



BULLSMUN III

The Star Wars Dark Council

Meet the Chairs

Will Lips - Chair

Hey, my name is Will Lips! I am a senior at USF and this will be my fourth year with Model United Nations at USF. I was one of the chapter's founding members after the club went defunct during COVID. and was on the executive board for two years. I have completed a number of collegiate conferences and consider it something that has truly made me grow as a person and given me amazing memories. This will be my third conference staffing BULLSMUN, and as an avid Star Wars fan, I look forward to advancing the dark side's agenda together.

Sam Kass - Chair

Hi everyone, my name is Sam Kass! I am a sophomore at the University of South Florida and have been a member of the USF Model United Nations team for around half a year. I have experience doing Model United Nations for all four years of his high school career and have completed 6 conferences in his MUN career. I look forward to helping chair the Star Wars committee with fellow Sith Lord Will Lips, and I know I will enjoy the experience!

Committee Introduction

Greetings, esteemed delegates of the Dark Council! Welcome to this unique Model United Nations committee. The destruction of the Death Star has left the Empire weakened and the galaxy on the brink of total war. You, as members of the secretive Dark Council, are tasked with preserving the Empire and eliminating the Rebellion. However, whispers suggest there are rebel sympathizers among you.

While this committee is Star Wars themed, extensive knowledge of the series is not required. Familiarity with general concepts like the Force, the Empire, Jedi, and Sith, along with notable characters and interplanetary travel, will be helpful. We recommend reviewing summaries of the original Star Wars movies (A New Hope, Empire Strikes Back, Return of the Jedi) and the provided background guide. Deep lore from other offshoot shows or movies will not be necessary or provide an advantage, for example calling upon the witches magic in The Acolyte (a new Disney+ Star Wars series) and possessing knowledge of extensive lore like this will not necessarily help you or be approved in committee just because it takes place in same cinematic universe.

This committee will feature a mix of General Assembly and crisis elements. Delegates will be expected to complete a general resolution paper by the end of the conference. At the same time, there will be 3-5 short, timed crisis scenarios where you must craft public directives to solve problems. For a better understanding of public directives, please refer to the Delegate Resource Guide on our website. Additionally, delegates will have the

opportunity to attend a committee-specific workshop prior to the first season to ensure they have a sufficient understanding of the necessary committee dynamics.

Throughout the public directive cycles, delegates will have the opportunity to identify the spies among yourselves. Spies, who will be informed of their role on the day of the conference, are expected to advance the rebel cause through clauses in the timed crisis and general directives, so take note of what your fellow siths are writing/advocating for.

At the end of each timed crisis, the Dark Council can vote to place someone on trial.

However, it is in your best interest not to accuse baselessly, as false accusations will cost the Dark Council resources, which will then be given to rebel enemies or spies. If rebels successfully pass their initiatives in directives and resolutions, they will also be given points/resources. For more info, delegates should refer to the “Mechanics” page.

Remember to advance the Sith cause, and trust no one. May the Force ever be as strong with you.

A Brief History of the Galaxy

As compiled for the Imperial Council’s Strategic Overview Unit (Redacted for Clearance Level Δ)

I. The Force: Power That Binds the Galaxy

Beneath the political conflict that has torn the galaxy apart lies a deeper, older struggle: the battle between two ancient orders who wield a mystical energy known as the Force.

The Force is an energy field that exists within and around all living things. It grants extraordinary abilities to those attuned to it—precognition, telekinesis, mind

manipulation, enhanced speed and reflexes, and even the power to influence life and death. There are two sides to the force—the light and dark side, which manifests in different forms of powers and abilities in its users.

Throughout history, two primary traditions have emerged. The first, was the **Jedi Order**, ascetic monks who embraced the Light Side of the Force. They preached detachment, serenity, and service to the Republic, claiming to uphold peace and balance. In practice, however, they often served as enforcers of a failing system, blind to the corruption growing around them. On the other side was the **Sith**. Practitioners of the Dark Side, the Sith embraced passion, power, and will. Where the Jedi feared emotion and ambition, the Sith used it to fuel strength. Though once numerous, the Sith were nearly wiped out in ancient wars. They survived by going underground, evolving from warriors into patient architects of influence. To the Jedi, the Sith represented tyranny. To the Sith, the Jedi represented stagnation and hypocrisy.

II. The Fall of the Republic

For over a thousand years, the Galactic Republic ruled the galaxy. On the surface, it was a noble government—a senate of systems working together in diplomacy and law. But over time, bureaucracy, corporate lobbying, and political paralysis eroded its foundations. Greed festered, and public faith in the Jedi dwindled as they became more entangled with politics and warfare.

Into this void stepped Senator Sheev Palpatine, a quiet, cunning statesman from Naboo. In truth, he was Darth Sidious, a Sith Lord who had spent decades orchestrating the

Republic's downfall from within. Using the manufactured crisis of the Clone Wars—a galaxy-wide conflict between the Republic and the Separatist Alliance—Sidious manipulated both sides, ascending to emergency powers as Chancellor.

When the Jedi finally realized his true identity, it was too late. Sidious executed Order 66, branding the Jedi as traitors and unleashing a clone army to purge them. In a single sweep, the ancient Jedi Order was annihilated, and the Galactic Empire was born. The Sith had returned—victorious.

III. The Reign of the Empire

With the Jedi gone and the Republic dead, Emperor Palpatine ushered in a new era of order, unity, and strength. The Empire centralized power, expanded its military, and stamped out sedition. Peace—enforced through fear—spread to the farthest corners of the galaxy.

To aid in this control, the Emperor appointed Darth Vader, his feared apprentice, to hunt remaining Jedi and lead military operations. Imperial governors were installed across star systems. Corporate entities such as Kuat Drive Yards and Sienar Systems flourished under the Empire's protection. Yet not all worlds accepted this new order.

Rebel cells began to form—funded by former senators, idealists, anarchists, and criminals. Over time, these cells unified under the banner of the Rebel Alliance, a disorganized yet increasingly dangerous insurgency that seeks to restore the Republic and destroy Imperial rule.

IV. The Death Star and the Shattering of Fear

To cement its control, the Empire constructed a superweapon: the Death Star—a moon-sized battle station capable of destroying entire planets with a single shot. It was not merely a military asset but a symbol of unchallengeable power, designed to crush hope itself.

As a warning, the Empire used the Death Star to destroy Alderaan, a known Rebel-sympathizing world and the home of traitorous senator Bail Organa. The destruction was swift, total, and intentional.

But the Rebels had obtained the Death Star's technical plans—delivered by agents of a former Jedi, Obi-Wan Kenobi, and a Force-sensitive pilot named Luke Skywalker. In an audacious assault, Skywalker fired the shot that destroyed the Death Star, with assistance from the scoundrel Han Solo and former Princess Leia Organa (Bail Organa's daughter, now revealed as a key rebel leader).

The Emperor's weapon was gone. His hold on the galaxy was shaken.

The Situation Now: A Galaxy on Fire

The destruction of the Death Star marked a turning point. Across the Outer Rim and Mid Rim, planetary governments waver in their loyalty. Some whisper rebellion. Others prepare for conquest. Opportunistic factions—including warlords, crime syndicates, separatist remnants, and corporations—see the Empire as vulnerable for the first time.

The Emperor is enraged and the empire weakened. The Rebellion is more emboldened than ever. And the galaxy is on the brink of total war.

In response, the Dark Council has been convened—a secretive, high-level assembly of the Empire’s most powerful administrators, Sith Lords, and enforcers. Its mandate: to preserve the Empire at all costs, restore order, and eliminate the Rebellion root and branch at any cost necessary.

But the Council itself may be compromised.

Whispers speak of rebel sympathizers within the ranks—moles feeding intel to the Alliance, sowing sabotage from the inside. As the Council addresses planetary uprisings, resource disruptions, military planning, and propaganda campaigns, it must also interrogate its own. Who among them remains loyal to the Emperor? And who dares plot treason from within?

Committee Mechanics

While delegates debate the future of galactic order, they must also face a sinister internal truth—rebel sympathizers are among them. Delegates who are rebel sympathizers will be privately informed of their allegiance at the **start of the first committee session** through a note from the dais. Their goal will be to sabotage Imperial strategy, leak classified information, and destabilize the committee from within.

Prepare your poker faces, and most importantly, trust no one.

This is a Specialized style committee—run with one overarching traditional General Assembly resolution, and also debate will flow through 3-5 timed directive cycles, shifting alliances, and internal investigations. Here's how it works:

- Each session will revolve around 3–5 timed crisis blocks, each ending in a directive vote (i.e., actionable plans the Council sends to other arms of the Empire).
- Directives must be concise, specific, and focused. Multiple directives may pass if they are not in direct contradiction.
- Delegates may only vote once per cycle to prevent vote-spamming and encourage bloc-building.
- Over the course of the whole committee delegates will also be working towards a typical general assembly style resolution regarding concerns throughout the galaxy and implementing their characters and side of the forces agenda.

Multiple Strategic Paths

Throughout the committee, blocs may naturally form based on ideological and strategic priorities:

- **Militarists:** Focus on retaliation and counter-insurgency.
- **Consolidators:** Prioritize rebuilding, political messaging, and economic stability.
- **Loyalists:** Loyal to the Emperor but wary of internal weakness.
- **Shadow Sympathizers:** Rebels in disguise, seeking to delay, sabotage, and redirect Council focus.

Each bloc may nominate a representative during major crisis phases to propose key plans or take emergency action.

Trial Procedure

Rebel sympathizers have infiltrated the highest ranks of the Empire. The Dark Council has full authority to investigate, accuse, and prosecute suspected traitors. However, with power comes risk—every accusation carries the potential to shake alliances, turn the tide of war, or empower the enemy. Delegates must weigh strategy, suspicion, and evidence before launching a trial.

Any delegate may place another on trial once per directive cycle. However, trials must follow a structured format:

1. Formal Accusation:

- The accuser must submit a written or spoken statement of cause, citing evidence, behavior, or suspicious actions. Baseless accusations will carry consequences (see the section below).

2. Debate Round:

- One prosecuting speech (1 minute max)
- One defense speech (accused or ally)
- Moderator may permit 1-2 questions from the floor

3. Vote:

- Secret or open (moderator's choice)
- Majority vote = Guilty

- Tie = Innocent

Trial Outcomes: Factional Rewards and Consequences

Depending on how the vote plays out, hidden in-game consequences will occur:

If the Accused is Guilty (and they were actually a rebel):

- The Empire gains a loyalty bonus: More control over outer systems, a boost in military support, or strategic intel (as announced by the crisis team).
- The Rebel faction loses resources or operatives in future crises.

If the Accused is Innocent (but still voted Guilty):

- The Empire loses credibility: planetary unrest increases, and future directives may fail due to loss of public faith.
- The crisis team may delay or veto loyalist directives in the next cycle.
- If the delegate was truly innocent (not a mole), the accuser is publicly discredited.

If the Accused is Innocent and Acquitted:

- No immediate harm—but the accuser may lose political capital.
- Given that this represents the rebel faction gaining momentum without detection, this may lead to more rebel resources and the accelerated success of rebel-directed initiatives.

Anti-Witch Hunt Mechanism: Burden of Cause

To prevent abuse of the trial system and mass "witch hunting," the following checks and consequences are in place:

- Every accusation must be justified with a clear reason (behavior in debate, contradiction in past votes, inconsistent stances, etc.).
- Baseless accusations—especially repeated ones—may result in:
 - Loss of next voting right
 - Crisis penalties against the accuser's bloc or directives
 - Public labeling by the moderator as "reckless and politically unstable" (your reputation matters)
- Frequent unfounded accusations will trigger imperial scrutiny (meta: the crisis team may begin targeting your character in events).

This mechanism ensures that trials are not just tools for power grabs but serious political gambits that must be played carefully.

Political Fallout & Reputation Tracking

- Staff will keep an informal Reputation Meter for each delegate based on:
 - Quality of accusations
 - Accuracy of votes
 - Loyalty (or treachery)
 - Effectiveness of directives

This will inform how crises respond to your actions—directives might succeed faster, other players may trust or distrust you, or unexpected plot twists may arise.

Questions and Considerations

Prepared by Imperial Strategic Office Theta-7

As the Dark Council convenes, the galaxy teeters on the edge of all-out war. The destruction of the Death Star has thrown the Emperor's plans into disarray. Trust is fragile. Order is crumbling. Now, this committee must act swiftly—and carefully.

Delegates are encouraged to consider the following guiding questions during debate and directive cycles:

- How should the Empire respond to the destruction of the Death Star? Should we retaliate with overwhelming force, or stabilize key systems first?
- Do we prioritize military action, propaganda, economic control, or planetary alliances?
- How do we ensure loyalty within the Empire's ranks and among planetary governors?
- Can the Empire afford to maintain control while uncovering internal dissent?
- What will be the role of the Dark Council moving forward—war cabinet, internal tribunal, or imperial restructuring body?
- Do we rebuild the Death Star... or something worse?

In the Dark Council, truth is power—but perception is policy. Trust carefully. Accuse wisely. The fate of the Empire depends not just on action, but intention.

Dossier

Grand Moff Corval Norrin

Supreme Overseer of the Outer Rim Territories

Once a close political ally of Wilhuff Tarkin, Corval Norrin ascended rapidly through the Imperial Bureaucracy by ruthlessly outmaneuvering rivals in both the Senate and the Navy. As Grand Moff, he commands more than 70 sectors and possesses unilateral authority to override planetary governors. A master of psychological warfare, Norrin is known for deploying holographic decoys of Rebel atrocities to justify preemptive crackdowns.

High Admiral Jastan Vorr

Commander of Sector Group Aurek and Chief Naval Strategist

Vorr is the architect of the “Tidewall Doctrine,” which prioritizes mobile fleet concentrations over static planetary garrisons. Vorr was once a romantic idealist who believed in justice, but exposure to Sith ideology and ISB conditioning turned him into a merciless tactician. He believes in purging entire sectors to prevent rebellion from spreading.

Moff Kaera Linn

Governor of the Dorshian Cluster and Refugee Liaison

Linn was once a refugee herself—rescued as a child by an Imperial humanitarian effort. Now in power, she’s committed to sheltering those displaced by war, regardless of loyalty. Her sectors include open-refugee systems with neutral safe havens. Her critics call her soft; her people call her savior. She believes loyalty should be earned, not extracted—and governs by example, not decree.

Grand General Serin Dalkos

Supreme Ground Forces Commander

Dalkos is one of the few non-Naval officers to earn full Grand General status. Cold, unyielding, and fanatically loyal, he commands the Imperial Army across all galactic theaters. He built the “Planetary Lockdown Protocols” that turn entire worlds into open-air prisons under orbital surveillance. A war veteran of Geonosis and Umbara, Dalkos sees armor, artillery, and overwhelming firepower as sacred tools.

Moff Galra Teneb

High Colonial Governor of the Mid Rim Mining Expanse

Galra Teneb rules dozens of mining systems with an iron will, funneling raw materials to the Death Star initiative. She operates from the hollowed-out asteroid fortress *Domitor's Cradle*, surrounded by security layers rivaling Coruscant's. A brilliant economist and brutal enforcer, Teneb is feared for her "Work Reclamation Programs"—reeducation labor camps disguised as vocational academies. She personally reviews production quotas and has been known to execute planetary leaders who fall short.

Grand Admiral Vaurin Malix

Director of Strategic Fleet Development, Kuat Command

Malix oversees the design and deployment of new Star Destroyer classes, including experimental stealth-capable capital ships. A former naval architect, he is a technical genius obsessed with reshaping the future of space combat. Malix rarely leaves his engineering fortress aboard the *ISD Heuristic*, where he performs battlefield simulations and "stress-tests" tactics on live prisoners. His devotion to Imperial supremacy is not ideological—but scientific: he sees the Empire as the logical end-state of galactic evolution.

Lord Admiral Caedra Voss

Imperial Enforcer of the Deep Core Defense Network

Voss commands the Deep Core defenses surrounding the Imperial Throne World and keeps the final protocols for planetary annihilation within her sector. She believes in layered defense over aggression and has converted her flagship, the *Dark Halcyon*, into a command citadel more than a vessel. Known for her whisper-quiet speech and steel gaze, Voss is said to see "all possible rebellions before they form."

Sector Moff Jaedrin Thule

Ruler of the Arkanis Subsector and Overseer of Military Academies

Thule manages both planetary governance and military training facilities, including the prestigious Arkanis Academy. A staunch traditionalist, he believes in "Imperial Valor"—a code that mixes discipline, genetic purity, and fear. He considers stormtroopers disposable but officers sacred, and routinely promotes cadets who demonstrate ideological fervor over tactical aptitude.

High General Olric Vannor

Director of the Imperial Ground Doctrine Bureau

Vannor is responsible for authoring the Imperial Army's combat manuals, infiltration guides, and tactical doctrines. He personally commanded over 20 campaigns before being promoted to doctrinal command, where he now uses his experience to standardize total planetary control. Known for saying, "A war unwritten is a war lost," he treats battle reports like scripture. He keeps a vault of confiscated Rebel tactics and studies them obsessively, believing adaptation is the key to Imperial immortality.

Supreme Systems Marshal Jerec Halvorn

Commander of Imperial Enforcement in the Southern Reaches

Halvorn blends military command with high-level legal authority, functioning both as judge and executioner across Imperial frontier space. Once a Coruscanti law professor, he abandoned academia after the Clone Wars and reinvented himself as a cold executor of Imperial justice. He commands from the mobile courthouse-ship *Obedience*, where trials last minutes and verdicts are final. His belief: law is mercy—"So long as it belongs to the victor."

Admiral Kirell Sato

Naval Coordinator for Post-Conflict Recovery

Sato works to stabilize systems after the Empire's crushing victories. Where others see conquered territory, she sees responsibility. She organizes planetary rebuilding, offers employment to former militants, and insists on non-discriminatory rations. Her crews rebuild hospitals as often as hangars. While still enforcing the law, she seeks redemption for the damage inflicted—and teaches her officers to "win peace, not just war."

Grand Moff Lendrix Kaas

Imperial Expansion Director for the Unknown Regions

Kaas leads expeditions beyond the Outer Rim, establishing Imperial presence in uncharted systems. Obsessively focused on legacy, he funds massive monument worlds carved into asteroids to glorify Imperial conquest. He views the unknown not as danger, but as destiny—referring to it as "The Emperor's Frontier." Kaas rarely returns to Imperial space, operating from the colossal dreadnought *Eye of Judgment*, which serves as both exploratory vessel and mobile fortress.

High Admiral Talvera Nyx

Supreme Commander of Fleet Reconnaissance & Recovery

Nyx commands ghost fleets that stalk enemy shipping lanes and disappear without trace. A master of stealth logistics, she orchestrated the capture of dozens of Rebel transports using tractor ambush tactics and sensor ghosts. Her flagship, *ISD Shadowwake*, runs cold and silent, often mistaken for debris. She prefers to speak through subordinates, cultivating mystery and fear.

High Commander Saelric Varn

Architect of the Orbital Repression Doctrine

Varn was instrumental in developing standardized orbital bombardment response protocols. Whenever planetary unrest arises, Varn deploys “Spectre Protocol”—a combination of precision strikes, electromagnetic disruption, and propaganda drops. His office aboard the *ISD Crucible* contains war trophies from every world he has razed.

Grand Admiral Istaran Quell

Chief Strategist of the Core Systems' Defensive Grid

Quell operates from the orbital command sphere *Praxia Prime*, where he coordinates hyperspace interdiction and defense for over 200 Imperial worlds. A career bureaucrat-turned-warlord, he sees battles as math problems—preferring simulations and trend analysis over combat. He is considered one of the Empire’s foremost predictive tacticians, but utterly devoid of empathy.

Supreme General Varos Tyne

Executor of the Military Peace Doctrine

Tyne commands the pacification forces responsible for suppressing planetary uprisings without direct destruction—using social manipulation, political infiltration, and force-limited interventions. He believes the best conquest is the one that looks like surrender. Tyne meets resistance leaders personally, offers them clemency, then disappears them without a trace. His operations rarely make headlines, but his influence reshapes worlds.

Moff Rycen Dhalgar

Enforcer of the Imperial Education Reformation

Dhalgar's mission is the ideological conquest of young minds. He mandates pro-Empire curricula, executes noncompliant teachers, and funds schools named after military victories. His "Children of Order" program has indoctrinated millions into believing the Rebellion is a lie spread by aliens. He views education as the quietest—and most permanent—form of domination.

Grand Moff Talan Veyne

Governor of the Peacekeeping Frontier Zone

Veyne believes in the Empire's promise of order—but not its cruelty. A rare idealist, he focuses on infrastructure, education, and economic development in his sectors. He avoids violence unless provoked, preferring negotiation and soft power. His refusal to allow mass arrests during a food riot earned him a private rebuke from Coruscant—but also unwavering loyalty from the locals. Veyne is quietly compiling evidence of high-level war crimes, unsure what he'll do with it.

Grand Admiral Lysar Tonn

Supreme Commander of the Sector Subjugation Fleets

Tonn leads roving fleets sent into sectors marked for "complete behavioral reset." Once a peaceful naval engineer, she turned to repression after her homeworld was bombed by Rebels. She now demands full societal restructuring in her campaigns, often removing entire generations of local leadership. Her command ship, *ISD Warden Eternal*, has never lost a battle. She sees herself as a necessary monster, often saying: "Mercy was a luxury the galaxy wasted."

Supreme Grand Moff Hareth Vossan

Imperial Warden of the Deep Galactic Border

A political giant and master manipulator, Vossan commands the sectors surrounding Imperial space's distant edge. He believes the key to eternal Empire lies not inward, but in never-ending expansion. He is the architect of the "Celestial Wall" project—turning border worlds into fortress-planets. Some believe he's preparing for a war far beyond the Rebellion.

Moff Aressa Dalven

Director of Imperial Technological Compliance

Dalven is responsible for rooting out and controlling “technological subversion,” including droid sabotage, slicer networks, and unsanctioned AI. She created the *Logic Purge Directive*, which banned certain code structures across Imperial sectors. Her personal intelligence unit, *The Cogwatch*, infiltrates universities and workshops. She now believes freedom in programming is more dangerous than any ideology.

Grand Admiral Seron Karran

High Command Representative for Sector Fleet Unity

Tasked with unifying the differing doctrines of Navy, Army, and ISB operations, Karran is more political than martial. A charismatic orator and relentless power broker, he rose not through victory—but by ensuring others’ failures. He wields fleet command like a chessboard, often reshuffling admirals and governors mid-campaign for strategic unpredictability. He’s rumored to possess a Sith artifact and is one of the few non-Sith officials ever invited to the Emperor’s personal strategy council.

Moff Sela Drayv

Imperial Governor of the Twin Hegemon Worlds

Drayv governs two eternally rival planets—Arten and Velos—by playing them against one another. She fabricates Rebel attacks, sabotages their trade routes, and frames leaders to ensure eternal instability. As long as they’re too busy fighting each other, they stay loyal to the Empire. A manipulator par excellence, she is known to smile warmly while signing death warrants. Her administrative reports are written like novels, and the Emperor reportedly reads them for entertainment.

High General Vox Marren

Head of Strategic Resource Mobilization Forces

Marren deploys ground forces specifically to seize and fortify resource worlds, often before the ISB has even confirmed Rebel presence. He believes resources are more important than territory, and often destroys cities just to mine under them. Nicknamed “The Tiller,” Marren commands a vast fleet of planetary excavation walkers. He personally designed the **GX-90 Siege Plow**, a vehicle capable of tearing through entire forests and refineries in one pass.

Supreme Marshal Deyric Tolm

Commander of the Imperial Martial Ethics Tribunal

Tolm is the Empire's paradox—a military judge who defines what counts as “legal” warfare within the rules of Imperial doctrine. He ensures that the Empire's brutality remains “justified” on paper, even as it violates galactic conventions.. He operates from a court-ship called *The Mandate*, which has never once ruled in favor of a defendant.

Sources:

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