

STAR
WARS®

THE HUTT WAR
PART II

Is this a timeline change?

No. What we are calling this is a “micro-jump.” What this will do is keep us in the same timeline but advance us a four (4) years into the future in order to accomplish a number of things that are needed in the role-play that would take too long to actually role-play.

Why are we doing a micro-jump?

As stated previous, the goal of this is to accomplish a number of story-related things that are needed for the role-play to continue succeeding. However, the list of things this micro-jump is meant to accomplish would take too long to actually role-play.

For example, reforms within the Galactic Republic are needed, and the Jedi Order will be integrating itself further into the Republic military. The Dark Jedi of the Bogan also needs to reform itself into an empire, the first steps of which have already been taken in the role-play. These things would be fun to do, but with the amount of time it would take to do them we feel it would take too long and cause stagnation in the role-play, and no one wants that.

Why did the timeline decline?

Don't be confused by what we're saying! The timeline absolutely did not decline. On the contrary, the fact that we feel this micro-jump is necessary is a good thing, not a bad thing. Only through active role-playing have the factions, particularly the Jedi and the Dark Jedi, gotten themselves to a point where they can integrate with the Republic and form an empire, respectively. Had those things not happened, this micro-jump would not be necessary—so be happy about this!

What about my personal plots? I can still keep my characters, right?

That's a bit of a minor catch. You can absolutely keep your characters, of course, but with the main plot advancing by four years, so too must your personal plots advance by four years—as well as your character's ages. Because we don't want to just cut off your personal plots, we will give you at least 3 weeks to tie up any loose ends you feel need tying before making the jump.

However, we want to make sure this number is comfortable for you, so we want to hear if you have any suggestions in terms of raising or lowering the amount of time we should wait before making the jump.

We apologize for any inconvenience this causes to your personal plots, however without a strong central storyline the role-play as a whole will suffer.

Can I advance in rank?

Any advancement in rank is, as always, at the discretion of the faction leaders. A four year jump does not automatically guarantee that you will receive a promotion. Promotions, from an Out of Character standpoint specifically, are to be earned.

What are the main factions for the post-jump Story?

The four main factions are more or less the same as they have been, just with different focuses and newfound alliances. One key element of this timeline, both pre- and post-jump, is the emphasis on a “good vs. evil” story. Two factions are meant to represent “good,” and the other two factions are meant to represent “evil.” This type of conflict is at the heart of all great *Star Wars* epics.

Just as in the pre-jump Story, the Galactic Republic and the Jedi Order represent the “good” side. These two factions are now more integrated, similar to the *Knights of the Old Republic* and Clone Wars eras, with Jedi commanding Republic forces.

On the opposing side are the Hutt Empire and the Bogan Empire, which represent the “evil” side. Although their relationship is not as strong as the one between the Republic and the Jedi, these two empires have formed a stronger alliance out of recognition for the fact that only their combined might can combat the integration of the Jedi and the Republic.

We encourage everyone to have at least one character in at least one main faction. As the battle of good vs. evil rages on in the galaxy, will you fight with the forces of the light...or side with the armies of darkness? Only you can choose your destiny.

Can I be a faction leader?

Unlike in a typical timeline change, none of the faction leaders will be changing in this micro-jump. Hisako Hoshiko (Matron Adena) is the Supreme Chancellor of the Galactic Republic, Talzea Keldroma (Sreeya/Kali) is the Grand Master of the Jedi Order, Emperor Tusa (Santoro) is the Emperor of the Hutt Empire, and Banik Kelrada (Brandon Rhea) is the Emperor of the Bogan Empire.

Has the staff's stance on independent factions changed?

Technically no. Independent factions, as a general rule, are significantly smaller than all of the main factions and would not be able to build themselves up to the level of becoming main factions in their own right. Main factions, after all, are meant to represent the main focus of the role-play, which is the war that those four main factions participate in.

However, as we have also said before, this does not mean that independent factions cannot have an impact on the main story. Jade Galactic and Jade Armada, for example, were once a significant player in the story, and other independent factions are working to do the same. Doing so is hard, but the payoff is very rewarding when you can see your independent faction make a difference. Just remember that being part of an independent faction has no impact on whether you can make a difference in the Story.

Is anything else changing from an Out of Character perspective?

Yes. Along with this micro jump will come an updated set of role-playing rules. Some outdated rules have been removed, some rules have been changed, and some have been added—particularly in regards to how factions can launch battles and attacks against other factions. These rule updates have come from observations throughout the current timeline on how we can better improve the role-playing experience for all of our members. They will be posted around the time of the jump.

The First Hutt War, years 12,979 and 12,978 before the Battle of Yavin

The late Supreme Chancellor Alcor Bac said the First Hutt War was the war the Republic, in its naivety, never saw coming—despite creating the conditions for it with the Republic's expansion into the Mid Rim. The war raged on for a year and a half, with both the Republic and the Hutt Empire locked in a constant tug-of-war to gain ground against the other. The battles at Denon and Bothawui proved that even victories came at the price of losses; the Republic won the battle at Denon, while the Hutts won Bothawui.



As the war raged on, the Hutt Empire continued to push forward into the Mid Rim and beyond. The redirection of the Galactic Republic's 15th Fleet from Yag'Dhul for the Battle of Ando Prime gave the Hutts a chance to strike a barely defended Inner Rim world, inching them closer to their goal of reaching the heart of the Republic and asserting economic dominance over the galaxy. With the Battle of Ando Prime lost for the Republic and the Jedi, and the decimation of the Republic's 15th Fleet, the Republic was demoralized. Adding to that injury was the incapacitation of Supreme Chancellor Jamall Mohatu and the assassination of former Supreme Chancellor Alcor Bac, an event that led to the immediate election and inauguration of the young Pantoran Senator Hisako Hoshiko as Supreme Chancellor.

There seemed to be nothing that would slow down the advance of the Hutts. With Yag'Dhul under their control, the Empire was poised to mount a second attempt at capturing Denon and securing a significant swath of territory in the Inner Rim. With the state of the Republic's government in the aftermath of the Hutt attack on the Galactic Senate, as well as the collapsing of its military command structure, all indications were that if the Hutts led an assault on Denon they would surely win. From there the Republic would have little hope of ever stopping the march of the Imperial war machine.

The Republic believed that the immediate aftermath of Ando Prime and Hoshiko's inauguration would be the most likely time for the Hutts to strike Denon, so the military sent as many ships as it could spare, without compromising other worlds as they had done for Ando Prime, to Denon. Weeks passed by, however, without so much as a sign of Imperial activity.

Deep in the Outer Rim Territories, civil discord was being sewn throughout the Empire, with former Hutt Chairman Gorrbag, along with other former Hutt Grand Council members tossed to the side after Emperor Tusa disbanded the council, having amassed a large force of Hutt vessels and soldiers with the clear intent of overthrowing Tusa's regime. Being a tactically-minded Hutt, Tusa knew that he could not fight a war with both the Republic and his own people, so he withdrew most of his forces from the Inner Rim and outlying Mid Rim bases, with the exception of Bothawui, in order to focus them on the civil war brewing amongst his ranks.

Unexpectedly, Tusa's government—without revealing too much about its internal problems, though Republic intelligence discovered the build-up of opposition forces—proposed a peace summit on the neutral world of Ithoria to discuss the terms of drafting and signing a peace treaty that would end the war. Although initially reluctant, the Hoshiki administration agreed to the summit and sent ambassadors to Ithoria immediately.

The peace summit proved unexpectedly fruitful for both sides. It was decided that in order to maintain a fragile peace between the two factions, a neutral zone would be created throughout the Mid Rim, directly between the Republic and Hutt borders, that neither side could enter into. The two governments did,



however, agree to allow each faction to roam freely between their borders and the neutral zone on either side; each side knew, albeit did not say, that having non-aligned planets on their side of the zone would allow them to bring new planets into their respective governments.

There was, however, one thorn of contention in the peace process. Emperor Tusa demanded full recognition of Hutt victory during the war, but the Republic diplomats found that far too extreme of a

demand; the Hutts did win the most engagements, and the Republic's government and military were broken, but the Hutts did not achieve their ultimate goal of dominating the Republic.

Chancellor Hoshiko, however, being a pragmatic and future-minded politician, instructed her diplomats to agree to the concession; she knew that if the Hutts had continued their push forward they would have ultimately defeated the Republic, and agreeing to the final Hutt term was the only way the peace process could move forward—and she needed non-combat time to fix the Republic before the inevitable resumption of hostilities occurred.

In a bold overture, both Chancellor Hoshiko and Emperor Tusa agreed to travel to Ithoria to sign the treaties themselves. Although both sides were heavily armed and ready for a fight, the treaty was signed peacefully, and the two heads of state shook hands for the media in order to show that the war, now known as the First Hutt War, had come to an end.

The Republic's War at Home, the year 12,977 before the Battle of Yavin

In a media ploy purposefully constructed by both sides, the Treaty of Ithoria was signed on the final day of the year that would later be known as 12,978 Before the Battle of Yavin (BBY). It signaled that the start of the new year, 12,977 BBY, was truly the start of a new era of peace.

For the Republic, peace was attained—but at the cost of pride. Chancellor Hoshiko did what none of her wartime predecessors—Tanoor, Darkrose, Bac, Hapor, Salandra, and Mohatu—would have done by agreeing to defeat on paper rather than accepting it on the battlefield. Immediately, the Chancellor was faced with attempts at impeachment, one of which was successful. An impeachment trial started only two months after the treaty was signed, embroiling the new, reform-minded Chancellor in a battle for her own political life.

Rather than attempting to defend herself in the court of law, which she knew she could easily win as the accusations of impropriety were baseless and politically motivated, the Chancellor recognized the fact that she needed to legitimize her Chancellery in the court of public opinion. She embarked on a month-long speaking tour, never returning to Coruscant in that month, where she traveled to numerous worlds to underscore the need to have accepted the condition of defeat in order to move forward with a process of

recovery, rebuilding, and renewal. Her approval ratings, which had fallen to 6% Republic-wide with the admission of defeat, rose dramatically to 53% once she fully explained herself to the public.

With public opinion firmly on her side, the Senate voted 72% to 28% against removing her from office. An attempt by her political opposition to censure her also failed by a similar margin. This allowed Chancellor Hoshiko to move past her war at home and begin tackling the bureaucracy and military command structure that had overburdened the weakened Republic during the First Hutt War.

Knowing that a second war with the Hutts was inevitable, both Chancellor Hoshiko and Jedi Grand Master Talza Keldroma agreed to further ally their respective peoples, placing many Jedi in charge of various military units as Jedi Generals and Jedi Commanders. The Republic, which had many Jedi-leery elements, especially in light of the revelation that former Grand Master Banik Kelrada was leading the Bogan, felt it necessary to bring the Jedi into their wartime command structure; the Battle of Ando Prime had been a complete disaster, and—even ignoring the threat of the Bogan—the Hutt Empire continued building and training its Force-using Darksaber Squadron, necessitating Jedi involvement with Republic troops.



The Jedi Order also took a leading role in training Republic soldiers on how to fight against Force users. Melee fighting was a main focus of the Jedi-led training regiment, and cortosis swords became standard issue for Republic soldiers in the event they encountered Dark Jedi on the battlefield or elsewhere.

With the Jedi proving to be valuable allies, their approval throughout the Republic began to rise, although many citizens were still concerned with Grand Master Keldroma's past connections with Banik Kelrada. Nonetheless, public trust in the Jedi was growing, allowing the Jedi to further cement themselves into the military hierarchy. A leading Jedi General was also appointed to serve in the Republic High Command for advisory purposes.

Additionally, members of the Jedi High Council, as well as other high ranking Jedi when assigned, began to regularly attend Galactic Senate meetings to be involved in the political process, though they were there only as observers unless called upon to speak. This allowed the Jedi to not only give military assistance, but also political counsel to Chancellor Hoshiko and other Galactic Senators when needed.

It was this alliance between the Republic and the Jedi that would ultimately serve them both in battle against the Hutts and the Bogan upon the outbreak of the coming war.

The Hutt Civil War, the years 12,977 through 12,976 before the Battle of Yavin

As the Republic was first beginning its internal strife, Emperor Tusa was able to focus on the civil discord growing within his ranks. Former Chairman Gorrbag had successfully rallied enough forces to mount a sizable coup d'état against Tusa, but the efforts failed and Tusa remained in power. It did, however, lead into the Hutt Civil War, which would leave the Hutts fighting amongst themselves for the next two years.

For the entire first year of the Hutt Civil War, both sides began to think that the entire fight was a useless exercise—neither side seemed to make any gains or losses. Tusa's armies would attack a world held by

Gorrbag only to be repelled back, and then Gorrbag would try to take one of Tusa's worlds and be turned back as well. Battles were waged on Gorrbag-controlled worlds such as Tatooine, Nar Bo Sholla, Nimban, Kor Nijiladii, and Tusa-controlled worlds such as Jilrau, Irith, Kafane, Hollast VII, and Gos Hutta, among



others on both sides. A battle was even waged between loyalist and rebel security forces on Nar Shaddaa, destroying nearly a quarter of the planet-wide city without any side making any noticeable progress in their efforts.

The futility of the war and his lack of losses allowed Tusa time to secretly begin constructing additional forces using funds, resources, and territory that Gorrbag did not have the luxury of using; Tusa also took over private industry throughout the areas of the Empire he controlled, firmly placing them under government control. Although he would have used the forces against Gorrbag's rebellion if he needed to, he intended to use the forces he was amassing to offset those he was losing—all so that he would have a strong enough fleet to inevitably seek war against the Republic once again.

By the start of 12,976 BBY, however, after a year of making no progress against Tusa whatsoever, Gorrbag's forces were becoming demoralized. Tusa took this as an opportunity to strike at the rebellion and crush it

once and for all. Over the next year, he systematically and successfully waged second offenses at Tatooine, Nar Bo Sholla, Nimban, Kor Nijiladii, and all the rest of Gorrbag's worlds until the rebellion ended at year's end.

Gorrbag used the few days of celebration on Tusa's part to escape Hutt Space, ultimately returning to his old fortress on Corellia in an effort to escape execution. With most of his former crime syndicate having died in his rebellion, however, he had little protection and instead relied on what he hoped would be the ignorance of Emperor Tusa in regards to where he had fled.

Before formally being able to request asylum from the Republic, however, a warrior of the Taung—which had officially remained neutral in the civil war but secretly sided with Tusa—infiltrated Gorrbag's palace and attempted to kill him. The Hutt was able to flee to his ship and fly into orbit, where he was confronted by a number of Corellian Security Forces vessels demanding that he surrender for questioning. Gorrbag refused to be captured and instead engaged the forces in battle, leading to the destruction of his ship and, thus, his death. At last he had been killed by the Republic, but only after the war he had originally overseen as Hutt Chairman had ended.

The Republic, having read the intelligence reports about the Hutt Civil War, did not consider Gorrbag's actions an act of war on the part of the Hutt Empire. Tusa, however, was furious that he was unable to kill Gorrbag himself, and that resentment would be carried with him for the next few years.

The War of the Gods and expansion, the years 12,977 and 12,976 before the Battle of Yavin

As the Hutts fought amongst themselves, the Bogan Empire began solidifying its hold over its new home of Conscio, where it had moved to before the Jedi attacked Ando Prime—with forces that were acquired before the move, as well as after the move once parts of the Jade Armada were absorbed into the Bogan.

Emperor Banik Kelrada, sovereign of the Bogan, had told the inhabitants of Conscio that he and his followers were the descendents of the individuals they had worshiped thousands of years earlier—the Sith King Adas and the entirety of the Sith species, which had ruled an empire on Conscio and beyond before being repelled to their home world of Korriban by the Infinite Empire around the time the Republic was founded. The Conscioans, who lived under a theocracy that said their gods would one day return, swore their loyalty immediately to those who called themselves the gods.

With his hold over Conscio complete, Kelrada began setting up his new imperial government, enacting a series of decrees that established the political and religious structure of the Empire. He relinquished his title of Bogan to the Governor of Conscio, Dhar-kor Jord, but retained control over all aspects of religious life as need be—he compared it to him being an actual god, with Jord being his religious vicar amongst the people.

The title of Bogan also gave Jord the title of Supreme Commander of the Bogan Imperial Fleet, with Banik retaining ultimate decision-making authority as Commander in Chief. It allowed for him to remain Emperor of the Bogan while passing most day-to-day authority to the Governor of Conscio, while Kelrada and his High Lord, Elijha Oderyn, saw to it that their endgame played out as planned.

With Conscio firmly under his control, Kelrada set out to expand his empire throughout the Esstran sector, a sector that was protected against Hutt incursion following the signing of the Treaty of Centares that also saw to it that the Bogan would train Hutt forces to fight against the Jedi. The Bogan Imperial Fleet first traveled to Zios and Thule, where they also declared themselves to be the gods of the ancestors.

Most of the populations of the planets swore loyalty to the Bogan Empire, but there were pockets of resistance. These rebels became resistance fighters, launching attacks against the Dark Jedi. They were well armed and well trained—as he was leaving the Esstran sector thousands of years earlier, the Sith King told the people he left behind to be ready for the return of their gods—but did not believe that the Dark Jedi were the descendents of the former Sith Empire. This also led to insurrection on Conscio, with other likeminded individuals protesting the new Bogan dominance.



The subjugations of Conscio, Thule, and Zios took attention away from the strengthening of the Empire for the second half of 12,977 BBY, but the rebels were ultimately suppressed and were forced to kneel before the Dark Jedi. Having seen the great power that the Dark Jedi possessed from the Force, combined with their military might, the rest of the sector swore loyalty to Emperor Kelrada and the Dark Jedi, completing the Dark Jedi dominance over the entirety of the Esstran sector.

Emperor Kelrada secured his reign over his sector-wide Empire and drafted billions of non-Force sensitive individuals from across the worlds into his Bogan Imperial Army, a force to be reckoned with; millions were already well-trained from the planetary armies in place before the Dark Jedi arrived, and many millions more were trained over the course of 12,976 BBY and beyond in order to fight against the Jedi—which Kelrada knew had the military backing of the Galactic Republic.

For the first time ever, an army sworn to the dark side of the Force was large enough to actually mount a challenge against the Jedi and their allies in the Republic. Not even Xendor, the Dark Jedi who launched the First Great Schism millennia earlier, could have imagined such an accomplishment—but he soon would.

The Cold War, the years 12,975 and 12,974 before the Battle of Yavin

Over the course of the two years since the Treaty of Ithoria, the Republic was able to rebuild itself politically and militarily. A new Galactic Senate was in place, and the military command reforms that Chancellor Hoshiko had sought were put into place. The Hutt Empire continued their build up of forces and control of private industry in the aftermath of the Hutt Civil War, and the Republic raised taxes throughout its regions in order to build up additional forces for the inevitable war that would arise. Emperor Tusa's reign over the Empire was lock solid after he crushed the Gorrbag-led rebellion, and Chancellor Hoshiko remained popular amongst the Republic's citizens.

With both sides having spent a year over peace time building up new forces, the start of 12,974 BBY saw expansions in their territories. The Republic placed check points on hyperspace routes to block Hutt access to and from Ikotch and Yag'Dhul, which they had taken from the Republic during the First Hutt War, as the Republic knew that those planets, if used as launching points for further dominance of the surrounding sectors, would be a grave threat to them. The Hutts, however, did not attack at this point, preferring to continue their build up for the time being.



As the building up of forces continued, the Republic and the Jedi continued joint military exercises in the form of skirmishes, allowing the Republic to fight against Force users so they would know the threat of the Bogan. The Bogan themselves also continued aiding the Hutt forces in learning how to combat the Jedi, giving the Hutt Empire more experience with Force users. They hoped this would prove beneficial because, unlike the Republic, the Hutts were not directly affiliated with the Bogan.

The two sides also began to collect the unaffiliated worlds on their sides of the neutral zone; the Hutts subjugated the worlds on their side, and the Republic promised protection from the Hutts on their sides in order to sway them into the Republic. The worlds on both sides of the neutral zone became heavily fortified with armies and fleets, often drawn from the pre-Republic and Hutt planetary defense forces themselves, in order to provide buffer zones before getting further into their territories. This prevented the Hutts from having a non-tumultuous means of reaching Yag'Dhul and Ikotch without fighting their way through—while also doing the same for the Republic and the Jedi in regards to the Jedi world of Ossus, blocking access to Ossus and preventing the Jedi from using its former homeworld as a base.

The Hutt and Republic forces were left waiting on their borders.

The Second Hutt War, the year 12,973 before the Battle of Yavin

With his forces built up and solidified in the entire Outer Rim Territories and nearly half of the Mid Rim, Emperor Tusa believed he was ready to once again invade the Republic and fight his way back towards

Yag'Dhul and Ikotch and to capture the Expansion Region and the Inner Rim. Slowly and meticulously, he began moving forces to the border of his empire before ultimately passing into the neutral zone. Republic intelligence immediately detected the treaty violation and began to move its forces into the now-defunct neutral zone as well, preparing to meet the Hutts half-way into the zone. The Bogan, who were informed of the coming battle by the Hutts, sat ready and waiting to see where the tides would turn.

It was at that point where the Second Hutt War would begin.

Final Thoughts

It's important to reiterate again that this time skip proposal was not created because the staff and the faction leaders thought that the timeline had run its course. It is 100% percent the opposite of that. The potential of this timeline is precisely why this write up was put together. The timeline has yet to reach its fullest potential, and by advancing the plot four years and allowing the factions, particularly the Bogan, to grow, it allows us to reach the full potential of the fourth timeline.

To try and answer a few more questions now that you've read the write up, this follow-up FAQ section has been put together to try and do just that.

Why didn't the war continue through these four years, or why wasn't there just a cease fire?

When we first talked about this, there was a cease fire. However, by the time we settled on four years as the length of the skip, a cease fire for that amount of time seemed unrealistic. We therefore chose to decide on a peace treaty, ending what's now called the First Hutt War, using the Republic's need for reform and rebuilding and the civil discord in the Hutt Empire as the backdrop for that.

One thing we also recognized is that by allowing the Republic to rebuild a bit, a cease fire would be unfair to the Hutts. The war that has been role-played since July 15, 2009, in which the Hutts have made major gains, would've still been in place, yet a "reset button" would've been pushed. That was why we chose to end the first war, declare that the Hutts won that war, and then start with the Second Hutt War four years later—although the Hutts still have plenty of major advantages!

Why is there a Hutt Civil War? It seems almost pointless in the grand scheme of things.

It's actually not at all. Santoro's character, Emperor Tusa, completely disbanded the Hutt Grand Council and basically kicked its members out to the curb, making him the sole sovereign. Knowing the Hutts, they wouldn't really want to stand for that, so that's where the seeds of the Hutt Civil War came from. It also allows Tusa to grab onto the Empire with a tighter fist. This essentially works as a fitting conclusion to what would logically come out of Tusa's power grab.

You didn't mention much about the Taung. What happens to them?

The simple answer is that we didn't want to put too much information about the Taung into the write up because of the constant leadership changes and the constant reforms and changes the sub-faction seems to be going through. We would prefer to see that evolve on its own.

I have the same concern for Sector 13. What about them?

Our answer to that is the same as the answer to the question about the Taung. With all of the changes Sector 13 goes through, it's preferred that it evolves on its own under the leadership of the Republic faction leaders and assistants.

Why did you integrate the Republic and the Jedi? Like you said, there's mistrust of the Jedi.

Yes, there is mistrust, especially in light of the revelation that Banik Kelrada is the Emperor of the Bogan and knowing that the forefathers of the Bogan were once themselves Jedi. However, the Republic also recognized that they would need a strong alliance with the Jedi to counter the Bogan.

From an out of character standpoint, people are also used to the Republic and the Jedi working together rather than mistrust and apprehension. The Republic and the Jedi have worked together throughout the *Knights of the Old Republic* era, as well as during the New Sith Wars and the Clone Wars. Even the New Jedi Order in canon worked with the New Republic and, for a time, the Galactic Federation of Free Alliances. This was important to us in continuing the uniqueness of this timeline while maintaining familiarity for role-players.

Why did you make the Bogan Empire? That doesn't seem to match what we know of the Bogan.

This was one of the biggest reasons we chose to put this write up together. The Bogan Empire is something we find absolutely essential in order for the timeline to meet its fullest potential, because it's the only way that the Bogan can truly come out of hiding without having to worry about the faction being decimated after only one battle—which could've happened during the Battle of Ando Prime if the Bogan hadn't moved to Conscio before then.

The Dark Jedi of the Bogan was a good stepping stone to the Bogan Empire. It put together its basic philosophies, gave it a sense of identity, and moved it forward and stronger as a faction. However, for a long while, it also lacked a sense of direction. No one really understood what the Bogan were fighting for; the Bogan tenets suggested the destruction of the galaxy and the creation of complete chaos, but this was never abundantly clear based on the actions of the faction.

With the Empire, however, along with the stronger connections to the old Ospion Guardians and the Conclave on Ossus from the third timeline, it adds the idea of revenge against the Jedi Order into the Bogan philosophy, giving them a clear goal and purpose to fight for.

Not to mention having a strong and active dark side faction presents countless epic role-playing opportunities with the Jedi. Just imagine two lightsaber-wielding armies running against one another on a battle field, their brilliant red and blue blades clashing against one another in a struggle to decide the very fate of the galaxy. That's just plain exciting!

You mentioned the Sith! Are there going to be Sith?!

No, sorry, there still won't be Sith in this timeline. We chose to connect Conscio and the Bogan to the Sith in order to route the Bogan into the canon of ancient *Star Wars* eras, giving them connections to canon elements and also making it clear that they are an "in between" phase in regards to the evolution of the Sith species to the Sith Empire that arose following the Hundred Year Darkness. In a way, it clearly makes the Bogan the ancestors of the Sith we all know and love.

I have more questions that haven't been answered. Where can I ask them?

Feel free to ask them in the informational thread found in the Announcements section. The thread is titled 'ATTN: Time Skip Proposal' and you can ask your questions and get answers in there.

Conclusion

This time jump proposal needs to work for you. If you have any concerns, please raise them. We are interested in feedback and will answer any questions you might have. Above all, we thank you for taking the time to read this and to give it the consideration it deserves.

Image sourcing

The following are the sources of all of the images used in this write up.

1. *Stargate Atlantis*. Screen capture used from stargate.wikia.com.
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