








































































































International Relations in Star Army

The following is a manually-updated listing of inter-faction relationships in the setting.


Relations

Note: Each column represents how the [faction](#) at the top of it sees the other [factions](#) (represented by rows). Also note that “[Non-Player Factions](#)” are typically only played by [Game Masters](#) and usually only interact with a limited number of [factions](#).

Flag	Faction	 YSE	 DioN	 ECE	 KoN	 NDC
Player Faction Relationships						
	YSE	-		-		
	DioN		-			
	ECE	-		-		
	KoN				-	
	NDC					-
Non-Player Faction Relationships						
	ASE					
	AzCo					
	Fre					
	HSC					
	I'ee					
	IAC					
	IKoK					
	Elefirn					
	L'Kor					
	Mish					
	Nepleslian Reds					
	Tenet					
	Tsumi					

Legend

The following table describes the meanings of the symbols in the table above.

Legend		
Symbol	Status	Description
	Unknown	They don't know about this faction .

Legend		
Symbol	Status	Description
☐	No Official Ties	They know about this faction , but don't have any diplomats, trade, or official recognition yet.
☐	Allies	Not only do they like this faction , they will support them in times of trouble.
☐	Friendly	They get along with this faction .
☐	Neutral	They don't care about this faction either way.
☐	Cold Relations	They merely tolerate the presence of this faction .
☐	Hostile	They're not engaged in a full-scale war effort, but they might shoot any ships of this faction that wander too close.
☐	War	They're engaged in a campaign to conquer this faction .

Related Pages

- [Enemies of Yamatai](#)

OOO Notes

[frostjaeger](#) updated this article on 2017/10/18 13:07 after receiving [approval](#) from [Wes](#) on 2017/10/17 10:47.

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