

*Saint Ignatius College Prep*

# ***SIMUN XVI***

*Saint Ignatius Model United Nations*

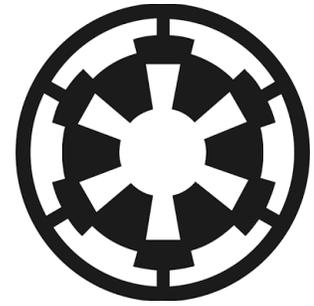


*Chicago, IL*

*November 4, 2017*

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# JCC STAR WARS: IMPERIALS



SIMUN XVI - November 4, 2017

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## Letter From the Chair

Dear Delegates,

My name is Christopher Mitchell and I will be your chair for this awesome committee. I am a member of the SIMUN exec-board and I have previously served as vice chair for the Irish War for Independence Committee and Chair of the House of Cards Cabinet. Myself and the chair of JCC: Rebels, Maggie Doyle, have been working hard these past few months to create the best model UN committee you will ever participate in. This will be my final year in SIMUN since I am a senior so I wanted to create the most memorable committee possible. I've loved Star Wars since I was three years old. After seeing *Rogue One* I knew I had to chair a Star Wars committee. I hope that you will have close to as much fun as I will in this committee. Please contact me with any questions. You can email me at [christopher.mitchell@students.ignatius.org](mailto:christopher.mitchell@students.ignatius.org).

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## About This Committee

Imperial Security Bureau Warning: Disclosure of materials included in this briefing to unauthorized individuals is prohibited and will be considered treason under the imperial state security act. (Just don't tell anyone in jcc rebels)

This is a military joint crisis committee. The sole goal is to win a war against the rebel alliance. Every action taken by this committee will affect the rebel committee that works against us. Every action taken by the rebel committee will affect us as well. Our success or failure is entirely dependent on your actions. Each of you will have a variety of resources, weapons, troops, starships, and military installations at their disposal. These resources can be controlled through personal or committee wide directives. Crisis updates will come in the form of visitors to the committee and twitter updates.



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## Directive From the Emperor

The rebellion has been a stain on our great empire for far too long. I have assembled the best military officers to end this pestilence. You have whatever resources you need to accomplish this mission. You are allowed use whatever tactics deemed necessary. I have appointed my apprentice Darth Vader to oversee this task force and you are accountable to him and myself only. Do not fail because there will be consequences.

### TOPIC A: WEAPON DEVELOPMENT

How do you keep an entire galaxy of diverse systems and races unified under your iron grip? You build really big guns. Superlasers to be exact. The empire is currently in the final stages of constructing the Death Star, a space station with a high power laser capable of destroying a city or an entire planet if so desired. Protecting this weapon and ensuring it reaches full operational capacity should be a top priority for this task force. The project, code named stardust, is currently administrated under the Tarkin Initiative and development is headed by Director Orson Krennic and Dr. Gaelan Erso. The project has been significantly behind schedule and experienced multiple setbacks. This massive project requires a huge staff, round the clock security, and multiple support facilities. The Kyber Crystals used for the onboard super laser are from a temple in Jedha City. These crystals are then transported via cargo drop ship to a processing facility on Eadu. The plans for this project, along with all other secret projects, are archived at the Imperial Archives on Scarrif. Securing these facilities

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is paramount to preventing rebel infiltration and ensuring the integrity of some of the Empire's most sensitive data. Furthermore we should consider the development of other super weapons to help us defeat the rebellion.

### Problems With Project Stardust

Building such a large facility comes with many challenges. First of all security is paramount. We must decide whether to keep the facility in place and build up the defenses around it or should we always keep it moving with lighter defenses. We believe the rebel alliance knows about the location of the station since alliance scouts were engaged nearby. While the scout fighters were destroyed they most likely transmitted their findings to the rebel alliance. Disrupting their impending attack is our top priority. Secondly resupplying such a station would be a monumental task, a plan for maintaining its consumables is important. Furthermore, the station's distributed laser array is powered by Khyber crystals, and we have reason to believe that these crystals will eventually be exhausted. This task force should find a way to either elongate the usage of or replace these crystals. Finally we must ensure that this station remains operable meaning any flaws or software bugs should be found and fixed immediately. It would really suck if we lost the station because of a thermal exhaust port or something stupid.

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## Questions To Consider

What needs to be done to speed up completion of Project Stardust?

How do we ensure the operability of The Death Star?

Is there adequate security for our super weapon development?

Do there need to be protocols for deploying such a weapon?

What would be a good first test to show the power of our new weapon?

How do we prevent rebel attacks and prevent the spread of their influence?



## TOPIC B: CRUSHING THE REBELLION

If there is one thing we want everyone in the galaxy to understand it is that treason will not be tolerated under any circumstance. The rebellion has been a stain on the glory and honor of our empire for far too long and now it is time to wipe them away. There are several challenges we face. First of all the rebellion primarily operates in the shadows and they are

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extremely elusive. Secondly, they enjoy a moderate amount of public support which is only growing. Finally, we do not know where the rebel head quarters is, but finding it is a top priority. We must secure imperial territory by any means necessary to prevent more planets from aligning with the rebellion. Currently Mon Cala, Dantooine, and Alderaan are suspected to be under rebel administration and they must be made an example of. Furthermore capturing or even publicly executing rebel leaders may serve our purposes well. It might also serve us well to discredit the rebellion. It was been known that some rebels are no more than terrorists who seek to institute their own perverse rule over the galaxy. Ladies, Gentleman, Generals, and Admirals, your orders are simple destroy this rebellion at any cost.

#### Questions To Consider

How should we approach dealing with the rebel alliance?

How do we discredit the alliance?

How can each imperial military unit contribute to the defeat of the rebel alliance?

How do we inspire greater sentiment for the Empire?

How should rebel held worlds be dealt with?



## Personnel Files

It is important to know that not every delegate will have the same resources or abilities, but the combination of positions is designed to foster cooperation between specialized personnel. Some of you specialize in engineering and are thus exclusively able to produce new weapons and ships. Some of you specialize in security and intelligence and thus are privilege with the ability to investigate internal crime. Others posses small yet highly lethal resources that allow you to make a big impact. If you are in any way confused or unsure of your abilities please do not hesitate to contact me.

**Grand Moff Tarkin** - Grand Moff Tarkin is by far one of the most powerful men in the empire. He runs many super weapon programs, is one of the emperors chief advisor, and is

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commander of the Death Star. He is chairman of the joint chiefs and almost every officer in the empire looks to him for leadership.

**Director Krennic** - Director Orson Krennic is head of weapons research and development. He is head of the Death Star program and has the ability to produce any weapon he can imagine.

**General Tagge** - General Cassio Tagge is head of all imperial ground forces with control over both the imperial army, blizzard force, armored forces, and stormtrooper corps. He also has command over imperial military bases and is generally responsible for securing the surface of planets.

**DT-5532** - Lead trooper on one of the Imperial Intelligence Command's elite Death Trooper Squadrons. These troopers are tasked with some of the most dangerous and important missions the empire undertakes. Currently they are assigned to protect assets used to construct the Death Star.

**Admiral Yularen** - Admiral Wulf Yularen is head of the imperial security bureau. The bureau is in charge of maintaining loyalty and investigating high level crime. They also act as an intelligence agency hunting down rebels. The bureau is made up of various agents and storm

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trooper units. ISB agents can commandeer other imperial assets including Star destroyers to accomplish their missions.

**Boba Fett** - A lone wolf bounty hunter. Boba Fett has multiple contacts in the criminal underworld such as the leaders of the Hutt Gang. If there is anyone who has knowledge about black market weapons and how the rebels operate in the shadows it is Boba Fett. He also has a penchant for disintegrating those he targets. His loyalty is to his paycheck, but fully understands the lengths the empire is willing to go to to destroy him should he betray them. He is considered a bare necessity by this committee since bounty hunting is officially illegal in the empire.

**Admiral Rancit** - Admiral Dodd Rancit is the head of Imperial Intelligence. He has access to wide array of spies and special operations units. Imperial intelligence is charged with tracking rebel movement and detecting rebel movements before they turn into full scale rebellions. The agency also has the ability to deploy intelligence gathering ships and build spy stations

**The Grand Inquisitor** - The Grand Inquisitor is the chief officer of the Imperial Inquisitorius. He leads a handful of force sensitive and lightsaber armed inquisitors as well as elite storm

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troopers to hunt down Jedi throughout the galaxy. His primary targets are Ashoka Tano, Kanan Jarrus, and he is extremely interested in the rumor of Obi Wan Kenobi still being alive.

**Admiral Ozzel** - Admiral Kendal Ozzel is one of the empire's most experienced naval officers and head of the infamous Death Squadron. Death Squadron is a highly mobile and extremely well armed fleet responsible for special missions and planetary invasions. The squadron is lead by the super star destroy Executor.

**Director of IBWD** - With wide spread trade and space travel protecting the ecosystems of Imperial worlds is a top priority. It would not be surprising if the cowardly rebellion were to launch a biological attack and kill millions of innocent imperial citizens. The IBWD has access to a few Star destroyers, and multiple corvettes, many doctors, and specialized hazmat storm troopers. They often work closely with the Imperial customs office.

**Captain Piett** - Captain Piett specializes in reconnaissance and surveillance missions with a variety of scout troops, ships, and probe droids at his disposal the rebellion has nowhere to hide.

**Admiral Motti** - Admiral Motti is the head of the Imperial Navy and Marine Corps. He is in charge of securing imperial space, maintaining the navy, and marine corps operations.~

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**Director Corbit** - Director Jacen Corbit is head of the Imperial Office of Criminal

Investigation. This agency is charged with apprehending criminals across the galaxy and maintaining security across imperial territory. This agency is the first line of defense against the terrorism of the rebel alliance.

**Director of the Imperial Customs Office** - The Imperial customs office is one of three major imperial law enforcement agencies. The customs function much like a coast guard responsible for orbital rescue, immigration, enforcement of space law, and enforcement of customs laws. The customs office is also responsible for curtailing trafficking and stopping piracy. The customs office has multiple small corvettes and frigates as well as numerous ground based operatives. The customs office works closely with the imperial security bureau and criminal investigation office.

**Commander Appo** - The lead commander of the elite 501st Storm Trooper Battalion. This battalion is Vader's personal battalion of elite shock infantry. They are tasked with high risk missions such as hunting Jedi, securing key installations, and high risk assaults. They are infamous for destroying the evil Jedi in operation Knightfall. They should not be trifled with. He was a close friend of clone commander Rex and may be able to convince the former soldier to rejoin his old battalion.

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**Commander Iden Versio** - Commander Versio is a loyal and distinguished special forces operator. She is leader of a navy special forces squadron known as inferno squadron. Inferno squadron is tasked with all forms of missions, but specializes in hunting high value targets, assisting troops in adverse combat situations, operating space fighters, and combat rescue. Inferno Squadron has its own Raider Class Corvette and Special Operations TIE Fighters.

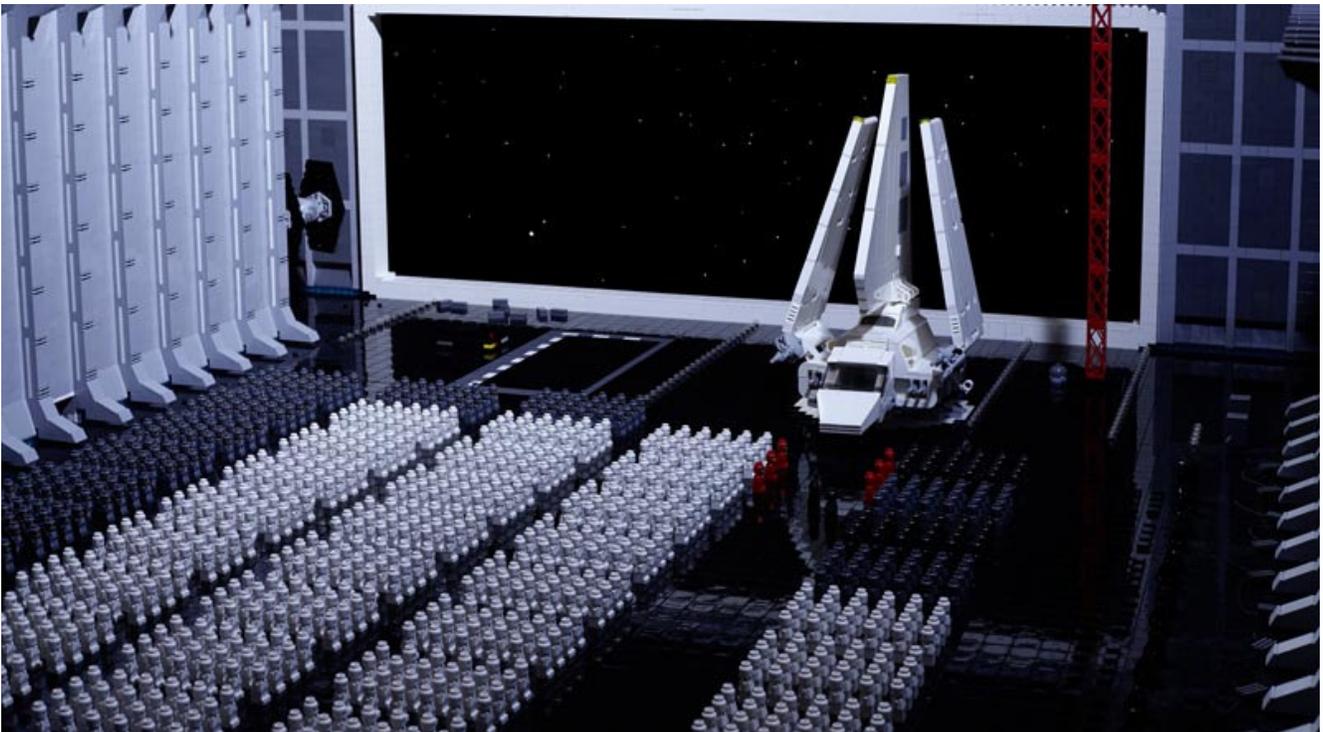
**Admiral Jerjerrod** - Admiral Jerjerrod is one of the empire's top engineers and specializes in the construction of bases, ships, fighters, and weapons. Maintaining the operability and fielding of the imperial fleet is a top priority.~

**Grand Admiral Thrawn** - Very Few imperial officers achieve the rank of admiral and far fewer achieve the rank of grand admiral. Thrawn is one of the few imperial officers who is not human. The title of grand admiral grants Thrawn access to multiple fleets and combined task forces. There is no better strategic thinker than Thrawn. He is responsible for hunting the rebel alliance, developing military doctrine, and acquiring new space for the empire

**Vice Admiral Tallatz** - Vice Admiral Tallatz is in charge of recruitment and training for the imperial military. He has access to a wide range of propaganda tools and well as installations and even light fighter carriers that serve as mobile training bases.

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**Vice Admiral Nills Tennant** - Vice Admiral Nills Tennant brings a wealth of experience in counter terrorism and counter insurgency to the table. He maintains a highly mobile and well trained naval and marine corps task force that is ready to deploy anywhere in the galaxy to crush enemies of the empire. He is brutal yet effective.



### **Weapons, Troops, and Ships Available for Use**

All of the above super weapons are available for use; however, due to their extremely destructive power their use must be approved through a vote by the committee. Every delegate will have various weapons at their disposal. The weapons and ships will vary from

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delegate to delegate. Some but not all are listed below. Feel free to develop and deploy new weapons, your creativity will be rewarded.

### Imperial Class Star Destroyer

The mainstay ship of the imperial fleet. It is believed that hundreds if not thousands of these ships are roaming the galaxy. These ships strike terror into any enemy they face. Even one is capable of suppressing space traffic around a planet. It only takes a handful to take on an entire enemy fleet. These ships are equipped with 2,000 troops and roughly 100 star fighters, bombers, drop ships, and shuttles.

### Acclamator Class Cruiser

The Acclamator is a holdover from the navy of the republic. These massive transport ships are used to ferry thousands of troops and ground vehicles between worlds. While not as powerful as an Imperial Class Star Destroyer this ship's ability to bombard ground targets and defend itself in orbital engagements should not be underestimated. These ships carry 16,000 troops and hundreds of land vehicles such as speeders and multiple gunships.

### Interdictor Class Star Destroyer

The interdictor is a revolutionary new ship. This class of vessel carries four gravity well projectors that are so powerful they can pull entire convoys out of hyperspace. The gravity wells can even be reversed to push ships away if need be. Once caught in the well this ship

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produces there is no escape. The ship does have some weaknesses that should be kept in mind. Firstly the hanger is much smaller than other imperial ships and carries only sixteen TIE fighters. Secondly, it has a reduced armament due to the gravity well projectors. Finally, the shield isn't as strong because the gravity well projectors utilize so much power from the main reactor. This ship should not be left alone in combat, but can be independent when executing customs duties.

### Victory Class Frigate

Victory class frigates fill almost any role imaginable in the imperial navy. They undertake all missions from medical transport to fleet protection. These versatile ships are used by most imperial military wings. They are modestly armed and can survive by themselves, but perform best while hunting in packs.

### Raider Class Corvette

The Raider Class Corvette is used by special forces, imperial security forces, and as a fleet protection ship. This stealthy and fast ship delivers special forces and defends fleets against alliance fighters.

### Vigil Class Corvette

The vigil Class Corvette is larger than the Raider and traditionally acts as a scout with its advanced sensor array. It also hunts pirates and protects against star fighters.

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## Revenge Class Heavy Carrier

The Revenge Class Carrier is an absolute beast of a vessel. This ship is often the flag ship of mid sized imperial fleets. They are much bigger than a standard imperial Star destroyer and much more heavily armed. Despite all the advantages of such a large ship it is a prime target that must be protected. It carries multiple Fighter and bomber wings as well as two prefabricated bases. This class of ship with a crew of over 90,000 has a reputation for causing enemy forces to retreat before a fight even begins.

## Executor Class Dreadnaught

The Executor Class Serves as a command ship for high ranking commanders such as Admiral Thrawn, Darth Vader, and Admiral Ozzel. The ship carries thousands of turbo laser batteries and dozens of ion cannons. It comes with a complement of over 300 space craft and is so large it carries three prefabricated bases. It also carries hundreds of land vehicles and 40,000 troops at max capacity.

## Tie Fighters

TIE Fighter - The basic TIE fighter found on all imperial capital ships, stations, and bases.

TIE Striker - The TIE striker is an high speed atmospheric fighter-bomber

TIE Boarding Craft - A dual pod TIE fighter for delivering assault troops to enemy ships

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TIE Interceptor - The TIE interceptor is a faster, more heavily armed, and heavily shielded version of the TIE/LN with a new wing design.

TIE Bomber - These dual pod ships carry a variety of bombs and torpedoes for destroying ground targets and enemy capital ships

TIE Advanced Fighter - This large TIE fighter carries shields so advanced it could survive a reactor explosion. The fighter is heavily armed and can carry proton torpedoes, but is in limited use because of how expensive it is.

### **Sources**

An unhealthy amount of time on wookieepedia, like seriously I'm never going on that site again I've seen too much.