have recently been

increasing the size of their army. They are resentful towards the Confederation for the damages they caused during the Troubles.

### **The Commonwealth Of Stars**

The Commonwealth of Stars is a group of decentralized governments that work together for the common good and to defend their system, as well as to create infrastructure. They believe that the Confederation is superfluous and resent its power when compared to themselves. They also have a rocky relationship with the United Stars of Washington and have been involved in border disputes.

## **Past Conflict**

While the galaxy is in a significantly more stable state than the one it was in, immediately preceding the troubles, this could change quickly. The most recent military conflict between major nations happened in the year 700GCR, when settlers from the United Stars of Washington colonized the planet Sirius IV and petitioned the senate of the United Stars of Washington to make them a state. While the Commonwealth of Stars had no member that claimed the planet, they collectively saw this as encroaching upon their borders and many members of the Commonwealth of Stars placed heavy sanctions on the United Stars of Washington. Using this as evidence of hostility, the United Stars of Washington placed the USS Douglass, a Kennedy class Strike Craft Carrier, into the orbit of Sirius IV. However, the ship, while dangerous in combination with other vessels, was somewhat defenseless by itself and only moved there as it was the quickest option. Seeing this as a challenge, many smaller governments as well as criminals banded together in an act of defiance against the USS Douglass. Unable to defend itself from the swarm of smaller ships, the USS Douglass was destroyed. This conflict would have escalated into a war, had the Confederation not negotiated a treaty between the nations and forced the United Stars of Washington to relinquish their claim on Sirius IV. Since then the Commonwealth of Stars and the United Stars of Washington have seen each other as rivals.

## **Appendix**

### **The Origins and Precursors of the Galactic Confederation**

Founded itself in the year 0 GCR, the Galactic Confederation was the successor to the short-lived United Planets, which itself succeeded the League of Planets. The League of Planets was originally a social club formed by a group of wealthy inhabitants of Earth, half a century before the discovery of faster than light travel. Jokingly named after the

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League of Nations, the League of Planets members discussed the possibility of space travel and, when the first faster than light (FTL) drive appeared they promptly left the planet, using their vast financial resources. It was only after NATO, the Russian Federation, and the People's Republic of China started homesteading other planets that the League of Planets started to serve a legislative capacity, mostly due to the tax cuts they were offered if they did. However, this change of roles had a larger effect on the organization than expected as it began to attract new members who wanted the power they could get from membership. Fifty years after the FTL drive the population of the solar system approached 20 Billion, which was also the population of Earth. A population this large put excessive strain on global food systems and in the year -50 GCR, following localized shipping and food supply system failures the global shipping network, and food supply systems failed. This failure was soon followed by an economic depression on a previously unseen scale. Large rioting followed, and some predicted a collapse of global civilization. However these theories were never tested, as the League of Planets stepped in to stabilize the situation. However, their demands for this were that all territory not on Earth would be ceded to the League of Planets. Desperate national leaders obliged. Their planets had already functionally been the territory of the League, as few Earthly nations had any military in space, let alone one big enough to win a victory against the military of the League. The League's military, justified by them as a force to keep law and order in space, soon became a major concern of the nations of Earth and they began to develop orbital fleets as well. Tensions built and in the year -30 GCR a war broke out between the united forces of earth and the League of Planets. By then the populations of Earth had decreased to 10 Billion and 30 Billion people lived on the 6 terraformed planets and moon governed by the League of Planets.

The result of the war was the heavy orbital bombardment of Earth's population centers, which resulted in civilian casualties nearing the 5 Billion mark. The result of this was the dissolution of nearly every nation and the transportation of nearly one billion survivors to asteroid mining colonies and manufacturing plants to support the increasing demands of the lavish lifestyles of the upper class. The rest of the survivors either managed to find passage off of Earth or died from poisoning caused by the atmosphere or water, which had been made mostly undrinkable and unbreathable by the war. However, the first organization to unite all of humanity under a single central government was not as united itself as its members would have liked. The recent conflicts had strained its organizational limitations. It was created to be the executioner, not the jury and even less the judge. Thus, a new movement was born. Planetary colonies, which had formerly been the largest organizational unit under

the League, joined together to form planetary unions as their distrust of the League increased along with their disgust at what had happened to Earth. In the year -15GCR these planetary organizations formed a committee called the United Planets and sent their requests to the League of Planets. Following the demands and a few terrorist bombings, which killed many powerful members of the League of Planets, the United Planets delegates gained a majority on the board of the League of Planets and started to begin a transition of power to the United Planets. This transition ended in the year -10GCR.

However the United Planets had multiple structural issues. While it inherited the roles of law enforcement as well as vital transport system maintenance, its powers had been greatly diminished in comparison to its predecessor as a reaction to what they believed were gross overreaches of power on behalf of the League. However, it was in this period that a vital innovation occurred. The largest federally structured unit or government became the Planet and the role of the United Planets was to prevent conflict and rebellion with a small but sizable orbiting army and maintain trade routes and space travel routes between planets and moons, but do little else in respect to lawmaking and governing.

As a result of this reframing of the United Planets' mission, another restructuring of the highest offices of government occurred. Led before by a secretary-general and a secretariat, the United Planets turned to a different form of government in which the Grand President oversaw the executive function of the government and led the appointed Executives. The vice presidents were appointed by the Grand Senate, which was made of one member per member planet. With all of this, and a final name change, the Galactic Confederacy was founded.

### **The History and Structure of the Galactic Confederation**

While the current day (750 GCR) structure of the upper positions of the Galactic Confederation has not changed much since the creation of the government, there are a few notable events and changes that are relevant to the galaxy as a whole. The original government consisted of a senate with a senator from each member state. The grand president was elected by a complex system of Galactic elections, as were the senators. However, this became problematic when the population of the galaxy increased to the point where the conducting of galaxy-wide election was rendered nearly impossible by the sheer logistical work that would be required. These problems led to a widespread view that the confederacy was out of touch with the times and excessively bureaucratic. This loss of trust, as well as increased ambition among some national leaders, led to the era known as the "Galactic Troubles." This started in the year GCR

190, when the Federation of United Stars withdrew from the Galactic Confederation. They were followed by multiple other nations, and an approximately 50 year period of struggle began. The Confederation, worried about a war with the Federation of United Stars, withdrew its piracy suppression fleets from various crime-ridden regions of space, in order to consolidate its fleet. This withdrawal led to massive disruptions of the asteroid mining stations, which were mainly inhabited by descendants of the survivors of Earth, who had lived in the mining stations in a state of servitude since the end of the war with Earth. During these slave rebellions, the organization known as the Miner's Union was created. A decentralized organization of former slaves, the Miner's Union set to liberate as many people as possible from the stations, and many members of it engaged in guerrilla warfare against their former captors and those who opposed their freedom. Another side effect of this fleet withdrawal and consolidation was the beginning of multiple border disputes between neighboring nations, who had been pacified by either the diplomatic or military prowess of the Galactic Confederation. Eventually, with the help of Livingstone's equations and his diplomatic advice, the Confederation managed to gain support that they had lost. However, Livingstone soon had a falling out with the Confederation when the Confederate fleet moved to suppress the slave rebellions and give control back to the former corporate owners, with the condition that the enemy would not be supplied with resources. The Confederation also meticulously destroyed any record of the war with Earth, and the planet's whereabouts in space to destroy any evidence of their historical wrongdoing and the slaves' cultural connection. This gave the Confederation a significant advantage in what turned out to be a decade long war of attrition, which finally ended with the defeat of the Federation, its dissolution into its federal subjects and the signing of the second Geneva accord. Signed on a small diplomatic station in orbit of the star New Geneva, the same system on which the Confederation was created, the second Geneva accord restructured the electoral process of the Galactic confederation to prevent the issues that caused the conflict in the first place. It would now consist of the Senate, with a single delegate sent from each member state, which was often a diplomat appointed by the leader, or in special cases the leader themselves. The Grand President would be elected by the Senate and their job was now mainly symbolic. They were tasked with calling Senate sessions and overseeing the Executives. The other members of the government were the Transit Executive, the Archive Executive, the Fleet Executive, and the Extra-Ordinary Executive. The final piece of the change was the inclusion of large non-government entities in the Senate. This came around partly due to the mining companies' demand for representation after the Confederation's blockage of their resources to the Federation during the Galactic Troubles. Soon a couple of other companies were given a seat, as well as

the Four Orders of the Livingstone Orbs. Occasionally, other people were temporarily added for a senate session, if they were deemed significantly relevant.

While this has changed multiple times, the powers of the various members of the senate have settled and resulted in a relatively stable system. The Senators elect the President and the Executives, however besides that, there is no difference between the senators and the Non-Senator Members. The President's job has settled to include the supervision and proposal of new Non-Senator Members, which can then be approved by a majority of Senators. The President also is tasked with calling the yearly sessions to order, declaring emergency sessions, and setting the agenda of the sessions. Finally, the executives are also given a vote, along with the senators and Non-Senator Members of the senate.

### **The Creation of the Livingstone Orbs**

In the nearly 750 year long existence of the Galactic Confederation, few technological advancements could match those of the mostly unknown and more than mostly eccentric Geoffrey R. Livingstone. The majority of the details pertaining to his life have been lost, as his life coincided with the 50 year period now referred to by various different euphemisms including "The Interregnum," "The Galactic Troubles," or "The Era of Instability." During this era the Galactic Confederation came closer to collapse than ever before and likely avoided such with the help of Livingstone, who was killed by the next Grand President of the Galactic Confederation. This was seen by many as ironic, however, those people also called Livingstone a prophet. His approach was much more methodical than that of others who wrote prophecies or predictions about the future and this was what allowed him to save the Galactic Confederation. His methods involved meticulous analysis which later in his life gave way to equations that could describe the movements of people. Thus, as they could not describe the actions of individuals, his death is not ironic. However, his death was not his greatest legacy. That title is reserved for the four objects collectively known as the Livingstone Orbs, which he created shortly before his death. He placed one into the possession of each of his four students and they were passed down to orders they each created to safeguard the objects. Sustained by the money Livingstone collected by stock trading using his mathematical models, the orders have each settled on minor moons and built great temples in which to store the Livingstone Orbs. While the construction of the orbs is a mystery, their purpose is clear. They were designed by Livingstone to prevent, what he called in his notes, "The Second Troubles." They were set to reveal their first predictions 500 years after the death of Livingstone, 750 GCR.

## **FTL Travel**

The Faster-Than-Light HyperDrives™, manufactured by the Winnfield Military Company and the off-brand versions made by various governments, are the main form of space travel engines used in the Galaxy. During humanity's time on Earth, it was discovered that various "High Speed Lanes" existed in spacetime and allowed objects to pass through and move from endpoint to endpoint at speeds that, without an understanding of the mechanism, would seem impossible. While many of the "Hyperlanes" lead to nowhere, or were too small to allow any ship to pass through, a few were found that could accommodate ships. A map of currently explored systems is included above. While the map is not spatially accurate it shows the connection between the different systems with hyperlanes.

## **Cryonics, Cloning, and AssimulMent™**

After the Galactic Troubles, during the chaos of the government reformation, many wealthy people feared they could be the target of some form of kidnapping or attack that would leave them injured or dead. In this panic, they paid scientists large sums of money to ensure they would be safe if they should be attacked. The scientists came up with a few solutions. One of the primary solutions was a form of cryonics, that would keep a recently-attacked body's cells in stasis until they could operate on it. The second was the development of human cloning technology, wherein a wealthy person could have a clone of themselves made to supply them with organs or limbs. These techniques could be combined such that a person whose body has been destroyed can have their brain transplanted into their clone, and live on with little to no side effects. It is important to note, however, that cloning can not be used to prolong lifespan, as the individuals telomeres shorten with every new clone, and thus they die anyway. The final alternative to death created by the scientists, is what they called AssimulMent™. AssimulMent™ was a way for an individual's entire brain to be scanned and recreated digitally, such that a copy of their psyche could be run on a computer. This would effectively create a consciousness where the computer program could act and make decisions exactly how the human would have, however, its development was halted for unknown reasons.

These scientists later turned their knowledge into a business, and offered these tools to whoever could supply them with enough money. However, as the scientists like to emphasize, it is important to note that these solutions are not ways to cheat death, and legends such as Livingstone cannot be resurrected.

## **Events Directly Leading up to The Crisis**

During the border conflict between the United Stars of Washington and the

Commonwealth of Stars, galactic attention was mainly focused on the possibility of a war and the Miner's Union was mainly ignored. Due to this lapse in attention, various groups within the Miner's Union helped many slaves escape and while not enough left to harm the mines, many of them brought stolen materials with them and information about the mines. With these new resources, the various groups in the Miner's Union started to set out a long term plan for a rebellion. 50 years later, they are ready.

Ten days before this committee meets, mining station 17, located in the Iradei system, went offline. This was followed up a few hours later by stations 15, 24, 29, 32 and 36. An investigation ship was sent, and was destroyed as it entered the Iradei system. In the next four days 20 more mining stations went offline. The Robinson-Fitzgerald mining corporation decided not to send military forces as they believed that they needed a better understanding of the situation to risk their fleets in what could be a trap. Over the next five days, they sent more investigation ships without much success, besides confirming suspicions. Throughout this time they worked to keep news of this a secret to prevent more rebellions and to protect their stock value, however rumors soon started to spread that there was a disruption going on. On the day before the conference the Robinson-Fitzgerald Mining Corporation sent a message to the other members of the Galactic Confederation about the situation and the Grand President called an emergency senate session. The public has still not been notified.

## Timeline

- 1134 GCR** The current dynasty of The United Kingdom of New Britain took over
- 50 GCR** Earth's population became too large and tensions started to build
- 30 GCR** Great war between the League of planets and the forces of Earth began
- 20 GCR** Planetary Colonies are formed
- 15 GCR** United Planets is formed
- 10 GCR** Transition period ends and peace is attempted to be reached
- 0 GCR** Galactic Confederation is formed

### **“Galactic Troubles”**

- 210 GCR** Second New Geneva Records are formed changing up the way the

## Galactic Confederation works

- 250 GCR** Livingstone dies leaving behind the Livingstone Orbs
- 700 GCR** Border dispute between the United Stars of Washington and the Commonwealth of Stars nearly leads to war.
- 750 GCR** Present day

## Map

A larger version of this map is available at the webpage for this committee (<https://www.commonwealthmun.com/crisis-galactic-confederation.html>).





