

The Republic

Republic military divisions and structure.

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Galactic Republic

About

The Galactic Republic, often simply called "the Republic," is the central galactic government in 981 RSY, a sprawling coalition of star systems united under a democratic banner. Headquartered on the ecumenopolis of Coruscant, the Republic is governed by the Galactic Senate and protected by the [Jedi Order](#), a group of Force-sensitive peacekeepers. At 981 RSY, the Republic stands as a beacon of unity and order, though it faces mounting challenges from political corruption, economic disparity, and the rising threat of the Separatist coalition.

The Republic's history stretches back millennia, encompassing the ancient era known as the Old Republic, a golden age of exploration and peace, followed by periods of strife, collapse, and reformation. Infused with ancient myths—such as the enigmatic Celestials and prophecies of balance.

Pre-Republic Era (Before 25,000 BTR)

Before the Republic's founding, the galaxy was fragmented between isolated civilizations, primitive hyperspace routes, and warring factions. This era was shaped by the Celestials, a near-mythical species credited with engineering the galaxy's core hyperspace lanes and even the artificial alignment of the Corellian system. Their sudden disappearance left behind only cryptic ruins and legends, whispered as divine acts in ancient texts.

During this time, the Force emerged as a unifying thread. On the Deep Core planet Tython, the Je'daii, early Force-sensitive mystics, sought harmony between the light (Ashla) and dark (Bogan) sides of the Force. Ancient tablets from Tython speak of a prophecy:

“One shall rise from the ether, born of star and shadow, to mend the broken circle.”

This vision would later influence the Jedi and Sith alike.

Founding of the Old Republic (Circa 25,000 BTR)

Around 25,000 BTR, the Core Worlds—Coruscant, Alderaan, and Corellia—forged an alliance to foster trade, security, and peace. This coalition birthed the Galactic Republic, formalized by the

Galactic Constitution. Initially a loose confederation, the Republic relied on the newly formed Jedi Order, successors to the Je'daii, to mediate disputes and defend its ideals.

This era, retroactively dubbed the Old Republic, marked a golden age. Hyperspace exploration flourished, connecting distant systems, while Coruscant's skyline rose with monumental temples and Senate halls. The Republic's early leaders, including noble houses like the Drayce family, claimed descent from Celestial-touched ancestors, weaving myth into their legitimacy.

The Golden Age (25,000 BTR - 5,000 BTR)

For twenty millennia, the Old Republic thrived. The Jedi Order established academies across the galaxy, and the Senate codified laws to govern an ever-expanding union. Yet, this prosperity drew enemies. The Great Hyperspace War (circa 20,000 BTR) pitted the Republic against the Sith Empire, a dark-side regime from the Outer Rim.

In the Republic's infancy, around 25,000 BTR (Before the Treaty of Ruusan), there was no standing army. Instead, member worlds like Coruscant, Alderaan, and Corellia relied on their own planetary defense forces. These militias united only in times of crisis, such as the Great Hyperspace War (circa 20,000 BTR) against the Sith Empire. The lack of coordination nearly led to disaster, prompting Supreme Imperator Pultimo to declare:

“Our strength lies in unity, not in the scattered might of a thousand worlds.”

The Jedi's victory cemented their role as guardians, but the Sith's shadow lingered.

Ancient relics from this era, such as Celestial star maps and Je'daii holocrons, became objects of reverence, said to hold secrets of lost hyperspace routes and the Force's origins.

The Sith Wars and Decline (5,000 BTR - 1,000 BTR)

The Old Republic era, spanning 5,000 BTR to 1,000 BTR, was the Republic army's golden age. Fueled by titanic struggles like the Mandalorian Wars (circa 4,000 BTR) and the Jedi Civil War, it hit its stride as a galactic juggernaut. A Supreme Imperator oversaw the army, syncing it with the Republic Navy for devastating efficiency. Tools like powered battle armor and mass shadow generators gave soldiers an edge in firepower and strategy. Legends like Revan shone bright, turning the tide at the Battle of Malachor V.

At its height, the army boasted millions of troops, bolstered by Jedi Knights as commanders and a fleet of over 10,000 capital ships. Training hubs like the Carida Academy churned out elite warriors. Grand Admiral Thrawn's Korr later mused:

“The Old Republic’s military was a marvel, a machine of war that could crush empires.

The Republic’s vast bureaucracy bred corruption, and its unity frayed. The Mandalorian Wars (circa 4,000 BTR) tested its resilience, with Jedi hero Revan defeating the Mandalorians only to fall to the dark side, sparking the Jedi Civil War. The Sith Triumvirate that followed nearly eradicated the Jedi, plunging the Republic into chaos.

The New Sith Wars (2,000 BTR - 1,000 BTR), a millennium of relentless conflict, brought the Old Republic to its knees. Sith warlords ravaged worlds, and the Jedi dwindled. Ancient texts from this era lament a galaxy “torn asunder, its light swallowed by shadow,” reflecting the despair of a crumbling civilization. Losses like the Battle of Mizra (1,466 BTR)—where the Republic suffered the devastating **loss of over 700,000 troops and 1,500 capital ships in a cunning Sith ambush**—severely sapped its military strength. This significant defeat weakened the Republic’s once-mighty army, which had numbered in the hundreds of millions at its peak, and marked a turning point in the New Sith Wars. By the time of the Battle of Ruusan (1,000 BTR), centuries of such attrition had reduced the army to a shadow of its former glory, leading to its inevitable collapse. The subsequent Ruusan Reformation dismantled the remnants of this diminished force, **abolishing the martial title of Supreme Imperator and ushering in the more diplomatic role of Supreme Chancellor** to redefine the Republic’s identity.

The Ruusan Reformation (0 RSY)

The turning point came with the Battle of Ruusan (1,000 BTR), where the Jedi and Republic forces vanquished the Sith Brotherhood, believing the dark side extinguished. This victory ushered in the Ruusan Reformation, a sweeping restructuring of the Republic. The Senate was centralized, the Jedi adopted stricter codes, and the calendar reset to 0 RSY, marking a symbolic rebirth.

The reformed Galactic Republic emerged from the ashes of the Old Republic, its leaders vowing to prevent another dark age. The term “Old Republic” came to signify the pre-Reformation era, a nostalgic echo of lost glory.

The Dawn of Recovery (0 RSY - 300 RSY)

The early centuries were a time of healing. Planets scarred by war rebuilt under the Republic's banner, and the Jedi emerged as beacons of hope. One landmark moment was the Treaty of Alderaan (circa 100 RSY). Alderaan's noble houses, locked in a bitter feud over succession, teetered on the brink of civil war. Jedi Master Elara Voss led a delegation to mediate, spending months forging a peace that endures to this day. Her words linger in history:

“Through patience and understanding, we have shown that even the deepest divides can be bridged.”

The treaty not only saved Alderaan but became a model for Jedi diplomacy galaxy-wide.

Exploration soon followed. The Hyperspace Expansion Initiative (circa 300 RSY) opened new frontiers, with Jedi explorers charting hyperspace lanes to forgotten worlds. Their efforts linked distant systems, sparking trade and unity. Republic Chancellor Tarsus Valorum hailed the achievement, proclaiming,

The Jedi's role in this venture showcased their versatility—guardians not just of peace, but of progress.

The Golden Years (300 RSY - 700 RSY)

As the Republic prospered, its economy thrived, fueled by bustling trade routes and powerful corporations. The Trade Federation Dispute (circa 600 RSY) tested the Jedi's skill when the Federation imposed crippling tariffs on Mid Rim worlds, sparking protests and threats of rebellion. Jedi Master Korrin Thra stepped in, negotiating a compromise that eased tensions and preserved economic stability.

Shadows on the Horizon (700 RSY - 981 RSY)

The later years brought subtle signs of strain. The Outer Rim Incursions (circa 900 RSY) marked a turning point. Pirate fleets and rogue warlords plagued the Outer Rim, raiding trade lanes and defying Republic authority. Jedi Knight Aric Joran led missions to quell the chaos, but the unrest persisted in pockets, exposing the limits of Jedi influence. His stark warning, "The Outer Rim is a tinderbox; one spark could ignite a fire we cannot control," proved prophetic, as these incidents

hinted at the rise of the Separatist coalition still brewing in 981 RSY.

Meanwhile, corporate power grew. The Trade Federation's droid armies, officially for "protection," raised eyebrows in the Senate. Rumors of ancient Celestial artifacts—mysterious relics unearthed on remote worlds—added intrigue, with some whispering of lost technologies that could shift the balance of power. The Jedi, ever cautious, debated how to respond to these emerging threats while holding fast to their code.

The Age in 981 RSY

Today, as the Age of Renewal nears its millennial mark, the Republic stands as a testament to resilience. The Jedi's efforts have woven a tapestry of peace across centuries, from the Treaty of Alderaan to the hyperspace frontiers. Yet, the galaxy is not still. The Outer Rim simmers, corporate ambition swells, and the Separatists cast a shadow over the Republic's unity.

Republic Military

The Republic Military in 981 RSY is a decentralized and largely non-standing force, shaped by the reforms of the Ruusan Reformation nearly a millennium ago. Unlike the robust fleets and armies of the Old Republic, the modern Galactic Republic relies on planetary defense forces and the Jedi Order for protection. However, with rising threats from the Separatist coalition and the Trade Federation's droid armies, the lack of a unified military has become a hot topic in the Senate. Calls for militarization are growing louder, threatening to upend the Republic's pacifist traditions.

Historical Context

Back in the days of the Old Republic, the Republic had a serious military—think massive fleets and armies ready to take on the Sith Empire or Mandalorian clans. That all changed after the New Sith Wars (2,000 BTR - 1,000 BTR), a brutal conflict that left the galaxy in ruins. The Ruusan Reformation (0 RSY) followed, scrapping the standing army and decentralizing military power. Planetary governments took over their own defense, and the Jedi stepped up as peacekeepers.

Supreme Chancellor Tarsus Valorum summed it up during the Reformation:

“The age of vast armies and endless wars is over. Let each world guard its own, and let the Jedi safeguard the peace between them.”

For centuries, this worked pretty well, keeping the peace without a big military machine. But now, with the galaxy getting messier, people are starting to wonder if it's enough.

Current Structure (981 RSY)

The Republic's defense in 981 RSY:

- Planetary Defense Forces (PDFs): Every planet has its own military. Core Worlds like Coruscant and Alderaan have slick navies with shiny ships, while Outer Rim worlds often scrape by with whatever they can muster.
- Republic Judicial Forces: A small central fleet that patrols hyperspace lanes, fights pirates, and backs up Senate orders. It's not built for all-out war.
- The Jedi Order: The galaxy's go-to peacekeepers. They handle crises, mediate fights, and step in when things get hairy. Problem is, there aren't enough of them, and they're more about talking than fighting.

This setup keeps the Republic lean, avoiding the cost and chaos of a big army. But it's got gaps—big ones. Jedi Master Elara Voss put it bluntly in 972 RSY:

“The Jedi are guardians, not soldiers. We can't be everywhere at once, nor should we be asked to fight every battle.”

The Militarization Debate

The Separatist coalition and the Trade Federation's droid armies have everyone on edge, sparking a huge debate in the Senate. [Senator Varkis Drayce](#) from Coruscant is leading the charge for a unified military, arguing it's the only way to stay strong. In 980 RSY, he thundered:

“The Republic's strength lies in unity, not fragmentation. We must forge a military worthy of our legacy, or we will crumble before those who seek to divide us.”

The Jedi are split too. Jedi Knight Aric Joran wants a stronger defense, but Master Korrin Thra warns:

“The Force guides us to seek balance, not domination. A military unchecked could become a weapon of oppression.”

Creation of the Clone Army



In 970 RSY, a decade before his famed "War Is Brewing" speech, [Varkis Drayce](#) secretly collaborated with Jedi Master Dooku of Serenno **to create a Clone Army, a move shrouded in mystery at the time.** The project began when the Kaminoans, a reclusive species skilled in cloning, approached the Republic with an offer: a genetically engineered security force to bolster its defenses amid rising Outer Rim unrest. Drayce, then a rising senator, saw this as a chance to forge a military capable of enforcing his vision of order. Dooku, the only Jedi he respected for his noble heritage and pragmatic ideals, joined him, disillusioned with the Jedi Council's restraint.

The operation was concealed from the Senate and Jedi Order, masked as a modest expansion of the Republic Judicial Forces. Drayce and Dooku oversaw the Kaminoans' work, commissioning an initial batch of clone battalions—among them the 104th Battalion, dubbed the "Wolf Pack." These early clones, bred from a yet-unnamed template, were deployed under the guise of "stress testing" to refine their specialties:

- 104th Battalion (Wolf Pack): Under Plo Koon and CC-3636 "Wolffe", they mastered search-and-rescue, excelling in operations like the Ryndellia Incident (978 RSY), extracting a stranded convoy from pirate clutches.

Grand Army of the Republic

The Grand Army of the Republic

Formally established in 985 RSY, the Grand Army of the Republic is the Republic Military. Although the concept of the Republic Military was discussed in the halls of the Senate, the advent of hostilities with the Separatist Alliance led to support for the passage of the Chancellors own Army Bill. The Grand Army, their ranks have consisted near-entirely of Clone Troopers and their support staff.

History

The Grand Army of the Republic was founded in approximately 975 RSY, after Obi Wan Kenobi's discovery of the cloning process on Kamino. Led by the mysterious Sifo Dyas, the clones were shown to have been a perfect human form bred for fighting. After the first battle on Geonosis made the Clone Army evident, few were opposed to an army that could help them stop the CIS.

Structure

The Army serves as a branch under the Republic Military, which itself is managed by the Republic Strategic Command, which serves as the General Staff for the Military, formed by the highest ranks of both the Army and Navy, the Director of Intelligence and additional support staff. Command of the Army falls to the Marshal Commander.



Basic Information

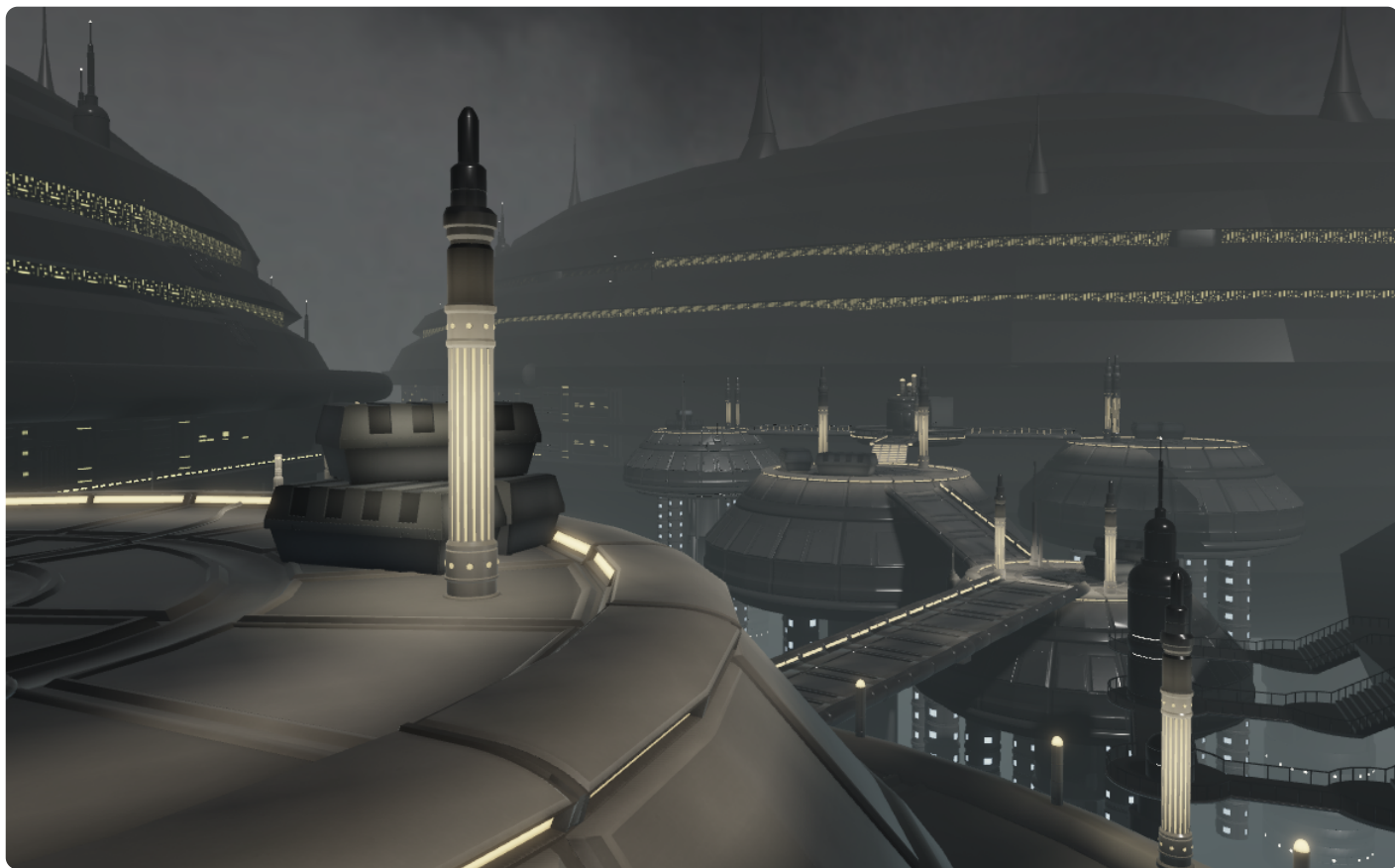
OFFICIAL NAME	The Grand Army of the Republic
CAPITAL	Coruscant
POLITICAL STANDING	The Galactic Republic

HEAD OF STATE: Chancellor Amidala

Historical Milestones

FOUNDING	975 RSY
LEADERS	CC-1870 "Sand" CC-4304 "Combine" CWO-6110 "Flipside"

Republic Clone Academy

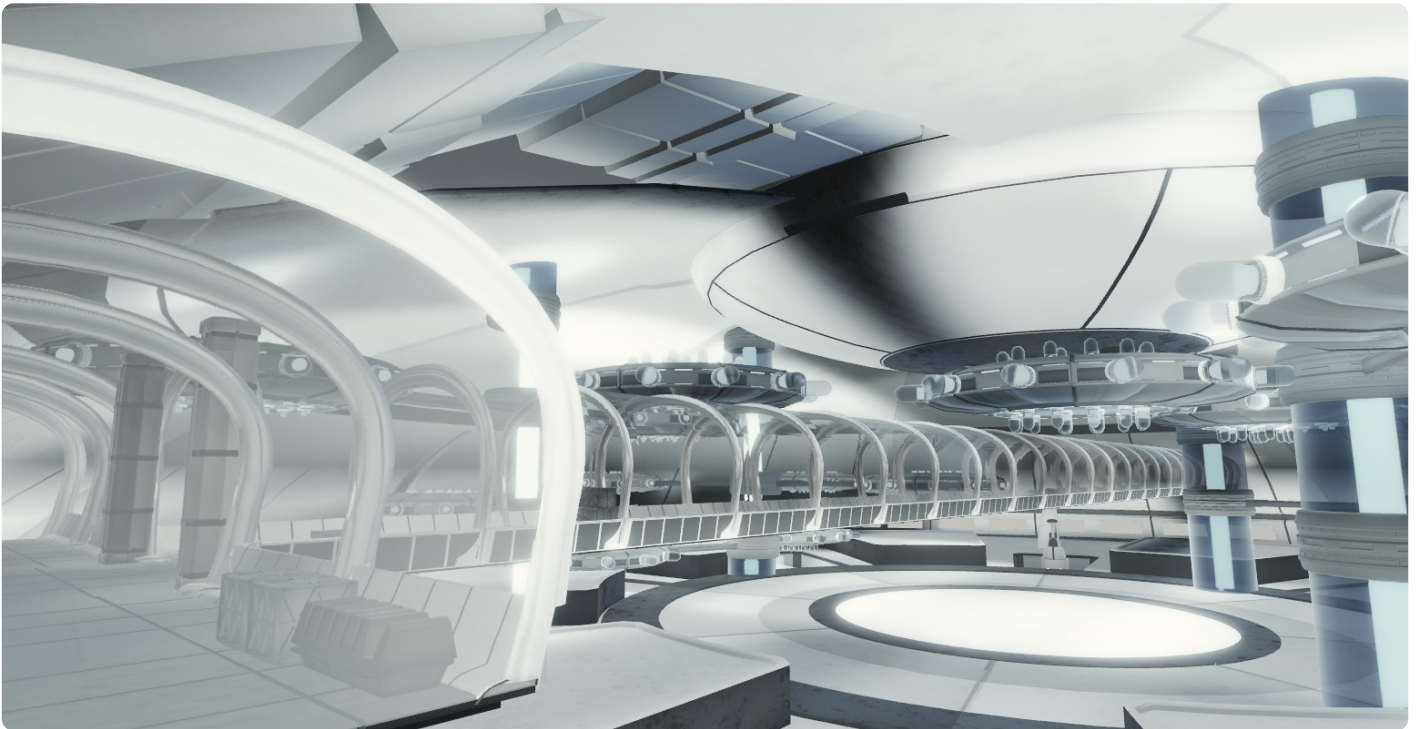


Overview

The Republic Clone Academy stands as the eminent training institution responsible for molding raw Clone Cadets into the competent and lethal Clone Troopers that form the backbone of the Grand Army of the Republic. The well-being and effectiveness of the entire Republic Military hinge on the expertise of the veteran Instructors at the Academy and the young Cadets they nurture into formidable Troopers.

Origins

The origins of the Cadet Academy are deeply intertwined with the inception of the Clone Army. Commissioned in secret by the Office of the Supreme Chancellor, the Kaminoans meticulously designed and perfected the genetic template for what would evolve into the Clone Troopers. However, recognizing the necessity for proper training, the Ruling Council of Kamino sought out skilled warriors to instill the foundational skills in the emerging clones.



The First Clone Troopers

The initial batch of Clone Troopers, a small-scale experimental run of 30 clones, underwent genetic enhancements designed to vastly improve general performance. These clones, devoid of certain inhibitors present in subsequent generations, were trained by experienced veterans. Surpassing expectations, the 30 clones became a proficient fighting force during adolescence, despite their unconventional attributes. Notably, a subset of these clones demonstrated exceptional leadership and initiative, prompting their selection for further training on Coruscant.

The Foundation of the Grand Army

The majority of the Clone Troopers were assigned as the first Null Advanced Recon Commandos (ARC troopers), while Clone Officers were allocated to various roles within the Republic. Those remaining on Kamino formed the Republic Clone Academy (RCA). As the Academy, they continued to play a pivotal role in training subsequent generations of Clone Troopers. This marked the formal beginning of the Cadet Academy's enduring mission — to ensure the Republic maintains a professional and proficient fighting force. The legacy of the Cadet Academy lives on, as it continues to be the crucible where future generations of Clone Troopers are forged into the guardians of the Republic.

Academy Structure

The Republic Clone Academy is the heart of the Republic's military strength. It exists for one purpose: to shape clones into capable, reliable, and professional service members ready to fight and lead across every domain of the Republic's armed forces. Through relentless training, strict standards, and a shared sense of duty, the Academy turns raw recruits into soldiers, pilots, officers, and commanders the Republic can depend on.

The Academy is led by **Head Academist Praxis Vordana**, whose philosophy centers on discipline, adaptability, and clear thinking under pressure. Vordana believes that a clone's strength is not only measured by skill at arms, but by judgment, loyalty, and the ability to act decisively when it matters most. Supporting this vision is **Chief of Operations Arminius Wolfram**, who oversees coordination between the academies, maintains operational readiness, and ensures training standards remain consistent across all branches.

Together, they uphold a simple truth: the quality of the Republic's forces begins at the Academy.

The Clone Academy is made up of several specialized institutions, each focused on a different aspect of military service. While each academy has its own purpose, they function as a single, unified system—preparing clones to fight, lead, and support one another in war.

Cadet Academy

The Cadet Academy is the foundation of all clone training and the starting point for every clone's career. It is here that discipline is first instilled, bodies are hardened, and minds are shaped for military service. Recruits are trained in physical conditioning, weapons handling, fieldcraft, and the core values of the Republic.

A poorly trained cadet does not just fail themselves—they become a danger to their brothers and to the mission. For that reason, standards at the Cadet Academy are uncompromising. Every clone is expected to meet the same level of competence, resilience, and reliability.

Led by:

Chief Instructor **Rein Varo**

Officer Academy

The Officer Academy is the thinking mind of the Republic Military. Its mission is to transform experienced clones into leaders capable of commanding troops, ships, and entire campaigns. Officers are taught that while soldiers fight battles, leaders decide how those battles are won—or lost.

Training focuses on leadership under stress, tactical and strategic planning, responsibility for subordinates, and the weight of command. A single poor decision from an officer can cost lives or cripple an operation. Because of this, the Officer Academy demands clarity, confidence, and accountability from every candidate.

Led by:

Chief Instructor **Triun**

Flight Academy

The Flight Academy represents the Republic's sharpest edge. It trains elite clone pilots to master both atmospheric and space combat, where reaction time, precision, and awareness mean the difference between success and destruction.

Pilots are taught advanced maneuvers, multi-role operations, and coordination with fleet and ground forces. The Academy emphasizes that a pilot's responsibility extends beyond their cockpit—poor flying can cost lives on the ground or doom an entire operation.

Only those with exceptional skill and discipline graduate, ensuring the Republic's fighters remain unmatched in the sky and the void.

Led by:

Commanding Officer **CO-4823 "Crucible"**

Law Academy

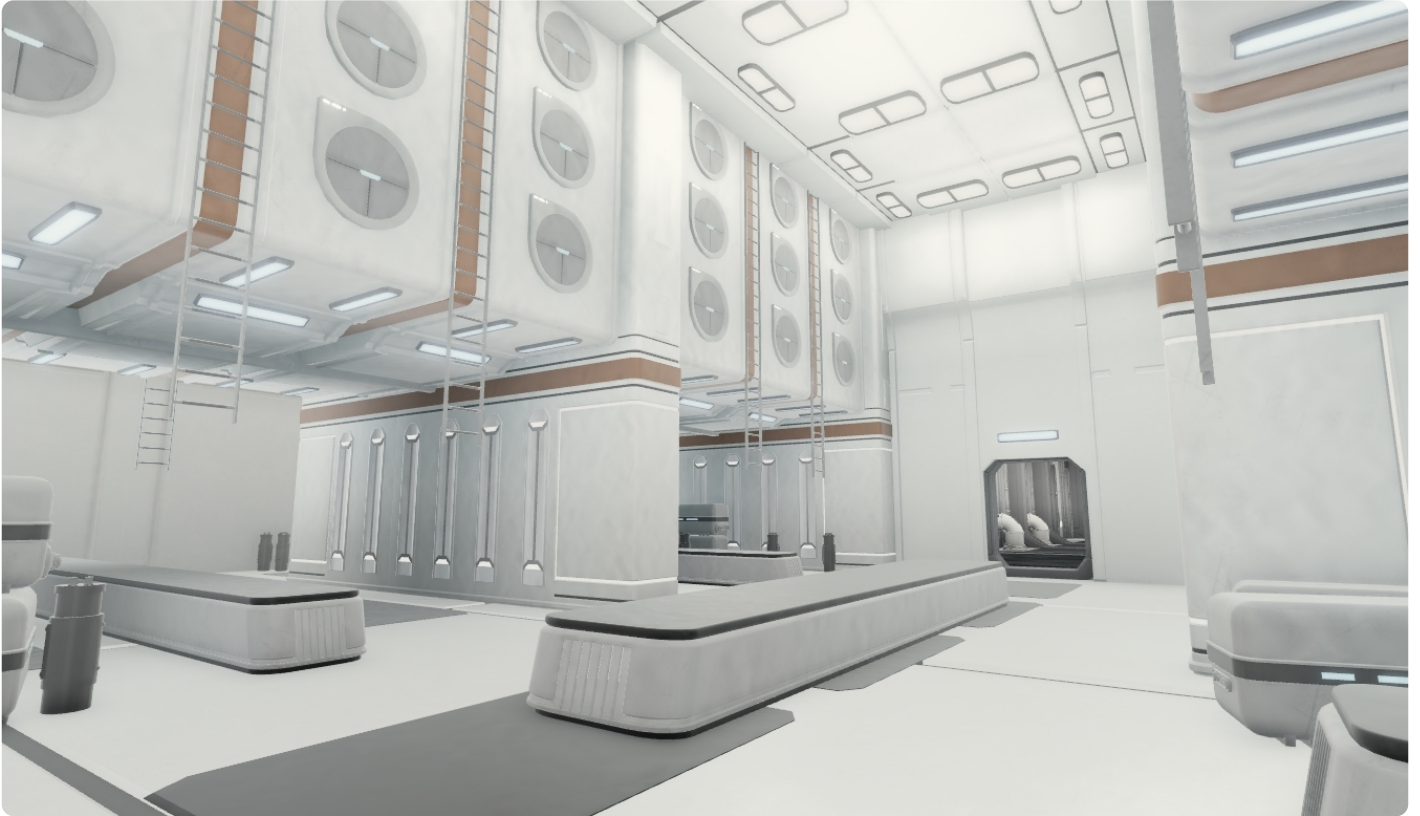
Status: Operational

Led by:

Chief Instructor **Orson Kast**

Together, these academies form a single system dedicated to excellence. The Republic Clone Academy does not merely train soldiers—it forges professionals. Every graduate leaves knowing their role, their responsibility, and the weight of standing beside their brothers in service to the Republic.

Wherever the Republic requires strength, discipline, and resolve, its clones stand ready—trained, tested, and shaped by the Academy itself.



Kamino, a watery world of cutting-edge technology, known for its sleek cities suspended above stormy seas, where the Grand Army of the Republic was meticulously cloned and trained in the enigmatic city of Tipoca.

Republic's Most Wanted List

“To all citizens of the Republic, Republic Intelligence asks you to keep your eye out for these criminals, insurgents, and anti-republic terrorists who seek to undermine your Republic, your democracy, and your rights.

They bring crime, terror, and war to your doorsteps. They are willing to sacrifice your lives and livelihoods for their own agendas. They know nothing about the common good, nor do they care.

Therefore, I ask you, not just as a service to the Republic, but as a service to your neighbors, to your friends, to your family, to keep an eye out for these individuals and to report them the moment you see them or have any information about them.

Commander “Holt”, Office of Intelligence and Analysis, Republic Intelligence.

Overview

The Republic's Most Wanted List, or as most people in the Republic call it, the Red List, is a database of individuals who are wanted by the [Republic](#) for a variety of criminal activities. The list is exhaustive and contains lookout notices for basic underworld mob bosses, arrest warrants for traitorous Senators, and even most-wanted notices for [Separatist Leaders](#).

One of the key reasons why the most wanted list is so popular is its monetary reward system for those who give information that leads to the capture or death of those on the list, or for those who are able to capture and hand in those on the list.

It should be noted that not all of the Republic is in support of the Most Wanted list. Some argue that the list in modern times has turned into a tool of political suppression and is simply another weapon of the increasingly militaristic Republic to crack down on those who don't support the Core Worlds agenda. However, not many are willing to argue this stance in public, as it is quite hard to explain why you would oppose an initiative that is working on cutting down Crime and helping the war effort to your friends and community.

The list is maintained and updated by [Republic Intelligence's](#) Office of Intelligence and Analysis.

Rewards and Incentives

The Republic's Most Wanted List works in a tier system, as while all criminals should be punished, not all crime is of the same level. The current iteration of the list consists of 4 levels; those who are in the upper levels are considered some of the most dangerous criminals, enemy combatants, and terrorists in the Galaxy.

Level 0 - Unimportant

This level is unique, as it does not contain individuals, but rather groups, institutions, and organisations that express visible and clear anti-republic sentiments. They are not priority targets and should not be approached with lethal force.

The Republic will give citizens who give up information about these individuals that leads to the capture of their senior members, or a large portion of their members, will receive a payment of **10K Credits**. Any citizen who manages to detain and transfer the leaders of these groups to the Republic authorities will be given a payment of **20K Credits**.

Level 1 - Persons of Interest

Individuals in this level are engaged in serious organised crime, anti-republic behavior, or are supporters of the Confederacy of Independent Systems whose arrest can result in political or intelligence value to the Republic.

The Republic will give citizens who give up information about these individuals that leads to their capture a payment of **20K Credits**. Any citizen who manages to detain and transfer these individuals to the Republic authorities will be given a payment of **40K Credits**.

Level 2 - Wanted

Wanted individuals are those who are actively involved in major acts of terrorism against the Republic, or those who are a key part of the Separatist war machine. While their arrest and interrogation will have significant value to the Republic, these are highly dangerous individuals, and so Republic Intelligence will also authorise the termination of those on this level of the Most Wanted List.

The Republic will give citizens who give up information about these individuals that leads to their capture a payment of **30K Credits**. Any citizen who manages to detain and transfer these individuals to the Republic authorities will be given a payment of **60K Credits**.

Level 3 - Most Wanted

Most wanted individuals are those whose arrest or termination is an urgent priority for the Republic. Those on the Most Wanted list are known to be involved in, or be in charge of, an imminent significant attack on the Republic or its people. Lethal force is authorised when encountering anyone on this level.

The Republic will give citizens who give up information about these individuals that leads to their capture a payment of **40K Credits**. Any citizen who manages to detain and transfer these individuals to the Republic authorities will be given a payment of **80K Credits**.

The Most Wanted List

Below is the most recent iteration of the Republic's Most Wanted List. Those at the top of the list are those who Republic Intelligence would view as a priority.

1. [Count Dooku](#) // **MOST WANTED**

OK (A) V7



110000 40000

LAST SEEN: LEESIS CITY
WANTED LEVEL: MOST WANTED

**REPORT ANY SIGHTINGS TO LOCAL LAW ENFORCEMENT
IMMEDIATELY**



There is no higher value target than the Count. He is not just the Head of the Separatists, but also personally responsible for leading battles and killing our brave Clones on the frontlines. He is a dangerous foe, and one that if you have any information regarding, you should contact your nearest Republic Intelligence representative

// REPUBLIC INTELLIGENCE // OFFICE OF INTELLIGENCE AND ANALYSIS //
COUNT DOOKU

IDENTITY // DOOKU

CURRENT TITLES // HEAD OF STATE, CONFEDERACY OF INDEPDENT SYSTEMS . COUNT OF SERENO

KNOWN ALIAS //

CRIMES // HIGH TREASON . WAR CRIMES . STATE-SANCTIONED ASSASSINATION

KNOWN CAPABILITIES // FORCE LIGHTNING . FORCE TELEKINESIS . MASTER TACTICIAN .
POLITICAL MANIPULATION

2. High Admiral Pax // **MOST WANTED**

WANTED

OK WLV7



07KΔ1N Y077KΔK
HIGH ADMIRAL PAX

LAST SEEN: UNKNOWN
WANTED LEVEL: MOST WANTED

REPORT ANY SIGHTINGS TO LOCAL LAW ENFORCEMENT
IMMEDIATELY



An unknown figure till his entrance in Rhen Varr. The Separatist High Admiral is responsible for the loss of many lives, and as first hand accounts of his barbarism towards captured clones have shown us, a sadistic manipulator. The Republic Navy would appreciate any and all information regarding this enigmatic figure.

// REPUBLIC INTELLIGENCE // OFFICE OF INTELLIGENCE AND ANALYSIS //
HIGH ADMIRAL PAX

IDENTITY // PAX

CURRENT TITLES // HIGH ADMIRAL OF THE SEPARATIST NAVY

KNOWN ALIAS // THE REAPER

CRIMES // KIDNAPPING OF HIGH-RANKING GAR PERSONNEL . ESPIONAGE . TERRORISM

KNOWN CAPABILITIES // COUNTER-INTELLIGENCE . ESPIONAGE NETWORK

3. Supreme Leader Asajj Ventress // **WANTED**

WANTED

OK (A) ↓ VT 7



KKK 77 YVA (A) ↓ 7 V 7 V 7 V 7
ASAJJ VENTRESS

LAST SEEN: CHRISTOPHISIS SPACE
WANTED LEVEL: WANTED

REPORT ANY SIGHTINGS TO LOCAL LAW ENFORCEMENT
IMMEDIATELY



An assassin with almost unparalleled skill due to her force-sensitivity and tutelage under Count Dooku, Asajj Ventress is one of the hardest individuals in the galaxy to locate and detain. Republic Intelligence highly advises all individuals to not go hunting for this particular criminal and simply forward all information one might have about her

// REPUBLIC INTELLIGENCE // OFFICE OF INTELLIGENCE AND ANALYSIS //
SUPREME LEADER ASAJJ VENTRESS

IDENTITY // ASAJJ VENTRESS

CURRENT TITLES // SUPREME LEADER OF THE SEPARATIST MILITARY

KNOWN ALIAS // THE PALE ASSASSIN

CRIMES // TERRORISM . MULTIPLE ASSASSINATIONS . MASS MURDER . ESPIONAGE

KNOWN CAPABILITIES // JAR'KAI DUELIST . EXTREME AGILITY . MASTER INFILTRATOR