






Faction


In the Star Army RP, a faction is an in-character group or organization such as a nation.

Playable Factions

Played factions are factions that contain player characters and role-playing plots. They are the heart of the site's roleplay and are living, ever-changing entities made possible by combined effort of multiple people. Played factions should have a comprehensive collection of information about them on the wiki.

Factions List

#	Flag	Page	Description	Playable?
1		Democratic Imperium of Nepleslia	The Democratic Imperium of Nepleslia is a gritty cyberpunk nation of humans, cyborgs, and mutants that deals with high crime in its megacities. Mixing of genetic material from super-solider programs has resulted in muscular half-breeds and a population that is considerably more male than female. Nepleslia has a space navy and space marines. It was previously part of Yamatai, but it rebelled and gained its independence a little more than a decade ago.	Yes
2		Elysian Celestial Empire	Elysia , officially the Elysian Celestial Empire, is a nation whose territory is located in the North-West sector of space. The Empire is bordered by Democratic Imperium of Nepleslia, the Freespace and the Mishhuvurthyar, as well as geographically speaking bordering Ayame's Nebula, the largest cluster of black holes in known space, the 'Stars' and Xenn's Expanse. Suzerainty of Yamatai.	Yes
3		Independent	Those not a part of a major faction of the SARPiverse.	Yes
4		Kingdom of Neshaten	The Kingdom of Neshaten is a decent sized Kingdom, spawning multiple races and with a fairly well developed Culture, that is also rather socially conservative. The Kingdom is liked on its own due to its established government and because of its desire to help not only those within the Kingdom but also that outside of it. The races of the Kingdom include the Daur, Laibes or collectively known as Shukaren and My'leke.	Yes
5		New Dusk Conclave	Founded in YE 40 by rebels, outcasts, and refugees, the New Dusk Conclave wants to create a better society for all sentients - one free from the harsh totalitarian regime that its leaders left behind and one that would provide a worthy place for all sentients who would call it home. FM: Alex Hart Co-FMs: In question	Yes
6		Tsenlan	Sagely space elves from another universe. They overcame great obstacles and have come to join their allies as the newest state of the Yamatai Star Empire..	Yes

#	Flag	Page	Description	Playable?
7		Yamatai Star Empire	The Yamatai Star Empire is a technologically-advanced transhuman empire with most of the population using biological android bodies. It's got an 80s anime-inspired flavor and is protected by a massive, politically powerful military called the Star Army, which the site is named after. It is the Star Army setting's cornerstone faction.	Yes

Note: [Origin Industries](#), though a [corporation](#), is basically treated like a faction. It's managed by [Kai](#).

Requirements

- An active [Faction Manager](#) and an assistant FM or Co-FM
- At least one active [Game Master](#) running an active [plot](#).
 - A faction with two or more plots is considered a “major faction.”
- [Character Creation Guides](#)
- [Creating A Faction](#)

Perks

- FM gets a green name on the forums & discord.
- FM gets control of the faction.
- The faction gets a roleplay forum

Non-Player Factions

Non-Player Factions (also called background factions) are setting resources usable by all GMs. These could be:

- Enemy factions to serve as opponents in plots.
- Alien factions to add flavor and variety to the universe.
- A starter for a player faction that hasn't opened plots yet.






It is important that each faction have a purpose and a use: if you're building a faction as a static personal display piece or one that no one is using, you're doing it wrong. Connect to other factions in the setting.






Background factions usually have a person in creative control of them. Please be respectful to their creation and consult them before using the faction if possible. Background factions are not used as the equivalent of player characters; Star Army is a character-based roleplay, not one where each player has/plays a personal faction or Empire. **Once you make the species, it's for everyone.**

It's okay for player characters to be from a background faction. In fact, this can be a great way to flesh the faction out.

These factions currently do not have an RP running for them, although some may have in the past.

Factions List

#	Flag	Page	Description	Playable?
1		Abwehran Star Empire	Born from the deaths of nearly three previous governments, the Abwehran Star Empire is the latest and most democratic of nations to be born on Abwehr. A rather young nation in comparison to its predecessors, nearly 300 Abwehran Years (~1000 Standard Years), the Empire is just starting to join the interstellar community.	No
2		Baroka (Faction)		No
3		Black Claw Star Empire	The Black Claw Empire was an intergalactic empire that spread to the far reaches of many galaxies. The dog-like beings who ran this empire subjugated many other races, including humanity, in their grand expansion of conquest. After many centuries of rule, the enslaved races rose up and overthrew the Black Claw. It is unknown if any survived the backlash of the revolution.	No
4		Poku Saeruo Degonjo	Around 750 years ago during the myriad struggles for dominance, a race of felinoids chose to find a place where they could live their lives by their own warrior code. So they packed up all that they owned, and left in their fleet of ships. They gathered resources along their journey with lasted about 50 years. Eventually they chose to settle in the large nebula about 80 light years south of Yamatai. They were lead to it by the super nova that coalesced into the nebula. The inner core of the star remains a dim remnant from which they called their new home the Hidden Sun nebula, and themselves the Hidden Sun Clan. Created by Nashoba.	No
5		Iromakuanhe Astral Commonwealth	The Iromakuanhe Astral Commonwealth is culturally rich and established nation in the Iruotl System, in the far galactic north. It was founded centuries ago, after the human colonists of Maekardan ended a bitter long standing feud to the Makuori, the ancient residents of the world and defeated a mutual enemy, becoming a new race in the process. It defines it self as a sovereign, democratically run nation with a rich cultural heritage that goes back over a millennium with pacifistic intentions, and the desire to seek enlightenment in the stars, and the self.	No
6		Interstellar Kingdom Of Kuvexia	The Interstellar Kingdom of Kuvexia was a capitalist monarchy primarily inhabited by members of the Kuvexian species.	No
7		Lorath Matriarchy	The Lorath are a humanoid race with bird-like wings. Not many can fly though, due to their exile of 50,000 years underground. It was only recently that they have resurfaced, and taken back the world from the Helashio. Through the bloody conflict, the Lorath were able to coerce their will upon the above world race. The race that had lost became the Lorath's slaves, serving those that they had driven out from fear so long ago.	No

#	Flag	Page	Description	Playable?
8		Sfrarabla Mishhuvurthyar Nougift	The Sfrarabla Mishhuvurthyar Nougift is the government of the Mishhuvurthyar.	No
9		Neplesian Reds	One of the historic Nepleslian cultural groups, the Reds are primarily associated with the ancient cloning factories of old Planet Nepleslia. While the Greens chose to work for or with the Uesureyan Star Empire in the past and primarily served as soldiers for the Uesureyan war machine, the Reds rejected this in favor of personal freedom and engaged in many campaigns against the greens, despite typically being outnumbered and outgunned. As of YE 44, they have been largely inactive in the affairs of the sector.	No
10		Tre Empire	The Tre Empire was a member of the United Empire Forces. It was known for its advanced aircraft.	No
11		Tymian Empire	The Tymian Empire was a Democratic Imperium of Nepleslia-based member of the United Empire Forces known for its electronics technology. It supplied the vast majority of ground troops for the UEF military.	No
12		Uesureyan Star Empire	The Uesureyan Star Empire (Also known as the Uesureyan Empire or the Weslian Star Empire) was a powerful faction that succeeded the Black Claw Star Empire and preceded the Yamatai Star Empire, which slowly absorbed it. It was known for its political strength and superior technology. The Uesureyan Star Empire was a member of the United Empire Forces.	No
13		United Norian Imperium	The united government of the Norian people in the Chrystalis Universe.	No
14		United Outer Colonies	The United Outer Colonies was a nation in the Kikyo Sector that existed from YE 30 until the end of YE 32. The remains of which are now the Motoyoshi Colonial Sector, which is a region of the Yamatai Star Empire.	No

Requirements

- They should generally not unbalance the setting or overshadow the played factions.
- They should appear or have a solid plan to appear in a roleplay plot at some point.
- Information on:
 - Culture
 - Technology level and any interesting technologies of note.
 - Species physiology

Defunct Factions

These factions no longer exist in the main timeline.

Faction	Historic Managers	Fate
Black Claw Star Empire	Wes	Became the Uesureyan Star Empire after a coup.
Lorath Matriarchy	DocTomoe & Osaka/Osakanone	Departed the setting.
Osman Space Organization	Zack	Collapsed in YE 40 .
Tre Empire	N/A	Became part of the YSE. (?)
Tymian Empire	N/A	Became part of the YSE.
Uesureyan Star Empire	Wes	Morphed into the Yamatai Star Empire .
United Outer Colonies	Andrew & Kim	Collapsed due to Second Mishhuvurthyar War .

Faction Managers

On Star Army a *Faction Manager* (FM) is a person responsible for the out-of-character management of a playable faction.

Faction managers are listed on the [OOC Management](#) page.

Faction Rights

Managed Factions on Star Army have certain rights, which can be exercised by their Faction Manager and his/her designated assistants:

1. Factions have a right to their own destiny.

1. An active faction cannot be destroyed or conquered without its manager's consent.
2. Diplomatic, military, and other important events should be discussed in advance.
 1. This permission should be obtained in **plot planning threads** and/or the **GM Workshop forum**.
 2. Failure to do so may result in the setting manager marking the RP thread as [non-canon](#).

2. Factions have a right to control their assets.

1. Additions and changes to a faction must be approved by its faction manager.
 1. This is done in the Setting Submissions (NTSE) forum.
2. Factions have the ability to control their technology base.
 1. Characters can only acquire other factions' items in actual RP, such as looting it off an enemy soldier.
 2. For non-RP acquisition, such as salvaging, FM permission is required. When in doubt, get FM permission.
 3. Other factions may not reverse engineer or reproduce a faction's unique technology without permission.
 1. Failure to obtain permission will bar the item from being approved.
3. Other factions may not, without permission, involve or destroy a faction's
 1. Notable Factional NPCs, such as leadership, media, and government officials.
 2. businesses
 3. cities

4. military units

4. Unauthorized use of factional assets may result in an RP thread being marked as non-canon by the Setting Manager.

3. **Factions have a right to active staffers.**

1. Factions are typically managed by their creator, but creators do not necessarily have to manage a faction.
2. If a faction's manager leaves, is banned, or becomes inactive, the longest-serving assistant FM becomes the faction manager.
3. Faction Managers may designate one or two assistant faction managers and delegate powers to them.
4. Faction Managers manage recruiting, cooperation, and (if necessary) dismissal of game masters for faction-based roleplaying campaigns (plots).
5. Factions without a clear faction manager have the right to internally elect their Faction Manager by popular vote. The Setting Manager has veto power but should use it sparingly.

4. **Factions have some rights to control their image.**

1. In the case where a faction manager feels a player, GM, or another FM has grossly misrepresented their faction in the roleplay, he/she can appeal to the setting manager to have the offending thread marked as non-canon.
2. Faction managers have a say in artwork that depicts their faction. Artwork that improperly represents their faction (such as incorrect uniforms, etc) can be removed from the wiki.

Notes

Making things [canon](#) or not canon is the right of the setting manager. When it says "may be marked as non-canon" that means the setting manager has to make a judgement call on whether or not to allow the RP to be canon. The system is designed to be flexible and allow for some GM mistakes. Occasionally some violations by GMs could be tolerated for being really great RP or for being too minor to really matter.

Faction rights do not supercede [Player's Rights](#).

The reason we have plot planning threads is so that FMs get their chance to raise concerns to GM plans and to keep communication lines open between all the GMs and the FMs. While this is not explicitly asking FMs for permission, the assumption is that if there's no FM objection in a reasonable timeframe, the GM is free to go about their plans.

Try to give your GMs the autonomy they need to do their thing. It's important to know when to bend and when to step back and get out of the way so they can deliver an awesome plot.

FM Responsibilities

Responsibilities of the Faction Manager include:

- Overseeing consistency and continuity within his designated faction
- Approving factional characters
- Final authority controlling NPCs of the faction

- Recruiting and approving factional plot [Game Masters](#).
- Ensuring factional compliance with the [Military Buildup Limitations](#)
- Roleplaying the leadership and other NPCs of his faction as necessary
- Designating an assistant and/or backup FM who can run his faction should the FM become indisposed

Faction Managers do not necessarily have the ability to approve articles (that falls to site staff/Setting Submissions Moderators). However, all articles must be approved by the appropriate faction manager before the NTSE staff can approve them.

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

<https://wiki.stararmy.com/doku.php?id=faction>

Last update: **2023/12/20 15:23**

