The Galactic Republic

Republic faction structure and lore.

- Galactic Republic
- Galactic Senate
- Judicial Department
- Grand Army of the Republic
- Grand Republic Navy
- Republic Clone Academy

Galactic Republic

Overview

The Grand Army of the Republic serves as the army branch of the Galactic Republic and its military throughout the duration of the Clone Wars. It was primarily composed of Clone troopers with a handful of human forces serving as support staff. It was presided over by a non-Clone Supreme Commander, Clone Grand Marshal, and Clone Marshal Commander alongside various Clone Regimental Commanders.

The primary responsibilites of the Grand Army of the Republic included combating the Confederacy of Independent System and it's Separatist Military while safeguard member planets of the Galactic Republic from various external threats.

Historical Information

MILITARY BRANCH	• Grand Army of the Republic • Grand Republic Navy
DATE ESTABLISHED	Circa 25,000 BTR
DATE REFORMED	Starting Reformation (0 BSY)
NOTABLE FIGURES	• Varkis Drayce • Mas Amedda • Padme Amidala
MAJOR CONFLICTS	• Great Hyperspace War • Sith Wars • Mandalorian Wars • Clone Wars (Ongoing)

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 Thrawnis 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

The Grand Army of the Republic and Grand Republic Navy was founded on the aquatic planet of Kamino in 965 RSY when Senator Varkis Drayce, in collaboration with Jedi Master Dooku,

commissioned the creation of a Clone Army by the Kaminoan Ruling Council.

Originally kept a secret from the Galactic Senate and Jedi Order, the Clone Army was considered to be an expansion of the Judicial Forces. Both Senator Varkis Drayce and Jedi Master Dooku oversaw the operation, commissioning an initial batch of Clones labelled as the 104th Battalion.

In 980 RSY, Senator Varkis Drayce delivered his famous "War Is Brewing" Speech in response to the growing Outer Rim Separatist coalition within the Outer Rim of the galaxy. Addressing the Galactic Senate, he informed them of his creation of the Clone Army alongside Jedi Master Dooku and called for the militarization of the Galactic Republic.

As the Outer Rim Separatist coalition grew into an full-on Confederacy, so did the concern of the Galactic Senate. Deciding to heed the advice of Senator Varkis Drayce, a motion was passed in 980 RSY to officially establish the lab-grown Clone Army as the official militarized forces of the Galactic Republic.



Galactic Senate

Overview

The Galactic Senate serves as the legislative assembly of the Galactic Republic. It was composed of delegations from various worlds and across the galaxy, and was presided over by a Supreme Chancellor that was elected by and from the representatives that made up the assembly.

The primary responsibilites of the Galactic Senate included dictating all laws and regulations necessary to safeguard the Galactic Republic and mediating disputes between various worlds to avoid major conflict.

COMMAND POST	Senate District, Coruscant

Historical Information

DATE ESTABLISHED	Circa 25,000 BTR
DATE DISSOLVED	N/A
NOTABLE EVENTS	• The Senate Bombing
NOTABLE FIGURES	• Varkis Drayce • Mas Amedda • Conrad Lysos • Padme Amidala
AFFILIATION	Galactic Republic

History

The Galactic Senate was founded by Alderaan, Corellia, and Coruscant in 25,000 BTR alongside the Galactic Constitution, residing within the Senate Rotunda on the established capital world of Coruscant. Watched over by the Supreme Chancellor and safeguarded by the Senate Guard, the Galactic Senate served as a symbol of order in the early years of the Galactic Republic in absence of any formal standing army.

As time progressed, so did the Senate, gaining more influence over the galaxy as more worlds joined the fold. The Galactic Republic would reform many times as various wars would shake the galaxy, however, the Galactic Senate would maintain itself as the foundation of it all.

The Senate Bombing of 983 RSY

WIP

Structure

Military Oversight Committee

The Military Oversight Committee, abbreviated as MOC, *description.* The MOC consists of three sub-committees.

- **Naval Subcommittee:** *description*
- **Army Subcommittee:** *description*
- **Intelligence Subcommittee:** *description*

Internal & Foreign Affairs Committee

The Internal & Foreign Affairs Committee, abbreviated as IFAC, *description.* The IFAC consists of three sub-committees.

- **Law Enforcement:** *description*
- **Neutral Systems:** *description*
- **Separatist Reconciliation:** *description*

Finance Committee

The Finance Committee, abbreviated as FC, *description.* The FC consists of three sub-committees.

- **Allocations Subcommittee:** *description*
- **Budgetary Subcommittee:** *description*
- **Industry & Commerce Subcommittee:** *description*

Judicial Inspectorate

The Judicial Inspectorate, abbreviated as JI, *description*.

Judicial Department

Grand Army of the Republic

Overview

NOTABLE FIGURES	• CC - 1870 "Sand" • CC - 3636 "Wolffe" • CC- 1345 "Dofo" • CC - 3438 "Luke" • CC - 7567 "Rex" • RMCO "Cage" • CC-7997 "Nomad"
AFFILIATION	Galactic Republic

The Grand Army of the Republic serves as the army branch of the Galactic Republic and its military throughout the duration of the Clone Wars. It was primarily composed of Clone troopers with a handful of human forces serving as support staff. It was presided over by a Supreme Commander, Clone Grand Marshal, and Clone Marshal Commander alongside various Clone Regimental Commanders.

The primary responsibilites of the Grand Army of the Republic included combatting the Confederacy of Independent System and it's Separatist Military while safeguard member planets of the Galactic Republic from various external threats.

History

The Grand Army of the Republic was founded on the aquatic planet of Kamino in 965 RSY when Senator Varkis Drayce, in collaboration with Jedi Master Dooku, commissioned the creation of a Clone Army by the Kaminoan Ruling Council.

Originally kept a secret from the Galactic Senate and Jedi Order, the Clone Army was considered to be an expansion of the Judicial Forces. Both Senator Varkis Drayce and Jedi Master Dooku oversaw the operation, commissioning an initial batch of Clones designated as Null-class Advanced Recon Commandos while later batches would form the 104th Armored Battalion and fill various officer and command positions.

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Structure

Special Operations Brigade

The Special Operations Brigade was the special forces regiment of the Grand Army of the Republic responsible for completing independent, specialized operations.

Led by Jedi Master Ahsoka Tano alongside CC-7997 "Nomad" and various commanders, personnel apart of this regiment were trained in covert operations, infiltration & reconnaissance, and independent leadership.

Enforcement Regiment

The Enforcement Regiment was the peace-keeping forces of the Grand Army of the Republic responsible for enforcing Republic law and protecting high-value targets.

Led by Jedi Master Kyra Lunedancer alongside RMCO "Cage" and various commanders, personnel apart of this regiment were trained in law enforcement, discipline, and protective security.

Infantry Regiment

The Infantry Regiment was the armed forces of the Grand Army of the Republic responsible protecting Republic-affiliated planets and combatting enemies of the Republic.

Led by Jedi Master Zon Ruun alongside CC - 3438 "Rex" and various commanders, personnel apart of this regiment were trained in weapons handling, squad tactics, and physical combat.

Grand Republic Navy

Overview

DATE DISSOLVED	N/A
NOTABLE EVENTSA	• N/A
NOTABLE FIGURES	• Duke Heinz • Jax Thorne • Wmz König • Swift König • Hans König • Elias Caesar
AFFILIATION	Galactic Republic

The Grand Army of the Republic serves as the naval branch of the Galactic Republic and its military throughout the duration of the Clone Wars. It was primarily composed of Clone troopers with a handful of human forces serving as naval officers and admiralty. It was presided over by a Supreme Commander, Grand Admiral, and Vice Grand Admiral alongside various Fleet Admirals.

The primary responsibilites of the Grand Republic Navy included combatting the Confederacy of Independent System and it's Separatist Military while safeguard member planets of the Galactic Republic from various external threats.

History

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Structure

WIP

Republic Clone Academy

Overview

DATE ESTABLISHED	965 RSY
DATE DISSOLVED	N/A
NOTABLE EVENTS	• N/A
NOTABLE PEOPLE	• Rein Vero • Galle Valen • Blyonn
AFFILIATION	• Galactic Republic • Grand Army of the Republic • Grand Republic Navy

The Republic Clone Academy serves as the training institution of the Galactic Republic and its military throughout the duration of the Clone Wars. It was composed of a mix of humans and clones serving as instructors for the various Clone troopers and cadets that would pass through it. It was presided over by a Supreme Chancellor, Head Academist, Deputy Head Academist, and various Chief Instructors.

The primary responsibilites of the Republic Clone Academy included the training of Clone cadets, trooper, pilots, and officers to ensure that all Clone forces are capable of combatting the Confederacy of Independent System and it's Separatist Military while safeguard member planets of the Galactic Republic from various external threats.

History

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As the years progressed, the Kaminoans meticulously designed and perfected the genetic template for what would become the backbones of all Clone troopers. However, recognizing the necessity for proper training in order to reach perfection, the Kaminoan Ruling Council sought out skilled warriors across the galaxy to instill the foundational combative skills in the emerging Clone Army.

An initial batch of Clone troopers were produced, consisting of a small experimental unit of 30 Clones, the Kaminoan Ruling Council launched the first class of the Clone Academy. To their surprise, these Clones - while genetically imperfect - far surpassed their expectations, with all becoming a proficient fighting force and a subset of these Clones demonstrating exceptional leadership despite the unconventional attributes they had developed.

The initial batch of Clone troopers would mostly be assigned as Null-class Advanced Recon Commandos while the subset would be allocated across the Grand Army of the Republic to fill various officer and command positions. As more batches would be created, the Clones would eventually form the 104th Armored Battalion and mark the formal beginning of the Cadet Academies mission - to ensure that the Republic maintains a professional and proficient fighting force at all times.

Structure

Cadet Academy

The Cadet Academy was a training institution of the Republic Clone Academy responsible for the upbringing and training of all Clone cadets.

Led by Chief Instructor Kryxis Vael various academy instructors, Clones that went through this academy were trained in weapons handling, squad tactics, and discipline.

Naval Academy

The Naval Academy was a training institution of the Republic Clone Academy responsible for the training of all Clone crewmen.

Led by Chief Instructor Odysseus Varro and various academy instructors, Clones that went through this academy were trained in navigation skills, ship weapon systems, and maintenance & logistics.

Flight Academy

The Flight Academy was a training institution of the Republic Clone Academy responsible for the training of all Clone pilots.

Led by Chief Instructor WIP and various academy instructors, Clones that went through this academy were trained in spacecraft controls, advanced maneuvers, and air-ground coordination.