

# CO-3969 "Firecracker"

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# Overview

CO-3936 "Firecracker" was a legendary figure in the [Republic Navy](#). A member of one of the earliest generations of Clones, Firecracker served in the [Republic Star Fleet](#) during some of its earliest operations and went on to be a key part of many campaigns.

Rather than being assigned a command role after graduation, Firecracker was forced to work up through the ranks of the Republic Navy. Navigation, engineering, weapons, and Firecracker had done it. Noted by many who worked with him and by those who ranked him much higher for his competence, bravery, and loyalty, he was quickly promoted through the ranks.

Firecracker's command style was forged through hard work serving the Navy, not through [academy training](#). Knowing, actually knowing, not just reading it from a manual, the intricate details of how a Venator functions, how much the weapon systems can manage, how quickly the [starfighter detachments](#) can launch, how much stress the engine can handle, gave Firecracker an edge that most Republic Naval Commanders didn't have. His unorthodox style of command, even during some of his earliest command roles, was one of the reasons why he grew close with [Commander Rex](#) during their service together.

CO-3936 died an honourable death over Chaleyclonia City, Christophsis. After the bridge was attacked by a CIS Drop Pod, Firecracker ordered his men to leave the bridge and get to safety. However, hearing that one of his men was stuck on the bridge, he returned to attempt to rescue his brother, and in this heroic endeavour, he was shot dead by the droids.

# Military Career

Born on Kamino like all other clones and to one of the first generations, CO-3936 was a model clone. While he was not selected for [Advanced Commando Training](#) or Command Training, he was noted as what an ideal clone should be. Loyal to the Republic, follows orders without question, and is competent in what he does. During one of his trainings, he managed to mess with the circuits of an RPS and managed to increase the size of the blast, unfortunately it went off without warning. After this incident, he would be bestowed the nickname "Firecracker" by all of his brothers.

While his experiment did not go as planned, his knack for engineering was noticed by his instructors, and his performance in more academic sides was all excellent, so he was assigned to the Republic Star Fleet. As a quick study and a hard worker, Firecracker learned the basics of all the different jobs that were involved in running a venator, and then learnt how to do all the jobs well.

<b>HONORS</b>	Medal of Stellar Service Medal of Valor Christophsis Campaign
<b>QUOTE</b>	"I've done every job onboard a Venator, from navigation to engineering to weapons."
<b>LEADERSHIP</b>	
<b>IN OFFICE</b>	980 RSY - 983 RSY
<b>SUCCESSOR</b>	N/A



# Notable Engagements

## [First Space Battle of Alderaan](#)

Stationed within the fleet responsible for the defence of [Alderaan](#), as a Petty Officer, Firecracker did not expect to be involved in one of the first invasion attempts of the war; however, when the [CIS](#) fleet arrived, he showed no fear and did the Republic proud.

Tasked with not only communicating information between the Venator bridges, but also made gunnery leader for the defence, a lot was hanging on Firecrackers performance, and he did not disappoint. The Republic Fleet was able to defend against the invasion, and Firecracker was promoted for his efforts.

## [Carida Rescue Mission](#)

Promoted to Midshipman after his work in Alderaan, Firecracker was told that him and his crew will be moving to [Carida](#) to defeat the [Separatist Fleet](#) and rescue the Republic Forces stuck on the surface. This was one of the largest fleet battles in the war so far, and the intensity was made worse by the use of CIS Droid Pods. One of these pods hit the Venator that Firecracker was on.

Despite not being equipped to handle anti-boarding operations, Firecracker charged without fear and ended up defending against the boarding party by himself. He was awarded the Medal of Valor for this action. During this mission, he became close with the clones of the [501st Legion](#).

## [The Siege of Alderaan](#)

While still as a Midshipman, Firecracker was given the unique honour of being able to command a Venator. Once again assigned alongside the 501st, Firecracker was responsible for ensuring that his Venator was being run correctly during the fleet battle. The mission was a great success and Firecracker was able to prove that despite his relatively low rank within the Navy, he could be assigned a Venator and manage it well.

## [The Invasion of Corellia](#)

Promoted to Sub-Lieutenant and tasked with command of a Venator once again. Using his experience from his previous fleet battles, Firecracker and the rest of the Republic Fleet were able to make short work of the Separatist Blockade on [Corellia](#). After the blockade was handled, Firecracker was moved to the surface to handle ATC and communication responsibilities with the Fleet and the ground forces.

## [The Loss of Rhen Var](#)

Promoted to Lieutenant and assigned a Venator to command in [Rhen Var](#), Firecracker was looking forward to some downtime to hone his command skills. However, the sudden arrival of [High Admiral Pax](#) and his fleet ruined those plans entirely. Firecracker and his crew were more than willing to fight Pax and his fleet; however, the activation of the High Admiral's EMP device resulted in his Venator being destroyed in the battle. Stranded on Rhen Var, Firecracker had to fight tooth and nail alongside the 21st Legion to return to orbit and escape.

## [First Assault on Christophsis](#)

Promoted again to Lieutenant Commander after escaping Rhen Var and saving as many naval personnel as he could, Firecracker would be involved in the opening act of the invasion of [Christophsis](#). Now, not only did he have a Venator under his command, but he would also be responsible for working with the Admirals on strategic and tactical matters for the invasion.

When most commanders get to the position Firecracker has now achieved, they tend to stay back and prefer to lead from holograms and manage the battle from afar. Not Firecracker. Despite his now senior rank, he always made sure to lead from the frontlines. If a Droid Pod hits, he will be there making sure that every last one of his men escapes before he makes a run for it.

## [Assault on Ryloth](#)

With Christophsis clear, Firecracker was ordered to [Ryloth](#). Once again in charge of a Venator while also being responsible for tactical decisions, he led his forces to victory. This time, making friends and getting to know the clones of the [91st Mobile Reconnaissance Corps](#), a battalion he had once helped save on Carida. The already weakened CIS Fleet on Ryloth was no match for the Republic's Fleet and the leadership of experienced commanders like Firecracker.

## Defense on Christophsis

Due to the importance of the Christophsis campaign, Firecracker was transferred back over to Christophsis and put in charge of a Venator. The Republic was adamant not to let the planet go after all the sacrifices they had made, and part of their plan was to make sure all their Venators had the most experienced commanders they could find. Sadly, when the Droids returned for a second assault, fate no longer favoured the Republic.

Many Venators were destroyed, and it seemed that the Separatists would have full naval superiority over Christophsis. Firecracker, as the commander of the last remaining Venator, had a choice. He could pull his Venator out of the system, leaving the clones on the ground with no naval support, or he could make a much more risky move. He made the choice to stay and move his ship down to the atmosphere, knowing that leaving the ground forces with no naval support would be sentencing them all to death.

## Last Stand

On a technicality, Firecracker had become one of the most senior naval officers for the Christophsis campaign, and so naval command bestowed upon him the rank of Captain to fit this new assignment. With only a handful of naval personnel to support the operations of 3 battalions, the SOB elements, and manage communication and security in the two Republic occupied cities, Firecracker had a difficult job. When supporting the initial assault on Chaleydonia City, Firecracker's bridge was boarded by a Drop Pod.

He quickly called his men to evacuate the Bridge and was one of the last to leave, wishing to cover his brothers before he escaped from the bridge himself. However, when he got to relative safety, he had found out that he had left a brother behind in the bridge. Without a second thought, he quickly returned to the bridge in order to provide cover fire for the last remaining trooper to escape. Unfortunately, he was spotted by the B2 Super Battle Droids that had boarded and was shot in this heroic endeavor.

Firecracker's body was later retrieved and given a proper burial. A sad, but fitting end for what is, without a doubt, one of the greatest clones to have served the Republic Navy.



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Revision #5

Created 2026-04-23 12:47:31 UTC by AgentNano117

Updated 2026-05-06 17:30:16 UTC by Lucas