

I'm not a bot



the Death Star project, the Imperial Weapons Division used poison canisters to perpetrate genocide against the Geonosian species, an act that the Spectres along with Saw Gerra discovered two years before the completion of the Death Star. Under the leadership of Director Orson Krennic, Advanced Weapons Research was responsible for completing the long-delayed Death Star project. Though Krennic would meet his end on the planet Scarif, when the Rebel Alliance managed to extract the Death Star plans. Despite this, the group continued after Krennic's death, and were responsible for the making of a second Death Star at Endor. Tarkin initiative was a top secret think tank within the Advanced Weapons Research division of the Galactic Empire's Intelligence agency. Founded by Governor Wilhuff Tarkin himself, the think tank would give birth to both the first Death Star and the second Death Star. Highly valued officers within the Initiative, like Director Orson Krennic, were guarded by Death Troopers. At some point, one of the Tarkin Initiative's droid prototypes BT-1 would be built in one of their bases. The droid however would be revealed as highly homicidal, wiping out everyone at the base and then self-destructing the base itself. BT-1 would be discovered by Doctor Aphra, who after adjusting the droid's behavior and activating it, put it under the service of enforcer Darth Vader. The logo of the Tarkin Initiative was a hexagon representing a stylized faceted kyber crystal, which was the fuel powering the Death Star, the Initiative's most powerful weapon. Imperial Information Office[] The Imperial Information Office (IIO) was an Imperial government office comprised of workers who could wear AJ^6 cyborg constructs, brain implants which could connect to computers and download information, to increase efficiency. Tseebo, a Rodian, worked for the Imperial Information Office on the planet Lothal and was outfitted with an AJ^6, which he later used to download Imperial secrets onto the headpiece that were discovered by the rebel group called the Spectres, who in return helped Tseebo escape from Lothal. Later in the early rebellion movement, a group of information officers led by LT-319 attempted to hijack the astromech C1-10P, in order to discover the location of the rebels base, from their Imperial listener ship. Their plan literally backfired on them, when Hera Syndulla transmitted a large amount of data which overwhelmed the cruiser's systems and caused an explosion which destroyed the ship and its crew. Commission for the Preservation of the New Order[] The Commission for the Preservation of the New Order (COMPNOR) was an Imperial agency responsible with the promotion of New Order ideology. It was originally formed from the Republic agency Commission for the Protection of the Republic (COMPOR), a movement composed of loyalists during the Clone Wars, until the final Supreme Chancellor Sheev Palpatine became the Emperor by the end of the Clone Wars and turned the Republic into the Empire. One of Palpatine's first acts was to reshuffle the political apparatus, reforming the Republic-era COMPOR into COMPNOR. Over the course of Palpatine's reign, COMPNOR served as a tool for the dissemination of state-sponsored propaganda across the Empire. COMPNOR criticized the Galactic Republic as lachrymose, corrupt, and ignorant to the demands of its populace, flaws with which it purported the Empire had resolved. The Imperial leadership of COMPNOR comprised of a Director and a Deputy Director, with the two most notable being Armand Isard and his daughter Ysanne Isard. Over the course of the Galactic Empire's reign, COMPNOR served as a political tool for spreading propaganda throughout the Empire. COMPNOR supported such principles as the political religion of the New Order, the xenophobia and Human centric policies, along with civic pride, militarism, and unyielding patriotism to the Empire. Following the demise of the Emperor, COMPNOR was reorganized into the Office of Imperial Promotion, Galactic Truth, and Fact Correction. Coalition for Progress[] The Coalition for Progress, or simply Progress, was a sub-agency of the Commission for the Preservation of the New Order, or COMPNOR, responsible for the cultural progress of the Galactic Empire and shaping its public image. It was formed in the same year as the Galactic Empire as a sub-bureau of COMPNOR, part of the Emperor's restructuring of the Imperial hierarchy. It began as a weak cultural organization, understaffed and underwhelming, but developed into a massive agency with monitors throughout the galaxy. It examined massive amounts of data, the majority of which was mundane, for indications of dissident or Rebel activity, and forwarded summaries to the more-important ISB. Coalition for Progress soon became responsible for monitoring and molding the Imperial image to the galactic citizenry, raising the next generation of Imperials. An example of one of the Coalition for Progress's actions could be seen fourteen years into the reign of the Empire, when the Coalition ordered the destruction of a statue deemed controversial, while officially, the Coalition maintained that the work of art had been in poor condition, and had become a danger to the population. Ministry of Information[] The Ministry of Information also known as the Imperial Ministry of Propaganda was a Galactic Empire organization responsible for the creation and dissemination of various Imperial propaganda intended to glorify the Empire or cover up its atrocities. The head of the bureau notably oversaw the HoloNet News agency, ensuring that its stories were in line with government messaging. It fell under the jurisdiction of the Coalition for Progress, a division of COMPNOR. It also managed the Imperial Press Corps and its specialized communication courier droids used to transport information from place to place when computer networks were not available, the Press Corps being a news organization maintained by the Empire during its rule. Journalists recruited to the Press Corps could be assigned to work for the HoloNet News. Sub-Adult Group[] The Sub-Adult Group (SAGroup) was a youth-based organization consisting of enthusiastic youth members fervently loyal to Galactic Emperor Sheev Palpatine, the Galactic Empire, and the tenets of the New Order. Shaped into patriots by the standardized curricula written by the SAGEducation branch of the Coalition for Progress, SAGroup recruits saw the youth program as a fast track to a political career. Although military imagery was common in SAGroup recruitment posters, SAGroup recruits were trained to become loyal administrators and bureaucrats. SAGroup also served as an alternate path to traditional enrollment in the Imperial Academy. When the members of the SAGroup came of age, and were properly indoctrinated, other branches of the Commission for the Preservation of the New Order would recruit them, such as the Imperial Security Bureau, or they would become outstanding Imperials, upholding the New Order. Science[] Science was a sub-bureau series of groups that were part of the Galactic Empire's Commission for the Preservation of the New Order's Coalition for Progress's Coalition for Progress. Originally a separate entity under COMPNOR, Science ended up under the Coalition for Progress after a reshuffle. It was tasked with guiding research and development into new military applications. Science groups reported on the scientific activity within their assigned Sectors, and they also actively encouraged and coordinated research and development with an eye toward enhancing scientific endeavors in support of the New Order. Much of Science's personnel were themselves scientists of good conscience who resisted efforts by COMPNOR to concentrate on products with military applications. The Imperial Security Bureau watched the Science groups closely, but reprisals for scientists who refused to work on research for military projects were rare. Office of Criminal Investigations[] The Imperial Office of Criminal Investigations (IOCI), was a primary law enforcement agency of the Galactic Empire which answered to the Coalition for Progress, a part of COMPNOR. The IOCI was responsible for investigating and fighting criminal activities, specifically those of criminal syndicates and individuals who committed crimes on the multiple planets. IOCI also managed the Imperial Enforcement DataCore, means of accessing information regarding the law enforcement activities of Galactic Empire and its agents. The jurisdiction of IOCI included most of the galaxy. As such they frequently worked with the local law enforcement agencies, Imperial Intelligence, and the various branches of the Imperial Military. They also worked with Imperial Security Bureau, the Empire's secret police. Alongside other police officers and investigators in its employ, the IOCI had elite operatives under its employ to assist in enforcing the law. Imperial Security Bureau[] The Imperial Security Bureau (ISB), also referred to as the Security Bureau or Imperial Security, was an Imperial law enforcement and intelligence agency of the Galactic Empire charged with matters of the state security and ensuring the loyalty of citizens to the Empire. Aside from that, it happened to be one of the many umbrella organizations under the greater COMPNOR, larger than its sister agency Imperial Intelligence. The Imperial Security Bureau was formed by the Galactic Emperor Palpatine himself as a secret police organization, dedicated to rooting out all the enemies of the New Order and maintaining stability throughout Imperial territories shortly after the rise of the New Order. Within over the course of a decade, the organization grew from a handful of agents into an organization double the size of the Imperial Intelligence. Following the destruction of the first Death Star, the ISB engaged in an increasing number of operations to root out the growing rebellion, and became busier than ever. Following completion of the Academy, recruits filed into one of the several different branches of the organization. It was governed by Imperial Security Bureau High Command. Surveillance[] Surveillance was a branch of the Galactic Empire's Imperial Security Bureau that was responsible for analyzing data to look for potential threats within the Empire. One of the largest branch within the Imperial Security Bureau, Surveillance accounted for almost a third of the Bureau's manpower. The personnel from Surveillance were generally drawn from such groups as Sub-Adult Groups, veteran officials from the Sector Monitors, or personnel from Sector Development. Surveillance's mandate was to uncover those individuals or activities that would either pose a threat to the Galactic Empire and its operations, or assist its enemies, such as the Alliance to Restore the Republic. If sufficient evidence in either case was found, the matter was turned over to Investigations for further action. Surveillance was also employed as a deterrent; the citizen's fear of the branch and the Galactic Empire stopped many from supporting the rebellion. Interrogation[] Interrogation was a branch of the Galactic Empire's Imperial Security Bureau which was responsible for interrogation of suspects, claiming to have a ninety-five percent rate of success while gaining useful data from those questioned. After individuals were captured by Investigations branch, they were turned over to the Interrogation branch of the ISB to find out what information, if any, they had to offer. Information gleaned from the subject was sent back to Investigations. The fate of the subjects in question was unknown after the interrogation had been completed, and no one really endeavored to discover the truth. The official field manual for the Imperial Military forces, claimed that members of the Interrogation branch for the ISB had a much higher success rate than even their counterparts at Imperial Intelligence, at least when the manual was written. Leia Organa, also noted that the most chilling part of the ISB's stories was what they left out. Re-Education[] Re-Education was a branch of the Galactic Empire's Imperial Security Bureau responsible for "brainwashing" subjects in order to have them support the Empire and its actions across the galaxy. Commission for the Preservation of the New Order members convicted of a crime by Internal Affairs were sent to Re-Education. Many of the individuals, referred to as "Graduates of Re-Education", returned to work within COMPNOR, but always at a lower-level posting. These "Re-Educated" individuals were reported to react strangely, and that their emotions and speech was disjointed and out of phase. According to the official field manual for the Imperial Military forces, those sentenced to "Re-Education" were implemented with forcible training in the precepts of COMPNOR. Project Unity consisted of re-educating elements of society resistant to the New Order through a process of psychological manipulation and pharmaceutical conditioning. Enforcement[] Enforcement was a branch of the Imperial Security Bureau. It was responsible for providing specialized enforcers and muscle to assist in the Bureau's operations. Usually, Enforcement personnel were seconded to Investigations, but they occasionally worked with Internal Affairs. Unlike other branches within the COMPNOR, Enforcement hired beings who were not members of the Commission, or even loyal to the New Order. This move prompted a keen interest from the Internal Affairs, as they believed that using such indoctrinated personnel was a security risk. However, the policy had positive side effects; it increased the talent pool from which Enforcement was able to draw its operatives, and well as allowing operatives with no COMPNOR ties to conduct missions that would could not be linked to the Commission. It also oversaw bounties offered by military and intelligence forces and made sure they were conducted with discretion. Investigations[] Investigations was a branch of the Galactic Empire's Imperial Security Bureau responsible for using data to suppress rebel activity. Agent and officers had direct links to military forces pre-approved by both the local Moff or Grand Moff, and the Select Committee. Investigations officers could appropriate military assets when the need arose during the course of their duty to better counter legitimate Alliance to Restore the Republic threats. The majority of Investigations officers were taken from Surveillance, along with personnel looking to use their talents in new ways. Investigations agents enjoyed a large amount of success employing military assets, forcing many rebel bases on populated worlds to be evacuated. Only on backwater worlds, where convincing cover identities were rare, did they fail to take advantage of this connection. Investigations agents developed a grudging respect for the their counterparts within Rebel Intelligence. Internal Affairs[] Internal Affairs was a branch of the Galactic Empire's Imperial Security Bureau which was responsible for rooting out traitors among the Empire's ranks. Their mandate was to watch such Imperial organizations as COMPNOR for any signs of disloyalty or behavior against the tenets of the New Order. Internal Affairs agents were often isolated from the rest of the Commission, and had a great degree of authority and autonomy. A single officer of Internal Affairs was stationed on all Star Destroyers to investigate signs of sedition among the crew. They took an interest in the branches of Coalition for Progress, and the Enforcement branch of the ISB. It did not consider the Select Committee to be above suspicion, but whether or not it had the authority to investigate members was unclear. Internal policing of the Commission was always lax, allowing the Internal Affairs branch to use the ambiguity and gray areas to expand their influence and power base. Ubiquitorate[] The Ubiquitorate was one of the several organizations established by the Galactic Empire following the rise of Emperor Palpatine, based in the COMPNOR arcology which also housed the ISB. The Ubiquitorate oversaw many of the various operations within Imperial Intelligence, with formulating overall strategy for the various intel bureaus, or presented them with a series of targets and goals to achieve in line with a larger plan. The methods by which to achieve the Ubiquitorate's goal, such as tactical details, were left to the various branches. Those who were members dealt with a handful of their fellows, and communications to the various branches were never signed by name, merely "Ubiquitorate." An effective and thorough organization, the name first came to light during a media broadcast, in which the COMPNOR scandocs were accidentally released. The details about the activities and role of the Ubiquitorate were in error, but the Intelligence branch of the Empire saw no reason to have them corrected, preferring to have the sounding "Ubiquitorate" representing them. Galactic Emperor Sheev PalpatineGrand Vizier Mas AmeddaGrand Admiral Rae SloaneCounselor to the Empire Gallius Rax Imperial Senate (legislative, from 19-0 BBY)Imperial CouncilShadow CouncilImperial High CommandCorsucantImperial Center[] Proclamation of the New OrderImperial Charter Unknown (timeline erased) "In order to ensure the security and continuing stability, the Republic will be reorganized into the first Galactic Empire! For a safe and secure society," —Darth Sidious The Galactic Empire, declared as the First Galactic Empire, commonly referred to as simply the Empire, and remembered as the Old Empire, was the dictatorship that replaced the Galactic Republic in the aftermath of the Clone Wars and ushered galactic civilization into a new age. Also known as the New Order, the Empire was founded and ruled by Galactic Emperor Sheev Palpatine, who was secretly the Dark Lord of the Sith Darth Sidious. The new regime rose to power with a groundswell of populist support, promising peace and stability from the destructive Clone Wars and capitalizing on anti-Jedi and anti-droid sentiment. The subsequent Age of the Empire would last only two decades in contrast to the centuries of the Republic Era, but not before the Jedi Order was systematically purged and almost eradicated, and the galaxy largely conquered and oppressed. The Empire stood virtually unchallenged until numerous insurgent cells united to initiate the Galactic Civil War, with the growing Rebellion winning its first major victory over Mustafar in 4 BBY. These rebel cells formed the Alliance to Restore the Republic in 2 BBY, and the Rebel Alliance itself achieved its first major victory with the theft of the Death Star plans on Scarif which, in turn, led to the destruction of the Death Star at the Battle of Yavin in 0 BBY. The following years saw initial Alliance successes until a major Imperial victory on Hoth in 3 ABY, after which the rebels decided that the only way to save the galaxy now was to save the past. "Seems to me that the weakness in the Empire is in men like you, Moff Pandion. Paltry, ineffectual idiots. Men who want to be leaders more than they want to actually lead. And besides, what is a Moff anyway? A meager sector head. Even the name sounds weak. Moff. Moff. It's the sound a dog makes as it regurgitates its dinner." —Sinjir Rath Velus, to Valco Pandion[9] Moff was the political rank held by the governors of each sector in the Galactic Empire.[6] A collective body called the Council of Moffs was created by Galactic Emperor Sheev Palpatine.[3] Moffs also acted as military officers. As such, as the power of the Imperial Senate deteriorated and that authority was instead invested within Moffs,[10] the Empire transformed into a stratrocracy.[11] History[] "Meet Moff Tarkin, crime lord. Sector governor of Greater Seswenna and more." —Darth Vader introduces Moff Tarkin to Faazah[8] More powerful than a regular Moff due to his favor with Emperor Sheev Palpatine, Moff Wilhuff Tarkin held great influence in the Empire. In the fifth year of Emperor Sheev Palpatine's reign, there was a fixed number of twenty Moffs, who answered to the Imperial Ruling Council. That same year, the senior rank of Grand Moff was created and awarded to Wilhuff Tarkin.[8] Palpatine also established the Council of Moffs around that time.[3] As a symbol of their charge, Moffs wore a rank insignia plaque bearing ten colored squares: five blue over three red and two gold.[12] or twelve squares: six blue over three red and three gold.[13] Moffs could use four code cylinders, with two on each pocket.[8] Moffs were in command of their sector's Sector Group, a formation that contained assets from the Imperial Military and intelligence. Moffs could be appointed by the Emperor or an advisor, but were obligated to report to both. A Grand Moff, overseer of an oversector, could override any Moff.[14] In the aftermath of the Battle of Endor, Moff Valco Pandion proclaimed himself a Grand Moff[9] and tried to assemble his own fleet.[5] Further into the New Republic Era,[7] Gideon led a sizeable Imperial remnant[15] under his title of moff.[7] Behind the scenes[] In Star Wars: Episode VI Return of the Jedi, Moff Jerjerrod wore the rank plaque of a commander[16] due to a costuming error.[17] The rank badge specific to Moffs was first depicted in an illustration by Joe Corroney for Tarkin Revealed, an article by Michael Kogge that was published in Star Wars Insider 153.[12] Appearances[] Non-canon appearances[] Sources[] Notes and references[]

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