

# THE COLLECTIVE

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# THE LIBERATION FRONT





# THE LIBERATION FRONT

## Origins:

Following the Iron Throne's assault on XL374 in 30 ABY, a former Naval officer of the Iron Navy began to plot his treason against the Grand Master and the Clans. The former prodigy known as Rath Oligard, was believed to be Killed In Action in the assault. Our records indicate that Oligard was married with three young daughters, all of whom perished in the assault on XL374. Unbeknownst to the Grand Master and his Council, Oligard quietly began to usurp power and followers across the Galaxy.

In the six years since his assumed death, Oligard ignited a foolish vision in the hearts and minds of his followers; that the Galaxy would be a better place without Force Users. Make no mistake, Oligard's charismatic personality actually convinced hordes of sentients across the Galaxy that they would be better off without the Force. The most loyal of those beings came together to form the Liberation Front.

The core group of the Liberation Front is known as the Founders Council. Rath Oligard, and his cousin Avitus formed the initial Council. Together, the two were able to collect the assistance of a Zabrak named Arraris Varken, who was tasked with forming the middle ranks of the Liberation Front. Rath and his pathetic cousin set out to form the remainder of the Founders Council. Together, they recruited a band of simpletons who agreed with the Oligard's visions.

Our records indicate early on in their formation, the Liberation Front was unable to survive without proper funding. The early Council spent months attempting to persuade wealthy families across the Outer Rim that their cause was worthy of investing. These early attempts were futile, as our records indicate that a third of the Founders wound up imprisoned or executed. Following this humiliating defeat, Rath renamed the Founders Council simply as the Advisory Council. It became clear that alone, the Liberation Front was doomed to fail. Rath shifted his focus towards enticing The Capital Enterprises, a rogue banking guild.



# THE LIBERATION FRONT

## Organization:



Rath Oligard operates the Liberation Front in a direct military fashion. As far as we know, the faction is divided into numerous branches. The remnants of the Advisory Council, the Guard, Medical, and the Skylia operate independently of each other, but answer to Rath Oligard.

The Advisory Council is lead by Avitus Oligard, the pathetic cousin of Rath Oligard. The Council is a shadow of its former self. However, Moira Ganimeed is a dominant woman who could easily be turned with the right interrogation techniques and must be captured alive if possible.

The Guard is the most organized structure of the Liberation Front. This group, put together by Varken has proven to be vital in the formation of the faction. Varken entrusts Chelsie "CC" Crimson to fill the ranks of the Guard with dedicated, and competent soldiers, saboteurs, and militia-like recruits.

Essential to the success of the vision and the Liberation Front is the Medical branch, lead by Rath Oligard's personal physician, Rado "Radio" Theon, who focuses on keeping the combatants of the Collective in their peak physical health. Radio has assigned Rakkas Kat as his head of research, while Horval Jume serves as the primary doctor in the field overseeing the wounded.



# THE LIBERATION FRONT

## Culture:

Most of the Liberation Front were upper echelon members of society prior to joining the Front. Like many commissioned officers, they enjoyed the finer things in life. Among the Collective, this has earned the members of the Liberation Front a reputation as the ones who take credit for doing none of the work. This couldn't be farther from the truth, as Rath Oligard demands that his members pull the brunt of the work themselves. This ensures to Oligard that things are done right. Amongst the Front, the members highly respect one another. They were taught that this is the only way that the vision would succeed. Each member addresses each other by their rank followed by their surname. Despite his objections, they address Oligard simply as "Lord Superior". Oligard takes the time to learn about his officers, and he expects them to do the same amongst themselves.



# The Technocratic Guild



# The Technocratic Guild

## Origins:

The Technocratic Guild formed following the mass exodus of Techno Union engineers who had no desire to be controlled by the Empire. The guild struggled for decades, never being able to succeed due to the Empire and its successors. The early engineers, mostly made up by Humans and Chiss men, set out a vision for their organization to ensure dominance in the Galaxy. They began to develop and implement special cybernetic enhancements that allowed their members to perform tasks at double the speed as their counterparts. These initial enhancements, completed under Project Nightwing, proved incredibly successful. However, due to low funding, the project fell incomplete, and many of the guild members drifted off into the Galaxy, leaving behind a nearly collapsed shell of an organization.

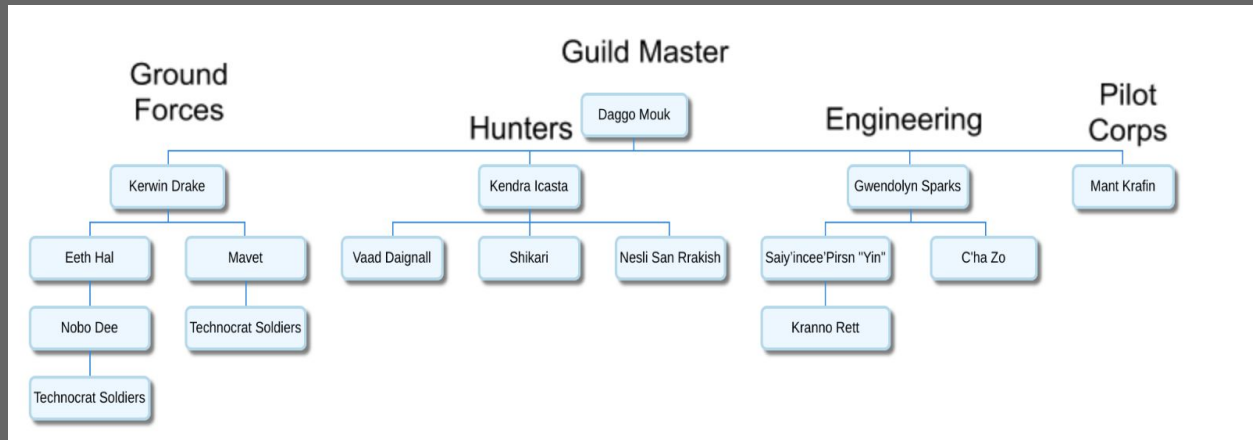
It wasn't until 20ABY, when an Ithorian in his mid thirties named Daggo Mouk stumbled upon a tool that was used to install cybernetics and quickly made improvements that allowed much greater use. He was observed by a former engineer and was quickly brought to the attention of the remaining members of the Guild. Daggo quickly gained power and rejuvenated the Technocratic mission, instilling fire and passion into its members. Daggo quickly bred an army of soldiers who were completely controlled by mind-altering enhancements. This did not come without a cost, however. Daggo sustained the Guild with his own funds, and that of his family for fourteen years, when he met Varryn Antillus, the head of a rogue banking guild. The two formed a partnership whereby Antillus and his guild, Capital Enterprises, would fund The Technocratic Guild in exchange for their protection.

The budding relationship between the Technocratic Guild and Capital Enterprises lead to immediate success that saw Daggo Mouk and his band of ruthless mercenaries build up a stockpile of weapons and develop incredible technologies that allowed their fighters to be among the most efficient killing machines in the Galaxy.



# The Technocratic Guild

## Organization:



Unlike the Liberation Front who has defined structures, the Technocratic Guild is much less organized. Instead of structure, Daggo uses the enhanced cybernetics and most recent technology to control his Guild. He leaves very few untouched, and only has four divisions.

Kerwin Drake operates one of the most ruthless and efficient armies. Fortunately though, they are not very well known in the Galaxy, which drives his desires to succeed. He relies on his commanders, Eeth Hal and Mavet to control a bulk of the ground forces, while he charges into battle with his famed "Brute Squad".

Kendra Icasta is the very manipulative leader of the Shikari, a skilled group of Huntresses.

Gwendolyn Sparks is the trusted advisor that leads the Engineering division. She is directly responsible of overseeing both the design of weaponry, but also that of the cybernetics that are used on the soldiers and huntresses.



# The Technocratic Guild

## Culture:

Beings that the Technocrats have no defined structure, they are looked down upon by their colleagues in the Liberation Front. The Front looks at the Guild like an uncoiled machine that will eventually breakdown. The leaders of the Guild, however, are very content with their growing strength despite their loose order. Amongst themselves, Guild members rarely interact with each other in a social setting. Many are too manipulated to even have thoughts of their own.

Since the Capital Enterprises has long funded the Guild, their relationship has been much different than between the Front and the Guild. Master Antillus of the Enterprises often demands that the Guild protect their interests before that of their own. Because of this, those members of the Guild who are capable of thoughts, often feel that they are being manipulated by the Enterprises. Daggo however, reinforces his members that they are right where they need to be.



# CAPITAL ENTERPRISES





# CAPITAL ENTERPRISES

## Origins:

As anyone with wealth knows, that with money comes power. In the case of Capital Enterprises, that power is absolute and very well hidden. Varryn Antillus and his elite banking guild give the illusion that they are simply the financiers. In reality, Antillus has crafted an executive team filled with the smartest directors in the galaxy.

Not much is known about the true founding of Capital Enterprises, except that Antillus has always been in charge. Varryn is known to be very wise, despite being only in his mid forties. The earliest record of the Enterprises is a corporate charter dating back to 10 ABY, signed only by a fifteen year old Antillus as Chancellor.



# CAPITAL ENTERPRISES

## Organization:

Unlike the other two pillars, the Capital Enterprises keeps much of their structure secret from their colleagues. Because of this, our intelligence was incapable of developing an organizational chart. We were able to gather that Varryn runs the Enterprises in true corporate format, with a board of directors in which he calls the Executives. Of the Executives, we know that Colonel [Tissflorin](#) is his most trusted and loyal Executive. On the other hand, a most useful ally, Reaver [Gans Hruber](#) is very effective, but cannot be trusted.

In addition to the Executives, Varryn trusts [Shafa Ordam](#) and a select few others to be the internal muscle of the Enterprises. While they have a sworn protector in the Technocratic Guild, and a pawn in the Liberation Front, Antillus needs the extra level of security in order for his Executives to feel safe.



# CAPITAL ENTERPRISES

## Culture:

The true power behind the Collective lies with the Capital Enterprises. They manipulate the Guild into believing that they need their protection in exchange for the Enterprises funding. They manipulated the Front into believing that their funding ensured their safety. In reality, once the Collective achieves their mission of eliminating all Force Users, the Enterprises will seize complete powers from the other two pillars.

