

THE **FULLY**
FACTUAL
GUIDE TO THE



FEDERATION

Foreword	- 3
Introduction	- 4
History	- 6
Initial expansion and birth of Federation	- 6
Caldari secession and outbreak of civil war	- 6
Inauguration of the Jin-Mei, Amarrian first contact and formation of the Republic	- 7
The century of peace	- 7
Rise of the capsuleers and renewed conflict	- 7
Astrography	- 9
Government & Politics	- 10
The Federation Senate	- 10
Notable Senators	- 11
District parliaments	- 12
The President	- 12
Notable Presidents	- 13
The Supreme Court and district courts	- 13
The Federal Administration	- 14
Other bodies of the Administration	- 14
Defence	- 15
Federation Navy	- 15
Federation Customs	- 16
Federal Intelligence Office (FIO)	- 16
Federal Defence Union (FDU)	- 16
Foreign Relations	- 17
Alliance with the Minmatar Republic	- 17
Hostilities with the Caldari State	- 17
Cordiality with the Amarr Empire	- 18
Relations with other factions and groups	- 18
Economy	- 19
Notable corporations that operate within the Federation	- 20
Culture	- 23
Pleasure & Entertainment	- 24
Fashion & Cuisine	- 24
Activism & Humanitarianism	- 24
Technology & Innovation	- 25
Education	- 26
Religion	- 26
The Youth	- 26
Status of Women & Gender	- 26
Subcultures and other bloodlines	- 27
Sources	- 28

Foreword

This guide is intended to be the ultimate and fully comprehensive handbook to all things related to and pertaining to the Gallente Federation in EVE. It is designed to be mostly factual, with references to corresponding pieces of prime fiction (PF), whether news item or chronicle as sources. Some elements are conjecture, though it is hopefully clear when material is hypothesis and not PF. It will be updated whenever new fiction is released that has a considerable impact on the information here. If you have any suggestions, comments or complaints, don't hesitate to contact me in-game on "Seriphyn Inhonores", my main character.

Roleplaying as a Gallente or citizen of the Federation requires a different approach than to that of the other factions. Whereas the Caldari, Amarr and Minmatar all have plenty of fiction and lore to base a character from, the Gallente are not entitled to the same luxury. I, personally, do not believe this is negligence on behalf of CCP, but more encouragement. Gallente RP, whether Federate or otherwise, requires creativity; the fact that "no two places are the same in the Federation" has been hammered in PF since EVE's creation, which for me provides a near-infinite framework to build whatever character, backstory and world you desire. Whether a Minmatar who has grown up as a passionate Federal Hawk, or a devout Amarrian that is a loyal Gallente citizen, anything is possible in Federation RP! After all, if CCP has published detailed fiction on how the societies of other factions operate precisely and how their individual citizens think to the letter, and how they've not done for the Gallente (where the term 'uniformity' is quite probably unheard of), one would think the ability to create and worldbuild to your heart's content would hardly be an untruth.

Regardless, having some sort of foundation to base your character and roleplay from would hardly be amiss. Some of us do prefer constructing our RP from a clear, concise set of lore, and some prefer to use it a loose framework to create their own original designs. Whether you're reading this for the benefit of your roleplaying, or just out of curiosity, I hope you enjoy reading through my (almost) "Fully Factual Guide to the Federation" as much as I enjoyed creating it.

- Seriphyn

Introduction

The powerful and prosperous Gallente Federation is the only true democracy of New Eden, known as fierce guardians and champions of the human spirit, protectors of free will and social liberties.

Its official title is the "Federated Union of Gallente Prime"¹, home to all races of New Eden, but most notably the ethnic Gallenteans themselves, the Minmatar, Intaki, Jin-Mei and the Mannar. The Federation is the second largest empire in terms of population and, while exact figures are not given, it can be assumed that the ethnic Gallenteans, though the largest group "by far", are a majority-minority, due to the Minmatar numbering almost one-third of the total population of the Federation², and the Intakis being "one of the largest ethnicities"³. In actuality, a portion of the ethnic Gallente are of mixed ethnicity, diluted with the bloodlines of the many immigrants that move to the Federation in search of a better life⁴.

The political capital of the Federation is Villore, and the various home systems include Luminaire, Intaki, Lirsautton and Mannar.

Ethnic Gallente

The original leaders of the Federation, the Gallente originate from the oceanic island world of Luminaire VI, better known as Gallente Prime. As the largest ethnic group that founded the Federation, they are primarily responsible for creating the culturally diverse and progressive society that the Union is based on. They are descended from ancient settlers that formed the Garoun Empire, a technologically advanced and liberal nation that laid the framework for future travel into the stars. With no uniting culture, and proliferation across the Federation, the ethnic Gallente are as diverse as the minority peoples they live alongside.

Minmatar

Though not founding members of the Federation, or even signatories of the Federal Charter, the Minmatar comprise a massive portion of the population. As immigrants from the relatively impoverished Republic, they have made a living for themselves in the Federation, particularly in the armed forces, following their mass exodus a couple of years ago. In Sing Laison, a border region of the nation, their numbers are considerably strong⁵. It is unlikely that the Federal Minmatar population include Thukker or Nefantar, who inhabit their own regions of space, or even Starkmanir, who were believed to be extinct up until 110. There does not seem to be any Minmatar politicians in Federal governments, whether local or central, possibly due to their status as officially non-members.

Intaki

One of the founding members of the Federation, the Intakis hail from their tropical, semiarid homeworld in southern Placid. Their mannerisms have fitted in well with the Federation⁶, and though their culture has suffered some permutation from the Gallente, their deep spiritual beliefs are still a defining aspect of the Intaki. Furthermore, their huge emphasis on personal freedom⁷, just like their fellow ethnic Gallente, has elevated the artistic people to become very influential members of the Federation, particularly in the area of diplomacy, to which they are known for their aptitude⁸. Though the vast majority are adamantly pro-Federation, particularly when it comes to its reputation for peaceful diplomacy, a small but vocal minority seek secession and/or a closer relationship with the Caldari State⁹.

Jin-Mei

The newest addition to the Federation originate from the third and fifth planets of Lirsautton; the barren, archipelago Chakaux and the lush, continental Chandeille¹⁰. They operate a rigorous caste system, with their Sang Do overlords at the apex, ruling with a charitable and benevolent hand under the Saan Go, who represent the upper middle classes, and the Jing Ko, the middle and lower classes¹¹. A civil war between the ruling lords, however, saw much of the Jin-Mei leave the homeworlds and settle elsewhere in the Federation¹². Now, they are known as ardent advocates of more aggressive Gallentean politics, but many have established themselves as successful business tycoons and entrepreneurs¹³.

Mannar

Another founding member of the Federation, the Mannar hail from their home system in Everyshore. Described as stubborn¹⁴, the Mannar are similar to their Jin-Mei compatriots, believing that the greatness of the Federation must be spread far and wide via militaristic methods¹⁵, fitting with their headstrong and vengeful nature¹⁶. In addition, Mannar individuals are known for their presence as high-ranking military officers¹⁷, such as former presidential candidate and retired rear admiral, Daren Fasio¹⁸. They have had a strong influence on Gallentean fashion since inauguration, to the point that mainstream styles and trends originate from pre-Federation Mannar society¹⁹

Caldari

Once founding members, the Caldari departed the Federation after deep-seated differences broke out into war two centuries ago. Regardless, a large number of Caldari citizens reside in Gallente as expatriates, particularly on Caldari Prime before its fall to State occupation in 110 reversed their status²⁰. Even amongst the current conflict between the two countries, however, the Caldari have many economic interests vested in the Federation and, along with it, millions of their own expatriates.

Other ethnic groups

The Federation is known to house pockets of residents representing all the other races in EVE²¹. Gallenteans are very welcoming of immigrants, and are quick to assimilate them into society. Many ethnic Gallente themselves have immigrant blood. However, unlike the member states in the Federation, the immigrant populations do not experience the same luxuries, especially in being unable to leverage their own cultural and political influence. Like the Gallentean-Minmatar, it is unlikely Federal politicians arise from these demographics, due to their status as "immigrants", and not a native-born ethnic national.

History

The background of the Federation is routed across all of its member states' histories, both current and former. Spearheaded by the Gallente, who had already created a technologically advanced and culturally progressive civilization from the leadership of Doule dos Rouvenor and the Garoun Empire, the Federation was formed after centuries of space exploration and settlement alongside the Caldari, Achur, Intaki and Mannar, most of whom were at primitive levels of development prior to contact with the Gallente²².

Much of this information can be found [here](#), on the EVElopedia.

Initial expansion and birth of the Federation

Luminaire, formerly known as VH-451, is home to both the Gallente and Caldari ethnic groups, their homeworlds being the sixth and seventh planets respectively, simply known as Gallente Prime and Caldari Prime. In 22517 (YC -831), the two races made first contact, building their first stargate out of the system 71 years later. As a result, the two races rapidly began to expand and colonize outwards. Though this mostly benefited the Gallente initially²³, the Caldari established their own colonies in secret, separate from the main surveying and colonizing efforts. In 22631 (YC -717), the Gallentean "Cultural Deliverance Society" arrived on Caldari Prime, and, though their exact purpose or effects were unclear, the CDS were probably responsible for much of the cultural permutations the Caldari later become disgruntled with. Regardless, the first Caldari corporation, Isuuaya, was established just over half a century later. With corporations being an integral part of Caldari society, representing their collective spirit, it is ambiguous whether this was the result of the Gallente's CDS or if it was a product of Caldari culture itself.

In 22794 (YC -554), the Gallente encountered the Intaki for the first time, assisting them in the development of their civilization and aiding them in the colonization of nearby systems. Just fifteen years later, the Mannar race are discovered by the Gallente. After a further three centuries of expansion across the stars, the Gallente Federation was founded jointly with the signing of the Federal Charter by the Gallente, Caldari, Intaki, Mannar and Achur in the year 23121 (YC -227). However, despite historical and cultural differences with the individualistic Gallente, the Caldari were forced by circumstance to join due to the location of their homeworld in Luminaire. Expansion continues, now under the unification of a singular, democratic union, with citizens from all member states being elected to positions of power²⁴. Despite this notion of equality, the Gallente still dominated Federal politics, the Mannar and Intaki having yet to flex their political muscles. The Jove Empire make themselves known to the Federation around 30 years later, engaging in limited diplomacy.

Caldari secession and outbreak of civil war

However, soon after, in 23154 (YC -194), a Federal survey ship stumbled across the hidden Caldari colonies that were established centuries before. News hit the rest of the Federation, soon, causing outrage in the Gallente-dominated Senate, who demanded that the colonies should immediately be put under Federal control. After many years of increased Gallente interference in their affairs, the Caldari took this as the last straw and seceded from the Union, along with the Achur²⁵. In response, the Federation blockaded Caldari Prime, while the newly-formed State secured the stargates leading to the colonies, being the location of several industrial and military outposts. While the Federal government attempted to negotiate a peace, the situation on the blockaded world deteriorated, resulting in partisans destroying the dome of the underwater Gallente city Nouvelle Rouvenor on Caldari Prime. Soon after the public outrage, a fascist government under the leadership of Luc Duvalier and the Ultra-Nationalists seized power, and retaliated against the Caldari by attempting to conquer their homeworld into total submission²⁶. This marked the beginning of the Gallente-Caldari War, with the Caldari being evicted from Caldari Prime in 23156 (YC -192), just a year after hostilities broke out. During this time, the Federation subdued any dissenting voices that sought to sympathize with the Caldari, most particularly the Intaki, whom which the Gallente exiled around five thousand from the nation. These exiles were not permitted to colonize any planets in the region they were expelled to, ultimately forming the Intaki Syndicate. Despite

this, overall, the Intaki and Mannar began to flex their political and economic muscles in the Federation²⁷.

Inauguration of the Jin-Mei, Amarrian first contact and formation of the Republic

Though the war raged on for over a century, the young Federation carried its expansion onwards, especially as the conflict's intensity progressively died down over the years. Just a couple of decades after the war began, slightly before first contact with the Empire of Amarr in 23180 (YC -176), the Gallente encountered the Jin-Mei, who voluntarily joined the Federation to become their newest members. Gallentean influence on the smaller state challenged the status of women, who were "woefully inadequate" in terms of gender equality²⁸. However, their rigid caste system has not been completely eliminated, and is believed to not ever be due to its cultural implications. Thirty years after first contact with the Amarrians, the two empires signed the Gallente-Amarr Free Trade Agreement.

The Minmatar Rebellion took place in the year of 23216 (YC -20). Although the Federation did not intervene directly, due to the ongoing war with the Caldari, they provided arms and training to the Matari. Ultimately, they helped the former slave race establish their parliamentary democracy as the Minmatar Republic before the formation of the Consolidated Cooperation and Relations Command, widely known as CONCORD, in 23233 (YC -3), under the charismatic leadership of President Aidonis Elabon.

The century of peace

YC 12 saw the Gallente-Caldari War, which had lasted for over two hundred years, come to an end, five years after the death of President Elabon who had established the framework for a ceasefire years prior. Worldwide peace had finally been established, though by this point, the war had died down to distant gunfire on the horizon regardless. War rapidly came around again for the country, however, with the brief Nation-Empires War in YC 37, where the Gallente Federation led the Coalition of Empires against Sansha's Nation, which had been experimenting with the creation of mindless, cybernetic slaves. The failed utopia was dismantled soon enough, with their leader, Sansha Kuvakei, apparently killed in the final battle. Under Direct Enforcement Division oversight, the four empires continue to occupy the worlds of Stain, the home region of Sansha's Nation, to this day²⁹.

Ceul Darieux became an international celebrity in YC 57, after he single-handedly built a stargate between the Federal capital of Villore and the mostly barren system of Ouperia. His legacy had such a profound effect on history that the system was renamed to Old Man Star in his honour. This also saw the founding of CreoDron, the Federation's largest and premier drone manufacturing megacorporation. Also around this time period, the Serpents Corporation turned increasingly antagonistic towards the Federation, originally being contracted by the Gallente for the research of neural boosters. Today, the Serpents are now one of the largest, if not the largest, illegal element that operates in the Federation, being the main perpetrator of drug smuggling in particular and other criminal activities.

Rise of the capsuleers and renewed conflicts

The beginning of the Emphyrean Age, or the capsuleer era, in YC 105 was marked by the Gallente and Caldari undertaking the Crielere Project, a joint endeavour that was not only heralded as the greatest improvement in relations between the two former enemies, but as the greatest scientific project in the history of New Eden. It dissolved just a year later, however, after the revelation that the Ishukone Corporation had "unilaterally appropriating" technology from the cooperative.

The year of YC 106 was marked by a great constitutional change in the Federation. In March, a terrorist group known as UDI (United against Decadence and Impurity) raided a major celebrity event in Elarel that saw the deaths of many film stars and associated individuals, narrowly missing a chance to assassinate Souro Foiritan, Federation President at the time. The incident became known as the 'Elarel Massacre', and saw a nationwide terrorist hunt and, most importantly, an attempt by Foiritan to amend the Constitution for him to run for a second term, onset by his desire to bring UDI to justice before having to retire from office. This resulted in the incumbent Foiritan winning the YC 108 elections by a narrow margin. The

period of Foiritan's rule saw the Federation experience a golden age, with a massive economic boom and population explosion leading the nation into a near-utopia state.

YC 110 saw the renewal of hostilities between the Gallente Federation and Caldari State in June. Following the Malkalen Disaster, a failed economic summit where a Federation Nyx-class supercarrier rammed the Ishukone Corporation headquarters and Tibus Heth's dictatorial rise to power in the State, the Caldari smashed through Algogille and into Luminaire to occupy their ancestral homeworld, being mostly unopposed due to the betrayal of Federation Navy Grand Admiral Anvent Eturrer and the disabling of CONCORD by the Minmatar Elders. The Senate immediately declared war, and although millions perished in the invasion, CONCORD reasserted its authority and activated the Emergency Militia War Powers Act, creating capsuleer militias to fight on behalf of the two empires via proxy.

Despite the Federation's initial victories in the war effort, gaining significant ground on the total conquest of the newly-colonized Caldari region of Black Rise, as well as recovering the Great Traitor, former admiral Anvent Eturrer from Kador, these victories began to swell up by the turn of 111. The State Protectorate had systematically began the occupation of the entire Federal Defence Cordon, the systems recognized as contestable by CONCORD, which included the Intaki homeworld. In August, the occupied territories were auctioned off by the Caldari Providence Directorate to the various State megacorporations; an effective annexation that saw the systems being regarded as sovereign Caldari³⁰. Moreover, the Gallentean response saw President Foiritan's failed attempt to nationalize the arms industry resulting in his resignation and the call for new elections.

Jacus Roden, former CEO of Roden Shipyards, was elected by the Gallente public in December that year, though the systems under Caldari rule were excluded from the voting process. Just days after his election saw the Federal Defence Union mount a ferocious counteroffensive that saw the liberation of many systems under State occupation. The momentum carried on into 112, with almost the entirety of Federal contestable space being resecured by the Gallente militia, however, it remains to be seen what will happen next with a resurgence from Sansha's Nation threatening the very fabric of not only the Federation, but New Eden as a whole.

Astrography

The Gallente Federation is the second largest empire in EVE in terms of area and population, comprising 20% of inhabited solar systems. It is comprised of six regions, one of which is physically separated from the rest of the nation. Much of the Federation has been habited for several centuries now, following rapid colonization and expansion starting almost 800 years ago.

The two core regions are Essence and Everyshore. The Gallente and Caldari home system of Luminaire, as well as the Federation capital Villore, can be found in Essence. Several other important organizations are headquartered in Essence as well, with the Office of the President being located in Ladistier. The Federal Administration's headquarters and the Federation Navy's command is based in Algogille, which is adjacent to the Caldari Border Zone, while the Federal Intelligence Office and Federation Customs have their headquarters in Renyn and Luminaire respectively. The Crux constellation, particularly Oursulaert and the home system of Luminaire, is the heart of the Federation's consumer culture³¹. Everyshore was the second region to be colonized after Essence³², and is home to both the Mannar and the Jin-Mei, the latter hailing from Chakaux and Chandelle, the third and fifth planets of the Lirsautton system.

Sinq Laison is the largest region of the Federation, considered the definitive border lynchpin³³, being adjacent to the three other major powers of the cluster. As such, the Minmatar minority is strongest here, as is the rate of immigration. The region was at the frontline of the first Gallente-Caldari War, with small Caldari raiders denying industrial use of the region via scorched earth policies. It was rebuilt, mostly by imported Caldari goods, to become one of the economically strongest regions of the Federation, with the Sinq constellation of Coriault being the forefront of fashion across New Eden³⁴. Its history has lent the region to become a testament to the hardiness of the human spirit.

Placid is the second largest region in the Union, mostly being home to the Intaki, who inhabit various settlements in the southern reaches around the home constellation of Viriette. The region is mostly lawless, with the majority of the systems being labelled as low security by CONCORD. This is not only due to the Intakis wish for as little Federal influence as possible³⁵, but also due to the fact that the central government is reluctant to invest heavily in the region, which has caused much resentment amongst the Intaki³⁶. However, the northern extremities are seen as constantly under threat and described as turbulent, being adjacent to null security space, and is thus bolstered increasingly by Federal military presence. Since 110, the region has seen heavy fighting against invaders from the Caldari State, being the location of the majority of the Federal Defence Cordon³⁷, the area of contestable space recognized by CONCORD's Emergency Militia War Powers Act.

The two smallest regions of the Federation include Verge Vendor and Solitude. The Verge is a mostly unremarkable region that is described as not very prosperous or wealthy³⁸. However, the number of new scientists found here is disproportionately higher than anywhere else in the cluster, due to the memories of scientific cooperation invoked by the doomed Gallente-Caldari cooperative of Tierijev³⁹. Meanwhile, Solitude is a physically segregated region of the Federation, lying wedged between the Intaki Syndicate and the mostly lowsec Imperial region of Aridia, giving the region great strategic importance. However, despite its size being the smallest, Solitude wields a considerable deal of power in the Federation, being responsible for the warlike and isolationist ideologies tendencies that can be found in Gallentean politics⁴⁰.

Government & Politics

The Federation is a democratic union of individual, autonomous member states, their rights being recognized through the Federal Charter, major signatories being the Intaki, Jin-Mei and Mannar⁴¹. The Federal Constitution, meanwhile, outlines the rights and civil liberties of individual citizens, with a variety of clauses such as Freedom of Religion⁴², and possibly the right to bear arms⁴³. It also imposes the powers and limitations of the various government branches. The Minmatar, despite potentially being a larger group than the Intaki, are not classed as major signatories of the Federal Charter, but as an immigrant population. However, this does not void them of the right to establish and operate colonies in Federation space, and likely on planets too, the same way Charter signatories do. The difference being is that the Intaki, Jin-Mei and Mannar all retain control of their home systems, and franchise out aspects such as "Shipping & Security" (S&S) to bodies such as the Federation Navy, Customs and FedMart (or even the private security forces of Gallentean megacorporations such as Roden Shipyards). The level of security franchised to external organizations seems to affect CONCORD's security rating of the system; for example, the Intaki system initially had no security force, choosing to value their independence over Federal influence, and thus were given a CONCORD security status of 0.1. Modern Intaki is patrolled by Mordu's Legion, where shipping is controlled by the Ishukone Corporation, legally recognized by both the Intaki Assembly and the central Federal authority by what was termed the "Ishukone Agreement"⁴⁴.

There is no uniformity in the individual, smaller governments of the Federation, though all systems bar major member home systems have an executive Governor, such as former presidential candidate Celes Aguard of Mies. The Intaki Assembly, which controls the Intaki system itself and presumably colonies in neighbouring Placid systems, is composed of elected officials and religious leaders⁴⁵, while the Jin-Mei are ruled by the Sang Do, the overlords and highest standing members of their rigorous caste system. There are also Matari colonies that are governed by an elder⁴⁶. Structurally, the Federation is broken down into 62 districts that cover the 388 solar systems of the Federation⁴⁷. They are stated to be composed of a group of solar systems, possibly multiple constellations depending on population, but there are districts composed of just one system, such as Luminaire⁴⁸, very likely due to the fact that possessing four major worlds (including two homeworlds) makes it disproportionately more populous than other areas. A district constituency is known as a ward. Each habited planet has its own government, which are in turn broken down into subdivisions⁴⁹. The planetary governments must follow few set rules (presumably outlined in the constitution) such as regular elections and universal suffrage, but otherwise their exact political systems are "as varied as the Gallente people"⁵⁰, inferring that each local government can vary from direct democracy to parliamentary systems. In addition to districts, there are also sub-districts⁵¹. Their exact nature is unclear, however, (such as how they are represented in government) but it is possible these refer to an even smaller group of star systems, or even just individual ones.



The Federation Senate

Composed of 881 Senators, the unicameral legislature of the Federation is the highest representative body in the nation, located in the Federation capital system of Villore. It is one of the three pillars of power alongside the executive President and the judicial Supreme Court. The Senate's powers are outlined to be "responsible for passing new laws and in supervising that the administration and the courts are behaving properly" as well as "overseeing the taxation and fiscal spending by the government", having control of the Federal budget⁵². One

Senator is internally elected for the position of "Head of Senate", currently held by Aulmont Meis, an Intaki male⁵³. The Head Senator is responsible for keeping order in the Senate, such as dictating how long a Senator has speaking time, and also has the power to close Senate sessions or call emergency ones if the situation deems it necessary. They are in some ways also considered to be a leader of the Federation in addition to the President⁵⁴. The power to declare war also rests with the Senate, as long as there as a

majority vote. In addition, it is possible for the Senate to concede emergency powers to the President in times of extreme crisis⁵⁵. Inversely, the Senate can impeach and remove the President from office, requiring a majority vote of two-thirds for this to be possible⁵⁶. The legislative body also has some degree of authority in executive areas, such as a "Senate order" to released secret intelligence material⁵⁷, but it is likely this can be overturned by the President due to the separation of powers. It can be assumed that multiple Senators can represent one of the 62 districts, depending on how populous it is, but all Senators will have a home system, such as Jolie Maurice from Reschard⁵⁸. Senatorial elections take place every 5 years, but there seem to be numerous by-elections, and various others for individual seats that do not seem to fall into the half-decade timeframe. Senators may possess "esteemed" as a polite honorific⁵⁹.

Politics at a Federal level is a mixture of both representative and direct democracy. While the Senate will hold internal votes for the passing of new laws (which are mostly proposed by individual Senators or groups thereof), it is very common for public referenda to be held⁶⁰, such as a constitutional vote over whether President Foiritan could serve a second term beyond the fixed single. However, turnout for these public votes from the electorate is typically very low, the record being 14% in the year 98 over the colour of a new presidential palace⁶¹. In addition, awareness for these public referenda is equally minimal, as are the Senatorial debates that surround them⁶². A large factor in influencing the bills that pass through the Senate are the lobbying factions that are entrenched in the legislature, representing various interests in the Federation⁶³. They are stated to be very powerful, to the point of controlling what bills are presented to the body. Though this could be seen as corruption, the lobbyists are seen as critical in keeping the Senate in touch with Gallente society. Furthermore, the Senate can be handed petitions by its citizens for review⁶⁴. Despite the fact that the President mostly handles foreign affairs, the Senate has been known to engage in dialogue with its fellow legislature, the Minmatar Republic Parliament⁶⁵.

The two largest parties in the Senate are the *Progressive Party* (the "Progressors") and the *Social Democrats*, mostly known as the Sociocrats, the smaller of the two⁶⁶. The Progressors believe in laissez-faire politics, and the belief of the "Promised Land", that all individuals must rise up on their own without the help of the Federal government. In direct opposite, the Sociocrats, true to their namesake of 'Social Democrats', are just that. Champions of the welfare state, which once existed in the Federation "back in the old days"⁶⁷, they "advocate social equality on all levels and that the Federal government should make it its highest priority to aid those in the lower strata of society". There are other parties in the Senate too, such as the Unionists (where Minmatar immigrants are very strong), the Federal-Populist party, and the Ultra-Nationalists (or U-Nats, the fascist regime during the Gallente-Caldari War). However, politicians and candidates recognized as Independent are very common, with party politics seeming downplayed in recent years.

Notable Senators

- Mentas Blaque, former Head of Senate and leader of the Sociocrat party. Now currently director of the FIO's Special Department of Internal Investigations and Federal Security
- Aulmont Meis, current Head Senator and head of Senate Foreign Relations Committee. Described as a "moderate voice", but accused by some of being associated too closely with former President Foiritan
- Vilard Garioss, former presidential candidate for the Federal-Populist party, one of the serving representatives of the Nexus constellation. His unpopular campaign for Presidency was focused around coming to terms with the Caldari State
- Vance Opheron, Chairman of the Senate Defence Committee, with much experience in military matters and former candidate for Head Senator
- Faron Shu, Chairman of the Senate Defence Appropriations Subcommittee, and Senator of a majority Jin-Mei constituency

- Suvio Bellaron, Intaki Senator and stern critic of Mentas Blaque. An "elder statesman" that once proposed a ban on public execution in the Federation, he was also a prospect for the position of Head of Senate
- Julian Hevard, extremely vocal critic of Mentas Blaque, whose aide was charged with espionage by the SDII
- Chermoul, former Colonel in the Federation Marines, known to be pro-Navy. Once held a position on the Senate Defence Committee, more recently submitting to them a petition to review the administration of the Federal Defence Union.
- Jolie Maurice, representative of the Reschard system, and outright critic of the Senate's decision to disenfranchise systems occupied by a foreign power
- Miles Wu, a Senator who, alongside Suvio Bellaron, submitted an unsuccessful proposal that was to clarify the separation of powers of the executive and legislature by stating no individual official could occupy positions in both branches, an otherwise direct attack at Mentas Blaque, head of the Senate and the FIO's Black Eagles at the time.
- Matilde Chuong-Gennier, representative of a largely Jin-Mei constituency, notable for her regret in passing emergency powers to former President Foiritan during the invasion of Luminaire
- Pillius Ardanne, retired Senator and former Chairman of the Senate Defence Appropriations Subcommittee, famous for his "legendary" and "energetic" debates with Mentas Blaque many years ago
- Helene Sesomme, successor to the retired Ardanne as Senator, promoted from the position of head of the district parliament from their home constituency
- Sephas Glissad, representative of a bustling district in Sinq Laison, who was apprehensive about Empress Jamyl I's emancipation order
- Aldous Doucet, Chairman of the Federation's Joint Committee on Social Affairs
- Harle Isley, member of the Committee on Work Practices in Foreign Trade Partners
- Jaq-Foix Netharin, an "astute" politician who was a leader of the Senate during President Foiritan's heyday in 106
- Maridane Wilfort, another leader of the Senate during Foiritan's earlier years, described as an "extremist"

District parliaments

In addition to the Senate, each of the 62 districts have their own parliament. They "advise and support the Senate on local issues" and "wield a great deal of authority over the affairs of their district"⁶⁸, though it is unclear how their potential executive power relates to system Governors. Not much has been revealed on how they operate or function, but each parliament has a head. In the event of a Senator's resignation or death, the head of that district parliament is promoted to that position⁶⁹. Regardless of this, it is unclear if the parliamentary head is directly elected the same way the Senator is, or is by default the leader of the victorious party, as parliamentary systems work in theory.

The President

The head of the executive is known as the President of the Federation, elected every five years for a single term. The President is elected by popular vote, and must gain a "required amount" of 528 voting districts⁷⁰ (not to be confused with the political subdivision). The successful candidate is known as the President-elect⁷¹, with the incumbent President still serving, until they are sworn into office before the Senate by the Chief Justice of the Supreme Court at a later date⁷².



The President is the Commander-in-Chief of the Gallentean armed forces⁷³, and the primary actor and representative of the Union in foreign affairs. More often than not, the President is seen as the "smiling face of the government" (hence their role in international relations), the "kind, considerate and generous father [or mother] of the people"⁷⁴. As part of this image, the President is the primary figure in addressing the Federation on behalf of the entire government itself, particularly speaking after national

disasters or duress⁷⁵, or announcing new government initiatives⁷⁶. They have a cabinet of appointed officials, including a Minister of Defence⁷⁷, Economic Minister⁷⁸ and Secretary of State⁷⁹. The main Presidential Palace is located in the city of Caille on Gallente Prime⁸⁰, with the Office of the President located in Ladistier.

Appearance is a big aspect of the Presidency, with "fabulous palaces and space shuttles, purposefully aiming to awe and amaze foreign visitors and Gallenteans alike". In addition, the executive is often linked to the lobbying factions in the Senate⁸¹, a recent example being the Senate contracting paramilitary forces from Roden Shipyards⁸² during the election campaign for candidate Jacus Roden (now the current President). Former Presidents have varied from being puppets of political factions behind-the-scenes, to being serious powerbrokers and "their own man", such as Souro Foiritan⁸³. During the time when Presidents were relatively weak, the Senate saw itself as the leader of the Federation⁸⁴.

The powers of the President are many. It is possible for the President to veto laws passed by the Senate⁸⁵, and as nominal head of state he must also sign approved bills that will then pass into law⁸⁶. However, while they are able to push through constitutional changes on their own initiative⁸⁷, given Senatorial support⁸⁸, this is sometimes seen as improperly breaching the separation of powers⁸⁹. The advisors of the President are not elected officials, and it is possible for the President to set up independent committees to advise official bodies such as the Senate and the executive itself⁹⁰. As part of their executive role, the President can declare martial law on Federal worlds⁹¹, execute control over military forces, and exercise authority in the Federal Intelligence Office (described as a private military force under the sole control of the head of state) and affiliated branches. Regarding pressing concerns to national security, the President will meet with his cabinet officials, the head of the FIO, the Grand Admiral of the Federation Navy, and the Joint Chief of Staff⁹² amongst others in what is likely known as the Federal Security Council⁹³.

Notable Presidents

- Arlette Villers, the Sixth President of the Federation while the Caldari were still a member state. She was present during the initial outbreak of Gallente-Caldari tensions
- Luc Duvalier, the fascist leader of the Ultra-Nationalists that seized leadership of the Federation following the attack on Nouvelle Rouvenor at the outbreak of civil war
- Aidonis Elabon, seen by many as the greatest President the Federation has ever known. Described as "young and energetic", he was the prime catalyst in bringing together the warring empires at the Yoiul Conference to facilitate the creation of CONCORD
- Souro Foiritan, one of the more recent Presidents, seeing the Federation through a golden age and economic boom, before his ultimate downfall over the perceived failings to protect Placid and other systems from Caldari occupation. He is of Intaki descent
- Jacus Roden, founder and former CEO of Roden Shipyards, recently sworn into office in January 112

The Supreme Court and district courts



The highest judicial body of the Federation is concerned with protecting Federal Law and Constitution and upholding the "high moral standards" and values of the Federation - brotherhood, fraternity and equal rights to all men⁹⁴. It is composed of 13 Justices, including a Chief Justice that heads the group. All of whom are appointed for life by the President and approved by the Senate. Other than ensuring that the Constitution is upheld, it is mainly concerned with the "higher truths of authority, striving to make the administration as open and honest as possible". This has led many to see the Supreme

Court as a neutral and impartial champion and defender of the Federation's values, being a "beacon of common sense", being "ever vigilant" in keeping the Federation wholesome. It also is able to pass rulings that are binding to all organizations and bodies in the Federation.

The judicial system is not known for being fair necessarily, with it being said that it seems "two different penal systems [are] in use depending on the wealth of the accused". Despite the rich getting some leniency in the delivery of sentences, all are just as suspect to being caught for a crime no matter how rich the suspect is. Moreover, the system seems to believe that a wealthy individual being socially rejected by their peers for getting caught for a crime is punishment enough.

Each of the 62 districts of the Federation has its own District Court, likely to be structured and composed in the exact same way as the Supreme Court.

The Federal Administration

The bureaucracy of the Federation is one of the largest civil services in New Eden, having greater presence in space than in other empires⁹⁵, rivalled only in size by the Amarr Civil Service. The Intaki are very prominent in the organization⁹⁶. Apart from concerning itself with the citizenry in general and trade within the Federation⁹⁷, it appears that the Administration is the bureaucratic apparatus of all branches at Federal as well as district level⁹⁸, tasked with seeing that laws are passed by the government is seen through at all levels of the Federation to become official policy. It oversees the red tape of the election process, including being the body to which prospective individuals submit their desire for candidacy⁹⁹. It also publishes reports regarding various aspects of the Federation, such as the current rate of crime¹⁰⁰, and select citizens for colonization efforts¹⁰¹. It serves as the link between the government and the public, whether individual or corporation¹⁰², and negotiates with smaller, autonomous bodies in the nation, such as Minmatar clans¹⁰³. It is able to override member state sovereignty with a Presidential executive order, Senate bill or Supreme Court ruling¹⁰⁴.

Other bodies of the Administration

There are minor organizations concerned with various aspects of the Federal citizenry. Although not overtly stated to be part of the Administration, it is very likely that they are part of the body as a smaller entity.

- Federal Elections Commission¹⁰⁵ (or Gallente Electoral Commission¹⁰⁶) is concerned with organizing the elections that occur within the Federation, such as the votes for the Presidency, of which the results it formally declares before the Senate after ballots close
- Federation Communications Commission¹⁰⁷ ensures that all broadcasting and communications in the country do not breach Federal Law
- Federation Judicial Services keeps track of court logs and reports¹⁰⁸, amongst other things
- Federal State Department is the Gallentean foreign ministry¹⁰⁹, likely headed up by the Secretary of State.
- Federation Census Bureau keeps track of immigration and demography in the Union¹¹⁰
- Federal Immigration Advisory Board releases reports to the government¹¹¹
- Federation Civil Services Department controls and maintains planetary municipalities and public utilities, such as transport¹¹²



Defence

The Gallentean armed forces of the Federation include the Navy, Customs, Marines and Army along with a Reserve¹¹³. The Federal Intelligence Office is the national intelligence service under Presidential authority. It is unclear if regional authorities operate their own security/paramilitary forces¹¹⁴. National law enforcement is handled by the Federal Police¹¹⁵, while smaller municipalities operate their own police forces¹¹⁶. The Federation military are the best-equipped and highest paid in New Eden¹¹⁷, and have been engaged with a technological arms race with the State since time immemorial¹¹⁸.

Federation Navy

The Federation Navy is the second largest spacefaring military force of New Eden, behind the Imperial Navy (that being "almost twice the size of the next two navies put together"). Federal military ships are said to be crewed by some of the bravest men and women in the world¹¹⁹, while officers are known for their professionalism and strict training¹²⁰. It answers directly to the President, and is commanded by a Grand Admiral (currently Anteson Ranchel¹²¹), with a Minister of Defence cabinet official providing civilian oversight. The Grand Admiral also possesses various ceremonial titles, such as First Defender of the Federation, Guardian of Luminaire and Master of the Fleet¹²². Though it answers to the executive, the Federation Navy is also bound to some degree to the instructions and requests of member state governments, such as when Intaki denied entry of the Navy following the system's liberation from Caldari occupation in March 112¹²³. The admiralty of the Federation Navy is known as High Command¹²⁴, with other bodies such as Joint Operations Command having the power to approve CONCORD-authorized bounties¹²⁵. While the Navy is the prime fighting force for the Federation Navy, both on home and in foreign space, it also serves humanitarian roles¹²⁶, operating an industrial fleet designed to provide relief and carry out rescue operations¹²⁷. They also have a very close relationship with the Minmatar Republic Fleet, having worked on small scale operations and exercises before, their largest being Exercise Brotherhood in Metropolis in May 110, exercising a fully operational Battle Fleet¹²⁸. The two navies also share an Officer Exchange programme.

Between the end of the Gallente-Caldari War and the beginning of the Capsuleer Era, the Federation Navy was seen as a cultural icon¹²⁹. Three decades ago, almost every member of society had a relative who is serving or had once served, while the Navy symbolized diversity by having a large amount of Minmatar immigrants, to the point that the majority of frontline defences were manned by Minmatar¹³⁰. Before the outbreak of the Empyrean War, the Navy suffered from recruitment shortages, where five year contracts coupled with free educational scholarships not proving sufficient to keep individuals as career servicemen or women, with drones outnumbering human personnel and megacorporations like CreoDron and Duvolle Laboratories receiving contracts from the military to keep the technology up-to-date¹³¹. Moreover, the defence budget saw considerable reduction as diplomatic relations with the Amarr Empire began to thaw¹³². However, following the invasion of Luminaire and fall of Caldari Prime in June 110, the Federation Navy saw a considerable boost as the nation's industrial base was retrofitted to a war-footing¹³³. With the massive retaliation of the Kador incursion by the Federal Navy in Solitude, recruitment figures began to notably increase after years of manpower issues, thanks to specialist recruitment drives¹³⁴. In addition, the military began to focus more on the "human element" over automated defence technology, resulting in the drone sector seeing a profit slump¹³⁵.



Federation Customs

Federation Customs is the most powerful and influential customs force in New Eden, due to the size of the Federal economy. Its roles are many. Not only does it "have its hands full" scanning goods and trade flowing in and out of the Federation¹³⁶, but it also is responsible for monitoring and hunting down illegal immigrants¹³⁷ and fighting drug cartels, particularly the Serpents¹³⁸. Regional commanders hold the rank of admiral¹³⁹, demonstrating Customs to be a military force very much in its own right, carrying out combat roles against piratical elements within the Federation, whereas the Navy would do so in nullsec and beyond.

Federal Intelligence Office (FIO)

The Federal Intelligence Office is cluster's premier intelligence service, its effectiveness and outreach only rivalled by that of the Jovians¹⁴⁰. It answers and reports directly to the President, with no accountability to the Senate, sometimes being controversially described as the executive's own military force¹⁴¹. Described as a shadowy organization, its operations are covert and shrouded in secrecy. Its only branch which is remotely public is the Special Department of Internal Investigations and Federal Security, or the Black Eagles (named after their black colour scheme), which is covered comprehensively [here](#). The FIO has always been subject of moral debates within the Federation, its activities said to challenge and contradict the ideological and constitutional foundation of the empire¹⁴².

Federal Defence Union (FDU)

The FDU is the capsuleer militia that was created by the CONCORD Emergency Militia War Powers Act, currently the deadliest of the four¹⁴³. Though officially a proxy force, the Federation Navy has, on occasion, ordered pod pilot elements to target specific systems in the battle for space occupancy¹⁴⁴. Due to its unique nature, the FDU takes care of its own public relations, known to publish its own statements that criticize other Federal organizations¹⁴⁵, and even the government itself¹⁴⁶. Its area of operation is known as the Federal Defence Cordon, a region of lowsec systems composing much of Placid, including the Intaki homeworld, and select systems in Essence and Verge Vendor¹⁴⁷. Though composed of primarily capsuleers, there is a vast array of ordinary personnel¹⁴⁸ that likely man the stations and ships of the militia fleet.



Foreign Relations

The Federation is known for its peace-orientated diplomatic approach¹⁴⁹, such as championing the creation of CONCORD, though this policy is very often interpreted as overly "meddlesome" and "self-righteous". Regardless, the spreading of influence using soft power is a big aspect of the Federation's foreign policy, detracted as "cultural warfare" by her critics.

Alliance with the Minmatar Republic

The Minmatar Republic is the closest ally of the Federation, the Gallente having helped the Matar establish their parliamentary democracy over a century ago. The two share close military and political ties, along with an array of ideological, cultural and social overlaps, such as their mutual disgust of institutional slavery. Much Federal aid has gone to the Republic since the very day it was established, and Gallente corporate investments have been known to "reinvigorate" Minmatar worlds¹⁵⁰. Moreover, the status of the Minmatar being almost a third of the Federation's population, with varying rates of migration, further solidifies close relations to the two. This relationship saw State Executor Tibus Heth calling the Republic a "Gallente puppet state"¹⁵¹, but with the Federation's history in cultural meddling, these views are warranted by some. An example was the early attempts by the Gallente to discourage the Minmatar to drop their tattoo customs, a key facet of their culture, which was initially met with polite refusal and later with derision¹⁵².

Recent relations have been strained due to the Republic, under Sanmatar Maleatu Shakor, distancing itself from the democratic roots that were established by the Gallente, and moving towards a more tribal system, true to its historical culture. Some Federal citizens of Minmatar descent were not overly happy with this development¹⁵³. Moreover, the open borders policy between the Minmatar and the Thukker Tribe further grew apprehension from the Gallente, particularly Customs, over its implications of a possible increase in criminal activities¹⁵⁴, something the Thukkers are known for in public circles. President Roden's campaign manifesto stated his intent to improve relations between the two nations¹⁵⁵, though Shakor seems receptive to the restoring the two nation's close ties, stating that "a threat to either nation is a threat to both"¹⁵⁶.

Hostilities with the Caldari State

The Union is currently engaged in an official state of war with the Caldari State since June 110¹⁵⁷, when the Caldari Navy and the security forces of the Big Eight invaded Luminaire in a bloody invasion to retake Caldari Prime, resulting in the death of millions¹⁵⁸. There have been no major military actions between the two countries since, with the majority of hostilities being executed by proxy capsuleer forces under CONCORD's Emergency Militia War Powers Act. Despite the status of Caldari Prime as the ancestral homeworld of the Caldari people, due to the precarious military situation in Luminaire, and the majority Gallente population on the planet¹⁵⁹, the Federation seeks to reclaim the world for themselves, with the "total conquest" of Black Rise perhaps being a means to this end¹⁶⁰. Though both nations were at 'peace' for almost a century beforehand, it is sometimes said "the hostilities [from the first war] never really ended", with many a skirmish occurring in secret all across space¹⁶¹.

Even with the state of war between the two nations, the economic relationship of the two, coupled with the ideological diversity of the individual Caldari megacorporations and lack of clear, central government, complicates matters considerably. While overtly hostile to Heth and the Caldari Providence Directorate, the Federal government has historically shared good relations with the Liberal bloc of the State, particularly the Ishukone corporation, with many rumours of collaboration between the two against other, more disagreeable elements in the State¹⁶². Prior to the Emyrean War, many Caldari were displeased with the Federation's policy of what was interpreted as interfering with State affairs, such as with the Kassigainen incident of 108.

Cordiality with the Amarr Empire

Though culturally and ideologically polar opposites, with the Gallente people having no love for slavery or the Amarrian religion, the Federal and Imperial governments share frosty relations, keeping a facade of politeness in realization that neither of which are capable of taking on the other with any tangible consequence. Before the outbreak of renewed hostilities, relations between the two were described as thawing¹⁶³, but have been strained since the Empyrean War began, Amarr reporters siding with the Caldari over what they called the "reclaiming of Caldari Prime" and "tensions hitting a fever pitch" after the aborted invasion of Solitude by Heir Uriam Kador¹⁶⁴. Though no official state of war exists between the two, indirect hostilities exist via the capsuleer proxy militias, given the Minmatar's status as a Federal ally.

Regardless, both nations have offered each other humanitarian assistance during times of national crisis, the Seyllin disaster and Pashanai bombings being recent examples¹⁶⁵. Empress Jaml I even congratulated Jacus Roden through her Court Chamberlain when he was elected President of the Federation in December 111, while rebuking the outgoing as "meddlesome" and "arrogant"¹⁶⁶. However, some believe that the two empires' ideological opposition will mean that, one day, they will brutally collide, with only one rising out of the ashes¹⁶⁷.

Relations with other factions and groups

It is unknown if the Federation maintains diplomatic relations with the Ammatar Mandate, but relations are poor with the Khanid Kingdom, due to accusations that the nation has launched raids into the Federal space to capture Gallente slaves¹⁶⁸. Moreover, it is widely known that King Khanid II has a former Gallente celebrity as a slave in his court, angering the Federal population¹⁶⁹.

The Gallente Federation is hostile to most pirate factions, including the Angel Cartel and especially its Serpents protectorate, who are responsible for the majority of drug-related crimes in the nation. While fighting the Guristas were the one of the few things that the Gallente and Caldari could agree on¹⁷⁰, recently the Federal Intelligence Office have been rumoured to hand missions to independent capsuleers that involve working alongside the Guristas against State forces in Venal¹⁷¹. Meanwhile, the Federation cooperates with the Amarr, Caldari and Minmatar under CONCORD and DED oversight over the continued, multinational occupation of Stain since the end of the Nation-Empires War¹⁷², remaining vigilant for Sansha's Nation, who have persisted despite their widespread destruction decades ago.

The Intaki Syndicate is regarded as a pirate haven by the Federation¹⁷³, with former Senator Mentas Blaque being known to despise the loose conglomeration "with a vengeance". Serving as a connection between empire space and illegal nullsec elements, the flow of contraband and illegal wares into the Federation causes resentment amongst a society where narcotics is a concern for the authorities. Moreover, many ethnic Intaki migrate to the Syndicate over their perceived negligence of the Placid region by the Federation¹⁷⁴. Indeed, the Syndicate was formed by Intaki exiles who sympathized with the Caldari during the first Gallente-Caldari War, with the grudges and resentment between the two factions still being present to this day.

In terms of its member states, the modern Federation has learnt restraint following the Caldari's violent secession, where it no longer imposes itself on its subjects. An example is the Jin-Mei caste system, which is no longer discouraged due to "its cultural implications"¹⁷⁵, and the central government dismissing the Intaki Assembly's decision to have the Ishukone corporation and Mordu's Legion take care of shipping and security respectively as an "internal Intaki matter"¹⁷⁶. This is contrasted with the younger Federation following its formation, where it violently imposed its authority over the Caldari when they seceded, and subduing the other member states that sought to sympathize¹⁷⁷.

The Federation maintains no official diplomatic contact with the Jove Empire¹⁷⁸, except possibly via the CONCORD Assembly, which the Gallente has always historically been very in favour of.

Economy

The Gallente Federation is the largest and wealthiest economy of New Eden¹⁷⁹, with interstellar trade being "proportionally much larger than elsewhere"¹⁸⁰. Gallente is a very capitalistic and consumer-based society, valuing free markets and personal enterprise, with the pursuit of wealth being for the benefit and happiness of the individual¹⁸¹. This is contrasted with the State's corporate capitalism and competition, and profit being for the benefit of the whole, collective society. As such, it is the home of many of the cluster's megacorporations and market leaders, making it dominant in those respective industries. The capitalistic might of the Federation's corporate giants can be felt as far as the Caldari core system of Jita¹⁸², if only because of the complex interplay of the two nations' economies.

Culture has played a large part in the Federation's success economically and financially, with individual enterprise being a key foundation of the society. Gallente entertains the notion of Promised Land, where any individual can rise to the top, no matter what one's original standing place was¹⁸³. As such, many of the Federation's megacorporations were founded by an individual, including Roden Shipyards, CreoDron and Pend Insurance. The large influx of Matari from the Republic to the Federation, and their subsequent rise in the income brackets, was a result of this ideology. In addition, self-sufficiency is a large part of Gallente economic culture, a matter of national pride to loathe being dependent on other nations for mineral imports¹⁸⁴. Around the beginning of the capsuleer era, for example, there was minimal labour outsourcing to outside the Federation¹⁸⁵. This distaste of importing minerals has led to mining becoming a cultural icon, who are praised by the populace¹⁸⁶. Astral Mining Inc., considered to be the most well-run and best organized mining corporation in New Eden¹⁸⁷, likely acquired its virtue by adhering to this tenet of Gallente culture.

The Federation's style of capitalism and consumerism means that not everyone can climb the ladder of entrepreneurship, with the poor numbering in the millions¹⁸⁸. However, the current level of unemployment is near zero¹⁸⁹, meaning that these individuals would be employed in various, quasi-legal to illegal jobs that taint Gallente society and create its seedy underworld, such as child labour in the textiles industry¹⁹⁰. In particular, the Everyshore-Genesis border region is known to employ slaves in its various, shady nightclubs¹⁹¹. Unethical business practice is not alien in the Federation; the Vulture political bloc are known to use any opportunity in the current economic climate to turn matters to their own advantage¹⁹²; all-out war with the Caldari have excited such individuals with the financial opportunities such a state of affairs provides. Most natives to the Federation live as white collars, while blue collars are mostly immigrants¹⁹³. Overall, though, the quality of living in the Federation is almost unsurpassed in New Eden, with special thanks to the vast share of industry being dedicated to pleasure and prosperity.

Much of the Federation's economic strength is a result of trading with other races, particularly the Caldari, with the Ishukone, Wyrkomi, Kaalakiota, Nugoeihuvi, and CBD corporations all operating in Gallente space. Sinq Laison, for example, lends its economic strength to the many Caldari goods that come from across the border¹⁹⁴. Another example is Wyrkomi owning the mining rights to the Algintal constellation in Sinq¹⁹⁵, while the shipping franchise for the Intaki home system belongs to Ishukone, further demonstrating the economic and corporate ties of the two nations. In addition, the Gallente and Caldari have historically shared millions of expatriates between them, though the State saw a significant drop of Federal expats by the hundreds of thousands following Tibus Heth's rise to power¹⁹⁶. Inversely, Quafe Company, originally Gallentean, is the only non-Caldari megacorporation to achieve full corporate status in the State, which gives it sovereignty within that country to the same level as other Caldari megas¹⁹⁷.

Other Gallentean corporations like TransStellar Shipping are the largest in their field, and sees operations in all empires. The Gallenteans have always been leaders in medical technology¹⁹⁸, creating corporations such as Poteque Pharmaceuticals that possess a considerable share of the cloning industry¹⁹⁹, as well as being responsible for countless medical inventions and other

“small miracles”. As Gallenteans being the pioneers of artificial intelligence, New Eden's drone industry is led by CreoDron, which is particularly important for both the Federation's military and day-to-day living. Moreover, the Federation dominates the media and entertainment industries, which extends across all borders of New Eden²⁰⁰, with giants such as the Scope News, Impetus and Egonics Inc. The proliferation of Gallentean economic interests is a result of the Federation's political and cultural necessity to spread its influence outwards, often causing all manners of tension within its spheres of interests.

Notable corporations that operate in the Federation

Manufacturing & Research

- Quafe Company, a phenomenally massive corporation that has based its success on the extremely popular and unrivalled soft drink, Quafe. It owns various subsidiaries across many fields, and experiences full corporate sovereignty in the Caldari State, giving the corporation much political power.
- Roden Shipyards, the Federation's leading manufacturer of frigates and shuttles but, most importantly, the industrial giant, led by Miloise Roden (the President's granddaughter), produces nearly all of the Federation Navy's warships²⁰¹. It has a strategic partnership with Duvolle Laboratories and Allotek Industries. More recently, Roden paramilitary starships have been contracted to bolster security in Federation space, flying alongside Gallente police across the spacelanes.
- CreoDron, is the leading drone manufacturer and developer in New Eden, also one of the three megacorporations that developed Tech Two capsuleer starships, alongside Roden Shipyards and Duvolle Laboratories. It is involved heavily in the exploration of wormhole space²⁰², and operates in all four empires
- Duvolle Laboratories, an R&D megacorporation that focuses more on the research than practical applications of their discoveries. They are EVE's leading manufacturer of particle blasters
- Chemal Tech, one of the smaller arms manufacturers in the Federation was once at the forefront of the manufacturing of electronic warfare components. It maintains operations across New Eden
- Imperial Armaments, the largest weapons manufacturer worldwide, typically Amarrian by preferring quantity over quality, pumping out anything from small arms to battleships
- Core Complexion Inc., one of the few Minmatar corporations that was able to see success outside the Republic. It is a major manufacturer of Tech Two starships of Minmatar design
- Kaalakiota Corporation, or KK, is the Caldari's largest mega with fingers in manufacturing and research. They operate a set of factories in the Jonenor constellation in Sinq Laison
- Allotek Industries, an offshoot of Roden Shipyards and manufacturer of top quality ship modules
- Impro, a small Jovian company that specializes in the manufacturing of hi-tech, electronic hardware that is vastly superior to anything else produced in the empires

Mining

- Astral Mining Inc., one of the biggest earners in the corporate world, considered by many to be the most well-run mining company in the world
- Material Acquisition, a subsidiary of Quafe that seeks to ruthlessly become the premier mining corporation in Gallente space.
- Ducia Foundry, an energetic mining company from the Amarr Empire, known to send heavily armed expeditions to the far reaches of space
- Wiyrkomi Corporation, owns the mining rights to the Algintal constellation in Sinq Laison. It has various other operations across the Federation

Media & Entertainment

- The Scope, while based in Gallente, prides itself in its total independence and operates several other agencies across the cluster, making it the leading news agency in the world. Despite its slightly left-leaning, it is still considered the most reliable news agency
- Impetus, the main corporation responsible for the Federation's gargantuan and unrivalled entertainment industry, pumping out cheap porn flicks to historical epics relentlessly
- Egonics Inc., holds a unique place in the music industry, for the invention of unique broadcasting technology that transmits sounds directly to the user's head, meaning that the music can be custom-tailored to whatever the listener desires. This technology is outlawed in the Amarr Empire
- Nugoeihuvi Corporation, one of the leading entertainment providers of the cluster, they are the answer to the cultural powerhouses of the Federation

Finance

- Bank of Luminaire, the main bank for the Gallenteans, located on Luminaire, having interests vested across society, giving it considerable power of influence
- Garoun Investment Back, specialists in funding up start-up companies in the hi-tech and entertainment sectors. It is a Quafe subsidiary and owned by media mogul Raphel Bar
- Modern Finances, a progressive Caldari corporation willing to take high risks, operating across New Eden and making it the largest investment company in the process.
- Pend Insurance, mainly an investment firm and traditional bank, the company is also the main provider of starship insurance for independent, CONCORD-registered capsuleers
- Prosper, although the Jovian corporation does not operate directly in the Federation or any of the other four empires, it nonetheless invests in several hi-tech corporations, who welcome the investment due to the prestige, though they never seek majority shares

Medical & Biotechnology

- Poteque Pharmaceuticals, has been embroiled in a top secret research project for the Federal Senate for many years now. As one of the leading biotech corporations in the cluster, it has been responsible for developing the cures for many illnesses and ailments
- Genolution, a Jovian company that was the first to offer its cloning services to the public, making it the leading clone corporation in New Eden
- X-Sense, another Jovian corporation that were the leaders of neural boosters when they were legal, but otherwise manufactures medical equipment that they sell across the world

Retail

- FedMart, almost has a total monopoly in the Federation, the megacorporation being the largest retail group in New Eden
- Expert Distribution, part of the NOH corporation, the Expert brand can be seen in all major cities across New Eden, and is the answer to Gallentean retail chains that have dominated the market prior
- Aliastra, a Gallentean retail company that has seen better success outside the Federation than in, unable to compete with such giants like FedMart

Agriculture

- Combined Harvest, conservative and passive in nature, the main Gallentean agricultural company will go to any lengths to protect its market share
- Nurtura, an Amarrian agricultural corporation that has been at the forefront of exporting foodstuffs outside of the Empire

Shipping & Logistics

- TransStellar Shipping, offers a cheap and reliable service anywhere, next to Interbus in interstellar logistics. It had made itself into the largest shipping company in New Eden
- Federal Freight, an old and established shipping corporation, smaller than many of its rivals, but nonetheless that most recognized brand for hauling in the Federation
- Ishukone Corporation, the Caldari Liberals were at the forefront of the doomed Crielere Project, but nowadays operate the shipping franchise of the Intaki home system, amongst less notable endeavours elsewhere
- CBD Corporation, as the largest import/export business in Caldari space, have established trade links into the Federation, and beyond
- Freedom Extension, a Minmatar courier company that moved to the Federation then back to the Republic to foster good relations between the two. It is styled after Gallenten models
- Inner Zone Shipping, a small shipping company with an excellent security system that specializes in the bulk shipment of raw materials. The Bank of Luminaire possesses a majority share and employs them in the shipping of money and valuables

Culture



The Gallente have created an “ethnically diverse, culturally rich and progressive society”²⁰³ and a “place of wonder and opportunity”²⁰⁴, representing the most highly evolved culture of New Eden²⁰⁵, their cultural might being undeniably influential²⁰⁶. Like everything else in the Federation, there is no uniformity, especially thanks to their “infinitely fractured populace”²⁰⁷, and diversity is home nowhere else. Society is always evolving, and in a “constant state of flux”, and with the core beliefs of individuality and individual freedom, independent thought is always causing the “exceedingly vibrant” Gallente society to constantly scrutinize itself and its principles, spurring “creativity and ethical notions”²⁰⁸. There is always something “new and exciting”, even when one visits the same place twice. As a result of such an open society, the Federation is extremely welcoming of outsiders who may have left their homelands for ideological and cultural differences, or those just wishing a better life.

Despite the variety of subcultures, ethnicities and religions amongst the Federation, there is a continued precedent for the cultural might of the Gallente to permeate smaller cultures, particularly the Intaki “somewhat”. However, the reverse is true, with Federal arts and fashion being influenced by the Intaki and Mannar respectively. Other than the cultural traditionalists, it is very common for an individual to identify as Gallentean, regardless of their ethnic background and even if they are not ethnically from the Federation at all (such as with the Federal Matar²⁰⁹). Even then, the ethnic Gallente of the modern world has a large chunk composed of immigrant blood, further diluting the Federation's populace and truly lending the nation to having its “diverse peoples”. Wealth does not divide cultures either, such as the lack of social segregation in the megalopolises of the Federation; lifestyles move with individuals and families who earn enough to move up the tiers of these vertical urban pyramids²¹⁰.

Individualism is the foundation of the Federation as a whole, especially the freedom to do whatever one desires. For example, in Gallente cities, it is common for citizens to wander around freely, including the ground floors of various buildings, for no particular reason at all, other than curiosity²¹¹. As ardent individualists, the Gallenteans despise slavery and are at odds with the collective culture of the Caldari. Moreover, the libertarian concept of being able to do whatever one desires often clashes with the right to not be oppressed by other individuals. Politically speaking, any government interference in daily living is seen as oppression²¹², particularly if it pertains to matters such as clamping down on worker

protections or otherwise just meddling in people's lives²¹³. For this to happen, an increased awareness of politics is required, and the Gallente public are known for their elevated knowledge of current affairs in comparison to the citizens of other nations²¹⁴. Given the democratic nature of the Federation, and the ability for the population to rapidly collectivise behind a singular cause²¹⁵, governments must be very wary of their actions, for power descends from the grassroots bottom, and not from above.

Pleasure & Entertainment

The pursuit of pleasure is one of the core tenets of Gallente culture. Their domination in the media industry internationally is a result of this, the entertainment culture spawning hundreds of movies and holoflicks by the day, varying in quality. The "pleasure hub" is a creation of Gallente society though, depending on your social class, these can vary from brothels to elaborate simulations of tropical paradise. It is stated that "anything your mind or body could crave, the Gallente have plenty for". In tandem with their consumerist society, many storefronts tend to secrete fragrances from launchers embedded in the ever-present flora to passer-bys with the intent to invoke a potential desire to want the advertised item²¹⁶ (though overly invasive substances that force the consumer are illegal). Moreover, the Gallente's aptitude for medicine has created a unique industry in therapeutic healthcare, such as advanced methods of leeching²¹⁷ (coupled with mental therapy). On the other hand, the influence of Serpents and the Intaki Syndicate has created a seedy underworld that draws in the lower classes of the Federation²¹⁸. The Gallenteans also participate in the Caldari sport of Mind Clash (an Intaki being YC 103 Worlds Champion²¹⁹), and other sports such as skyball²²⁰.

Fashion & Cuisine

Another major aspect of the Federation's culture is fashion and cuisine, which is also another tool of the Gallente's penchant for cultural warfare. The forefront of fashion in New Eden is located in Coriault, with the notable fashion-houses of Auvergne and Vylade. Trends, which are strongly influenced by the Mannar, include massive hairstyles, elaborate body- and face-painting, and semi-opaque and translucent fabrics that respond to programmed stimuli²²¹. These eccentric tailoring tends to be favoured by the elite, and it is often decried as immodest and inappropriate by the other empires. Even so, mainstream Gallentean fashion (which is composed of bright, designer t-shirts and jackets, amongst other things) is used across New Eden, as far as the Amarr capital of Dam-Torsad, where the latest in carefully faked Caille leather is always for sale²²².

The Gallentean cuisine is renowned for its diversity²²³, if only because of copying other cultures' cuisines, creating fusions and branding it as their own²²⁴, and is designed to accommodate all peoples of New Eden²²⁵. It is greatly successful in this regard, thanks to the Federation's media influence meaning the industry was able to absorb all its competitors²²⁶. In the State, the chefs and owners of numerous, successful restaurants will be Gallentean, but the servers and overall presentation will be Caldari²²⁷. This interplay gives the Caldari the impression they are exploiting Gallentean labour, while the Gallenteans believe they are influencing Caldari culture²²⁸.

Activism & Humanitarianism

Though the Federation's virtues are known worldwide, inversely, they are often seen as self-righteous and meddlesome. On top of the average Gallente's knowledge of world affairs, their sense of justice and indignation leads many to various causes and political battlefields. However, the Gallente activist approaches their fight from their own set of cultural morals, something which has often been interpreted as arrogant and pompous, especially from other factions. Still, the Federation is known for its amiability towards charitable organizations and endeavours, sharing excellent standings with the Servant Sisters of EVE. Gallente charitable drives are especially all-too-common for the Minmatar²²⁹, a vast deal of foreign aid being sent to the allied nation. Gallenteans are quite environmentally-minded, and often get infuriated with the prospect of environmental damage, particularly by foreign corporations²³⁰. The Aclan Agreement was born from this mindset, which prohibits tampering with a planet's ecology without governmental approval²³¹. Several quasi-legal organizations have spawned with their

focus on environmental protection, the most notable of which being the anti-corporate Friends of Nature, who are opposed to the capitalist system and the environmental mishandling that comes with it²³².

On the other hand, the Ostriches, the second largest voting bloc in the Federation, are known for their overall ignorance of current affairs and politics²³³. They include a disproportionate amount of ethnic Gallente and success stories, all presumably too embroiled in their prosperous life to concern themselves with outside matters. Even so, these individuals still possess their "sense of Gallentean", voting when necessary out of duty, even if they don't know who they're voting for anyway.

The Gallentean authorities reward the activism of individuals with awards that recognize their efforts. The Aidonis Statue (or Peace Prize) is awarded annually to those who promote interstellar peace and harmony, though recipients do not necessarily need to be Federal citizens, such as when it was awarded to the late Emperor Heideran VII in YC 104²³⁴. At the same time, ten individuals are awarded the Aidonis Honorary Fellow Medallion, a companion prize²³⁵. Meanwhile, the Federal Star of Justice is awarded to individuals who have displayed exceptional bravery, self-sacrifice and wisdom in promoting the causes of liberty and democracy across the universe²³⁶.

Gallentean altruism, however, is not always welcomed, especially when dealing with foreign cultures. The Kassigainen Incident in 108 is an example of the Federation government providing aid and offering help when it was neither authorized nor welcomed. Part of the legacy of Souro Foiritan, at least to the Amarrians, was the Federation involving itself in "matters that did not concern it"²³⁷. Regardless, the activist Gallente still see themselves as fighting the good fight, even if the definition of "good" in the world of EVE is in the eye of the beholder.

Technology & Innovation

Space travel for the ordinary Gallente citizen became a common reality far sooner than other empires²³⁸. As part of the Federation's ambitious nature to expand into new worlds and create all sorts of mega-projects (all of which the gargantuan nature of the Federal economy can afford²³⁹), the Gallente have proved adept at terraforming and being able to create habitable colonies in inhospitable environments²⁴⁰. The Gallenteans are experts in constructing underwater arcologies, and subterranean cities beneath hostile worlds that, thanks to advanced worldshaping tech, are able to provide the illusion that one is not underground at all. Space stations of Gallente design follow this philosophy, where orbital cities can be found encased in biodomes, and the vast station interiors possessing highways, skyscrapers and suburbs (including townhouses and apartments) just like a planetary settlement²⁴¹. This is deeply rooted in Gallentean mastery of civil engineering technology, especially drones, where many automated mass production facilities in the Federation are staffed exclusively by androids governed by a skeleton crew of drones²⁴². The largest registered Gallentean settlements are known as megalopoli²⁴³. Though subject to regional and subcultural variations, such as the Intaki's wood and stone that has proved quite popular across the Federation²⁴⁴, a very common urban design is solid brickwork encased in crystalline aesthetic²⁴⁵. These towering cities that house millions are multi-layered, with full infrastructure (including fauna) on each²⁴⁶, styled in a triangular apex where the wealthiest inhabit the topmost levels, and the less so closer to surface level²⁴⁷.

The Gallente's emphasis on ease of living led them to not only be the pioneers of artificial intelligence, but medical technology too, such as the practice of body modification. In a very aesthetic-driven society, which includes such flamboyancy as translucent clothing and wildly coloured hair, the desire to look perfect is not an uncommon one. Bodymods, as they are called, are able to alter the self to total perfection, but also enhance and add various modifications to the human body, some purely aesthetic. Transparent skin and replacing entire bodily organs with cases of liquid that perform the same function are such examples²⁴⁸. The options are limitless, and vary from being exotic to utterly depraved.

Education

Education is another key part of Gallente culture, the emphasis on free, individual thought filling society with intellectual discourse and quality arts. Free education is entitled to every citizen, as with free healthcare²⁴⁹, and the schooling system is historically known for its neutrality, free from external influence²⁵⁰. However, since the renewal of hostilities with the Caldari State, and the rise of the Black Eagles, this impartiality has been compromised in recent years, with changes occurring to various educational texts²⁵¹. Still, the Gallenteans are known for their unrivalled education system, which has very much influenced the Republic's²⁵². The Gallente's most well-known higher education institute, the University of Caille, is the largest school in New Eden, and the similarly large Center for Advanced Studies being "one of the very best" technical institutes in the world of EVE.

Religion

Though the Federation is a secular state, its diversity has spawned various religions that are often coupled to Gallentean subcultures. A variety of religions exist in the Federation, likely including the Intaki Ida faith, liberal Amarrian sects, Minmatar spiritualism, Sisters of EVE, and even Blood Raiders and Sani Sabik, all of whom are protected under the Freedom of Religion clause in the Constitution²⁵³. Any illegal activities that are related to these faiths, however, such as slavery or "blood harvesting" are not permitted. Minmatar immigrants who consider themselves thoroughly Gallentean still under go the Voluval ritual²⁵⁴; spawning from a habit of non-ethnic Gallenteans to still cling to their tradition regardless of their dominant cultural mindset²⁵⁵.

Many Gallenteans profanely use the term "gods" as an expletive, making it likely that pre-spaceflight Gallente Prime was a polytheistic society, the idea reinforced by Gallente starship classes being named after ancient gods, goddesses and other divine beings. In line with the Gallente's reputation for academic and intellectual pursuits, theology and religious studies is very much apart of educational curriculum²⁵⁶.

The Youth

The young people of the Federation are a demographic unto themselves, to the point that entire corporations have relied on their support to bypass government opposition. A notable example was the creation of the Egonics technology, which was seen as a symbol of liberty by the young people of the Federation. Conservatives in the Senate attempted to oppose the technology, but instead rallied the youth to their cause, which was a major factor in the success of the technology²⁵⁷.

Gallentean teenagers are known to be highly experimental with fashion and trends, such as with bodymods²⁵⁸. It is also not uncommon for the youth to be found wearing Minmatar tribal and gang tattoos, a custom they found fascinating despite not knowing the true meaning behind their symbolism and despite the possible derision/hostility from true Minmatar²⁵⁹.

Status of Women & Gender

In terms of gender, the Federation experiences equality at all levels, with plenty of national leaders of all stripes representing both sexes. However, there is some reason to believe that women may be more in control in the Federation, perhaps even more elevated, than the men. The "extremely confident" Gallentean women are known to be hard workers, vibrant and models of self-empowerment, with no jobs or occupations barred based on their gender²⁶⁰. This lifestyle has influenced Jin-Mei women in particular, who were subject to patriarchal dominance for a long-time before the arrival of the Gallenteans. They are risk-takers, keenly receptive to cultural change²⁶¹ and were the ones to "carry forward the beacon of equal opportunity". Moreover, a disproportionate number of the Intaki's more notable artists are women²⁶². For men in Federal society, with no need to assert themselves, they are not as vibrant and lively as



the women, some rather laid-back, especially Jin-Mei men²⁶³. With plenty of female political, military and corporate leaders, the theory that women are more in control is not totally unwarranted, especially given their status as being far more motivated than their male counterparts.

Subcultures and other bloodlines

Though there is an overarching Gallente mainstream culture and all its various subunits, the presence of countless other ethnicities in the Federation continues to add flavour to its much renowned diversity. The Intakis share a common belief in personal freedom like the Gallente²⁶⁴, though as a deeply spiritual people, their mannerisms are executed fairly differently. Though their “thoughtful and composed” manner fits right in with the Federation²⁶⁵, they possess a very unique outlook on life given their philosophy on the cycle of life and death, apart of their Ida faith. Thanks to advances in technology, the Intaki are able to practice their Reborn philosophy, “steeped in folklore”, by transferring the psyche of a dying soul to a newborn baby, what is sometimes considered a dark art by outsiders²⁶⁶. In addition to their unique philosophies, the Intakis are renowned as being able to create the most stunning and thought-provoking art in the cluster, revolutionizing many art forms and creating new ones, such as metapaints and touch sculptures²⁶⁷. Thanks to their mild-mannered nature, Intaki diplomats are highly sought after, their presence often being the difference between peace and conflict²⁶⁸. This trait of theirs has led many of them to identify as Doves²⁶⁹, advocates of the Federation who believe in diplomacy and cooperation over violent conflict.



The society of the Jin-Mei, meanwhile, is a rigorous caste system that often comes at odds with the libertarian culture of the Gallente²⁷⁰. The ruling caste are known as the Sang Do (meaning ‘lord’ in Ji, the language of the Jin-Mei), who rule with benevolence and charity in contrast with other societies with a similar structure²⁷¹. Described as insightful and inspiring, they have a “distinct talent for winning loyalty from those under their dominion”. For a time, a civil war was raging between the Sang Do overlords, though this is believed to have ended sometime in the beginning of 111²⁷². The upper middle class are known as the Saan Go (‘standing high’), employed as officials and administrators, very often being the bureaucratic link between the Sang Do and the lowest caste, the Jing Ko (‘good spirit’), who are composed of the middle and lower classes, including farmers and the like²⁷³. They often attach themselves to a Saan Go patron, or if exceptionally talented, a Sang Do lord, which “paves the way to continued advancement”. While Federation cultural influences on other factions is notoriously executed by the Gallente, the kuashi, a pair of chopsticks used by the Jin-Mei as an eating utensil, has ended up in common usage in the Caldari State²⁷⁴, lending to the possibility that even the Federation’s subcultures can be influential to foreign ones. The Jin-Mei, along with the Mannar, tend to lean towards Hawkish politics, advocating the spread of the Federation via more direct, and potentially violent, means.

In the end, the variety of culture, religion and language, as well as its constant evolution, means that the Federation of the future will not be the Federation of today. It is reasonable to believe that hybrid cultures are formed when two subsets of equal influence and power, or perhaps similar tenets, overlap and collide. Even with Gallentean dominance, the vast size of the Federation means that even the term “mainstream” is a uniquely wide concept.

Sources

- ¹ [The Human Painting](#) - "By the authority vested in me as President of the Federated Union of Gallente Prime..."
- ² [Gallente Backstory Government Introduction](#) - "People of Minmatar ancestry number almost a third of the total population of the Federation."
- ³ [Intaki bloodline description](#) - "Joining the Federation immediately after its founding, the Intaki remain one of the largest ethnicities of the nation."
- ⁴ [Gallente "Immigrants" ancestry description](#) - "Recent arrivals to the land of plenty" (in-game character creation)
- ⁵ [In the Federation, Minmatar expatriate reaction mixed to Shakor's ascent](#) - "Nowhere is that more apparent than here in Sinq Laison, where the Minmatar minority in the Federation is most established"
- ⁶ [Pre-Apocrypha Intaki bloodline description](#) - "Their thoughtful and composed manner suited Gallente society well"
- ⁷ [Placid region description](#) - "...the notorious Intaki, whose huge emphasis on personal freedom goes some way towards explaining its general lawlessness"
- ⁸ [Intaki "Diplomats" ancestry description](#) - "Since their inauguration into the Federation, the Intaki have slowly established a reputation as superb diplomats, negotiators, and bureaucrats"
- ⁹ [Violence on Intaki Prime as Caldari occupy system](#) - "Though long marginalized by the Intaki majority, which wishes to remain part of the Federation, many leaders of this secessionist movement see the Caldari occupation as the first step toward enacting their agenda."
- ¹⁰ [Lirsautton \(System\) - EVElopedia](#)
- ¹¹ [Jin-Mei ancestries description](#)
- ¹² [Pre-Apocrypha Jin-Mei bloodline description](#) - "Due to the civil war raging between the Sang Do overlords, leaders of the Jin-Mei, that is now changing."
- ¹³ [State of the Federation, 110.06.11](#) - Presence in Hawk and Vulture voter blocs respectively
- ¹⁴ [The Spirit of Crielere, Chapter 3](#) - "...the stubborn Mannars..."
- ¹⁵ [State of the Federation, 110.06.11](#) - Presence in Hawk voter bloc
- ¹⁶ [The Spirit of Crielere, Chapter 2](#) - "The grim-looking Mannar woman might be headstrong and vengeful like all her kind.."
- ¹⁷ [Gallente Admiral's Corpse](#) - "A Mannar in her mid-forties..."
- ¹⁸ [Retired naval officer Daren Fasio announces candidacy](#) - "An ethnic Mannar..."
- ¹⁹ [Large Group of Mannar Textile Institute International Representatives](#) - "Mannar, one of the oldest members of the Federation, has always had a strong influence on Gallente style and trendsetting. Much of the eccentric tailoring favored by society's elite and decried as immodest and inappropriate by the other empires has its roots in pre-Federation Mannar culture, which included different concepts of modesty and etiquette"
- ²⁰ [The Empyrean Age, page 146](#) - "Under the provision of local immigration statutes, he was entitled to Caldari citizenship but only restricted worker status for the Gallente Federation"
- ²¹ [Gallente Backstory Introduction](#) - "The Gallenteans are not alone in their Federation, whose boundaries are home to pockets of residents, varying in size and representing all the other races of EVE..."
- ²² [Gallente Backstory Introduction](#) - "Both [the Intaki and Mannar] were at a very primitive level when the Gallenteans found them..."
- ²³ [Timeline](#) - AD 22588 The Gallente and the Caldari build their first stargate out of VH-451, sparking a period of expansion which mostly benefits the Gallente
- ²⁴ ['Second Lieutenant' Caldari militia rank description](#) - "Caldari Senator Kiriusu Otenga, Senate session 23154/T3782. CE 23154.11.21"
- ²⁵ [Pre-Apocrypha Achura bloodline description](#) - "Achura has been part of the Caldari State for three centuries, joining and leaving the Federation at the same time as the State"
- ²⁶ [Gallente-Caldari War: The Breakout](#) - "...bombing Caldari Prime and sending in troops to take control of the planet"
- ²⁷ [Gallente-Caldari War: The war drones on](#) - "...the Intakis and Mannars, both of them starting to flex their economical and political muscles..."
- ²⁸ [Pre-Apocrypha Jin-Mei female description](#)
- ²⁹ [Ishaeka-0001 Report](#)
- ³⁰ [Reactions to the Election, Year YC111 December](#) - "Certainly, Heth's use of the term 'sovereign territory' indicated very clearly the Caldari attitude to both Caldari Prime and the territories they had gained in the State Protectorate offensive"
- ³¹ [Group of Coriault Couture Collective Display Employees](#) - "The Crux constellation, which includes Luminaire and Oursulaert, may be the heart of the Federation's consumer culture..."
- ³² [Everyshore regional description](#) - "The first region that the Federation colonized after Essence was Everyshore"
- ³³ [Gallente Customs react cautiously to Republic-Thukker 'open borders'](#) "Sinq Laison is arguably the lynchpin region when it comes to Federation connections with the other empires"
- ³⁴ [Group of Coriault Couture Collective Display Employees](#) - "Across the broad sweep of New Eden, there is no constellation closer to the forefront of fashion than Coriault"
- ³⁵ [Intaki: History and Politics - EVElopedia](#) - "The original Intaki representatives asked for minimal protection at the founding of the Federation," according to Vremaja Idama. "We have always valued our independence and self-reliance."
- ³⁶ [Placid region description](#) - "The situation is not helped by the Federation's seeming reluctance to invest heavily in the region - a source of some resentment among the Intaki who haven't already fled to Syndicate"
- ³⁷ [Caldari analysts predict economic upheaval](#) - "...of the systems making up the Federal Defence Cordon..."
- ³⁸ [Survey warns of food shortages in Verge Vendor](#) - "Verge Vendor was not a very prosperous region even before the war"

³⁹ **Verge Vendor region description** - "As such, the number of young, idealistic scientists found in the region is disproportionately higher than found in other larger, richer areas"

⁴⁰ **Solitude region description** - "This, some speculate, is what has led to the somewhat more warlike and isolationist tendencies within some quarters of the Federations politics"

⁴¹ **Federal Navy turned back at Intaki stargate** - "...signatories to the Federal Charter retain the legal right to determine various aspects of the Assembly of their original territories. This includes the "Shipping and Security" franchise, which regulates commercial shipping and which is traditionally assigned to FedMart and the Federation Navy and Customs."

⁴² **'Blood Raider' rumors continue to hound Midna** - "...under the Freedom of Religion clause in the Federation's Constitution"

⁴³ **Luminaire's market affected by Nation's raids** - "Arms sales are up..."

⁴⁴ **Federal Navy turned back at Intaki stargate** - "...a senior official said, "The Ishukone Agreement represented, and continues to represent, the best option for the long-term safety and security of our society"

⁴⁵ **Violence on Intaki Prime as Caldari occupy system** - "A group of Intaki government and spiritual leaders appeared on holovid today to appeal for calm"

⁴⁶ **Poor Man's Shakedown (Gallente Epic Arc)** - Player is sent to a Matari colony in Noghere, with an Elder NPC as boss

⁴⁷ **Gallente Backstory Government Introduction** "At that time the Federation consisted of 17 sectors or districts and four races. A district is a group of solar systems (of various sizes). The number of districts has steadily increased through the ages and now stands at 62"

⁴⁸ **Federation population divided over Amarr slave releases** - "...Ursalin Dovaille, a member of the Luminaire district parliament representing a majority Intaki ward"

⁴⁹ **Federation Politics (Voting Trails mission text)** - "...each of which has one or more planetary governments, each of which further has additional subdivisions"

⁵⁰ **Federation Politics (Voting Trails mission text)** - "Though every planet follows some basic rules, such as having regular elections with universal suffrage, the systems on each planet are as varied as the Gallente people"

⁵¹ **Federation Politics (Voting Trails mission text)** - "It is divided up into several regions, which are subdivided into districts, which are further divided into sub-districts..."

⁵² **Gallente Backstory Government Introduction** - Text under 'The Legislative Arm'

⁵³ **Aulmont Mies named Head of Senate** - "In a close vote, Senator Aulmont Meis was named as Mentas Blaque's successor to the coveted position of the Head of Senate"

⁵⁴ **Three Pillars of Power** - "In time, the Senate began to see itself as the true leader of the Federation..."

⁵⁵ **Gallente Senate convenes emergency session, declares war on Caldari State** - "With the measure approved, president Souro Foiritan has been given emergency administrative powers..."

⁵⁶ **Presidential elections to be held! Senate votes Foiritan out!** - "Almost 80% of the Senators voted for Foiritan to be stripped of office, much more than the two thirds needed"

⁵⁷ **Family demands answers from FIO** - "It is not the policy of the Special Department of Internal Investigations to release investigative material without an Executive or Senate order"

⁵⁸ **Senate votes to deny votes to occupied systems** - "Senator Jolie Maurice of Reschard denounced the bill..."

⁵⁹ **Federation seeks solutions to immigrant influx** - "...if the esteemed Senator..."

⁶⁰ **Power politics** - "...it is common for major issues to go to a public vote instead of being solely decided by the senate or the President"

⁶¹ **It's Election Time in the Federation – Public gets to decide** - "...not unheard of in public elections in the Federation; the record being only a 14% turnout 8 years ago when voting what color the new presidential palace should be"

⁶² **It's Election Time in the Federation – Public gets to decide** - "A random poll of pedestrians walking the sidewalks of Caille showed that less than a third was even aware of the debate last week and those that knew about it didn't care one way or another"

⁶³ **Gallente Backstory Government Introduction** - "Lobbying plays a big part Gallentean politics"

⁶⁴ **Formal Request to Fed Senate for increased Placid security** - "A formal Citizen Petition was submitted to the Gallente Federation Senate demanding increased security across solar systems in this region, signed by several millions of resident"

⁶⁵ **Exercise 'Brotherhood' Begins** - "After much discussion between representatives of the Republic Parliament and the Federation Senate..."

⁶⁶ **Power politics** - Outline of Progressors and Sociocrats

⁶⁷ **Blind Auction** - "...they say yours remind them of the Federal welfare programme back in the bad old days"

⁶⁸ **Gallente Backstory Government Introduction** - "...each district has its own parliament (simply called district parliaments), whose official function is to advise and support the Senate on local issues, but in reality the parliaments wield a great deal of authority over the affairs of their district"

⁶⁹ **Influential Gallente Senator retires** - "Arduane will be succeeded by Helene Sesomme, who will be elevated from her current position as head of the District Parliament serving Arduane's constituency"

⁷⁰ **Race tightens as border region vote weighs in** - "The current total tally of polled districts stands at 359 out of a total 528"

⁷¹ **Roden wins Gallente Presidential election with convincing majority** - "Jacus Roden is now President-elect of the Gallente Federation"

⁷² **President Roden assumes office** - "President Jacus Roden formally assumed office earlier today at his inauguration before the Gallente Senate...before Chief Justice Broyal Alserette of the Federation Supreme Court swore in Jacus Roden..."

⁷³ **The Paths They Chose** - "...president of the Gallente Federation, leader of one of the four major Empires in New Eden, and Commander-in-Chief of the Gallentean armed forces..."

⁷⁴ [Gallente Backstory Government Introduction](#) - Description from 'The executive arm'

⁷⁵ [President Foiritan addresses the Federation](#)

⁷⁶ [President Foiritan announces new Federal Intelligence Division](#)

⁷⁷ ['Major General' Gallente militia rank description](#) - "Hume Roir, newly appointed Gallente Minister of Defence. CE 23155.2.18"

⁷⁸ [Malkalen Economic Summit announced by Gariushi, Foiritan](#) - "Presenting the economic proposal on behalf of President Foiritan will be Federation Economic Minister Wadis Chene..."

⁷⁹ [The Emyrean Age, page 417](#) - "Standing beside the admiral was Agen Goisin, the Federation Secretary of State"

⁸⁰ [Is Foiritan losing it? Federation leaders on edge](#) - "...inside the presidential palace in Caille describe president Foiritan..."

⁸¹ [Gallente Backstory Government Introduction](#) - "...although always [acting] within the strict framework set by the lobbyist factions"

⁸² ['Roden Police Major' NPC description](#) - "The Gallente government contracted this vessel from Roden Shipyards in order to bolster security in Federation space"

⁸³ [Power politics](#) - "Unlike so many Presidents before him Foiritan is very much his own man..."

⁸⁴ [Three Pillars of Power](#) - "In time, the Senate began to see itself as the true leader of the Federation..."

⁸⁵ [Power politics](#) - "...veto laws on food grants to the poor and needy..."

⁸⁶ [Senate votes to deny votes to occupied systems](#) - "The bill, which is expected to be signed into law by President Souro Foiritan later in the week..."

⁸⁷ [President Foiritan planning for the future](#) - "Souro Foiritan, president of the Gallente Federation, is poised to push through constitutional changes..."

⁸⁸ [President Foiritan planning for the future](#) - "All constitutional changes needs the support of the Senate"

⁸⁹ [Stormy Senate session ends on compromising note](#) - "...where Blaque accused Foiritan of 'improperly muscling in on the legislative territory'..."

⁹⁰ [Stormy Senate session ends on compromising note](#) - "but got a compromise deal where an independent committee of law experts will be formed to discuss the matter and make suggestions"

⁹¹ [President Foiritan declares martial law on Caldari Prime](#) - "President Foiritan declared a state of martial law on Caldari Prime"

⁹² [The Emyrean Age, page 488](#) - "...General Borgier, the Federation Joint Chief of Staff..."

⁹³ [Federation seeks answer to terrorist atrocity – entertainment industry a shambles](#) - "This morning President Souro Foiritan of the Gallente Federation, in closed session with the Federal Security Council"

⁹⁴ [Three Pillars of Power](#) - "It is here that the Supreme Court has found a cause worth fighting for and it is doing all in its power to uphold the principles of the Federation - brotherhood, fraternity and equal rights to all men"

⁹⁵ ['Federal Administration' corporation description](#) - "The Federal Administration has greater presence in space than the bureaucratic apparatus of the other empires"

⁹⁶ [Pre-Apocrypha Intaki bloodline description](#) - "...the Intaki are very prominent in the Federal bureaucracy"

⁹⁷ ['Federal Administration' corporation description](#) - "This is mainly due to the fact that space travel became a common thing for the ordinary Gallentean citizen much earlier than for the other empires and also because inter-stellar trade is proportionally much larger in the Federation than elsewhere"

⁹⁸ [Reidmar Clan Announcement](#) - "Evander d'Souj - I am Evaner d'Souj of the Federal Administration and I work within the ranks of the local District Parliament your clan has settled within"

⁹⁹ [Jacus Roden to announce candidacy for Presidency](#) - "...and is the first candidate to file all the requisite paperwork with the Federation Administration"

¹⁰⁰ [Violence spikes across the Federation in wake of incursion](#) - "Reports released today by Federal Administration revealed a sharp rise in personal and property violence across the Federation..."

¹⁰¹ [Lands of Opportunity](#) - "...will the Federal Administration begin the selection of people to populate these virgin worlds"

¹⁰² [FedMart Intervention in Jin-Mei agriculture](#) - "...FedMart has protested to the Federal Administration regarding those overlords and officials who have been seen to make such threat"

¹⁰³ [Reidmar Clan Announcement](#) - "Evander d'Souj - I have been appointed by my superiors under the Local Commission for Inter-Pod Pilot Affairs to engage in talks with your clan..."

¹⁰⁴ [FedMart Intervention in Jin-Mei agriculture](#) - "...the Federal Administration is maintaining that Jin-Mei autonomy covers this case and that it cannot act without a direct Presidential instruction, Supreme Court ruling or bill in the Federal Senate"

¹⁰⁵ [Roden wins Gallente Presidential election with convincing majority](#) - "...the Federal Elections Commission was able to declare Roden the outright winner in its formal communication of results to the Gallente Senate"

¹⁰⁶ [Race tightens as border region vote weighs in](#) - "According to the latest numbers from the Gallente Electoral Commission..."

¹⁰⁷ [Controversy surrounds pop star Midna's latest album](#) - "...he turned to the Federation Communications Commission"

¹⁰⁸ [Federation Court Logs](#) - "These reports hold data of utmost importance to Federation Judicial Services"

¹⁰⁹ [Angel Cartel opens ties with capsuleer alliances](#) - "Neuden Odjel of the Gallente State Dept. says..."

¹¹⁰ [Federation Census Bureau reports drop in Minmatar immigrants](#)

¹¹¹ [Federation seeks solutions to immigrant influx](#) - "According to a report released by the Federal Immigration Advisory Board to the Gallente [Senate](#) yesterday..."

¹¹² [The Emyrean Age, page 146](#) - "...Arcurio public transportation system, under the jurisdiction and employ of the Federation Civil Services Department"

¹¹³ [The Emyrean Age, page 488](#) - "There are hundreds of thousands of police, troops and reservists down there..."

¹¹⁴ [Mass panic in the Federation](#) - "Elsewhere local forces are attempting to urge citizens to remain in their homes with little success"

115 [Spate of drug murders linked to Intaki 'death cult'](#) - "...a member of the Federal Police..."

116 [Farming community on Intaki Prime involved in police standoff](#) - "...a spokesman for the local police..."

117 [The Empyrean Age, page 489](#) "We have the best-equipped, highest paid military in New Eden..."

118 [Caldari armament industry bemoans further cuts to military spending](#) - "...which can seriously affect the technological armament race being held with the Federation and others"

119 [Gallente character creation intro](#) - "Today, Gallentean starships are manned by some of the bravest men and women of New Eden"

120 ['Federal Navy Academy' corporation description](#) - "...upgrading the professionalism of its cadets...and even stricter tutoring"

121 [Federation Navy Grand Admiral: 'They will not be allowed safe passage back'](#) - "Federation Grand Admiral Anteson Ranchel has issued a statement condemning the attack..."

122 [President Foiritan addresses the Federation](#) - "Grand Admiral Advent Eturrer, Master of the Fleet, Guardian of Luminaire, First Defender of the Federation..."

123 [Federal Navy turned back at Intaki stargate](#) - "Representatives of the Intaki System Command reportedly informed Admiral Gouenette, who is commanding the force, that the Navy had no jurisdiction in Intaki, and that their presence was "neither required nor welcomed.""

124 [Exequor Navy Issue description](#) - "The Exequor Navy Issue was commissioned by Federation Navy High Command..."

125 [Serpentis attack update: Federation issues bounties on culprits, manhunt underway](#) - "Federation Navy Joint Operations Command has approved a CONCORD-authorized bounty of 1.2 billion ISK..."

126 [Gallente aid convoy downed in Kassigainen](#) - "...the Federation Navy convoy..."

127 A joint Gallente-CONCORD fleet was present to evacuate civilians during the Seyllin disaster, March 111

128 [Exercise 'Brotherhood' Begins](#)

129 [Recruit shortage causes increasing reliance on drone technology for Federation Navy](#) - "Having always been a symbol of the Federations diversity"

130 [Hometown Heroes](#) - "Distribution of troops according to race. Matari outnumber us and everyone else"

131 [Recruit shortage causes increasing reliance on drone technology for Federation Navy](#) - "CreoDron and Duvolle Laboratories have been working together, sharing resources in what is the largest ever Drone tech project ever embarked upon"

132 ['Federation Navy' corporation description](#) - "...thawing in relations with the Amarrians the budget for the Navy has been slashed severely"

133 [Federation Navy crushes Kador invasion](#) - "Moreover, the last six months have seen a massive retrofitting of the Federation's industrial base to focus on defence"

134 [Citizens throw their support behind the Federation](#) - "After years of manpower issues, the past few weeks have seen a notable increase in Federation Navy recruitment figures"

135 [Gallente drone manufacturing sector reports slumping profits](#) - "...an increase in human military recruitment as well as a general shift away from automated defence systems in the wake of the recent invasion by the Caldari State"

136 ['Federation Customs' corporation description](#) - "Goods are constantly flowing in and out of the Federation and the Customs have its hands full in monitoring that everything is done by the book"

137 [Gallente Customs react cautiously to Republic-Thukker 'open borders'](#)

138 [Federation Customs captures Serpentis carrier in drug raid](#) - "...Federation Customs captured a Serpentis Carrier fully laden with the drug Rise"

139 [Gallente Customs react cautiously to Republic-Thukker 'open borders'](#) - "Admiral Harvisard Stollimaere, Federal Customs Commander for the Sinq Laison region..."

140 ['Federal Intelligence Office' corporation description](#) - "It is believed to operate an extensive spy network that is only rivaled by the Jovians"

141 [FIO strike raises civil liberty fears](#) - "...the FIO is in effect a private military force under the sole control of our head of state"

142 [Black Eagles](#) - "...people who view the Eagles' methods as violations of long-sacred Gallente ideals"

143 [Factional Warfare API infodump](#)

144 [Federation Navy calls for militia incursions into Inolari constellation](#) - "The Federation Navy issued a statement this morning confirming that a general mustering call for the Federal Defence Union has been issued"

145 [Federal Defence Union command criticizes Combined Harvest](#) - "Widely criticized by the FDU, Combined Harvest uses a combination of corporation-owned convoys and independent capsuleers to move goods, a security hole the FDU wants closed"

146 [Tshukone negotiates terms with Federation regulators](#) - "...while the Federal Defence Union released a statement calling any relaxation of the Foiritan administration restrictions "inadvisable" and "a significant threat to national security"

147 [Caldari analysts predict economic upheaval](#) - "...of the systems making up the Federal Defence Cordon..."

148 [Gallente investors seek government guarantees](#) - "Zemla Faudien, a recruiter for the Federal Defence Union..."

149 [Xenocracy](#) - "...the efficiency of Federation politics, combined with their peace-oriented foreign policy..."

150 [Gallente investment reinvigorates Minmatar world](#)

151 [Caldari look at Khanid-Amarr reconciliation as opportunity](#) - "It is my great hope that this will only hasten Amarr's success against Gallente's Minmatar puppet state..."

152 [Tattoo](#) - "The Gallente find the culture of tattoos somewhat barbaric and uncivilized, and early on tried to persuade their Minmatar neighbors to drop this old custom and embrace their future as a civilized nation"

153 [In the Federation, Minmatar expatriate reaction mixed to Shakor's ascent](#) - "'Shakor wants to take us back to the dark ages," said Paol Tolangranner, a Sebiestor businessman"

154 [Gallente Customs react cautiously to Republic-Thukker 'open borders'](#) - "Customs officers in the Gallente

Federation have expressed cautious concern regarding the implications of the recently agreed 'Open Borders' accord between the Minmatar Republic and the Thukker Tribe"

155 [Roden wins Gallente Presidential election with convincing majority](#) - "President-elect Roden ran on a broad-based and relatively simple platform that included pledges to root out corruption in government, improve strained relations with the Minmatar Republic"

156 [Repulic greets Roden election with optimism](#) - "A threat to either nation is a threat to both..."

157 [Gallente Senate convenes emergency session; declares war on Caldari State](#) - "every Senator present elected to approve the declaration of war"

158 [Cities of Refuge](#) - "'Right now the millions dead out of billions still alive..."

159 [Caldari Prime, D-Day plus 10](#) - "...on the planet's majority Gallente population"

160 [Her Painted Selves](#) - "The Federation had made substantial advances in the direction of total conquest..."

161 [And to Live in Peace](#) - "There had been a thousand skirmishes in a thousand places since, and in truth the hostilities had never properly ended, nor peace been fully agreed to; the fighting had merely petered out, like a sputtering flame. But some people had expended much of their breath keeping it alive"

162 [Tribunal dismisses Directorate suit against Ishukone](#) - "...alleged that Ishukone officials engaged in large-scale embezzlement and collaboration with Gallente agents..."

163 ['Federation Navy' corporation description](#) - "...the thawing in relations with the Amarrians..."

164 [Gallente scholar describes Khanid's recent trip to Dam-Torsad as a 'worrying development'](#)

165 [President Roden sends condolences to Empress; urges caution](#) - "The Gallente Federation stands ready to offer any and all assistance that may be required both for rescue workers and investigators...The President's office confirmed that Federation Navy units have been put on stand-by along the border with the Amarr Empire to serve as an aid and security task-force should any assistance be requested"

166 [Amarr Empire formally congratulates Roden; rebukes outgoing president](#)

167 [The Crystal Boulevard](#) - "In the end, the two can't co-exist; they're polar opposites, and they'll clash eventually"

168 [Gallente scholar describes Khanid's recent trip to Dam-Torsad as a 'worrying development'](#) - "...The Khanids have been accused on numerous occasions of capturing Gallente citizens..."

169 [The Khanid Kingdom](#) - "Khanid himself has a Gallentean - a former pop-star - as his personal slave, something he finds highly amusing but makes the Gallenteans frothing at their mouths"

170 [Venal landmark description](#) - "Fighting the Guristas is one of the few things the Caldari State and Gallente Federation agrees on..."

171 ['Smash and Grab' Guristas epic arc](#) - Arment Caute of the FIO is a highsec starting agent in Orville

172 [Ishaeka-0001 Report](#)

173 ['The Syndicate' faction information](#) - "Syndicate space is a pirate haven..."

174 [Placid region description](#) - "...a source of some resentment among the Intaki who haven't already fled to Syndicate"

175 [Jin-Mei bloodline description](#) - "Despite being at odds with the libertarian culture of the Gallente, the caste system has not been completely eliminated, nor is it likely to be further discouraged by the Federation government due to its cultural implications"

176 [Federal Navy turned back at Intaki stargate](#) - "Federal officials have refused to comment on what they describe as 'an internal Intaki matter.'"

177 [Silphy](#) - "Apart from a few minor uprisings the Federation quickly subdued the Intakis"

178 [Timeline](#) - AD 23155 The Jovians cut off contact with the Gallente Federation

179 [Breaking News: President Foiritan to end term early, admits "regrets"](#) - "We have become the wealthiest nation in New Eden"

180 ['Federal Administration' corporation description](#) - "...inter-stellar trade is proportionally much larger in the Federation than elsewhere"

181 [Power politics](#) - "For Gallenteans, the accumulation of wealth is something that is done on an individual level and personal wealth only matters in comparison to the wealth of other individuals"

182 [Jita 4-4](#) - "If you ever doubted the capitalistic might of their corporate giants, you should make a visit here too sometime. The entire area is dominated by their cuisine..."

183 [Gallente backstory introduction](#) - "For many, it is the Promised Land, where any dream can become a reality..."

184 [Gallente "Miners" ancestry description](#) - "...as a matter of national pride loathes dependence on other nations to acquire them"

185 [Federation labor shortage reaches 'crisis' levels](#) - "The reason our economy is so strong now is because of the majority of our jobs are inside the Federation and we don't have to rely on good relations with other empires to sustain our workforce"

186 [Gallente "Miners" ancestry description](#) - "Mining is a cultural icon for the Federation..."

187 ['Astral Mining Inc.' corporation description](#) - "Astral Mining is considered by many the best run mining company in the world of EVE"

188 [Gallente backstory introduction](#) - "...the ranks of the poor number millions, because while the liberal market-driven economy and individual freedom may allow everybody the chance to advance to the top, they make it just as easy to plummet to the very bottom of the social ladder"

189 [Federation labor shortage reaches 'crisis' levels](#) - "Even as the Federation unemployment rate nears zero..."

190 ['Sweatshops' from Little Fingers \(Gallente epic arc\)](#) - "Child labor is one of those methods. A child's tiny hands and little fingers are perfect tools for creating the high-end textiles of Gallente fashion..."

191 ['Crossing the Line' from The Avern Exchange \(Gallente epic arc\)](#) - "It has been said that some of the Federation's most depraved nightclubs and bars can be found in the systems where cheap slaves are only a few jumps away."

192 [State of the Federation, 110.06.11](#) - "This group will pounce on any opportunity to turn current events to their own advantage..."

¹⁹³ **Minmatar immigrants find opportunity inside the Federation** - "The lack of native workers filling blue collar jobs has opened up the pathway for immigrants to immediately find work in the Federation...Immigrant workers already fill the vast majority of blue collar jobs in the Federation..."

¹⁹⁴ **Sinq Laison region description** - "...it is economically one of the strongest regions in the Federation, ironically owing much of its rebuilding to the vast quantities of Caldari goods that are imported and traded..."

¹⁹⁵ **Algintal landmark description** - "...the Caldari mega-corporation Wiyrkomi bought the mining rights in the constellation..."

¹⁹⁶ **Violence on Caldari Prime continues as Gallentean expatriates flee Caldari State** - "Millions of Federation expats"

¹⁹⁷ **Provists call of Quafe to lose corporation status** - "Quafe's unique status as the only non-Caldari corporation with domestic corporate sovereignty and its attendant rights"

¹⁹⁸ **The Burning Life, page 128** - "Gallente medical authorities, adaptable and possessing a greater understanding of human nature than they cared to admit..."

¹⁹⁹ **Cloning**

²⁰⁰ **Jita 4-4** - "...the nation's media influence, which extends across all empires' borders"

²⁰¹ **Jacus Roden to announce candidacy for President** - "...Roden Shipyards has grown into an industrial giant, producing nearly all of the Federal Navy's warships"

²⁰² **Corporations scramble to repeat Creodron's success** - "As of now, no corporations except Creodron have reported any positive wormhole discoveries"

²⁰³ **Gallente bloodline description** - "Founders of the only true democracy of New Eden, they have created an ethnically diverse, culturally rich, progressive society that encourages enterprise and initiative in its citizens"

²⁰⁴ **Black Eagles** - "It's a place of wonder and opportunity..."

²⁰⁵ **Gallente Federation** - "The Gallente Federation represents the most highly evolved culture in New Eden"

²⁰⁶ **'Crossing the Line' from The Averon Exchange (Gallente epic arc)** - "Although the cultural might of the Federation has influenced the bordering systems in the Genesis region..."

²⁰⁷ **Jita 4-4** - "If you ever thought politics or laws were the primary concern of an infinitely fractured populace..."

²⁰⁸ **Gallente backstory introduction**

²⁰⁹ **Minmatar immigrants find opportunity inside the Federation** - "Though Brutor by birth, Nerraw considers himself Gallente first and foremost..."

²¹⁰ **The Burning Life, page 125** - "There was no social segregation: if you could afford to move up, you did, and you brought with you whatever lifestyle you choose"

²¹¹ **The Burning Life, page 126** - "...normal to have people wandering in on the ground floor of every building even if they had no business there, for no other reason than curiosity"

²¹² **Gallente backstory government introduction** - "Any governmental interference to keep things in check through legislation and policing is naturally perceived as oppression of the rights and freedom of individuals..."

²¹³ **State of the Federation, 110.06.11** - "...aspiring statesmen have destroyed a rival merely by insinuating to the right people that the rival is planning to reduce worker protections, clamp down on wild parties, or just interfere unnecessarily with peoples' lives"

²¹⁴ **Gallente "Activists" ancestry description** - "Gallente citizens tend to be more politically aware than the citizens of other nations..."

²¹⁵ **State of the Federation, 110.06.11** - "The strongest force in Gallente politics occurs when a critical mass of these sybarites unite behind a particular cause, at which point support rapidly snowballs and they become nigh-unstoppable"

²¹⁶ **The Burning Life, page 126** - "...in the grand flora that surrounded every street, embedded launchers would send out wafting puffs of spores that, when inhaled, would carefully enhance longings and emotions subject to the inhaler's location"

²¹⁷ **The Burning Life, page 128** - "Leeching was popular in many cultures of New Eden, not least amongst the Gallente"

²¹⁸ **'Syndication' Gallente epic arc**

²¹⁹ **Mind Clash** - "The current Mind Clash Worlds Champion is Joelyn Donalokos, a Gallentean of Intaki ancestry"

²²⁰ **World on Fire** - "The station promenade was packed for the regional skyball playoffs..."

²²¹ **Large Group of Mannar Textile Institute International Representatives** - "Massive hairstyles and elaborate body- and face-painting still feature prominently in addition to semi-opaque fabrics which respond to a variety of programmable stimuli"

²²² **Chained to the Sky** - "Even at this early hour business was booming...the latest in carefully faked Caille leather"

²²³ **Jita 4-4** - "This is why people will talk about the diversity found in Gallente cuisine"

²²⁴ **Jita 4-4** - "They say that the Gallente have copied every other nation's cuisine, made fusions and called it their own, branded it as their own"

²²⁵ **Jita 4-4** - "The entire area is dominated by their cuisine, which in a way makes sense, since Gallente food accommodates everyone. It has to"

²²⁶ **Jita 4-4** - "One of the great accomplishments of the Federation's food services industry was the way they managed to slowly absorb their competitors. They did this through subtle and well-applied use of the nation's media influence, which extends across all empires' borders"

²²⁷ **Jita 4-4** - "But in every one of these restaurants, all you will ever see is pretty Civire girls waiting tables, with the silvery circular logo of the State out front. Meanwhile, in the engine room, it is most often Gallente chefs who will be driving things forward"

²²⁸ **Jita 4-4** - "The Caldari think they're exploiting the labor of the Gallente, and the Gallente think they're influencing Caldari culture..."

²²⁹ **The Outcast** - "Even the Minmatar, beleaguered underdogs of the four great nations and subjects of many a Gallente charity drive or human rights protest..."

²³⁰ **Algintal landmark description** - "The environmentally minded Gallenteans are not about to let some foreign capitalists corrupt and damage their precious nature and are flocking to the constellation to oppose Wiyrkomi anyway they know how"

²³¹ **Everyshore region description** - "Outraged at this senseless destruction, where many species of flora and fauna were lost that had not even been studied, prominent ecologists managed to force a bill through the Senate: No planet that supported any life-form was to have its ecosystem disrupted with in any way without a license being granted from the Federation Senate. This law became known as The Aclan Agreement and it remains in place to this day"

²³² **Natura Seminary deadspace description** - "Built on the ruins of an abandoned asteroid colony, the Natura Seminary is the place where prospective anti-corporate activists are brought into the Friends of Nature's fold. Lessons on corporate greed, the inhumanity of the capitalist system and ways to bring down the Man, along with tasty syntho-organic snacks. What more could you want?"

²³³ **State of the Federation, 110.06.11** - "They have no real interest in politics or events on the federal stage"

²³⁴ **Heideran gets the Aidonis** - "the symbol of inter-stellar peace and harmony. Presented to individuals prominent in promoting galactic peace and co-operation, the nomination of Heideran VII, the Amarr Emperor, has taken many people by surprise."

²³⁵ **Aidonis Honorary Fellow Medallion** - "The Aidonis Honorary Fellow Medallion is a companion prize to the Aidonis Peace Prize. Ten of these medallions are given out over the course of each year, each time to individuals who have made significant strides in promoting peace and fairness in intergalactic relations"

²³⁶ **Federal Star of Justice** - "The Federal Star of Justice is a golden medallion, awarded by the Gallente Federation to individuals who have displayed exceptional bravery, self-sacrifice and wisdom in promoting the causes of liberty and democracy across the universe"

²³⁷ **Amarr Empire formally congratulates Roden, rebukes outgoing President** - "...meddling in matters that did not concern it"

²³⁸ **'Federal Administration' corporation description** - "...space travel became a common thing for the ordinary Gallentean citizen much earlier than for the other empire..."

²³⁹ **The Emypyrean Age, page 176** - "...the power of the Federation's economy, which as so robust that financing for efforts this gargantuan was easy to attain"

²⁴⁰ **World on Fire** - "Leave it to Federation terraforming expertise to create a living, breathing world beneath the surface of an inhospitable planet"

²⁴¹ **The Burning Life, page 68** - "On both sides were townhouses and spacious rows of apartments fixed together in resemblance of planetside dwellings"

²⁴² **Processors description** - "They can be so self-sufficient that rumors abound of Gallente factories operated entirely by androids and governed by a skeleton crew of drones"

²⁴³ **Federation seeks solutions to immigrant influx** - "Des Ponticelles is Bourynes III's largest city and one of the Federation's registered megalopolis..."

²⁴⁴ **Geography & Philosophy of the Intaki people** - "This is reflected by our architecture and constructions, which are usually made of natural substances such as wood and stone, or made to emulate their form. This design philosophy has actually proven quite popular in the Federation"

²⁴⁵ **The Burning Life, page 126** - "...the buildings, for all their crystalline exterior, were very much solid brickwork and metal"

²⁴⁶ **The Burning Life, page 125** - "...house several spacious layers, complete with full infrastructure on each: housing, transportation, even woodland..."

²⁴⁷ **The Burning Life, page 125** - "It was an expensive place, particularly for those who chose to reside in its uppermost layers. The population was a pyramid, with tens of millions making a living further down, whittled down to only a few million in the median layers, and a single million or so at the top"

²⁴⁸ **The Burning Life, page 135** - "...the way the muscles in his skinless hand...even an entire organ, replaced with a chemical soup that presumably served the same task..."

²⁴⁹ **The Emypyrean Age, page 176** - "...any who sought education or medical care was entitled to it by virtue of citizenship"

²⁵⁰ **Taught Thoughts** - "...the Gallentean educational establishment prides itself on not bending to the whims of pressure groups"

²⁵¹ **Taught Thoughts** - "...the Current History section may have opened their arses to propaganda, but the Ancient one doesn't usually merit the attention of the secret police"

²⁵² **'Republic University' corporation description** - "The school is modelled after the University of Caille and based on the Gallentean education system"

²⁵³ **'Blood Raider' controversy continues to hound Midna** - "The Blood Raider faith is legal under the Freedom of Religion clause in the Federation's Constitution"

²⁵⁴ **Minmatar immigrants find opportunity inside the Federation** - "... I certainly feel more Gallente than I feel Minmatar. Don't get me wrong, I respect my heritage and still observe all of the rituals. I took the Voluval when I came of age..."

²⁵⁵ **Intaki bloodline description** - "...they still cling to their cultural identities and beliefs..."

²⁵⁶ **Controversy surrounds pop star Midna's latest album** - "...head of the Theology department for Caille State University..."

²⁵⁷ **Egonics Inc.** - "Early on, conservatives within the Gallentean government vehemently opposed the data gathering of Egonics, but the company ingeniously used this opposition to their advantage by rallying the young people to their cause, advocating personal freedom of all things. This was one of the major factors in the subsequent growth of the company and the 'Egone' became a symbol of liberty among young people everywhere"

²⁵⁸ **Chasing Shadows** - "Annoying their parents, going against the grain, experimenting with trodes and bodymods and what-have-you..."

²⁵⁹ **Tattoo** - "...the Gallente youth now find the custom fascinating. Indeed, it is not uncommon to see young Gallente

teenagers sporting tribal and gang motifs lifted from their Minmatar peers, symbols of whose true meaning they have little to no knowledge. This can evoke anything between high derision and outright hostility when those so inked encounter true Minmatar"

²⁶⁰ **Gallente bloodline female description** - "They are the model of self-empowerment...Extremely confident individuals, no profession is beyond their reach"

²⁶¹ **Jin-Mei bloodline female description** - "Jin-Mei females tend to be bigger risk-takers than their male counterparts...Keenly receptive to changes with cultural ramifications..."

²⁶² **Intaki bloodline female description** - "A great number of the universe's most notable contemporary artists are of Intaki heritage, and among them a disproportionately large number are female"

²⁶³ **Jin-Mei bloodline male description** - "Favoring security and stability, Jin-Mei men tend to harbor an aversion to change unless it guarantees an advance in social standing"

²⁶⁴ **Placid region description** - "...the notorious Intaki, whose huge emphasis on personal freedom..."

²⁶⁵ **Pre-Apocrypha Intaki bloodline description** - "Their thoughtful and composed manner suited Gallente society well"

²⁶⁶ **Intaki 'Reborn' ancestry description**

²⁶⁷ **Intaki 'Artists' ancestry description**

²⁶⁸ **Intaki 'Diplomats' ancestry description**

²⁶⁹ **State of the Federation, 110.06.11** - "Comprised mostly of Intaki and common among artists of all stripes, this group opposes military action in all but the most clearly defensive cases..."

²⁷⁰ **Jin-Mei bloodline description** - "Despite being at odds with the libertarian culture of the Gallente..."

²⁷¹ **Jin-Mei "Sang-Do" ancestry description**

²⁷² **Pre-Apocrypha Jin-Mei description** - The reference to a Sang Do civil war was removed in Apocrypha

²⁷³ **FedMart intervention in Jin-Mei agriculture** - "Most of these farmers are actually moderately well-to-do members of the Jing Ko caste...though largely through the agency of the legions of administrators and officials that make up the Saan Go caste"

²⁷⁴ **Kuashi** - "...kuashi are used as eating utensils by the Jin-Mei people (and in fact their use has become common throughout the Caldari State)"