Republic's Most Wanted List

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>
> *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.*
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> *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

WANTED



COUNT DOOKU

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
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



ASAJJ VENTRESS

LAST SEEN: CHRISTOPHSIS 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 advices 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

3. Commodore Arvol Caesar // WANTED

WANTED



ARVOL CAESAR

LAST SEEN: UNKNOWN SECTOR
WANTED LEVEL: WANTED

REPORT ANY SIGHTINGS TO LOCAL LAW ENFORCEMENT IMMEDIATELY

> A Commodore of the Confederacy of Independent Systems (CIS) during the Clone Wars is a senior naval officer responsible for commanding a fleet of warships, coordinating military operations, and directing engagements against the Galactic Republic Navy. Entrusted with powerful vessels such as Providence-class dreadnoughts and Munificent-class frigates, a Commodore oversees fleet movements, strategic deployments, and the protection of critical Separatist worlds and supply routes.
>
> ***// REPUBLIC INTELLIGENCE // OFFICE OF INTELLIGENCE AND ANALYSIS // COMMADORE ARVOL CAESAR***

IDENTITY // ARVOL CAESAR
CURRENT TITLES // HIGH COMMODORE OF SEPARATIST NAVY
KNOWN ALIAS // N/A
CRIMES // TERRORISM . MASS MURDER . ESPIONAGE
KNOWN CAPABILITIES // EXTREME STRATIGIC ABILITIES . LARGE NUMBER OF DISPOSABLE FRIGATES

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