Corellia

Overview

REGION	Core Worlds
SYSTEM	Corellia System
Society	
GOVERNMENT	Corporatocracy -
TYPE	Military Authority
HEAD OF STATE	N/A
SENATOR	Vacant
CAPITAL	Coronet City
LANGUAGE	Galactic Basic
	Standard
AFFILIATION	Galactic Republic
	Confederacy of
	Independent
	Systems

Corellia is the world where ships are born and die, a terrestrial world that is made both of natural beauty and industrial might. It is the galaxy's largest producer of commercial starships and the main foundry for the Republic’s fleets. The title of Corelian Quality is renowned throughout the galaxy and no other planet is trusted as much to be its industrial heart. It is a founding member of the Galactic Republic and a signatory of the treaties which founded its modern iteration around 1,000 BTR. Its populace is renowned for its technical expertise and steadfast loyalty in the face of even the hardest of odds, such as wartime strain. Even under Separatist occupation, its people lead quiet resistance and maintain total loyalty to the Galactic Republic and its Senate.

The Planet lies in the same sector as Felucia, lying close to the Galactic Core. Being as close as a major world can be to the galactic center, It maintains close proximity to key hyperspace routes and galactic trade networks. From the planet's orbit, it almost looks as if it is an oceanic world, with the atmosphere around its terrestrial continents being covered by the thick smock of industrial pollution. While its oceans remain rather pristine and unaffected by the heavy industry, the same cannot say for Corellia’s landmass. Almost all of Corellia’s land is covered in heavy industry, with pollution drowning out the sky. Pollution is most heavy in the capital of Coronet City, where the surface is almost entirely dominated by heavy shipyards and industrial plants, forcing much of the populace to reside underground. Across the sea from the city lies landmarks such as Vreni Island and Golden Beach which provide respite from the industry for the planetary elite.

Corellia is of critical importance to both side’s potential war effort. Before the Separatist invasion, it stood as the testing ground and eventual construction site for almost all of the Republic’s greatest weaponry. Its workers, taking total pride in Corellian industrial superiority, work with dedication even during wartime conditions. Even with acts of sabotage by loyal pro - Republic workers, the shipyards and infrastructure of Corellia is of extreme value to the Confederacy of Independent Systems, resulting in their collaboration with Corellia's underworld syndicates for a continued stream of impressed workers.

Society and Culture

Corellia is a planet of innovators, engineers, and those who work in order to make the dreams of the innovators a reality. Corellians put pride in the quality of their work and constantly strive for further innovation. Corellian’s have heavy pride in both their planet and its importance to the Galactic Republic. As such, they have not taken much of a liking to Separatist Control and continue to resist in any way possible. For the first time in their history, Corellian Industry has started to grind to a halt as production of defective military equipment and slowed output has occurred as acts of deliberate sabotage from the workers on the factory floors.

Corellia was most recently represented in the Galactic Senate by Grash Teshin who also served as Chairman of the Diplomatic and Foreign Relations Committee. Their Senatorial Aide was Milos Zee.

The Chairman was famous in the wider Galaxy for his no nonsense attitude and strict control over his Senatorial Committee. However, to Correllians, he was renowned for his campaign against corruption in the Planetary Civil Service and his work pushing back against the dominance of monopolized corporations prior to his election to the position of Senator.

In the underworld of Correlia’s large industrial cities, there also lies large criminal syndicates, often working with Correllia’s dominating corporations. The Syndicates extort local businesses, lord over the residential slums, and wage war against their rivals. These rival syndicates provide fresh streams of workers from their territory to the Corporations that they work for and engage in criminal activity against the monopolies they work against.

Government

Corellia is nominally governed by an elected Civil Service. However, the real control lies in large scale monopolies and large corporations which manage the shipyards and heavy industry. Some of these corporations are on paper state owned and thus property of the Corellian people. However, in practice, the Corporations are effectively independent of any wider oversight and oftentimes utilize their own private security forces to ensure order on their property, which can encompass entire cities.

There has been a power struggle between the Corporations, the underworld syndicates, and Corellia’s Senator, who has tried to assume more control of domestic affairs as the de facto planetary leader. The Corporations have allowed Underworld Syndicates to maintain a heavy amount of power over the vast underworld in return for their use as proxies in conflicts against rivals. Armed with corporate weaponry and trained by corporate security, their enforcers wage war across the Underworld, given free reign to terrorize and shakedown the populace as long as they do not harm the valuable shipyards. With the death of Corellia's senator at the Coruscant Senate Bombing, the balance of power has shifted. Although, perhaps not for long as the Republic invasion force arrives on the world.

Facing Separatist occupation, the Corporate elites and the Senatorial staff for Corellia have fled to Coruscant to continue the fight. Local corporate bureau chiefs along with syndicate warlords have been happy to collaborate with the Separatists in return for hefty bribes, much to the anger of the loyal Republican populace and workforce.

Corellia’s Corporate entities and Senatorial Staff remain loyal to the Republic. However, as Separatist rule becomes more and more apparent, under the table talks between local Corporate offices and Separatist authorities have begun with quiet approval from the top executives. Corellia’s corporations may just betray their long lasting allegiance to the Republic if it means they can get back to one upping their competition and making credits.

Current Status and Military Operations

At the start of the war, Separatist forces rapidly seized control of Corellia, taking the Republic by surprise and forcing starship production to be hastily relocated. Under Separatist occupation, the planet is a shadow of its former self. Corporate authority has been removed entirely, replaced by brutal Military Governors and corrupt collaborationist syndicates. Dissatisfaction with Separatist rule grows by the day. Resistance in the underworld is heavily apparent and outright sabotage of war materials has begun. Separatist Commanders avoid requisitioning Correllian materials in continuous fear of total sabotage.

Facing manpower shortages, being bogged down on brutal fronts such as the campaign on Christophsis, along with the sheer urban sprawl of Corellia, Republic Command has continuously delayed operations to retake the key world. As a result, Venator production has shifted to other key industrial worlds and the best of Correllia’s minds continue to flee off world to republic safety. There, they continue to design weapons to take the fight back to the Separatists and to restore Corellia under Republic control.

After a close battle in Corellia's airspace, the 501st Legion has landed on Vreni Island to begin the Republic's recapture of Corellia. However, the battle has just begun. Separatist vessels continue to pierce the skies as the small Republic fleet can barely hold them off. On the ground, the 501st Legion holds onto their FOB on Vreni Island. Should it fall, the Republic will be once more dislodged from Corellia.

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