

Premise - What if the New Republic had more effectively punished the Imperial Remnant, and maintained a strong military?

The Chimeran Accords

The Chimeran Accords, also known as the Mothma-Amedda Treaty, a treaty offered as terms of surrender to the Imperial Remnant in 5 ABY. Following their decisive loss at the Battle of Jakku, the Empire found itself unable to continue its fight and was at risk of collapse. The agreement was signed above Coruscant, on board the Star Destroyer *Chimera*, in a brief conference between the former Imperial Grand Vizier Mas Amedda and New Republic Chancellor Mon Mothma signed the accord. The accord itself led to the near-total destruction of the Imperial military services, and annexation of several key territories belonging to the Empire.

History

The Ashes of Jakku

In the weeks following the Battle of Jakku, it had become evident that the New Republic had not won its victory at Endor. While the destruction of the Second Death Star and loss of Emperor Palpatine, Darth Vader and its command structure had been a lethal blow, the Empire could recover from such losses. While many voices had clamoured for the total demilitarization of the New Republic, even Mon Mothma herself had quickly realised that the fledgling government could not survive with a powerful foe on its doorstep.

Initial drafts for a comprehensive peace treaty had been drawn up in the weeks prior, but in the face of the losses the New Republic had sustained, this was deemed insufficient. Few were willing to permit eagerness for peace to overwhelm security or even common sense. As a result of this, a new draft was drawn up with far harsher measures. These not only forced the Empire to provide considerable monetary reparations, but to split its remaining territories into a multitude of protectorates under New Republic control. Several major systems were to be seceded to provisional governments, and major shipyards given to New Republic care.

The measures were intended to both openly humiliate the Empire and limit their capacity to support any true military might. It was, as a result, almost unanimously rejected by what remained of Palpatine's court and Admirals. Even excluding how it would shatter their domains into a multitude of system-wide petty kingdoms, the Empire had relied upon a strong military presence to support itself since its founding. Most feared such a loss of power, and the terms were rejected wholesale.

The Final Offensive

Having fully predicted the rejection of their terms, the New Republic senate had been ready for such an eventuality. Their response was not with words, but with their full military might.

The move was a gamble of the highest degree, throwing almost every warship they had under their command into a series of campaigns against prominent enemy worlds. While devised by Admiral Ackbar and given the full backing of much of their command, if New Republic Intelligence had failed to account for even a few Star Destroyers, the results would have been disastrous. Thankfully, those few left were still undergoing heavy repairs or short on supplies following previous skirmishes, and were in no state to oppose the conflict which followed.

Ackbar's forces initiated a series of lightning raids, devastating fuel depots, shipyards and recovery facilities held by the Empire. The worlds closest to the New Republic's borders were ignored, while several worlds key to the Empire's remaining power structure were taken under heavy continual assault. Speed was prioritised over the need to fully hold each world, and with it a clear message was delivered: The treaty offered was a formality. The Empire and its forces could not withstand a continued war. The New Republic was granting them a swift end with some say in the matter over a bloody and inevitable defeat. A second message was delivered, listing the same treaties. This time the datapad offered had a fragment of the Empire's last Super Star Destroyer, the *Ravager*, attached, to emphasise the New Republic's position of strength. With no other choice left to them, the Imperial government was brought to the negotiating table.

An Empire's End

Under heavy escort, representatives of the Empire were brought to Coruscant on board one of its few Star Destroyers capable of making the journey, the *Chimera*. The bright centre to the universe had been captured by the New Republic in offensive, and along with a massive uprising of its people, had overthrown the defensive forces stationed there. The intention was for it to fully emphasise just how little leverage the Empire had to offer in deciding these terms. Mas Amedda, the former Imperial Grand Vizier, was chosen as the spokesperson for the Empire's territories, opposite of Chancellor Mon Mothma.

The terms were simple:

- The Empire was to break up its territories into a multitude of small governments, each no larger than a sector in size. Leaders would be chosen by both sides.
- Each sector was to maintain and support its own Self Defense Force, with no ship larger than a frigate among them. These would be supplied by New Republic contractors. Each territory would be self-governed but ultimately would be beholden to the authority of the New Republic. These would be subjected to constant surveillance.
- A full 35% of all earnings by these territories would be given to the New Republic, to assist with the rebuilding of worlds and peoples harmed by the Empire's rule.
- Key industries associated with the Empire, and those which had directly supported the Imperial military, were to be nationalised and transition into the civilian sector.

Kuat would be banned from its capacity to build new warships, or construct starships larger than light cruisers.

- Full information on the Imperial Order of Battle, lists of enlisted officers, and state secrets held by Palpatine were to be handed over to New Republic Intelligence. A full list of agents within the Imperial spy network, and their databases, would be given immediately, along with the locations of all outposts, listening posts and latest reports.
- All remaining Star Destroyers and warships larger than a standard corvette were to be scuttled or given to the New Republic navy to control.

The Imperial representatives argued against a multitude of these points at every turn. However, various methods were used to unnerve them ranging from reports of Admiral Ackbar's gathering of forces ready to initiate another assault, to revealing information prized free of captive spies. After three days of negotiations, the Imperials caved to such agreements and the Empire was effectively dissolved.

Aftermath and Legacy

It would take five years for several key segments of the treaty to come into full effect. While the nationalization of Kuat was prioritised along with access to all internal information, establishing governors, positions of power and new regimes proved difficult. The Imperials were permitted to decide upon such measures themselves, often placing former military leaders in the position of governors. This was done in the hopes that a loose linked confederation between planets could be sustained, and loyalty would enforce them to remain a quietly united front against the New Republic. Instead, petty rivalries and attempted power grabs led to a multitude of wars between the larger systems, resulting in their annexation by the New Republic.

Other governments would fade in the decades to come, through internal rebellions by those the Empire had oppressed, financial burdens, or even starvation of resources. While several turned to groups like the Hutts and Black Sun to quietly rearm, they were always approached along predicted paths, and quickly countered. By 24 ABY, the newly labelled Confederation of Non-Aligned Worlds had been reduced to a group of eight perpetually feuding systems along the Outer Rim. While these attempted to unite against the Republic, they were too reliant upon finances and supplies from the larger power to initiate a true rebellion against them.

Many Imperials attempted to depart from the Empire upon its defeat, but without the necessary resources or backing, most were reduced to petty pirate groups. Several were discovered attempting to form a new Imperial regime in the Unknown Regions, but thanks to information given by the Imperials this was quickly quashed in the Battle of the Binary Stars in 7 ABY.

A multitude of splinter factions and Imperial resurgent forces would continue to plague the New Republic for decades to come, but never to the same level as the Galactic Empire. The most successful among these was the First Order, which utilised a superweapon to strike against Coruscant during The 14 Hour War in 35 ABY. This, however, was short lived and ended with the group's annihilation by a combined Jedi-New Republic taskforce.