



A D H O C

CHAIR: MARLOWE HERMAN
DIRECTORS: RYAN RAWAL &
CLAIRE SHI

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Land Acknowledgement

We recognize we are operating under the land of the haudonoseane, the huron-wendat, the seneca, and the Mississaugas of the Credit. We are in a place that is still the home to many Indigenous people, we are grateful to have the opportunity to work on this land.

Equity Disclaminers

HCMUNXII is committed to providing an inclusive, respectful, and equitable environment where all delegates, staff, and guests can participate fully and safely. Our goal is to ensure that every individual regardless of their background, identity, or lived experience feels welcomed, valued, and supported throughout the conference.

HCMUNXII prohibits discrimination or harassment of any kind. This includes, but is not limited to: discrimination based on race, ethnicity, nationality, gender identity or expression, sexual orientation, disability, religion, socioeconomic background, or any personal characteristic. Delegates are expected to uphold a standard of respect in all interactions, both formal and informal, maintaining a diplomatic environment consistent with the spirit of the United Nations.

We recognize that diverse perspectives strengthen debate, improve collaboration, and enrich the overall Model UN experience. To support this, our staff and Secretariat are dedicated to fostering spaces where delegates feel empowered to express their views, ask questions, and contribute meaningfully without fear of dismissal or discomfort. Committee Directors and staff will actively work to ensure that all delegates have equitable opportunities to speak, participate, and engage with committee proceedings.

HCMUN XII also maintains a zero-tolerance policy for bullying, exclusion, or behavior that undermines the dignity or confidence of any participant.

Any concerns related to equity, accessibility, or conduct may be reported to the Secretariat or Equity Officers at any time during the conference. All reports will be addressed promptly, respectfully, and confidentially.

By attending HCMUN XII, all participants agree to uphold these principles of equity, respect, and inclusivity. Together, we strive to build a conference environment that reflects the core values of diplomacy, collaboration, open-mindedness, and mutual respect. This ensures a positive experience for every delegate.

Tech policy

At HCMUNXII, we are committed to creating a fair, focused, and academically honest environment for all delegates. To uphold these standards, delegates are expected to follow the conference's technology guidelines throughout their committee experience.

During committee sessions, technology may only be used during unmoderated caucuses. At these times, delegates are not permitted to access online research, external sources, or any materials beyond what they prepared before the conference. Technology is allowed strictly for the purpose of drafting resolutions and collaborating on written documents. To maintain transparency, all draft resolutions, working papers, and collaborative files must be shared in real time with the Dais. Any document not shared with the Dais may be considered invalid for committee use.

Outside of formal committee time, delegates are free to access technology and conduct research during lunch and scheduled breaks. However, the conference maintains a firm commitment to academic integrity. The use of any AI tools including generative AI, automated writing tools, or AI-based research systems is strictly prohibited throughout any point before or during the conference. Plagiarism of any kind is not tolerated, and all work presented in committee must be original and reflect the delegate's own preparation and analysis. Any violations of these expectations will be handled in accordance with HCMUNXII's academic policies.

These guidelines are designed to ensure that committee work remains equitable, that debate is grounded in authentic understanding, and that HCMUNXII upholds the highest standards of integrity and professionalism. Let this policy help guide delegates toward productive collaboration, meaningful diplomacy, and an enriching Model UN experience.

Letter from the Secretary-General

Dear Delegates and Advisors,

It is our honour and privilege to invite you to the twelfth annual Havergal College Model United Nations Conference. Each year, HCMUN brings together passionate, curious, and globally minded students from across the region, delegates who are eager to question, collaborate, and imagine solutions to the world's most pressing challenges.

At its core, HCMUN is more than a one-day event. It is a space where young people can test ideas, challenge assumptions, and discover the power of diplomacy. Whether you are stepping into your very first committee or returning as an experienced delegate, we hope this conference offers you a chance to push your thinking, embrace unfamiliar perspectives, and develop the confidence to advocate for meaningful change.

Our team has worked hard to create engaging, dynamic committees that encourage creative problem-solving and meaningful dialogue. We invite you to participate with curiosity, empathy, and confidence. We cannot wait for your voice to shape the experience of everyone in the room.

Thank you for joining us. We can't wait to see the diplomacy and passion you bring to HCMUN XII!

Sincerely,

Aurelia He and Marlowe Herman
Secretary Generals, HCMUNXII

Letter from the Dias

Dear Delegates,

Welcome to the ADHOC committee (Minions steal the moon) at Havergal Model UN 2026. My name is Marlowe Herman, and I have the privilege to serve as your chair in this committee alongside my lovely dias of Claire Shi, and Ryan Rawal. This is my third year being involved at HCMUN and second year as chair, Gen-secretariat, and my last year at Havergal. As a seasoned delegate myself, I understand how both exciting and exceedingly frustrated you may become during a MUN Committee (especially a crisis). However, I encourage you to prioritize your enjoyment for the duration of this committee and have a bit of fun with it! (That does not exempt any of you from well thought out backroom notes) Can't wait to see what shenanigans happen!

Hi delegates! My name is Claire Shi and I'm so excited to be your director for the ADHOC committee in HCMUN XII. Personally, I love the Minions saga, so I'm eager to see the creative solutions you all have to offer. Despicable me has always been a funny and diverse universe and I can't wait for you all to explore the wild possibilities! I'm a crisis specialist in Model UN with a fair share of staffing and delegate experience. I hope you all enjoy ADHOC as much as I enjoyed preparing it! Happy villainy, poopaye!

Hey delegates! My name is Ryan. It is truly an honor to be director for the ADHOC committee in HCMUN XII. Personally, I don't watch any movies/shows, however the minions have been a part of my childhood. I expect a lot of meaningful debate, and strong diplomacy. I hope you have as much fun as you can. I hope you prioritize your experience over competitiveness. I hope you all enjoy ADHOC as much as possible and I can make your experience as fun as possible.

Historical Background: A world where villainy triumphs

Existing since prehistoric times, this world is shaped by minions, a species characterized by their servitude to the most villainous master at any given time. Without a boss, this species is not only unchecked, but falls into a depression. With a capacity to create unrivaled evil, and a tendency to lose every master they serve, they are searching for a new evil to cling to.

Their first recorded villainy is helping Scarlet Overkill in the 1960's the world's first female supervillain. Let down by unintentionally saving the United Kingdom, they continue to search for a true villain.

Minions: The rise of Gru

The first movie takes place in the 1970s, where the minions first meet Gru. At this point in time, Gru is only 11 years old. Dreaming of becoming a supervillain, with the help of his new assets (the minions) he carries out his first heist. To prove himself to his idolized villain team, the Vicious 6 he steals the Zodiac Stone. Viewing this action as a threat they kidnap him. Using Kung Fu, Gru manages to defeat the team entirely, proving his unmatched evil. This is the first time the minions pledge loyalty to guru, and is the starting point of his villous journey.

Despicable Me

Despicable Me is set in the 2010s, where Gru is now a moderately successful adult supervillain, competing for best villain status with his newly introduced rival, Victor "Vector" Perkins. With dreams of pulling off the ultimate heist, he works with his coalition of minions, and friend, mentor and scientist Dr. Nefario. To help with his plan, he adopts three girls: Margo, Edith and Agnes in order to assemble a reconnaissance team that can get him past security. With their own goal of having a father

figure attend their dance recital, Gru has to make a choice between carrying out the heist and supporting his new family. Ending up attached to the girls. He abandons his moon stealing plan, and centers his life around raising them.

Despicable Me 2

This film directly follows Gru after the first film. We first see how he has left his villainous life behind and is now a devoted father to Margo, Edith, and Agnes, with his minions still by his side. Out of a job, but wanting stability for his daughters, Gru applies to the Anti villain league. Here, he teams up with agent Lucy Wilde to stop a new villain El Macho. Together, they track down the culprit, all while Gru learns to balance hero work with parenting. Over the course of the mission, Gru and Lucy grow closer, ultimately falling in love. Near the end of the film, she marries him, becoming a mother to his daughters.

Despicable Me 3

Carrying off where the previous film left them, this film opens with the, now comfortable family dynamic of Gru and Lucy raising his daughters. Gru discovers he has a twin brother, Dru, who dreams of joining the villain's life. Meanwhile, a former child star turned villain, Balthazar Bratt, emerges as a threat. Gru faces a choice between returning to villainy or embracing his life as a hero and father. With the help of Lucy, the girls, and the minions, Gru stops Bratt, strengthens family bonds, and solidifies his path as a loving father and partner.

Modern Context:

Gru was living a peaceful but boring life within his brooding black mansion in the quiet suburbs. After a string of successful heists, Gru's operation has grown more ambitious, becoming increasingly risky. On a moonless night, Gru made the hard decision to return to villainy. After all, with most in AVL prison, there has to be someone to cause a little chaos. During a critical mission to steal a prototype energy device from a

high-security villain laboratory, Kevin, Bob, and Stuart miscalculate the timing, trip multiple alarms, and accidentally alert security.

In the chaos:

- The **lab is on lockdown**
- The minions barely escape, but Gru is **captured by authorities**
- With Gru in jail, the **operation is in disarray**, some of remaining minions are scattered, some on the run, some hiding
- Rival villains and law enforcement are now **aware of Gru's plans and weaknesses**.

Every day that passes is a greater risk to your way of life. As members of Gru's inner circle, during this high stake meeting, **we** encourage you to reevaluate your goals and priorities, both as individuals and part of a greater villainous society. What would be the best steps for you, and the future of villainy?

Xoxo, your help on the inside (wink)

Character descriptions:

Dr. Nefario

Dr. Nefario is a highly intelligent scientist (although old). He is one of Gru's loyalmost friends and partner in crime, and behind all of the high tech gadgets built for efficient villainy. During Minions, The Rise of Gru, Dr. Nefario owned a record store, where he made gadgets in his free time. It was the minions who persuaded him to join them.

Strength: *Level-headed, Intelligent, Exceptional with Technology/Gadgets*

Weakness: *Reckless, Solutions may have drawbacks on his own allies*

Margo Gru

Margo is the adopted eldest child of Gru and Lucy. Before adoption, she stayed at Ms. Hattie's home for girls, where she (along with her sisters) was threatened to put to the box of shame. Dr. Nefario once sent them back to Ms. Hattie's but she was kidnapped by Vector and taken as captive. Gru had saved her and her sisters.

Strength: *Responsible, Analytical, Natural Leader, Calm under Pressure*

Weakness: *May Hesitate to Take Risks, Can Be Distrustful of her Allies*

Edith Gru

Edith is the adopted middle child of Gru and Lucy. She once lived at Ms. Hattie's home for children with her sisters when she was adopted by Gru. She was briefly sent back to the orphanage by Dr. Nefario but was taken captive by Vector. Gru then saved her and her sisters.

Strength: *Bold, Resourceful, Quick-Thinking, Fearless in Crisis Situations*

Weakness: *Impulsive, Rule-Breaking, Actions May Create Unintended Consequences for Her Team*

Agnes Gru

Agnes is the youngest adopted child of the 3 sisters. She is known for her love for unicorns. Before adoption, she was living in Ms. Hattie's home for girls with her sisters, and was briefly sent back by Dr. Nefario before being kidnapped by Vector. Gru had saved her and her sisters.

Strength: *Optimistic, Compassionate, Unites Allies in Times of Peril*

Weakness: *Naïve, Emotionally Driven, May Underestimate Serious Threats or Manipulation*

Kevin

Kevin is a notable and loyal minion in Gru's army. He is good friends with Stuart and Bob, known as the notable trio. He is pretty popular amongst the minions as when he was reverted to his original form after being turned evil by El Macho, the minions were happy to have him back.

Strength: *Loyal, Strategic, Strong Under Pressure, Capable of Leading Others*

Weakness: *Overconfident, May Act Without Full Approval, Protective Instincts Can Cloud Judgment*

Bob

Bob is really childlike and immature, but still a loyal minion to Gru. He is good friends with Stuart and Kevin, known as the notable trio. He managed to pull out Arthur Pendragon's sword that was stuck in a rock, and was crowned as the king of England. He was then known as King Bob for a short time.

Strength: *Adaptable, Innocent Charm Helps Build Trust, Surprisingly Clever*

Weakness: *Easily Distracted, Naïve, May Accidentally Cause Problems*

Mr. Perkins

Mr. Perkins, the father of Victor "Vector" Perkins, is the ruthless owner of the Bank of Evil. He has a strong bond with his son and praises more than he admonishes him. The bank of evil is extremely wealthy and is known to contain many assets.

Strength: *Influential, Rich, Skilled Negotiator, Understands Villain Politics*

Weakness: *Self-Interested, Manipulative*

Antonio

Antonio Perez is the son of El Macho (Eduardo Perez). He is the first love interest of Margo Gru, after they met in the mall. At a dance, he began dancing with another girl, breaking Margo's heart. Gru froze him in a block of ice as revenge.

Strength: *Confident, Socially Persuasive, Charismatic, Brave*

Weakness: *Arrogant, Immature, Selfish, Can Be Reckless in Pursuit of Goals*

Lucy Wilde

Lucy is the wife of Gru, an adoptive mother of Margo, Edith and Agnes Gru, and the biological mother of Gru Jr. She is an agent in the Anti-Villain League, but after marrying Gru, she retreated to a secret life of villainy! She also owns a taser, disguised as lipstick.

Strength: *Highly Trained Agent, Quick Decision-Maker, Excellent in Diplomacy*

Weakness: *May Escalate Conflict Through Aggressive Action*

Ms. Hattie

Ms. Hattie is the owner of Hattie's Home For Girls, Margo, Edith and Agnes' orphanage before they were adopted by Gru. She is known for driving the girls under her care hard to sell cookies, using something called the box of shame as punishment. Children are often afraid of her.

Strength: *Authoritative, Organized, Controls Resources and Personnel*

Weakness: *Self-Serving, Lacks Empathy, Prioritizes Profit Over Ethics*

Marlena Gru

Marlena Gru is the mother of Felonious Gru and Dru Gru. She gets along well with Gru's adopted children and biological child, Margo, Edith, Agnes and Gru Jr. She isn't very interested in the life of villainy, therefore preferring Gru's twin (Dru Gru) over Felonious Gru.

Strength: *Sharp-Tongued, Observant, Socially Intelligent*

Weakness: *Critical, Undermining, Damages Team Morale*

Silas Ramsbottom

Silas Riddor Ramsbottom is the director of the Anti-Villain League and boss of Lucy Wilde. He has a sour impression of Gru after he declined to work with him in Despicable Me 2.

Strength: *Strategic Leader, Experienced Director, Calm Under Pressure*

Weakness: *Secretive, Bureaucratic, Withholds Information from Allies*

El Macho

Eduardo Perez owns the Salsa & Salsa Mexican restaurant in Paradise Mall. What people don't know is that he has the secret identity of El Macho, a renowned bank robber with superhuman strength. He is the father of Antonio Perez, Margo Gru's first love who later cheated on her.

Strength: *Charismatic, Fearless, Commands Loyalty and Power*

Weakness: *Overconfident, Theatrical, Escalates Conflicts Dramatically*

Dave

Dave is an Iconic minion, and also considered one of the luckiest. Him and Stuart are the only two minions to not be turned evil. Him and Jerry are also the only minions to not go to state prison.

Strength: *Loyal, Energetic, Technically Capable*

Weakness: *Easily Distracted, Follows Chaos, Limited Strategic Thinking*

Stuart

Stuart is one of the minions, he is playful, friendly, and intelligent. He is extremely skillful at video games like his friend Dave. He is considered to be a slacker among all the minions, preferring to play the ukulele rather than listen to the rules. He's also considered one of the luckiest, as he and Dave were the only minions to not be turned evil!

Strength: *Creative, Adaptable, Bold Personality*

Weakness: *Impulsive, Mischievous, Unpredictable in Serious Situations*

Otto

Otto is a fairly round minion who once traded the Zodiac stone, a crucial part of Gru's mission, for a pet rock. Though, he manages to get it back and return it to Gru in time. He is considered on the less intelligent side, so you will have to make up for that.

***Strength:** Strong, Helpful, Determined in Support Roles*

***Weakness:** Clumsy, Slow Learner, Causes Accidental Setbacks*

Jerry

Jerry is a playful minion who's easily spooked and slightly sensitive, but that doesn't stop him from carrying out his duties. He has some musical talent, knowing how to play guitar and sing Gru's children to sleep.

***Strength:** Loyal, Hardworking, Reliable in Groups, Great at supporting allies*

***Weakness:** Easily Confused, Lacks Independence*

Tim

Tim sometimes comes off as selfish or rude, but is quite hardworking. He has a knack for dressing up, once dressing as a father at the mall, once as a housemaid, and once as a cop.

***Strength:** Organized, Responsible, Manages Team Operations*

***Weakness:** Overly Strict, Risk-Averse, Limited Creativity*

Fred Mcdade

Fred is Gru's nextdoor neighbour. He seems to have a good relationship with him, even attending Agnes' birthday party and Gru's wedding with Lucy. He also owns a dog who often urinates on Gru's yard.

***Strength:** Competent Agent, Tactical, Focused Under Pressure*

***Weakness:** Rigid, Distrustful, Slow to Adapt*

Phil

Phil is one of the 3 minions who were sent to get Agnes a toy unicorn. He dressed up as a baby in the mall. Although they were unsuccessful at getting a toy unicorn, the 3 minions crafted one, much to Agnes' liking. Jerry and him also get up to many mischievous acts together.

Strength: *Enthusiastic, Cooperative, Quick to Assist*

Weakness: *Reckless Fun-Seeker, Poor Discipline*

Mark

Mark was one of the 3 minions sent to get Agnes a toy unicorn. He dressed up as a mother to fit in with the humans at the mall. The trio was unsuccessful at getting a unicorn for Agnes at the mall, so they crafted one, and Agnes liked it. He also produced the Cinemark Promo!

Strength: *Clever, Curious, Useful in Problem-Solving*

Weakness: *Mischievous, Easily Distracted, Unpredictable*

Anchorman

Anchorman is a news reporter for the MSNBC channel in the Minions saga. He was the one who announced the stealing of the Pyramid of Giza (which Gru caused), and the return of the moon after it was stolen by Gru.

Strength: *Influential Voice, Controls Public Messaging*

Weakness: *Sensationalist, Spreads Panic, Prioritizes Ratings*

Gru Jr.

Junior is Gru's only biological child and also the youngest child in the family. He often torments his father but is extremely sweet to his mother, Lucy Wilde. He ends up warming up to him eventually, especially after saving Gru's life during a heist.

Strength: *Symbolic Unity, Inspires Protective Alliances*

Weakness: *Vulnerable, Dependent, Easily Used as Leverage*

Justin

Justin is a fun-loving kid who can be often quite clueless. He has a love for airplanes and owns several plane toys, which was what caused him to unintentionally expose the stealing of the Pyramid of Giza. Justin takes on the look of a young punk with spiky orange hair and brooding black clothes.

Strength: *Ambitious, Loyal Supporter, Energetic*

Weakness: *Naïve, Overconfident, Unprepared for Real Threats*

Poppy Prescott

In Despicable Me 4, when Gru took a secret life in another neighbourhood, Poppy had figured out his identity. She was a big fan of Gru and was determined to be a better supervillain than he was, so she forced him on a heist with her. Eventually, she realizes the wrong in her actions, and helps Gru save the world from Maxime le Mal.

Strength: *Smart, Determined, Resourceful with Strong Initiative*

Weakness: *Stubborn, Pushy, Creates Conflict Due to Ego*

Belle Bottom

Belle is rude, sassy, and often immoral. She is the leader of the Vicious 6, taking the place of Wild Knuckles after a rebellion against him by the group. She used the Zodiac Stone to transform into a dragon to fight Gru, but was defeated by the Minions and Wild Knuckles.

Strength: *Strategic, Ambitious, Strong Leader with Modern Vision*

Weakness: *Ruthless, Power-Hungry, Risks Betrayal for Control*

Wild Knuckles

Wild Knuckles was the founder of the Vicious 6, but after being double-crossed by his team, he was forced to try and steal the Zodiac Stone for himself. After coming across Gru, he ended up mentoring him and allying with him. Their teamwork caused them to win the final battle for the Zodiac Stone.

Strength: *Experienced, Tough, Tactical Fighter with Street Instincts*

Weakness: *Stubborn, Proudful, Struggles to Relinquish Power*

Stronghold

Stronghold is a member of the Vicious 6 who'd also double crossed Wild Knuckles. He has insane strength and metal gloves, which he used well in the search and stealing of the Zodiac Stone. In the end, he (along with the Vicious 6) didn't win the final fight.

Strength: *Physically Powerful, Intimidating Presence, Reliable Enforcer*

Weakness: *Limited Strategic Depth, Relies on Force Over Planning*

Nunchuck

Nunchuck is a member of the Vicious 6 who also double crossed Wild Knuckles. She looks like an old nun who also wields the weapon nunchucks, hence her name. She took part in the capture of the Zodiac Stone, but eventually lost to Gru and his gang.

Strength: *Agile, Disciplined, Skilled in Close Combat*

Weakness: *Rigid, Single-Minded, Lacks Diplomatic Flexibility*

Minonese

English	Minionese
Hi/Hello	Bellō/Bella
Goodbye	Poopaye
Friends	Buddies
Toy	Papoy
Leader of all minions	Boss/Big Boss
Hungry	Matoka
We're all hungry	Pōlā nōlā matōkā
Look	Speyda
Cheer	Kanpai
Take it	Naje
Thank you	Terima Kasih