

CC-1870 “Sand”

Early Life

CC-1870, later designated "Sand," was a Generation 1 clone trooper produced on Kamino during the early expansion of the [Republic's](#) cloning program. Unlike later clone batches, Generation 1 units were developed with reduced behavioral inhibitions, allowing for greater independence, adaptability, and individual decision-making in combat environments.

QUOTE

"It's the Tenacious, not the talented that win."

Leadership

IN OFFICE

978 RSY - Present

SUCCESSOR

None

From his earliest stages of training, Sand displayed a combat style that diverged from standard clone doctrine. While most clones favored aggressive engagement and rapid assault tactics, Sand consistently demonstrated a preference for measured positioning, battlefield awareness, and controlled execution. Kaminoan overseers initially noted this as a deviation from optimal efficiency, but trainers recognized it as a form of discipline rather than hesitation.

Selected for advanced command conditioning, Sand trained extensively in both conventional warfare and close-quarters combat, including the martial art of Teräs Käsi. His training emphasized endurance, adaptability, and maintaining operational effectiveness in prolonged engagements. By the time the Clone Army was formally established in 975 RSY, Sand had already proven himself capable of independent leadership.

Rise through Command

Sand's rise through the Republic military was defined by consistent operational success and the ability to maintain control in unstable or deteriorating combat situations.

He was first appointed as the Commander of the [91st Reconnaissance Corps](#), where he established the unit as a forward-operating force specializing in deep reconnaissance and pre-invasion battlefield preparation. Under his command, the 91st focused on operating ahead of main Republic forces, identifying weaknesses in enemy defenses, and shaping engagements before they began.

Following continued success, Sand was promoted to Army Regimental Commander while simultaneously receiving a commission as a Rear Admiral in the Republic Navy. This dual role granted him authority across both ground and naval theaters, allowing him to coordinate operations on a larger scale than most clone officers.

His promotion was based entirely on performance rather than seniority, with High Command recognizing his ability to maintain cohesion and effectiveness under sustained pressure. He then through trial and error established much better communications with that of all of the Republic's Command Structures, establishing the Republic Central Command, or Centcom, so all forms of Command, through the Military, the Navy, the Jedi, and the Senate no longer had issues receiving information from operations.

As the Marshal Commander, Sand has operational control over the Special Operations Brigade, the entire security structure, and all of GAR's Army Battalions, 2nd to that of the Grand Marshal, CC - 4304 "Combine". At the time of this bio log, currently under him being [CC - 1345 "Dofo"](#), the SOB Director and Regimental Commander, CC - 2507 "Musk" the Regimental Commander of all Republic Security Forces, and a man he depends on greatly for his invasions and strategic advice, CC - 3636 "Wolffe" the Regimental Commander of the Army. From here Sand wishes to keep building his relations with those around him and continually try to secure victory for the Republic and save its allies from the evil clutches of the Confederacy of Independent Systems.

Military Career

Sand's military career expanded significantly during the Republic campaign to reclaim strategic systems from Separatist control, most notably during the [Liberation of Carida](#) (980 RSY).

During the engagement, Sand became the sole acting Admiralty after the loss of senior naval command. With only five Venator-class Star Destroyers operating on skeleton crews, he assumed full control of Republic naval forces against the 4th Subjugation Fleet.

The opposing force included multiple capital ships and heavy frigates, placing Sand at a significant numerical disadvantage. Rather than seeking decisive engagement, the battle unfolded across three separate attritional engagements, relying on continuous repair efforts to keep Republic vessels operational under sustained pressure.

The campaign resulted in the loss of the VSD *Invictus*, reportedly destroyed during combat with the Separatist assassin [Asajj Ventress](#) using sabotage, but Sand maintained command cohesion long enough to secure a Republic victory and reclaim the system.

Following Carida, Sand was promoted to Marshal Commander, and promoted to Reserve Admiral in the Navy, then being assigned to Task Force Sabre, where he was given command of an independent fleet element.

The Spear Fleet

The Spear Fleet, commanded by Marshal Commander Sand, functions as the Republic's primary reconnaissance fleet, tasked with probing and weakening enemy defenses before full-scale invasions are launched.

Operating ahead of main Republic forces, the fleet is responsible for:

- Testing enemy strength and defensive positioning
- Applying sustained pressure to weaken resistance
- Preparing targets for large-scale assault operations

Unlike standard fleets, the Spear Fleet is not intended to deliver decisive victories on its own. Its role is to ensure that when Republic forces commit to battle, the enemy is already degraded and vulnerable.

Sand commands the fleet from his flagship:

VSD - Fortitude

The hull of the Fortitude bears the marking:

“RIP Mixup”

A tribute to a 5th Fleet Battalion Commander who sacrificed himself aboard the VSD Tribunal, ensuring the evacuation of his men before the ship was lost.

Combat Training & Specialization

Sand has trained extensively in Teräs Käsi, utilizing the same combat forms taught to Republic Marauders. His proficiency extends across a wide range of Republic weaponry, and he is also capable of piloting starfighters when required.

He is particularly known for his mastery of the "Spitting Rawl Technique", this technique is regarded as one of the most powerful unarmed combat maneuvers within Teräs Käsi. It consists of:

- A sideways aerial flip
- Three downward strikes delivered with the feet
- A final simultaneous vertical strike with both fists via blades

Like the Republic Marauders, Sand's armor is modified with twin arm-mounted vibro-blades, which extend from a neutral position and can lock into alignment with the left upper arm and right forearm. These blades increase reach and lethality, allowing each strike to function as both an impact and cutting attack.

A Spitting Rawl marking is etched into his chest plate, signifying his mastery of the technique.

Notable Engagements

Liberation of Carida (980 RSY)

Served as sole acting Admiralty, commanding undermanned Republic forces through multiple attritional engagements. The campaign resulted in the loss of the *Invictus* but ended in Republic victory.

Failed Defense of Rhen Var

During the Republic's broader campaign operations, Sand positioned the Spear Fleet at Rhen Var to intercept potential Separatist counterattacks during the First Invasion of Christophsis and act as the first bulwark and early warning system. The system was assaulted by a hostile force known as the "Reaper Fleet," led by [High Admiral Pax](#).

An EMP detonation disabled the Republic's ships, allowing the enemy to overwhelm the fleet. Sand's flagship, the Fortitude, was boarded, and he was captured.

Rhen Var Prison Installation Retake

After he escaped from High Admiral Pax's imprisonment, him and the Galactic Marines as well as RC elements of Ion and HOPE Squad, together pushed back inside the Installation, destroying any droids they encountered. Sand then focused his efforts to turn it into a Temporary Operations Base for the 21st, until he could come back with a full Republic Fleet to save the planet and Republic Forces on the surface. Until this rescue could be staged, he himself flew through the Reaper Fleet Blockade and was able to get his valuable intel on High Admiral Pax and his plans to the Chancellor.

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