

# Earth Imperium Politics

## The Senate

In total there are 98 members of the Grand Council of Senators<sup>1)</sup> which meets in Havana, Earth. There are a further 40 or so Senators elected in Quadrants 1 to 8 who form the local quadrant government.

## Political Parties

While political parties do have a role in Earth politics they are most notable in the Council of Representatives (CoR). The party divides and relative balance of power present in this Council tends to result in regularly shifting alliances and acts as a distinct brake on new or radical policies. In the Grand Council of Senators (CoS), most Senators are at least affiliated to a political party, though voting is less influenced by so called party lines. Instead, particular issues are more important, with voting influenced by powerful lobby groups.

The Senate is comprised of the following parties (their number of affiliated Senators is shown in brackets). Only the most notable Senators are named.

### Imperial Party (44)

The main political party, and the one with the most formal organisation is the Imperial Party (IP). Just under half of the Senate are affiliated to this party, and some 25% of the CoR. The party tends to be conservative in nature, supporting the guiding principles of rule by the [Imperium](#). The party remains divided on the issue of formally adopting the title to the Earth Empire. The IP supports a strong military and a policy of gradual, natural and peaceful expansion. The IP also supports the idea of low cost one way travel from Earth to the colonies to reduce population pressure and to promote expansion. The IP initially stood against the upgrading of the Home Systems to Homeworld status under the New Economic Policy, but was won over by [Senator Lee Zhang](#) in a series of debates.

- [Senator Lee Zhang](#) - former First Minister, party leader
- [Senator Hilmi Ozkok](#) - Minister for External Affairs in Zhang Government, deputy leader
- [Lord Bailey](#) - Colonial Minister in Zhang Government
- [deAndres](#) - Minister for Welfare and Culture in Zhang Government
- [Senator Bernard Malvolio](#) - Minister for Martian Affairs in Zhang Government

### Citizens Party (15)

The Citizens Party (CP) was, until the 3206 elections, the most powerful party in the CoR (30% down to 20%) and also comprises about 15% of the Senate. The CP is more liberal than the IP, and pushes for greater benefits for (including investment in) the governments of the colony worlds. The CP also calls, in a somewhat contradictory way, for less Imperial interference in the colonies, greater freedom of trade, and cuts in defence spending. The party has been marginalised in recent years, since the start of the Exterminator War, but it continues to have a voice in debates calling for continued and

increased investment in the quadrants.

- [Sir Humphrey Fulbright](#) - Governor General in Q7
- [PingtunLee](#) - Justice Minister in Zhang Government

## Populist Party (14)

The Populist Party (PP). This “party” has little formal organisation but has broad support amongst 20% of the CoR and 15% of the Senate. The PP tends to follow the trends of public opinion, often picking up on ideas “du jour” based on events or the pressures of various lobby groups. The PP also believes in sorting out various constitutional irregularities that have developed over the decades but, ironically, remain unable to agree on the Empire vs Republic debate. The PP also supports a programme of genetic enhancement for all, to erase the stigma of Naturals forever. The excessive expense of such a policy is one of the party's greatest weaknesses. The PP remains strongly loyal to the First Citizen.

## Real Republican Party (10)

The Real Republican Party (RRP). This party started out as a minority offshoot of the Republican Party with support amongst about 5% of the CoR and less than 5% of the Senate, however its star has risen rapidly and it now has around 10% of the Senate and of the CoR. This radical party advocates the crushing of the Venerian Republic (or “Rebels” as they continually refer to them) and its reintegration into the Solar Republic. It is rumoured that both the First Citizen and the Neo-Pope tacitly support the RRP mandate to oppose rapprochement with the Venerian Republic. The party following is largely amongst the older generation and is likely to be non-existent within the next 50 years. Considered by many observers to be a splinter group of the RP, the two parties actually despise one another.

- Dr Lautenshlager, party leader

## Republican Party (5)

The Republican Party (RP) - also known as the Party of the Solar Republic. This party has declined in recent years but still has support in about 15% of the CoR and 5% of the Senate. Much of the party support base has been lost to the Populist party. Many Senior Citizens were once members of this party, which at its height rivalled the Imperial Party for support in the Senate. The party still calls for the formal re-establishment of the Solar Republic, and increased expenditure on colonisation. The party has also long called for the expansion of the economy and a moderate reduction in standards of living to support massive military growth. The party has stood solidly behind [Senator Lee Zhang's](#) administration, despite the fact that he is actually a member of the IP.

- [Kvashnin](#) - Home Minister in Zhang Government, party leader

## Independents (10)

- [Senator Danso Tupac Ashanti, LoH](#) - Former First Space Lord
- [Shimbum](#) - Minister for Technology & Science in Zhang Government

## Lobby Groups

There are many hundreds of lobby groups influencing Earth politics (in addition to the regions from which the various Senators and Representatives are selected). The most powerful by far are the Corporations (though the concept of a Corporate lobby is weakened by competition between the various Corporations). About 90% of Senators have at least one Corporate sponsor (many have two or more), whose views they help represent in the Council. Some 45% of the CoR similarly have Corporate sponsors.

Amongst the other most significant lobby groups are the Admiralty and the Media, with other strong factions coalescing around the IAO and the Imperial Secretariat itself. There are often also more local interest groups such as issues related to Old Mars, Belters, or specific Quadrants.

[Senate](#), [Politics](#), [FirstCitizen](#), [FirstMinister](#), [Senator](#), [Imperial Party](#), [Republicans](#), [RRP](#), [Populist](#), [CitParty](#), [Havana](#)

<sup>1)</sup>

usually referred to simply as 'the Senate'

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