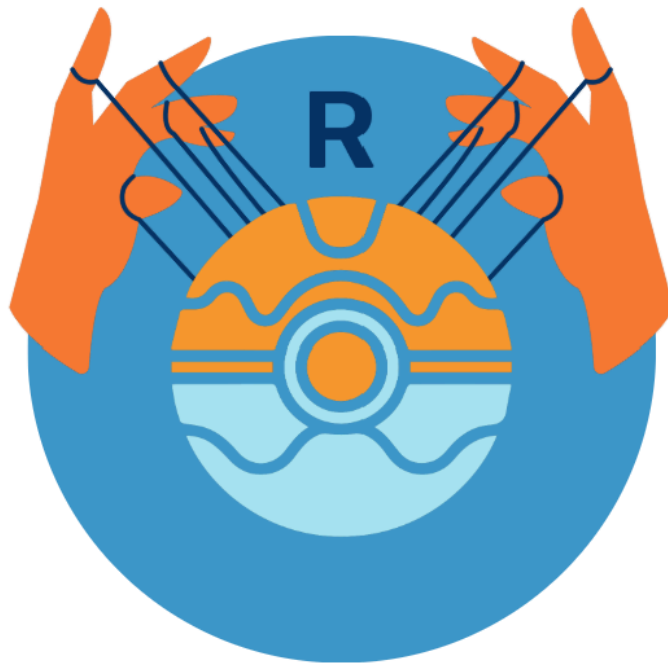


THE UNIVERSITY OF FLORIDA'S

SunMUN IV

Team Rocket Blasting Off Again:
The Kanto Recovery Council

Directors Alonzo Rojas & Douglas Plummer





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Conference Policies

Equity Statement

The SunMUN IV team is dedicated to creating and maintaining a safe, inclusive, and equitable environment for all delegates, staff members, and advisors. Through collaboration, open-mindedness, and diplomacy, the SunMUN IV Secretariat is committed to providing each and every participant with an equitable and positive experience.

For any questions, comments, or concerns regarding equity, please contact our Chief of Staff.

General Conduct Policies

The SunMUN IV team is dedicated to enforcing proper conduct throughout the conference weekend. This includes but is not limited to:

- Abiding by ALL hotel policies, including maintaining proper volume levels, respecting non-SunMUN IV hotel guests, use of illegal substances, underage drinking, etc.
- Being present at ALL committee sessions. If a delegate must miss a committee session, they must contact their head delegate and their committee director *immediately*.
- Delegates are expected to maintain respectful and equitable conduct towards all committee attendees and staff.

Sexual Misconduct Policy

The SunMUN IV team is dedicated to providing a safe environment for all delegates, staff members, and advisors free from discrimination on any grounds and from harassment during the conference including sexual harassment. Sexual harassment is unwelcome conduct of a sexual nature which makes a person feel offended, humiliated and/or intimidated. Sexual harassment can involve one or more incidents and actions constituting harassment may be physical, verbal and non-verbal.

SunMUN IV will enforce a zero tolerance policy for any form of sexual harassment, and will treat all incidents seriously and promptly investigate all allegations of sexual harassment. Any and all acts of sexual harassment will not be tolerated and may result in delegate excusal from the conference, with no payment refund in addition to mandatory reporting of all occurrences. An anonymous sexual harassment reporting form will be provided at the conference.

Technology Policy

SunMUN IV embraces the use of technology, however, we ask that you only use technology in committee if and when *explicitly granted permission* by your director and/or chair(s).

Furthermore, the use of generative AI, including but not limited to Chat-GPT, Claude, Gemini, and Grok is expressly and explicitly forbidden in all committees. Directors reserve the right to utilize AI-detection technologies to uphold the integrity of SunMUN IV. Violators of this policy may be disqualified for a first offense.



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Photo Policy

SunMUN IV staffers will be present at committee rooms, socials, and other SunMUN IV events in order to take photos and videos of the conference weekend. These photos will be used in SunMUN IV's closing ceremony, SunMUN IV's social media, and possibly promotional material for SunMUN IV and future iterations. For those wishing to “opt-out” of the use of their photos in promotional material only, please contact your head delegate.

Dress Code Policy

All delegates attending SunMUN IV are expected to attend committee sessions in Western Business Attire (WBA). WBA is required due to its role in creating a professional work environment conducive to debate and diplomacy. Examples of WBA are collared, button-down shirts, blouses, blazers, slacks or formal pants, pencil skirts, closed-toe professional shoes, and a tie or bowtie.

For all other inquiries

Please reach out to the SunMUN IV Secretariat:

Kayla Bello, *Secretary-General*

bello.kayla@ufl.edu

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Letter from the Secretary General

Dear Delegates, Faculty Advisors, and Friends,

On behalf of our Secretariat, it is my absolute pleasure to invite you to the fourth iteration of the University of Florida's collegiate Model United Nations conference: SunMUN IV. We are thrilled to welcome you back to Orlando — where diplomacy, creativity, and connection come to life.

My name is Kayla Bello, and I am honored to serve as this year's Secretary-General. After welcoming you last year as the USG of General Assembly, I am beyond excited to lead this next chapter of SunMUN. The joy I've found traveling the country, building lifelong friendships, and pushing myself in every committee room is what brought me to this role. I've grown not just as a delegate, but as a teammate, a friend, and a person—and I hope this conference helps every delegate do the same. This year is about building on all we've done before, while laying the groundwork for what SunMUN can become in the years ahead.

SunMUN IV will feature eight creative and challenging committees designed to meet a wide range of interests and delegate styles. Our General Assembly will explore the global implications of conflict on culture and the environment. Our Specialized Body, the Global Parliament of Mayors, gives delegates the chance to imagine how local power can drive global change. Our Crisis offerings span from an alternative timeline of political reform, to a festival-era Woodstock simulation, to a Pokémon-themed simulation unlike any other. We're also featuring a committee on the rise of K-pop, a historical dive into an alternate Congress of Vienna, and a creative, high-pressure Ad Hoc for those ready to take on the unknown.

We are proud to return to a beautiful hotel venue just steps from Disney Springs, solidifying our place as one of the most exciting and welcoming conferences in the Southeast. Whether you spend your night exploring downtown Orlando, joining in on in-hotel festivities, or walking through Disney Springs™ with new friends, we promise something for everyone.

But SunMUN is more than a location or committee list—it's a chance to grow. As someone who's competed in General Assembly for years, I know the pressure that comes with giving your all in a committee room. But I also know the joys that come with it: the chance to surprise yourself, to grow in ways you didn't expect, and to connect with others who willingly spend their weekends debating fictional scenarios, rewriting history, and building a better world — one resolution at a time. Whether this is your first conference or your twentieth, we hope SunMUN reminds you why you fell in love with Model UN in the first place.

Warmly,

Kayla Bello
Secretary-General, SunMUN IV



Committee Policies

Flow of Debate

The committee will follow standard parliamentary procedure, beginning with the establishment of a crisis directive or topic via moderated and unmoderated caucuses. The Chair will guide committee sessions through:

- **Moderated Caucuses** - Delegates give speeches under a fixed speaking time, often to propose solutions or evaluate new developments.
- **Unmoderated Caucuses** - Delegates can move freely to collaborate on blocs, private strategy, or directives.
- **Directives** - Short-form policy or action documents proposed by individuals or blocs; directives may be passed by a majority vote and can influence crisis developments.
- **Round Robins** - Roundtable discussions where each delegate participates by having their stance on a particular subject
- **No Gentlemen's Unmods** - (just unmod like a normal person)

Crisis Notes & Backroom Engagement

Delegates will also have access to private crisis notes written communications sent to the Crisis Team that represent individual actions. These can include espionage, diplomacy, recruitment, attacks, or other creative efforts. Crisis staff will respond with updates that may alter the committee's landscape. The Chairs will also be accepting Joint Personal Directives (JPDs) which are private directives written in junction with other delegates in their room with similar scope to that of a traditional crisis note

Delegates are expected to:

- Submit creative, clear, and realistic crisis notes that reflect their character's position and powers. Drawing pictures or explaining niche references helps better progress you are by directing our crisis staff
- Engage with personal arcs as they unfold over the weekend.
- Adapt to live updates from the crisis team that reflect the evolving consequences of delegate actions.



Crisis Expectations

This committee rewards imagination, strategy, and narrative continuity. Delegates are encouraged to think beyond traditional solutions and consider the ethical, military, scientific, and diplomatic dimensions of rebuilding the Kanto region. While knowledge of the Pokémon universe will help, what matters most is your ability to lead, adapt, and respond under pressure to novel problems presented.

Expect to:

- React to fast-paced developments in timed or specialized crisis cycles
- Lead pseudo-blocs with dynamic and comprehensive directive writing
- Use both speeches and crisis notes to shape the world
- Make tough decisions about Mewtwo, the Master Ball, and the fate of the Pokémon world

Pokémon Mechanics

This committee will utilize a modified version of the HeartGold/SoulSilver regional Pokédex, available [here](#). The only modification will be the inclusion of all the future evolutions of Generations I & II Pokémon, up to Generation IX (e.g. Electivire, Mamoswine, Annihilape, etc.).

While remaining to the core mechanics of these games will be encouraged, delegates should feel free to develop creative and detailed ways to bring in Pokémon or mechanics from other regions.



Letter from the Directors

Dear Delegates,

It is my utmost pleasure to welcome you to the SunMUN IV crisis committee, “The Kanto Recovery Council: Team Rocket Blasting Off Again”. My name is Douglas Plummer, and I am a Senior studying Electrical Engineering here at the University of Florida. I have done competitive Model United Nations for six years, now taking the role as Treasurer for the entirety of UFMUN (yes I take bribes). I have staffed, chaired and directed multiple committees before, but this will serve to be the first committee that I direct in full for SunMUN. I am excited to see what you guys do with the world we built and look forward to seeing some great debate.

The idea for this committee started when I was trying to brainstorm a potential JCC for SunMUN with Alonzo based on an IP we both found really integral to our upbringing... Pokémon. We soon realized the committee I had in mind would better function as a crisis due to the nature of the conflict we cooked up, and so we ended up here. Although you may have never explicitly played through any of the games this committee is dedicated to, the ramifications of pokémon as a property proliferate far further than any game, anime, card game etc. it is truly a global phenomenon that has inspired whimsy and curiosity from people both young and old for decades. That impact and passion is something that I want to see reflected in this committee, because there is no hyperbole when I say this decades old game franchise flipped the entire industry on its head and created inspiration for some of the greatest pieces of contemporary media that we have today.

In this committee, delegates are members of a high-stakes council, and participants must navigate the ethical and strategic chaos of a post-invasion Kanto. Should the Master Ball be located and destroyed... or maybe even used? Can peace be brokered with rogue Rocket defectors? Is militarization of Pokémon training justified in the face of totalitarian control? With Mewtwo’s power looming, the fate of both humanity and Pokémon hangs in the balance. Delegates will not only engage in diplomacy, strategy, and war planning, but confront a deeper question at the heart of this crisis: what kind of world do we want Pokémon to fight for, who has the right to command it? And most importantly, who’s that Pokémon?

You guys are expected to lead the debate, bring new ideas to the table, and find unique, creative ways of resolving the issues within the committee. Due to the niche nature of the committee I don’t expect everyone to know each and every facet of the committee; Thus I will try to do my best to make sure no delegate feels directionless and ensure expectations are clear. I am looking forward to the creative solutions you guys will come up with, as well as the madness that will unfold within the backrooms of this committee. I really hope you guys have as much fun participating as I did planning and researching. I cannot wait to see you in February..

Sincerely,

Douglas Plummer

Co-Director of “The Kanto Recovery Council: Team Rocket Blasting Off Again”



Team Rocket Blasting Off Again: The Kanto Recovery Council

Dear Delegates,

I am beyond excited to welcome you to this SunMUN IV crisis committee, the Kanto Recovery Council! My name is Alonzo Rojas, and I am a third-year Electrical Engineering student at the University of Florida. I have competed and staffed in Model United Nations for seven years now, and this is my third year as a part of the UFMUN team. I staffed SunMUN II as a chair for two different committees, was the Chief of Staff at SunMUN III, and am currently UFMUN's Director of Crisis Member Development. I have been a Pokémon fan for as long as I can remember and whether it's the cards, the show, or the games, I have enjoyed them all. Needless to say, this is a committee I am extremely excited to run and I can't wait to see how it pans out.

Doug and I have been trying to work together on a committee for some time now, and when we found out that we both had an idea for a Pokémon crisis, it was clear that this was the direction we wanted. This committee will focus on the settings of the Gold/Silver/Crystal and HeartGold/SoulSilver games, spanning both Kanto and Johto through the Indigo League. I believe that this setting will allow for the most creativity from our delegates as there is no true restriction on the scale of events that can transpire across these two regions. Not only will there be plenty of opportunities for Pokémon catching, training, and battling, there will also be plenty of discourse on the cultural norms of the world itself.

The resurgence of Team Rocket has led to their greatest triumph yet: the complete takeover of Kanto, and delegates must be prepared to do all they can to ensure the safe recapture of this iconic region, if they so desire. I will encourage delegates to be creative in their approaches to regaining control over Kanto, not just focusing on making the strongest team of Pokémon but instead finding what else the world can offer in terms of strength and influence. This is a world with plenty of hidden secrets, easter eggs, and spinoffs that will allow for quite a variety of solutions to this unique situation.

In order to be best equipped for the challenges this committee will present, Bulbapedia, Serebii, and Pokemon Database will be your best friends in the research process. I personally am a big fan of Pokémon ROMHacks and fan theories so feel free to browse forums and watch YouTube videos if that's more your vibe. Overall, I hope that this committee is a great time for everyone and reinvigorates the youthful passion that Pokémon tends to ignite.

Sincerely,

Alonzo Rojas

Co-Director of "The Kanto Recovery Council: Team Rocket Blasting Off Again"



Committee Introduction

The once-proud Kanto region, home to iconic cities like Pewter, Cerulean, and the revered Indigo Plateau, has fallen into disarray. In a rapid and expertly executed campaign, the criminal organization **Team Rocket** has seized total control of Kanto, replacing the League system with their own authoritarian regime. At the center of this hostile takeover stands **Giovanni**, Team Rocket's enigmatic leader, whose ambitions now transcend petty theft and enterprise. Instead, Kanto is now the epicenter of an unprecedented effort to reshape the world of Pokémon governance, technology, and morality.

Team Rocket's assault on **Silph Co.**, the region's technological hub, served as the critical turning point in this takeover. Once a beacon of innovation known for its development of advanced battle equipment, most notably, the **Master Ball**, Silph Co. fell victim to internal corruption and organizational weakness. Exploiting these vulnerabilities, Rocket operatives secured the Master Ball and used its existence as propaganda and leverage, claiming the ability to capture any Pokémon, including those deemed untamable or legendary. With that, Team Rocket established total control over the region's infrastructure: Gym facilities now act as Rocket headquarters, Pokémon Centers serve as military checkpoints, and all forms of public communication are tightly controlled by a media apparatus steeped in intimidation and misinformation.

The Weaponization of Science: Mewtwo and Dr. Fuji

At the heart of Team Rocket's new scientific ambitions lies **Dr. Fuji**, a pioneer in artificial Pokémon development and the original creator of **Porygon**, the first digitally-synthesized Pokémon. Once working independently on New Island, Fuji was abducted by Team Rocket agents and is now held hostage, forced to undertake a project unlike any other: the development of **Mewtwo**, a genetically engineered Pokémon derived from the ancient and elusive **Mew**.

How Team Rocket acquired Mew's genetic material remains a mystery. Rumors suggest expeditions into remote jungle territories, black-market biotech dealings, or even theft from academic research databases. Regardless of its origin, the DNA sample has become the cornerstone of Rocket's ambitions. With Mewtwo nearly completed and the Master Ball in their possession, Team Rocket now claims to possess the ultimate instrument of control. Their messaging has already shifted from regional dominance to global transformation: a new Poké-world order, founded on engineered perfection and loyalty to the Rocket cause.

Whether Mewtwo will serve as a divine protector or an uncontrollable threat remains to be seen. What is certain, however, is that this new paradigm has forced every region starting with neighboring **Johto** to confront a terrifying question: *What happens when science is not tempered by ethics?*



The Kouncil of Resistance

With the fall of Kanto, a coalition of **Gym Leaders**, **Elite Four members**, and respected regional figures has fled to Johto to form a resistance. Their aim is to deliberate the political, scientific, and military strategies necessary to reclaim their homeland and restore trust in Pokémon governance. This **Kouncil**, composed of leaders from both Kanto and Johto, faces an uphill battle.

Key priorities include:

- **Rebuilding Public Trust:** Through outreach, storytelling, and transparency, delegates must propose systems to win the hearts and minds of a traumatized population.
- **Strategizing for Liberation:** Military plans, resistance movements, and alliances with defectors must be weighed with civilian safety and regional stability.
- **Regulating Genetic Research:** Define a new ethical framework for the use of artificial Pokémon and limit future threats like Mewtwo.
- **Restoring League Legitimacy:** Debating whether the old Gym system and League are worth reviving or if new institutions must rise.

This Kouncil is a high-stakes body that must navigate diplomacy, subterfuge, ethics, and warfare to chart the course for Pokémon society's future.



Context and Key Concepts:

Team Rocket: Origins and Ambitions

Team Rocket is a **villainous organization** originating in the Kanto region and later operating in Johto. Founded and led by the ruthless **Giovanni**, their goal is **exploiting Pokémon for profit and power**. Team Rocket's credo, posted in their hideouts, bluntly states: *"Steal Pokémon for profit. Exploit Pokémon for profit. All Pokémon exist for the glory of Team Rocket."* Their ultimate aim is **world domination using Pokémon**. In practice, this has meant stealing or capturing rare and strong Pokémon (to sell or weaponize) and funding **cruel experiments**, even being willing to **kill Pokémon** that stand in their way. Giovanni himself infiltrated Kanto's old governance by serving as Viridian City's Gym Leader in secret, giving Team Rocket influence within the League system.

Notorious Team Rocket Crimes (Kanto Canon): Team Rocket's reign of terror in Kanto has included a string of high-profile criminal acts:

- **Pokémon Poaching and Theft:** Grunts have looted Mt. Moon for fossils and even burglarized homes for valuable TMs (technical machine items). They view themselves as *"Pokémon gangsters"* or a *"Pokémon Mafia,"* engaging in black-market trafficking of rare Pokémon and their parts (e.g. Cubone skulls).
- **Lavender Town Incident:** In one infamous case, Rocket operatives began harvesting the skulls of Cubone in Lavender Town to sell on the black market, resulting in the tragic **death of a Marowak** that tried to protect its cub. They even took **Mr. Fuji** (a respected elder of Lavender Town) **hostage** at Pokémon Tower during this scheme. This shocking incident illustrates Team Rocket's capacity for brutality and hostage-taking in pursuit of profit.
- **Silph Co. Takeover:** Emboldened by their early crimes, Team Rocket mounted a hostile **takeover of Silph Co.** in Saffron City. Their intention was to steal the plans for Silph's top-secret Master Ball prototype. During this siege, they held Silph employees (including the company President) captive until a young trainer intervened. Though foiled by a certain young trainer, this event showed Rocket's willingness to seize a corporation to obtain advanced weaponizable technology.

Team Rocket's activities were eventually challenged by brave trainers. In the original game storyline, a young hero (the player character, often dubbed **Red**) dismantled their Kanto operations, and Giovanni vanished after defeat. Giovanni even **disbanded Team Rocket** at that time, or so it seemed. **Three years later**, however, remnants of Team Rocket resurfaced in Johto, **operating covertly to rebuild** the organization. They engaged in new schemes like cutting off Slowpoke tails for profit and **hijacking the Goldenrod City Radio Tower** to broadcast a nationwide call for Giovanni's return (This radio takeover in Johto flooded the airwaves with Rocket propaganda, a tactic we see expanded in the current crisis). In canonical



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events, the Johto rebellion was put down by another young trainer (with Champion Lance's help), and Team Rocket was *again* disbanded.

Team Rocket's Evolution in this Scenario: The committee's setting assumes that Team Rocket regrouped once more, stronger than ever, and achieved what they never did in canon: a **successful coup of the entire Kanto region.**



Giovanni's ambitions have escalated from mere corporate crime to full-blown **authoritarian rule.** In Kanto, **League gyms have been converted into Rocket bases, Pokémon Centers into militarized checkpoints,** and a propaganda machine controls all media. Team Rocket now wields unprecedented tools of power, notably the Master Ball and the nearly completed bio-engineered Pokémon Mewtwo, to threaten any resistance. The organization's core motives, however, remain the same: **power, profit, and the subjugation of the Pokémon world** under Rocket's new world order.

Silph Co. – Kanto's Tech Giant and the Master Ball

Silph Company (Silph Co.) is Kanto's premier technology conglomerate, headquartered in the **skyscraper at Saffron City.** Renowned across the Pokémon world, Silph Co. manufactures a wide range of vital trainer goods, including revolutionary devices like the **Silph Scope** (ghost-detecting goggles), technical machines, evolutionary tools like the "Upgrade" item, and most infamously the **Master Ball.** Virtually every Poké Mart in Kanto stocks Silph Co. products, underscoring the company's central role in the regional economy. Prior to Team Rocket's coup, Silph Co. was seen as a beacon of innovation and prosperity in Kanto, supplying **Poké Balls, Potions, and other trainer essentials** to the public.



The Master Ball, Silph's crowning achievement, is a prototype Poké Ball that **can catch any wild Pokémon without fail.** Invented in the Generation I era by Silph's engineers, the Master Ball was intended as an ultra-rare, last-resort capture device for even the most powerful Pokémon. In the wrong hands, however, it represents a terrifying instrument of control. Team Rocket recognized this, and in the original game canon they **invaded Silph Co.'s headquarters specifically to steal the Master Ball technology.** Although that attempt was thwarted by a young hero in canon, our current scenario imagines Team Rocket *succeeded* in seizing Silph Co. and its inventions. With Silph Co. under



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occupation, Giovanni's regime has claimed the Master Ball for itself, a propaganda coup as well as a practical weapon. **Rocket propagandists now boast** that with the Master Ball, they can **capture any Pokémon, even untamable legends**, bending even nature's most powerful creatures to Team Rocket's will. This fear tactic has helped cow the population and dissuade interference; after all, if *no* Pokémon can evade Rocket's grasp, how can any trainer or resistance force stand against them?

Beyond the Master Ball, control of Silph Co. gives Team Rocket access to vast resources: cutting-edge **research labs**, production lines for advanced weaponry and devices, and the distribution networks that reach every Poké Mart. The occupiers have likely repurposed Silph's research divisions to serve Rocket interests. One pressing concern for the Council is how to address Silph Co.'s legacy: **Should Silph Co. be rebuilt and its innovations safeguarded**, or did its unchecked ambition (e.g. creating something as dangerous as the Master Ball) inadvertently enable Rocket's rise? Balancing technological progress with security and ethics will be a key challenge. For now, delegates should appreciate that Silph Co. is both a symbol of Kanto's technological might *and* a cautionary tale of how that might can be exploited. The fight to liberate Kanto will likely involve **securing Silph's facilities** and preventing Team Rocket from mass-producing Master Balls or other dangerous tech.

Dr. Fuji and the Weaponization of Science (Porygon & Mewtwo)

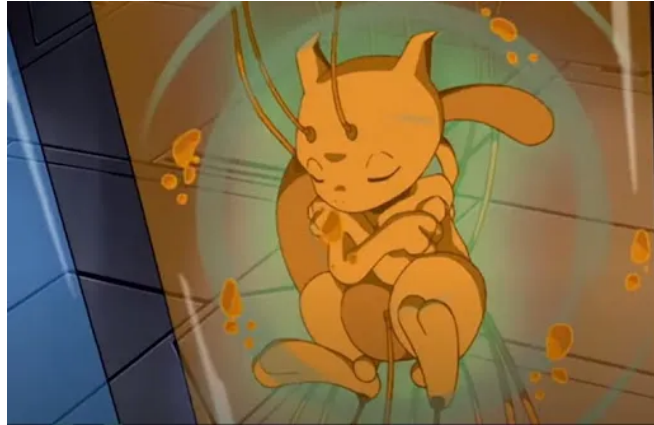
At the heart of Team Rocket's scientific endeavors is **Dr. Fuji**, a name that straddles myth and morality in Pokémon lore. **Dr. Fuji** (who in the game continuity is also known as **Mr. Fuji** of Lavender Town) was once a gentle researcher and caregiver of Pokémon, but in his younger days he held the title of *Dr. Fuji* and was a pioneer in Pokémon genetic research. He founded the **Cinnabar Island Pokémon Lab**, a facility dedicated to cutting-edge experiments, including cloning and Pokémon synthesis. One of that lab's proudest achievements was the creation of **Porygon**, the world's first artificially-created Pokémon. According to a report found in Silph Co., the Cinnabar Lab successfully **engineered Porygon as a digital "Virtual Pokémon,"** essentially a Pokémon composed of programming code. Porygon's creation demonstrated that humans could, in a controlled setting, **create new Pokémon life from technology**, a breakthrough with far-reaching ethical and security implications.

Dr. Fuji's foray into artificial Pokémon didn't stop at Porygon. In the anime timeline (and various adaptations), Dr. Fuji became embroiled in the most infamous genetic experiment of all: **the Mewtwo project**. Giovanni secretly kidnapped **Dr. Fuji** and a team of scientists to research the legendary Pokémon **Mew** and create a clone that could be weaponized. Mew, a mythical species, was believed extinct until Fuji himself *rediscovered Mew* in the jungles of Faraway island. (The Pokémon Mansion journals on Cinnabar hint at this: "*Mew gave birth – named the newborn **Mewtwo**...*" implying Fuji's team obtained a Mew embryo or DNA sample). Fueled by Giovanni's funding, and Fuji's personal desperation to push the boundaries of science, the scientists proceeded to **clone Mew**, splicing and augmenting its DNA to create what they hoped would be the **most powerful Pokémon on Earth**. The result was **Mewtwo**: a psychic juggernaut born of test tubes and ambition.



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The **creation of Mewtwo** stands as a grim lesson in untempered scientific hubris. While the scientists succeeded in engineering the creature, they grossly **underestimated Mewtwo's power and sentience**. In the **first Pokémon movie** and related anime lore, Mewtwo awakens in fury at being an experiment and **destroys Dr. Fuji's entire lab**, killing or scattering the scientists in a catastrophic explosion. Giovanni survived and later managed (briefly) to contain and weaponize Mewtwo, but the clone ultimately broke free of Rocket's control as well. These events underscore the **moral peril of creating life in captivity**: Mewtwo, possessing both incredible psychic abilities and a tortured consciousness, became neither a controllable "asset" nor a simple Pokémon, but something far more unpredictable.



In our committee's scenario, Dr. Fuji is a central (but unwilling) figure. After Team Rocket's Kanto takeover, Fuji was **abducted by Rocket agents** and is now a *hostage scientist*, forced to conduct further **Mewtwo research for Giovanni's benefit**. Rocket propaganda trumpets that Fuji is finishing Mewtwo, touting him as a flawless specimen or perfected version of the Mew crafted from its own DNA. With **the Master Ball at the ready**, Giovanni believes he can succeed in his Kanto coup by *controlling Mewtwo* and unleashing an unstoppable living weapon to enforce Rocket rule. This presents the Council with dire questions: **Can Mewtwo be contained or reasoned with, or is it an existential threat that must be destroyed?** What ethical responsibility do the regions have toward a sentient being like Mewtwo, created by human hand? And how should the international community regulate or punish the kind of **genetic engineering** that Dr. Fuji pioneered? All will agree, however, that **Rocket's weaponization of science**, from creating synthetic Pokémon (Porygon, Mewtwo) to misusing devices like the Master Ball, is a menace that must be addressed. The fate of Dr. Fuji himself is also of concern: as both a victim and an enabler of Rocket's schemes, will he be rehabilitated and his knowledge used for good, or held accountable for the monsters his work has unleashed?

The Pokémon League System: Gyms, Elite Four, and Champions

Under normal circumstances, Kanto (and its neighboring region Johto) are governed not by traditional politicians or police alone, but by the **Pokémon League system**: a meritocratic hierarchy of skilled trainers entrusted with maintaining order and tradition. The **Indigo League** is the official regional league of Kanto and Johto, comprising a network of **eight Gym Leaders** spread across major cities of each region and the regional elite at the **Indigo Plateau**. Each **Gym Leader** is a respected trainer who specializes in a particular Pokémon type and oversees a city's Gym. They are responsible for testing trainers and awarding **Gym Badges** as



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proof of a trainer's skill. A trainer who collects **eight badges** from either all of Kanto's or Johto's gyms earns the right to challenge the League.

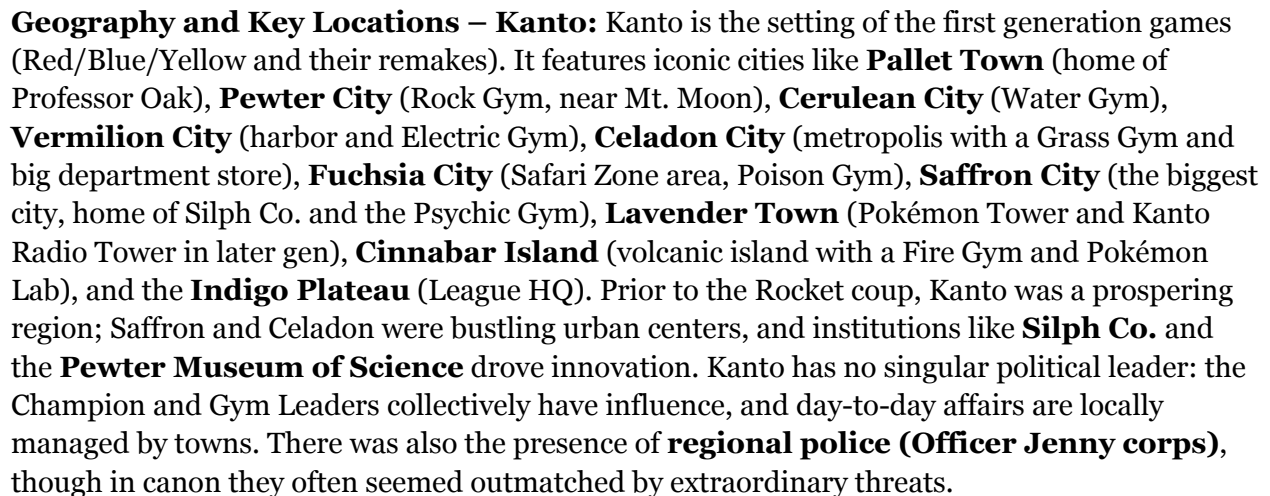
Above the gyms stands the **Elite Four**: four powerhouse trainers who reside at Indigo Plateau (on the border of Kanto and Johto) and act as the final gauntlet for challengers. In fact, Kanto and Johto **share the same Elite Four and Champion** during the events of Generations II and IV. This reflects the close ties between the two regions' governance. To become the regional Champion, a challenger must defeat all four Elite Four members *in a row* and then overcome the reigning **Pokémon Champion** in a final battle. The Champion is the title held by whichever trainer last defeated the Elite Four and previous champion, essentially the **strongest trainer in the region**, who serves as a figurehead of the League's authority. (For example, during the **Generation I timeframe**, the champion was *Blue* in the games or *Lance* in later continuity; by **Generation II**, three years later, **Champion Lance** is firmly established, having been the Dragon-type master of the Kanto Elite Four who rose to champion status. Lance's role in aiding against Team Rocket's Johto resurgence is well documented, showing how Champions can act to protect regional security in crises.)

The **Indigo Plateau**, where the Elite Four and Champion reside, is not just a battlefield, but a symbol of unity and sportsmanship. It hosts the **Indigo Plateau Conference** (in the anime, an international tournament for those who collected badges) and stands as the seat of the Pokémon League's administration. In peaceful times, the League Conference and Gym system provide a structured path for trainers to grow and for regional leaders to emerge. Gym Leaders and Elite Four members are often community leaders as much as accomplished battlers, maintaining local order and even assisting in emergencies (for instance, Gym Leaders have been shown stepping in to help deal with rampaging Pokémon or criminal threats in various media).





Kanto and **Johto** are twin regions located side-by-side on the same landmass. In fact, **Kanto and Johto are the only two major regions connected by land** in the Pokémon world. They form a contiguous territory, often compared to the real-world Kantō region of Japan for Kanto, and the Kansai/Chūbu regions for Johto. **Kanto lies to the east** and **Johto to the west**, with the imposing **Mount Silver** and Victory Road roughly near their border. Travel between the two is relatively easy by land or short sea routes. Culturally and historically, Kanto and Johto are distinct as Johto has ancient traditions and legends like Ho-Oh and the Kimono Girls of Ecruteak, whereas Kanto is more urban/modern, but they share a League and often cooperate.



SunMUN IV



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Tower), **Azalea Town** (Bug Gym, Slowpoke Well), **Goldenrod City** (the largest city of Johto, with a Normal-type Gym, Radio Tower, Magnet Train station – *Goldenrod is in fact one of the largest cities in the Pokémon world*), **Ecruteak City** (Ghost Gym, twin tower legends of Ho-Oh and Lugia), **Olivine City** (port city with a Lighthouse and Steel-type Gym), **Cianwood City** (across the sea, Fighting Gym, pharmacy), **Mahogany Town** (Ice Gym, near Lake of Rage), **Blackthorn City** (Dragon Gym, Dragon's Den), and the mountain areas leading to **Indigo Plateau**. Johto has a rich cultural heritage and is generally a bit more rural than Kanto, with traditions of folklore (the Legendary Beasts, the Ilex Forest and Celebi, etc.). Crucially, Johto's **Goldenrod City** hosts the **Goldenrod Radio Tower** and a magnet train connection to Saffron, making it a communications and transit hub.

Pokémon Centers, Storage Systems, and Poké Marts (Everyday Infrastructure)

Even amid war and political upheaval, the fundamental infrastructure of the Pokémon world remains relevant to our committee's discussions. Understanding these systems is important, as they may be leveraged by or disrupted by Team Rocket, and they're integral to civilian life and any recovery plans.

- **Pokémon Centers:** Ubiquitous in every city and most towns, Pokémon Centers provide **free medical care for Pokémon** and serve as communal hubs for trainers. A typical Pokémon Center has a front desk staffed by a **Nurse Joy** (and assisted by Chansey or Audino), who can heal an entire team of Pokémon in seconds using advanced healing machines. Centers also offer various amenities: **video phones for communication**, **PC terminals** to access Pokémon storage or send messages, trade machines for swapping Pokémon, and often a lounge for resting. In many regions, Pokémon Centers even include free lodging or at least a rest area for traveling trainers. This effectively makes them a public service akin to hospitals and inns, funded by the Pokémon League or regional government. In the current crisis, however, **Team Rocket has repurposed Kanto's Pokémon Centers into military outposts**. Instead of welcoming havens, they've become checkpoints that monitor and restrict trainer movement. The healing tech might now be reserved for Rocket's use, and communications there are likely censored. Part of rebuilding Kanto will involve **reinstating the neutrality and safety of Pokémon Centers**, as they are critical for public health (injured Pokémon and even by extension humans rely on their services). The Kouncil might discuss setting protocols to protect these centers in future conflicts (perhaps akin to treating them as protected "red cross" zones, though Team Rocket clearly violated that principle).
- **Pokémon Storage System (PC Network):** No trainer can carry more than **six Pokémon** at a time in an active party, but thanks to the Pokémon Storage System (often simply called "*Bill's PC*" in Kanto), excess Pokémon can be digitally stored and retrieved at will. The system was originally invented by a young tech genius named **Bill** in Kanto. It works by **digitizing Pokémon into data** and teleporting that data to storage boxes



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on remote servers. From any PC terminal (typically found in Pokémon Centers), a trainer can deposit or withdraw their Pokémon, effectively allowing instant transmission of Pokémon across any distance. This technology revolutionized Pokémon training, enabling trainers to catch many Pokémon without physically carrying all of them. In peacetime, the PC network is a benign utility, but under Rocket's regime, it could be weaponized or restricted. If Rocket controls the storage system in Kanto, they might **monitor or block trainers' access to their stored Pokémon**, essentially disarming would-be rebels by cutting off their *virtual* Pokémon supply. There are also dark possibilities (as seen in some manga lore) of using the system for nefarious ends like stealing others' Pokémon or conducting experiments. The Council may need to ensure the **digital security and independence of the Pokémon Storage network**. Perhaps Bill himself, or his Johto counterpart **Lanette** (who operates Hoenn's system), could advise on preventing Rocket from abusing the system. Post-liberation, the PC network will be key to reuniting trainers with Pokémon that were "trapped" in storage during the occupation.

- **Poké Marts:** These are the **retail shops** found in most cities and large towns that supply trainers with items. A typical Poké Mart sells **standard adventure supplies**: Poké Balls for catching Pokémon, various medicinal items (Potions, Antidotes, etc.), status-healing items, and sometimes specialty balls or TMs. Notably, **much of the merchandise in Poké Marts is produced by either Silph Co. or the Devon Corporation** (Devon is a similar tech company in the Hoenn region). This underscores the economic impact of Silph Co.'s occupation: Rocket effectively controls the supply of new Poké Balls and medicine in Kanto. In Johto, however, markets might boycott any Rocket-supplied goods or face shortages if trade with Kanto is cut. Prices and availability of goods can greatly affect the populace's ability to train and defend themselves. Moreover, in later games, the Poké Mart is often integrated into Pokémon Centers (a convenience introduced in Unova and beyond). If that's the case in our setting, those combined Centers/Marts under Rocket control mean access to essentials is at Rocket's mercy. The resistance will need supply lines, possibly relying on Johto's marts (for example, **Goldenrod's Department Store** is a major supplier), to equip their operatives. In a broader sense, delegates should consider **economic recovery**: re-opening Poké Marts, stabilizing the Poké Dollar currency, and ensuring people can obtain food (many marts sell basic foods) and Pokémon care items post-conflict.
- **Technical Machines (TMs) and Hidden Machines (HMs)** are specialized digital discs that **instantly teach Pokémon specific moves**. Developed by tech firms like **Silph Co.**, they revolutionized training by enabling broader move customization beyond what a Pokémon learns naturally. TMs are typically **single-use items** (in early generations) that teach offensive or support techniques, such as **Thunderbolt** or **Toxic**, allowing trainers to strategically tailor their Pokémon's skillsets. HMs, by contrast, are **multi-use and often essential for traversing the world**, granting moves like **Surf, Cut, Fly, and Strength** that double as overworld abilities enabling access to blocked areas or travel across regions.



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In this committee, the **distribution and control of TMs and HMs** takes on political significance. With Silph Co. under Team Rocket control, access to advanced TMs could be restricted or weaponized. Meanwhile, HMs like **Fly** or **Surf** could be critical for moving resistance forces or refugees. These tools are thus not only tactical assets for trainers but also **infrastructure tools** within the Pokémon world that affect movement, security, and communication.

- **Other Systems – Communication and Transport:** While not explicitly asked, it's worth noting related infrastructure. Kanto and Johto in Gen II have a **Railway (Magnet Train)** connecting Saffron City and Goldenrod City. If operating, this could be a crucial artery for moving refugees or troops – but the Kanto rails have been shut down since the beginning of the conflict. Kanto and Johto also share a **radio communication network**. Johto's **PokéGear** device (a common trainer gadget in Gen II) includes a radio tuner that can pick up stations from Goldenrod and (when not under Rocket control) Lavender Town. Post-takeover, Rocket broadcasts would be heard by anyone with a PokéGear or radio in range. Additionally, each region typically has a **regional professor** and research lab (Oak in Pallet for Kanto, Elm in New Bark for Johto). These labs might serve as advisory hubs for the council (Prof. Oak, for instance, could be a key voice on Pokémon behavior, and he has a radio show in Johto's canon which could counter Rocket propaganda).

Current Situation

Team Rocket's coup has effectively dismantled or co-opted the League system in Kanto. Giovanni's rise to power was a perversion of the system's integrity: he *was* Viridian City's Gym Leader (8th badge) while simultaneously the Rocket Boss, giving him insider access. Post-coup, all Kanto Gyms have been converted into Rocket bases or strongholds, their legitimate leaders ousted or in hiding. For example, one can imagine Pewter Gym (rock-type) now garrisoned by Rocket grunts, or Cerulean Gym (water-type) being used to house Rocket watercraft – the **exact scenario will depend on how the story is framed**, but clearly the traditional Gym Leaders (Brock, Misty, Lt. Surge, Erika, etc.) have been **deposed** or driven underground. Some of these leaders (and Kanto's Elite Four like Lorelei, Bruno, Agatha, Lance) have likely joined the fledgling **Resistance Council in Johto**, lending their expertise and moral authority to the cause of reclaiming Kanto. The same goes for Johto's own leaders (such as Falkner, Bugsy, Whitney, Morty, etc.), who are **hosting and aiding their Kanto counterparts**. In essence, the Indigo League's leadership has fractured into two camps: **those under Rocket control in Kanto versus those in exile rallying in Johto**.

For the Kouncil, a key debate will be **how to restore or reinvent the Pokémon League after Rocket's defeat**. Should the old Gym system and Indigo League simply be reinstated (perhaps with better oversight to prevent another Giovanni incident)? Or has the League's credibility been too tarnished, necessitating structural reform or a new system of governance? Some might propose an **international League oversight committee** or joint Kanto-Johto governance as a safeguard. Others may suggest more inclusion of civilian government to balance



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the League's power (since canonically, "League" officials double as de facto government in many cases). The concept of "**Pokémon personhood**" – granting rights to Pokémon and perhaps limiting how humans can use them – might even arise, especially in light of Rocket's abuses and the existence of synthetic Pokémon like Porygon/Mewtwo. All these issues tie back to how the Pokémon League framework is meant to ensure **ethical training and battling** and prevent the exploitation of Pokémon. The delegates will need to consider if the League failed Kanto by allowing Rocket's infiltration and, if so, how to rebuild **public trust** in whichever authority comes next.

Current State of Kanto (Post-Coup): The once-proud Kanto region is now effectively an occupied territory under Team Rocket's martial law. The **Indigo Plateau** itself presumably fell to Rocket early on (being in Kanto's bounds), which would have decapitated the League's leadership on day one of the coup. Many Gym Leaders and officials either fled or went into hiding as Rocket forces seized control of city after city. Everyday life in Kanto has been upended: **Rocket checkpoints** monitor movement (imagine roadblocks on routes and Rocket grunts patrolling towns). **Pokémon Centers**, normally safe havens providing free healing and rest, have been converted into military outposts and propaganda stations (the scenario text mentions centers now serve as checkpoints). Civilians likely face curfews and constant surveillance. Team Rocket has also **commandeered the media** – any radio or TV broadcasts are surely Rocket-approved. (If the timeline is post-Gen I, Kanto would have a Radio Tower in Lavender Town; one can assume Rocket controls that, just as they did the Goldenrod tower in Johto temporarily). In short, Kanto is in **a state of fear and misinformation**, with Rocket grunts enforcing order and broadcasting triumphalist messages of a "new Pokéworld order." The Master Ball and Mewtwo projects are held up as evidence that **resistance is futile** – Rocket claims to wield literal legendary power and the means to instantly subdue any Pokémon that opposes them.

Despite this grim picture, pockets of resistance remain in Kanto underground. Some townspeople may secretly aid the resistance; for example, **the Pewter and Cerulean communities** might hide their Gym Leaders (Brock and Misty) until they can be moved to safety. The general Kanto population is **traumatized and divided** – some are cowed into collaboration or apathy, while others are quietly hopeful for liberation. Rebuilding public trust will be a huge issue once Rocket is removed: the people of Kanto will need assurance that such a catastrophe will never happen again.

Current State of Johto (Haven and Ally): Johto, for now, remains free from Rocket control, and it has become the natural rallying point for Kanto's exiled leadership. The Kanto Recovery "Kouncil" is explicitly a coalition of **Kanto Gym Leaders, Elite Four members, and respected figures, hosted by Johto's leadership**. High-profile individuals like **Lance (Champion), Prof. Oak, and Gym Leaders such as Brock, Misty, and Lieutenant Surge** are among the delegates or advisors. Johto's own Gym Leaders (like **Jasmine of Olivine, Morty of Ecruteak, Claire of Blackthorn**, etc.) are part of or at least supporting this council as well. In effect, Johto's government and people are extending hospitality and strategic support to their Kanto neighbors, but not without concerns: if Team Rocket consolidates Kanto, Johto could be *their next target*. Historically, Johto has tasted



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Rocket's aggression before: in the **Goldenrod City incident**, Team Rocket staged a full takeover of Goldenrod's Radio Tower and even occupied the city for a brief time before being defeated. They also caused havoc at the **Lake of Rage** by forcing Pokémon evolution (the Red Gyarados incident) and infiltrated the **Mahogany Town** area in Gen II canon. Thus Johto's authorities are keenly aware of Rocket's methods, and they are likely bolstering their defenses even as they help plan Kanto's liberation. Cities like **Goldenrod** (with its transport and media infrastructure) and **Blackthorn** (strategically near Mt. Silver) might be key strategic locations for the resistance movement's logistics.

In summary, Johto currently represents **hope and a base of operations** for turning the tides. The Council of Resistance will be meeting on Johto soil, coordinating resources from both regions. However, Johto must also guard against Rocket spies or preemptive strikes (for instance, Rocket could attempt sabotage in Johto to send a message). The solidarity between Kanto and Johto in this crisis is heartening as it shows that **regional alliances** can stand up to villainy, but it also raises longer-term discussions: Should Kanto and Johto integrate further politically to ensure mutual security? If an external threat like Team Rocket can topple one region so swiftly, perhaps a **unified regional defense coalition** (including other neighboring regions like Hoenn or Sinnoh) might be proposed. The decisions made in this council could set precedents for all other regions on how to handle **trans-regional crises** and villainous threats moving forward.

The Kanto region has been seized by Team Rocket, transforming its cities, infrastructure, and institutions into tools of authoritarian control. Gyms once seen as centers of growth and community have been converted into Rocket strongholds, while Pokémon Centers, symbols of care and refuge, now operate as military checkpoints. Silph Co., the heart of Kanto's technological progress, has fallen into Rocket hands, giving Giovanni access to dangerous inventions such as the Master Ball. At the same time, the completion of the Mewtwo project looms over the region, a symbol of Rocket's willingness to bend science and morality to secure its rule. Daily life in Kanto has been reduced to curfews, propaganda, and fear, with resistance scattered and civilians caught in the crossfire.

Across the border in Johto, exiled leaders from Kanto have convened with Johto's own trainers and officials to form the Kanto Recovery Council, a coalition tasked with restoring freedom to the occupied region. Yet liberation is only the beginning. The council must confront not just how to defeat Team Rocket, but how to rebuild a society scarred by occupation. Questions of governance, ethics, and regional solidarity will define whether Kanto emerges merely restored or truly transformed.



Questions to Consider

1. How did Team Rocket acquire Mew's DNA, and should a formal investigation be launched?
2. Can Mewtwo be trusted or ethically contained, or must it be destroyed?
3. Should the Master Ball be considered a threat to Pokémon freedom?
4. How can public confidence be restored in the Pokémon League, or is a new governance model needed?
5. Is Pokémon personhood viable in a world where synthetic Pokémon now exist?
6. How can regional security be strengthened to prevent Rocket-style coups elsewhere?



List of Positions

1. Falkner – Gym Leader of Violet City (Flying-Type Specialist)

Falkner is the proud heir to the traditions of the Violet Gym, having succeeded his father as Gym Leader. A staunch believer in the honor of battle and the elegance of Flying-type Pokémon, he often invokes old-school trainer values, emphasizing loyalty, discipline, and skill over brute force or technological shortcuts. As the first gym in the Johto League circuit, Falkner represents the threshold between novice ambition and elite mastery.

Falkner is likely to be one of the strongest advocates for preserving the League system. He sees Team Rocket's seizure of Kanto's gyms not just as a political move, but as a desecration of what those buildings and their battles stood for. Expect Falkner to push for symbolic reclamation projects and a return to structured Gym leadership. His air unit (composed of trained Flying-types) may also play a pivotal role in early-stage recon or humanitarian missions over occupied territory.

2. Bugsy – Gym Leader of Azalea Town (Bug-Type Specialist)

Bugsy is a prodigy in both entomology and battlefield tactics. Despite his young age, he's known for his encyclopedic knowledge of Bug-types and their evolution, and he prides himself on seeing beauty and complexity where others see weakness. He hails from Azalea Town, a community closely tied to tradition, particularly the practice of crafting Poké Balls from Apricorns.

Bugsy brings a tactical and scientific edge. He may advocate for unorthodox strategies involving rapid, decentralized resistance squads, or for research into natural alternatives to synthetic Pokémon. Having once studied the Slowpoke Well crisis caused by Team Rocket, Buggy also carries firsthand knowledge of their underground operations. His expertise may position him as a key voice in discussions on biotech ethics and regional conservation.

3. Whitney – Gym Leader of Goldenrod City (Normal-Type Specialist)

Whitney, Goldenrod's Normal-type Gym Leader, is beloved by the public and media alike. Known for her cheerful pick me personality and formidable Miltank, she became a celebrity figure throughout Johto during the peak of the Pokémon League's popularity. As leader of the largest metropolitan gym in Johto, her role blends influence, showmanship, and legitimate battle prowess.

Whitney represents the power of public opinion. Her ties to the Goldenrod Radio Tower and local social media apparatus make her uniquely equipped to shape civilian morale and propaganda. She may lead outreach efforts, coordinate relief concerts or broadcasts, or even serve as a political envoy to foster trust with Kanto refugees. Whitney must decide whether her role is to maintain hope... or ignite fervor.



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4. Morty – Gym Leader of Ecruteak City (Ghost-Type Specialist)

Morty is the spiritual heart of Johto's League system. As Gym Leader of Ecruteak City, a place steeped in legend and home to the Burned Tower, he is a historian, seer, and trainer deeply attuned to the myths that underpin Pokémon civilization. Morty has studied the Legendary Beasts, the lore of Ho-Oh, and the balance between life and death.

Morty serves as a philosophical compass. He is likely to raise existential and spiritual concerns over the creation of synthetic Pokémon like Mewtwo. Should humans play god? Can soul and will be engineered? He may also advocate for protective action over sacred spaces or ancient artifacts. His ghost-type partners may make him especially useful in covert or reconnaissance roles, should the Kouncil choose a darker path.

5. Chuck – Gym Leader of Cianwood City (Fighting-Type Specialist)

Chuck is the embodiment of physical strength, discipline, and resilience. Hailing from the remote coastal town of Cianwood, he trains both his body and his Pokémon through intense regimen. Though seemingly brash and loud, Chuck's wisdom runs deep... he believes in inner strength as much as outer muscle.

Chuck brings raw military might and logistical backbone to the Kouncil. His gym is positioned near the Whirl Islands and sits across the sea from Olivine, giving him naval awareness and potential shipping routes for resistance operations. Chuck may serve as a general or lead arms training efforts. Alternatively, he may advocate for a pre-emptive, full-scale offensive to retake Kanto before Mewtwo is complete.

6. Jasmine – Gym Leader of Olivine City (Steel-Type Specialist)

Jasmine is quiet, composed, and fiercely loyal to her city and her Steel-type Pokémon. Known for her connection to the Glitter Lighthouse and her empathy for injured Pokémon, she represents a new generation of Gym Leaders shaped by modernity and compassion rather than bravado.

Jasmine can serve as a voice of reason and restoration. Her affinity for technologically complex Pokémon makes her well-positioned to weigh in on debates about genetic engineering and synthetic Pokémon. She may also play a key role in leading refugee aid, lighthouse communication networks, or ensuring Pokémon Centers remain outside the influence of militant forces. Jasmine is not one to speak often, but when she does, others listen.

7. Pryce – Gym Leader of Mahogany Town (Ice-Type Specialist)

Pryce is one of the oldest Gym Leaders in the region and a veteran of Pokémon battles from a time long before the modern League system. He trains Ice-types, which he sees as a metaphor for endurance, clarity, and emotional restraint. His past is steeped in loss, notably the disappearance of his beloved Piloswine in a tragic avalanche.



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Pryce is a conservative elder statesman figure. He may urge the Council toward slow, cautious action fearing that rash decisions could bring more harm than good. Alternatively, he may call for the complete severance of ties with technology, seeing Mewtwo's creation as proof that the modern world has lost its moral compass. His experience lends him weight in debates, and his icy exterior hides a fire that may reignite if his homeland is at stake.

8. Clair – Gym Leader of Blackthorn City (Dragon-Type Specialist)

Clair is a descendant of a long and storied lineage of Dragon Masters, related to Lance of the Elite Four. As the Gym Leader of Blackthorn City, a place known for its isolation and reverence for dragon lore, Clair is immensely proud and unrelentingly ambitious. She trains her team with an unforgiving rigor, aspiring to rise beyond her current station.

Clair is likely to push for high-level decision-making authority. Her ties to Lance and her mastery of rare, powerful Pokémon give her a claim to leadership. She may view Mewtwo as a direct affront to natural Pokémon superiority and call for elite strike teams or high-risk espionage missions. Alternatively, her ambition may see her eyeing leadership over a reformed League altogether.

9. Brock – Gym Leader of Pewter City (Rock-Type Specialist)

Brock, former Gym Leader of Pewter City and a beloved traveling companion to many in the *Indigo League* anime, is known for his maturity, reliability, and devotion to his Pokémon and younger siblings. A Rock-type specialist, Brock takes pride in unshakable foundations, both in battle and in life.

Brock is a moral anchor. His history of mentoring younger trainers and acting as a caretaker positions him well to lead efforts for refugee welfare, orphan Pokémon shelters, or League reeducation initiatives. However, having witnessed Team Rocket's dismantling of Pewter City, Brock may also carry deep personal stakes... and a burning desire for justice.

10. Misty – Gym Leader of Cerulean City (Water-Type Specialist)

Misty, Cerulean's fiery and headstrong Gym Leader, is no stranger to adversity. Having stepped into leadership while still a teenager, she has proven herself in both personal and professional challenges. Her reputation from the *Indigo League* anime as both a traveling companion and rising battler precedes her.

Misty is likely to advocate fiercely for youth involvement, the defense of civilian populations, and the safeguarding of natural water systems, many of which Team Rocket may be exploiting. She could be pivotal in diplomatic missions, especially with coastal towns or sea-based allies. Misty's voice is one of urgency, pragmatism, and defiance.

11. Lt. Surge – Gym Leader of Vermilion City (Electric-Type Specialist)



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Lt. Surge is a former soldier turned Gym Leader, having served in a war that left deep scars on the Kanto region. Known as “The Lightning American,” he is blunt, imposing, and utterly no-nonsense. His military background shaped his commanding presence and his love for Electric-types symbols of speed and power.

Surge may take charge of any militarized planning. He views Team Rocket as a fascist threat and believes only overwhelming force can dismantle them. His knowledge of power grids and wartime communication infrastructure also positions him to help sabotage Rocket control nodes or rebuild critical infrastructure post-liberation. Surge will likely butt heads with more diplomatic approaches, but his strategic value is undeniable.

12. Erika – Gym Leader of Celadon City (Grass-Type Specialist)

Erika is the poised, soft-spoken Gym Leader of Celadon City; a region once known for its harmony and luxury. She runs a perfume shop alongside her gym and is seen by many as a cultural icon, blending refinement with strength. She believes in the balance between humans and Pokémon, and her deep spiritual connection to nature defines her worldview.

Erika serves as a cultural ambassador and environmental advocate. Celadon’s fall to Rocket control particularly the conversion of its department store and gardens into propaganda hubs has galvanized her. She may champion initiatives to reclaim cultural landmarks, reform public education, or reinstate environmental protections gutted by Rocket’s genetic labs. She is subtle, but resolute.

13. Janine – Gym Leader of Fuchsia City (Poison-Type Specialist)

Daughter of former Gym Leader Koga, Janine has stepped into her father’s shoes following his promotion to the Elite Four. A stealth and poison specialist, she is trained in both Gym leadership and covert operations. Her youth is balanced by cunning, and she is rumored to have led resistance movements even before joining the Council.

Janine excels in espionage, infiltration planning, and counterintelligence. She is one of the few with firsthand knowledge of Rocket’s inner city networks, and her spies may be active inside Kanto even now. Expect her to propose surgical strikes, intelligence-gathering missions, and misinformation campaigns. Janine is a dangerous ally, and an even more dangerous enemy.

14. Sabrina – Gym Leader of Saffron City (Psychic-Type Specialist)

Sabrina is an immensely powerful Psychic-type specialist and Gym Leader of Saffron City, which fell swiftly under Rocket control due to its strategic location and Silph Co.’s presence. Her psychic powers are rumored to extend beyond training, potentially including limited telepathy or precognition. Sabrina is serious, mysterious, and operates on a level many struggle to understand.



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Sabrina is an enigma, possibly the most valuable mind on the Kouncil, or its greatest threat. Her psychic insights may allow for Rocket codebreaking, detecting traitors, or even understanding Mewtwo's own psychology. However, her past association with Silph Co. and her prior unwillingness to align with League politics may cause tension. So the question remains, can she really be trusted?

15. Blaine – Gym Leader of Cinnabar Island (Fire-Type Specialist)

Blaine is a brilliant but reclusive scientist-turned-Gym Leader, operating out of the Seafoam Islands after the destruction of Cinnabar Island's volcano. Once a researcher involved in early Pokémon cloning experiments including the Mew project... Blaine's past remains shadowy, but his intellect is beyond question.

Blaine is a crucial scientific advisor, perhaps the only one who understands the full implications of Team Rocket's Mewtwo project. His knowledge of genetics, fossil resurrection, and experimental evolution puts him in direct confrontation with Rocket ideology. Whether he is here to atone, to advise, or to confront the ghosts of his past will be up to the Kouncil's proceedings.

16. Blue – Gym Leader of Viridian City (Former Champion, Oak's Grandson)

Blue, known as Gary Oak in the *Indigo League* anime, is a prodigious trainer, former Pokémon League Champion, and the current Gym Leader of Viridian City. As the grandson of the famed Professor Oak, Blue grew up surrounded by high expectations, and exceeded most of them. In the games, he becomes Champion before the player ever reaches the Elite Four, only to be defeated in a humbling loss that shapes his future. In the anime, Gary begins as an arrogant rival to Ash Ketchum, but matures over time into a serious and disciplined Pokémon researcher.

Blue assumed control of the Viridian Gym, formerly under the shadowy rule of Giovanni, after the fall of Team Rocket in official League canon. In this alternate timeline, however, his return to Viridian coincides with Team Rocket's resurgence, forcing him to defend a gym long used as their central operations hub. Whether out of guilt, duty, or personal pride, Blue stands firm.

17. Agatha – Elite Four Member (Kanto, Ghost-Type Specialist)

A tenured battler with a sharp tongue and sharper instincts, Agatha is one of the most feared members of the Kanto Elite Four. First introduced in *Pokémon Red/Blue/Green* and the *Indigo League* anime, she rose through the League ranks alongside Professor Oak, though their ideological divide is legendary. Where Oak embraced research and diplomacy, Agatha has always valued strength, discipline, and a no-nonsense approach to leadership. That split shaped her political outlook: institutions grow soft without challenge.

Now exiled to Johto, Agatha is determined not to let sentimentality or indecision doom the resistance. She believes Team Rocket's rise was a result of complacency and weak



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leadership traits she refuses to see repeated in the Kouncil. She can be expected to push for stricter standards, elite military training, and swift retaliation. Though her old-school mindset may alienate reformers, her experience and battlefield credibility are unmatched. Whether she becomes a pillar of the new order or its most cantankerous critic remains to be seen.

18. Koga – Elite Four Member (Kanto, Poison-Type Specialist)

A former Gym Leader of Fuchsia City and now a hardened Elite Four member, Koga's evolution mirrors the shifting state of Kanto itself. In both the games and anime, Koga is known for his mastery of stealth, toxins, and precision. He's a ninja in both philosophy and battle. After his promotion to the Elite Four, he retained his strict regimen of discipline and loyalty, raising concerns about infiltration and psychological warfare long before Team Rocket's coup.

Now part of the resistance, Koga is more than just a tactician; he's a quiet but forceful advocate for regional intelligence reform and proactive defense. His experience in subterfuge and his shadow network of contacts make him a vital asset, though his clandestine methods may alienate idealists. Whether he remains a silent dagger in the shadows or steps forward into leadership will depend on the Kouncil's appetite for unorthodox warfare.

19. Bruno – Elite Four Member (Kanto, Fighting-Type Specialist)

Bruno, a towering presence in the Elite Four and master of Fighting-types, embodies raw strength and discipline. In both anime and game appearances, he is portrayed as stoic, loyal, and intensely focused on self-improvement - both physical and spiritual. A follower of austere routines and personal honor, Bruno viewed the League as sacred, and the fall of Kanto struck him as a personal failure of its guardians.

Now in Johto, Bruno is determined to restore that honor, but his path is rooted in simplicity: train harder, strike first, and crush corruption with decisive force. He sees debate and bureaucracy as obstacles to action, often clashing with the more philosophical or strategic minds in the Kouncil. Still, his loyalty is absolute, and in times of chaos, few can match the reassurance of his steady leadership and fists of steel.

20. Karen – Elite Four Member (Kanto, Dark-Type Specialist)

Karen, known for her mastery of Dark-type Pokémon, believes that true strength comes from embracing one's individuality; a philosophy that places her at odds with Team Rocket's uniform vision of obedience and control. Introduced in *Gold/Silver* and featured in *HeartGold/SoulSilver*, Karen is cunning, elegant, and fiercely independent. While not as vocal as some in the resistance, her moral compass is deeply attuned to personal freedom and artistic expression.

Karen's voice will be critical in shaping the cultural and ethical rebirth of Kanto. She is a champion of protecting Pokémon expression, trainer autonomy, and resisting state



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surveillance. Her sharp instincts and psychological insight make her a natural ally for diplomatic or soft power initiatives, though her detached demeanor can sometimes mask the intensity of her convictions. Don't mistake her calm for passivity - Karen plays the long game.

21. Lance – Champion of the Indigo League (Dragon-Type Specialist)

Lance, the Dragon Master and de facto leader of the Indigo Plateau, is widely considered one of the most powerful and respected trainers in the world. Featured prominently in *Red/Blue*, *Gold/Silver*, and the *Indigo League* anime, Lance has always stood for balance, between strength and compassion, tradition and evolution. The fall of Kanto under his watch is a devastating blow, one he takes personally, and one he now seeks to atone for.

Now coordinating the Johto-led resistance, Lance serves as the Kouncil's strongest symbol of hope. But his gravitas comes with a burden - many look to him for decisive leadership, while others see his failure to prevent the collapse as disqualifying. Whether he guides Kanto's rebirth or fades into symbolic relevance depends on how he adapts to a political world that demands more than strength. Dragons may be rare, but so is second redemption.

22. Professor Oak – Pokémon Researcher (Pallet Town, Kanto)

Samuel Oak, one of the foremost Pokémon researchers in the world, is a beloved but polarizing figure in the wake of Team Rocket's takeover. Known from the *Indigo League* anime and the core *Red/Blue* games, Oak's work laid the foundation for the Pokédex, the modern Trainer system, and ethical Pokémon research. His lifelong rivalry with Agatha and his policy of non-intervention have drawn criticism, many believe Oak's intellectual elitism allowed corruption to fester beneath his nose.

Now working with the Kouncil from exile, Oak remains an unmatched resource on Pokémon biology, League history, and interregional relations. But whether he can stomach the messy business of revolution remains to be seen. Oak offers wisdom and credibility, but his hesitancy toward militarization and emotional ties to Kanto's old guard may make him a stabilizer... or a brake.

23. Professor Elm – Pokémon Researcher (New Bark Town, Johto)

Professor Elm, Johto's leading Pokémon scholar, is less well-known than Oak but no less important to the region's intellectual foundation. Introduced in *Gold/Silver*, Elm specializes in Pokémon breeding, evolution, and intergenerational transmission of traits. He brings a quieter, more technical lens to the resistance, and is often the one to temper emotional decisions with empirical reasoning.

Elm serves as both an adviser and a forensic scientist, working to uncover the full extent of Rocket's experimentation and the mysteries behind Mewtwo. While not politically inclined, Elm's research may be vital in constructing ethical boundaries for artificial



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Pokémon creation. In an era where science was twisted into a weapon, Elm represents a version of research guided by humility and care.

24. Silver – Trainer Rival (Johto)

A solitary and ruthless trainer introduced in *Gold/Silver*, Silver is driven by vengeance and a deep hatred of weakness, particularly the kind he associates with Team Rocket. Though his full past is shrouded in secrecy, Silver's aggression and disdain for authority have made him both an asset and a liability. His Pokémon team emphasizes speed and raw power, and he rejects traditional League values of sportsmanship.

Silver operates on the fringes: his connections, motives, and long-term allegiances are unclear, but his passion is undeniable. He may push the group toward more radical strategies, unorthodox alliances, or covert missions behind enemy lines. The Council must decide: is Silver a vengeful rogue to keep in check or a misunderstood warrior who may hold the key to breaking Rocket's hold from within?



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