

*Crisis  
Committees*

# Forever Evil: Injustice League vs the Crime Syndicate



**CHAIR:** Ethan Albert

*GWCA XXIX*

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## Letter from the Chair

Greetings delegates and welcome to GW CIA XXVIII!!!!

I am Ethan Albert and I will be your Chair for this committee. I am a current junior at the Elliott School of International Affairs majoring in Asia Studies with minors in Japanese and Religion. I am a part of the Model UN team here at GW and have done this since my freshman year of high school, though that is not the only thing I do here. I am a member of the Tabletop Gaming Society with a love of gaming (especially Dungeons and Dragons and my love-hate relationship with Catan), and I am a member of the Japan Club here at GW as well.

I chose this committee to highlight my favorite comic universe DC and wanted to do something a little different than normal. As opposed to a normal “good guys stop bad guy” stereotypical superhero story, I thought “wait what about a story where the villains were the good guys?” Which leads us here! The *New 52* universe is what brought me back into superheroes and comics in general so it will always hold a special place in my heart, despite its on and off quality over the years.

I hope to see fruitful and healthy debate throughout the day and the unique and interesting ideas you all will bring to the committee! Just please remember to be civil and remember to treat all members with respect throughout the entire day (this is not negotiable).

Additionally, I have also taken it upon myself to help you all get familiar with some terms that you might not know or understand by *writing them like this* so that you can get familiar with terms that will be central to debate and knowing what is going on. Hopefully that helps! :)

If you have any questions, please feel free to email me at [ealbert25@gwu.edu](mailto:ealbert25@gwu.edu) and **don't forget to CC your advisor!**

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## Committee Background

It is a dark day on *Earth-o*. The *Watchtower*, the home of the *Justice League* and bastion of the heroes of Earth has fallen to its fiery grave off the coast of Rhode Island. With this the Justice League, the defenders of Earth, are dead. The cape of Superman, the Lasso of Truth, and the Trident of Atlan have been showcased across the globe as trophies and proof of their deaths by a group of villains known as the *Crime Syndicate*. Announcing themselves to be the new masters of Earth after their unmasking of *Nightwing*, the *Crime Syndicate's* **Owlman, Ultraman, Superwoman, Deathstorm, Grid, Power Ring, and Johnny Quick** quickly launched their blitz of an undefended Earth alongside their allied supervillain army.

But despite all of this, an unholy alliance of petty thieves, *Justice League* survivors, supervillains, and magicians have brokered a shaky peace in order to challenge and reclaim Earth from these invaders. So far these efforts towards peace have been successful with the recent battle at the *Bat Cave* ending in a relative success, with *Sinestro* even eliminating one of the *Crime Syndicate's* leaders, **Power Ring**— following this event, this committee has been gathered to ensure the security of the Earth. It is up to the delegates of this committee to take hold of the story and attempt to save the Earth, die trying, or even betray your allies in service of the *Crime Syndicate*. (*The end of Issue #5 of **Justice League: Forever Evil** is roughly when this committee will take place.*)

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## Current Mission: Stop the *Crime Syndicate* and Save Earth!

Following the incursion at the *Bat Cave* in *Gotham* alongside the death of **Power Ring**, a shaky alliance has formed between heroes and villains to save Earth following the supposed death of the *Justice League*. Having established a base in *Central City* after **The Rogues** defeated **Gorilla Grod** and **Lex Luthor** and **Batman's** squad exfiltrated themselves from the chaos of *Gotham*, this committee can clearly see the devastation that the *Crime Syndicate* has caused, especially from information gathered from the defeats of **Gorilla Grod** and **Power Ring**.

The *Crime Syndicate*, from their base in **Happy Harbor, Rhode Island**, have begun to topple government after government despite their setbacks in *Gotham* and *Central City*. From their base of operations, intelligence has surfaced that they have taken **Nightwing** hostage and revealed to the world his identity. Furthermore, rumors have been spreading that the *Justice League* is not truly dead— at least not yet. Thanks to **Batman's** intelligence it is understood that the *Justice League* is currently trapped inside what is known as the *Firestorm Matrix*. This matrix stands as both a prison and an entity itself, formed by two active physical forces that collide and are fused together in a dangerous explosion. Being trapped inside this matrix for long could bring the *Justice League* to a certain end. A mission to rescue them would prove incredibly difficult and undeniably dangerous, and unique solutions will be needed from this committee in order to undergo such a mission.

It is the mission of this committee to strike the *Crime Syndicate* hard and fast, with as much surprise as possible. At the same time, it is pivotal that the members of this committee find a way to rescue the *Justice League* and *Teen Titans* from the *Firestorm Matrix* without having **Firestorm**, the entity which holds the matrix

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together, go up in flames in the process. What we need today are creative and effective plans to counter take the fight to the *Crime Syndicate*. We implore that you use any means necessary to save Earth from these invaders and defeat them once and for all. While we may be a ragtag and varied group of heroes, villains, and everything in between, we need cooperation and collaboration to overcome this threat. Especially should some of you have other plans for yourself and Earth... Good luck and keep our world from being stuck in *Aeternus Malum*– “Forever Evil.”

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## Guiding Questions

1. From all the reports we have seen, the *Crime Syndicate* has an uncanny resemblance to our world's *Justice League*– who are they and where did they come from?
2. Each of the delegates gathered here come with different abilities, contacts, and powers– how can these powers and abilities be used collaboratively to save the Earth?
3. Recently, rumors have arisen that the *Crime Syndicate* is running from something or someone... Who or What is that?
4. All of the individuals gathered in this committee have fought each other at some point or another, so how can heroes and villains cooperate despite such vastly different worldviews and ideals?
5. The main objective of this committee is to free Earth from the *Crime Syndicate*. How can this committee get an opportunity to strike at the *Crime Syndicate* in the first place?
6. How can you effectively use the backroom, via your crisis notes, to achieve your goals and influence the committee? Should your character work towards the overall goals of the committee, or is betrayal a viable option?
7. From *Gotham* and *Metropolis* all the way to the planet of *Oa* and the *House of Mystery*, strange supernatural occurrences have been recorded since the *Crime Syndicate* invaded. Is there any connection that can be exploited, or should these supernatural occurrences be feared?

## Character List

### **Batman**

Batman is the famed Arkham Knight of Gotham by night and billionaire philanthropist Bruce Wayne by day. Before the *Crime Syndicate* invasion, Batman had a varied and large arsenal of technological gadgets and tools that he would use to level the playing field between him and his opponents with superpowers. A master of stealth and technology, Batman is among the most respected and feared individuals in Gotham.

### **Bizarro**

Bizarro possesses a distorted version of Superman's powers, often resulting in unintended and chaotic consequences due to his imperfect duplication of the Man of Steel's abilities. His goal is to prove himself as Superman's opposite, believing his actions are righteous even when they lead to misunderstandings and destruction. Bizarro struggles with his desire to be a hero while often being perceived as a villain due to his unpredictable behavior and flawed reasoning.

### **Black Adam**

Black Adam harnesses the power of ancient Egyptian magic similar to that of Shazam, granting him superhuman strength, speed, and endurance. Originally a champion for justice, he became corrupted by his desire for vengeance and power after being betrayed and imprisoned for centuries. Black Adam wishes to establish himself as a formidable ruler of Kahndaq, using his abilities to enforce his vision of order and justice, often clashing with superheroes who oppose his methods.



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## **Black Manta**

Black Manta is a skilled underwater combatant and technological genius with advanced equipment that enables him to survive and thrive beneath the seas. His primary goal is to exact revenge on Aquaman, whom he holds responsible for personal tragedies in his life. Black Manta's ruthless nature and cunning make him a dangerous adversary, often aligning himself with other villains to achieve his vendetta against the King of Atlantis.

## **Captain Cold**

A calculated and methodical criminal who wields a Cold Gun capable of freezing objects and people, Captain Cold has a strategic advantage over his foes. He leads a group known as the Rogues, criminals with a strict code of honor that sets them apart from more chaotic villains. Captain Cold's goal is to outwit and outmaneuver the Flash, whom he views as his arch-nemesis, using his intellect and strategic planning to perpetrate heists and evade capture in Central City.

## **Catwoman**

Catwoman is a skilled thief and agile combatant with a complex moral code that often places her at odds with both criminals and law enforcement. Despite her criminal activities, she maintains a strong sense of justice and compassion, occasionally aligning herself with Batman and other heroes when their interests align. Catwoman's goals typically revolve around personal gain and challenging societal norms, often finding herself torn between her loyalty to Gotham's criminal underworld and her desire for a more legitimate life.

## **Lex Luthor**

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A brilliant scientist, inventor, and strategist, Lex Luthor holds an intense hatred for Superman, whom he views as a threat to humanity's potential for greatness. Despite his lack of superhuman abilities, Lex Luthor uses his vast wealth, intellect, and influence to undermine Superman and position himself as Earth's true savior. He is engaged with advancing his own ambitions for power and control while portraying himself as a benefactor to humanity, leading to frequent clashes with superheroes and ethical dilemmas about the means he employs.

## **Sinestro**

Sinestro is a former Green Lantern Corps member who wielded a Yellow Power Ring fueled by fear, granting him abilities comparable to those of the Green Lanterns. He aims to impose order through fear and establish his own version of “justice” across the universe, often viewing himself as the hero of his own story. Sinestro's beliefs and methods frequently put him at odds with the Green Lantern Corps and other cosmic defenders, leading to conflicts that test his resolve and motivations.

## **Cyborg**

Cyborg is a hero who merges advanced technology with his own organic body, granting him superhuman strength, durability, and technopathic abilities. Originally a promising athlete and student, Victor Stone was transformed into Cyborg after a catastrophic accident, becoming a cybernetic hero dedicated to protecting humanity from technological threats. Balancing his dual identity as both human and machine while navigating the complexities of superhero life and his relationships with other heroes poses a unique challenge to Cyborg.

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## **Deathstroke**

Also known as Slade Wilson, Deathstroke is a highly skilled mercenary and assassin with enhanced strength, agility, and regenerative abilities due to experimental enhancements. His goals vary from fulfilling mercenary contracts to pursuing personal vendettas against superheroes and anti-heroes who stand in his way. Deathstroke's tactical genius and ruthless efficiency make him a formidable opponent, often pushing him to the limits of his moral boundaries as he navigates a world of complex alliances and deadly conflicts.

## **Weather Wizard**

Weather Wizard possesses a magical wand that allows him to control and manipulate weather patterns, granting him control over lightning, wind, rain, and temperature. His goals typically revolve around personal gain, seeking to use his powers to achieve wealth, status, and revenge against those who have wronged him. Weather Wizard's abilities make him a formidable adversary, capable of wreaking havoc on a global scale while evading capture by law enforcement and superhero adversaries.

## **Trickster**

A cunning and unpredictable prankster, Trickster has a genius intellect and a penchant for creating chaos using various gadgets and devices. His goals often center around achieving notoriety and challenging the Flash, whom he views as his arch-nemesis and the ultimate foil to his schemes. Despite his criminal activities, Trickster's charismatic personality and occasional moments of moral ambiguity make him a complex character who straddles the line between villainy and anti-heroism in Central City.

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## **Pied Piper**

Pied Piper is a reformed villain with the ability to manipulate sound through his enchanted flute, using his powers for both criminal activities and heroic deeds when necessary. He is primarily focused on seeking redemption for his past misdeeds while also navigating the challenges of his conflicted identity. Pied Piper's mastery of sound manipulation and moral complexities make him a compelling ally and occasional challenger to the Flash and other heroes in Central City.

## **Golden Glider**

Golden Glider possesses frictionless boots that enable her to skate on air and wields magical daggers imbued with supernatural energies. Her goals typically align with personal gain and loyalty to her brother, Captain Cold, often using her abilities to aid him in criminal endeavors while maintaining a sense of independence and ambition. Golden Glider's complicated relationships and unique abilities make her a formidable presence in Gotham City's criminal underworld, occasionally challenging both heroes and villains alike.

## **Mirror Master**

Mirror Master utilizes advanced technology to manipulate reflective surfaces, enabling him to create illusions, teleport, and trap opponents in alternate dimensions. His goals often center around achieving wealth, power, and recognition, using his abilities to commit high-profile crimes and outsmart law enforcement and superhero adversaries. Mirror Master's strategic intellect and mastery of dimensional manipulation make him a formidable enemy to the Flash and other heroes in Central City.

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## **John Constantine**

John Constantine is a con-man, occult detective, and sorcerer with a knack for navigating supernatural threats and dark magic. He aims to protect humanity from mystical and supernatural dangers while balancing his own survival and moral ambiguity. Constantine's cynical demeanor and penchant for bending the rules make him a controversial figure among both allies and enemies in the occult world, often drawing him into complex conspiracies and dangerous supernatural conflicts that test his wit and resourcefulness.

## **Deadman**

Deadman is a ghostly entity with the ability to possess and control the living, using his spectral powers to fight injustice and protect the innocent. He is often preoccupied with finding redemption for his past sins while aiding those in need across different dimensions and realms. Deadman's unique abilities and haunted past make him a tragic ally to heroes and occasional adversary to supernatural threats that threaten the balance between life and death.

## **Zatanna**

Zatanna is a powerful magician with the ability to cast spells by speaking backwards, manipulating reality, and harnessing mystical energies. Her goals typically involve maintaining balance between the realms of magic and humanity while combating supernatural threats alongside other heroes. Zatanna's charismatic personality and deep-seated sense of duty make her a respected ally and occasional leader within the mystical community, often using her powers to unravel dark mysteries and confront ancient evils that threaten the fabric of reality.

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## **Pandora**

Pandora is a mysterious figure tied to the mythical Pandora's Box, possessing longevity and enhanced physical abilities as a result of her connection to the box's ancient power. Her goals include atoning for releasing the Seven Deadly Sins upon the world, seeking to restore balance and prevent further cataclysms caused by supernatural forces. Pandora's enigmatic nature and quest for redemption make her a complex figure, as she is often drawn into conflicts that transcend mortal and divine boundaries, where her actions may tip the scales of cosmic fate.

## **Phantom Stranger**

Phantom Stranger is an enigmatic being with vast supernatural powers and knowledge, often serving as a guide and observer in cosmic events that threaten the balance between light and darkness. While he aims to maintain equilibrium between cosmic forces, he sometimes intervenes when necessary to prevent existential threats that endanger both mortal and immortal realms. Phantom Stranger's mysterious origins and impartial stance make him a figure of both awe and suspicion among heroes and villains alike, often appearing at pivotal moments in history to offer cryptic advice or decisive action that shapes the course of cosmic events.

## **Swamp Thing**

An elemental creature with control over plant life and a deep connection to the Green, the mystical force that connects all plant life on Earth. His goals include protecting the environment and preserving the balance of nature against human and supernatural threats that seek to exploit or destroy the natural world. Swamp Thing's unique abilities

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and philosophical outlook make him a guardian of the Earth's ecosystems, often aligning himself with heroes who share his reverence for life and respect for the delicate balance of nature.

## **Commissioner Gordon**

Commissioner Gordon is a seasoned police officer and ally to Batman, dedicated to upholding justice and maintaining order in Gotham City despite the city's pervasive crime and corruption. He supports Batman's crusade against crime and navigates the complexities of both law enforcement and political pressure. Commissioner Gordon's unwavering commitment to justice and moral integrity make him a respected figure among both allies and adversaries in Gotham, often serving as a beacon of hope and reason amidst the chaos and darkness that plagues the city.

## **Bane**

Bane is a brilliant tactician and master of hand-to-hand combat with enhanced strength granted by the drug Venom, which he uses to enhance his physical abilities to superhuman levels. As a member of Batman's Rogues Gallery, his goals include conquering Gotham City and proving himself as its dominant force, often clashing with Batman both physically and intellectually. Bane's strategic intellect, relentless determination, and formidable physical prowess make him a dangerous foe capable of challenging even the Dark Knight's legendary skills and moral resolve.

## **The Penguin**

The Penguin, also known as Oswald Cobblepot, is a cunning and resourceful crime lord with a penchant for sophistication and strategic planning. His goals include establishing

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himself as a formidable underworld figure in Gotham City, using his wealth, influence, and connections to maintain control over various criminal enterprises. Penguin's charismatic personality and ambition to rise above his humble beginnings make him an enemy to Batman and a shrewd ally to those who can navigate the intricacies of Gotham's criminal underworld.

## **The Question**

Also known as Vic Sage, The Question is a skilled detective and martial artist who wears a faceless mask that grants him anonymity and objectivity in his pursuit of truth and justice. His goals include uncovering corruption and unraveling conspiracies that threaten the safety and integrity of society while navigating the moral ambiguities of his methods. The Question's relentless pursuit of truth and unwavering commitment to justice make him an occasional ally to heroes and a relentless adversary to those who seek to exploit or manipulate the truth for their own gain.



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