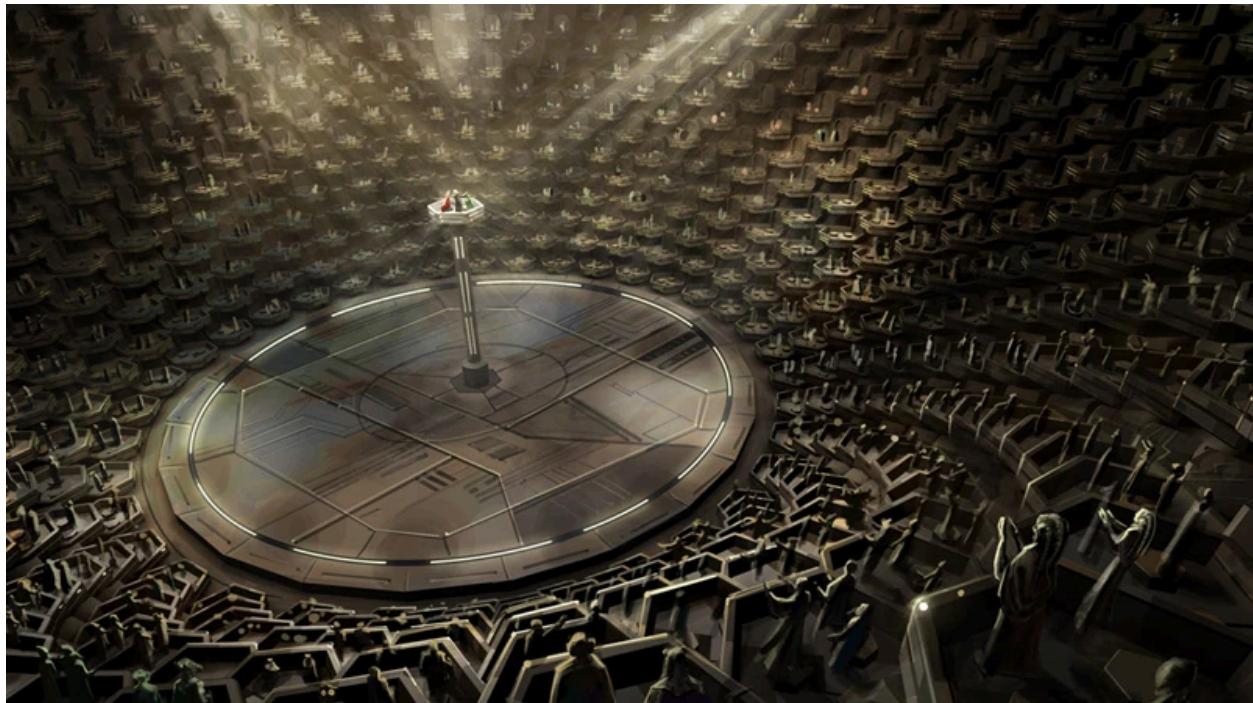


Star Wars: Galactic Senate Ethics Counsel

(G.S.E.C)



Letters from the chairs:

Walter: I am 16 and a junior here at Lane Tech. I have been in MUN since freshman year. I have attended conferences at St. Ignatious, DePaul University, Francis Parker, and others. I have been a huge Star Wars fan since I can remember, having seen most of the movies multiple times. My favorite movie is *Revenge of the Sith*, and the Clone Wars is my favorite event in canon. As much as I like the movies, the animated TV shows are even better. As a huge fan of *Rebels*, *The Bad Batch*, and of course *The Clone Wars*, I was really excited to put this committee together. So, with that, I look forward to seeing what you all can come up with.

Regards,

Walter Davidson

Ben: Hello, my name is Benjamin Rivera. I am currently a Junior at Lane Tech. I have been a part of MUN since my freshman year. Like my co-chair I am a huge Star Wars fan, especially of the original trilogy and *Andor*. We chose this topic because we felt that it represents the best of Model UN while also being casual and fun.

Good luck, and remember to have fun.

Benjamin Rivera

Atticus Whitted- Hi my name is Atticus and I'm a junior at lane tech. This is my 2nd year in model UN and grew up a massive Star Wars fan. Especially early 2000s projects such as Revenge of the Sith and clone wars as well as recent projects such as Andor. I look forward to seeing all of you soon!

Chair Info

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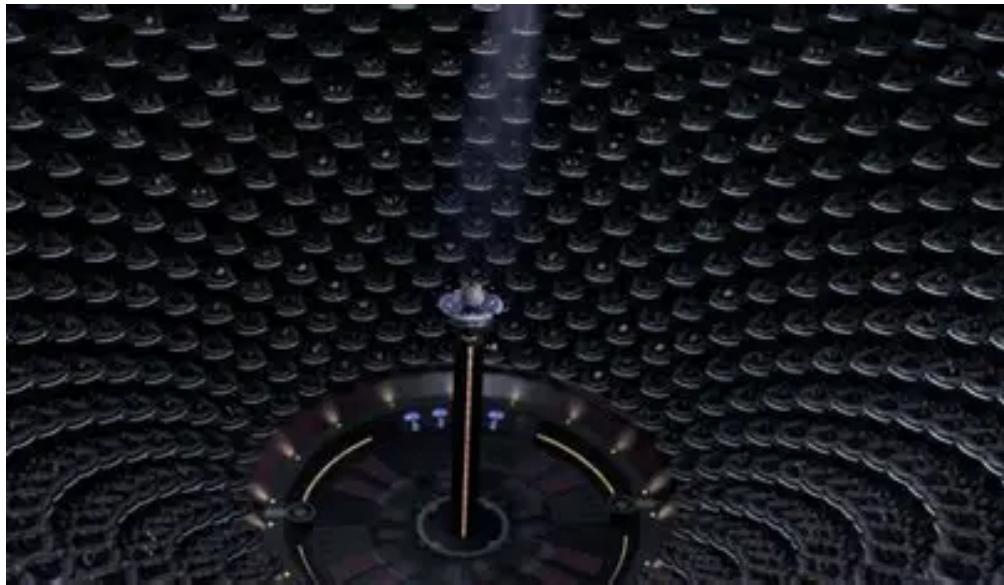
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Committee Overview

(Before reading ahead, note that the Galactic Senate Ethics Counsel was made up for this committee. You can find similar discussions in Attack of the Clones, Revenge of the Sith, and in the Clone Wars, but know that if you search for it, you won't find much. We want to see your creativity shine through!)



What is GSEC?

GSEC, or Galactic Senate Ethics Counsel, is a made up committee set within the fictional Star Wars universe during the time period between Episodes II and III, known as the Clone Wars. This committee was established by the Galactic Senate to discuss developments in the Clone Wars, specifically human (and alien) rights, free trade and ensuring that both sides conform to the rules of war.

What to Expect

The committee, much like a standard MUN committee, is structured with realism in mind, since you are a delegation representing a planet, not role playing a character. This is intended to represent many current problems here on Earth and show how the galaxy far, far away is really closer than you think. That being said, we still want this to be fun. After all, this is a TV show for kids! Think about what your planet's stance on the issue is. Is the planet controlled by Separatists? The Republic? Maybe it is unaligned. If you have a planet that is touched a little bit on in the show and you want to take a bigger stance on a topic, we will allow for some creative freedom. On the flip side, if you

have a core planet (Located in the center of the galaxy and influential in the clone wars), we want you to conform with the planet's beliefs, and if there is a scene where your planet is featured discussing a related action in the Galactic Senate, we don't want you taking a different stance than the character shown. For example, if you are the delegation from Naboo, though you hold the same position as Padmé, you are representing the planet without roleplaying as her.

How can I prepare?

The best tool for your research is the series itself, since each planet appears or is mentioned in multiple episodes. Researching and selecting episodes highlighting your home planet is the best way to be prepared and understand the issues presented, without watching all seven seasons. Other good resources include:

- The Phantom Menace
- Attack of the Clones
- Revenge of the Sith
- The Clone Wars Movie
- Wookieepedia
- Dark Horse Comics

Discussion restrictions

Ideally, the following topics/ideas should not come into discussion, as the characters were unaware of them at the time:

- Order 66
- Palpatine secretly controlling the sith and being Dark Sidious
- Inhibitor chips being designed to kill the Jedi
- Any non-canon events or plots that are not covered by the series or movies.

Topic A: Should Clones be fighting in the clone wars?



History: On the planet Kamino, located in Wild Space in a loosely charted galaxy, its people have created and sustained the technology to clone organic matter, including intelligent life. As conflict with the Separatist Trade Federation increases and expands, the Galactic Republic is quickly running out of manpower to stop them. Since the Trade Federation uses Battle Droids as the large majority of its fighting force (save for some militias and Sith lords), Republic soldiers and Jedi are stretched too thin to effectively defend territory. Recognizing this, the Jedi counsel sought to even the playing field and ordered the creation of the Clone Army on Kamino (If you want more info in this event, google Jedi Master Sifo-Dyas. It's a fun rabbit hole). The Republic eventually supported the 'making' of 6.2 million clones (Highly debated numbers) to combat the tens of millions of Separatist Battle Droids. Being modeled after a Mandalorian Warrior named Jango Fett, the clones took half the time of a human to mature and were trained solely to fight the Droid Army. Once ready, these troops were immediately sent to battle to serve under Jedi or high ranking human commanders. Despite their industrialized creation and development, the Clones show many human traits such as bravery, compassion, leadership, and amongst each other, brotherhood. This contrasts with how members of the Galactic Senate view them as expensive liabilities.

Issue: Should Clones be considered human? The Republic pays for Clones to fight for them. If they are human, that would be slavery and forced labor. If they aren't, then it is comparable to the Trade Federation buying and using droids to fight their battles. Consider the following questions: **Does being intelligent mean qualifying for basic rights, or is their service to the republic to counter the confederacy of independent systems necessary for the good of the galaxy?** Does being created in a lab mean that they should be treated as less than human? Clones make up an overwhelming majority of the Republic's armed forces so naturally if they were banned, there would need to be an alternative plan to find soldiers to fight the war.

Topic B: Protection of Free Neutral Worlds and Free Trade Routes



History: Throughout the conflict, the CIS (Confederacy of Independent Systems) and the Galactic Republic constantly fought over valuable star systems that mostly wanted no part in the ever-expanding war. These systems often contained hyperspace routes (Such as the Hydian Way, Corellian Run, or Perlemian Trade Route) or offered rare natural resources that would prove invaluable to the side that could control them. Many unaffiliated planets wanted to stay out of the conflict, but the war often spilled into their star systems. Both sides would fight to the last man to control the battleground planet, with the violence often catching civilians and refugees in the middle. To make matters more complicated, third parties such as Hondo's Pirates would often pick over planets after the fighting was over, making rebuilding almost impossible. The CIS often blamed the Galactic Republic of withholding aid shipments and relief efforts to neutral systems until they pledged allegiance to the Republic, but in reality both sides used these tactics, along with covert operations, economic pressures, blockades, and using terrorist groups and rival syndicates as proxies, all in an effort to assert dominance over the regions. In the Outer Rim especially, Pirates and other syndicates exploited the neutral lawlessness of these systems to pillage and take what the CIS or the Republic hadn't already taken.

Issue: With the chaos unfolding throughout the galaxy, unaffiliated systems find it more and more difficult to stay out of the conflict. Both the CIS and Galactic Republic fight over important planets in further out regions of the galaxy which makes relief efforts to planets that have no way of defending themselves nearly impossible. Both the CIS and Galactic Republic are guilty of not supporting planets that haven't sworn allegiance to their respective sides which can be seen as not respecting neutrality rights that the Galactic Senate should offer. Planets on trade routes specifically feel that their neutral stance towards the war are being threatened, some with invasion and violence. Since most of these planets are significantly underdeveloped compared to the Republic

and Trade Federation(Mandalore being an exception), planets feel like aligning with a side is the only way out of otherwise inevitable conflict. Should the Senate establish stronger protections to grant neutral systems, or should they be controlled by a force to defend their planets? Should blockades on hyperspace lanes be outlawed? How should the Senate deal with Pirates and third party alliances with regards to how they could be both a valuable ally and a dangerous enemy? Most planets outside of the Core worlds rely on industries, such as interplanetary trade and natural resource cultivation, that war would all but destroy. **Should neutrality be recognized, or taken advantage of?**

Position List

(Position descriptions below)

1. Coruscant
2. Naboo
3. Alderaan
4. Ryloth
5. Pantora
6. Kamino
7. Kashyyyk
8. Geonosis
9. Raxus Secundus
10. Umbara
11. Saleucami
12. Cato Neimoidia
13. Ando
14. Dathomir
15. Mandalore
16. Rodia
17. Scipio
18. Florrum
19. Felucia
20. Abafar

Coruscant

Position Overview: Situated at the center of the galaxy, Coruscant is the political and economic center of the Galactic Republic. Housing the largest population of any planet, the Galactic Senate, the Jedi Temple, and all offices in charge of making sure the Republic functions properly, its representation should reflect strong Republic sentiment, pro Jedi intervention, and order and stability across the galaxy. You should advocate for security along trade routes, including full control over vital hyperspace lanes. You also support the expansion of the Clone Army and make sure it is the most dominant force in the galaxy. A good comparison is The United States of America in the UN. You are the strongest planet in the galaxy, and with the most political influence. You also need to take into consideration the point of view of the Jedi Counsel, which often conflicts with the interests of the Senate.

Key Characters to know:

- Chancellor Palpatine
- Jedi Master Yoda
- Commander Cody(and other clone leaders)
- Anakin Skywalker
- Obi-Wan Kenobi

Helpful Resources:

- All three trilogy movies (Phantom Menace, Attack of the Clones, Revenge of the Sith)
- Clone Wars Movie (differences in Jedi and Senate ideologies)
- Clone Wars Episodes:
 - S2E17 (Piracy concerns)
 - S2E18-19 (Government Security)
 - S6E5-8 (Political and Economic vulnerability)

Naboo

Position Overview: A small, earth-like planet located in the Mid Rim, Naboo is inhabited by the human Naboo people and the aqueous Gungan species. Naboo is known as a powerful voice in the Galactic Senate for peace and humanitarian aid. Even while aligned with the Republic, Naboo opposes both sides' incursions on neutral territory and seeks to establish refugee camps for citizens caught in the middle of the war. Naboo is also a strong activist for human rights, and recognizes the human element of clones. They want more protections and services to be provided to the clones, including to stop sacrificing them in battle like droids. Your biggest inspiration should be Padme Amidala, since you will be in the same role and discussing the same issues as her.

Key Characters to know:

- Padme Amidala
- Jar-Jar Binks
- Senator Palpatine

Helpful Resources:

- **The Phantom Menace**
- **Attack of the Clones**
- **Clone Wars series**
 - **S1E1 (Pacifist ideologies)**
 - **S1E8 (Neutral systems in the war)**
 - **S4E4-6 (Naboo peacekeeping)**

Alderaan

Position Overview: Located in the interior Core Worlds region, Alderaan is an earthlike world known for its pacifism and diplomacy. Alongside Naboo, Alderaan leads the pro-neutrality movement inside the senate and, due to its strong political voice, is very influential advocating for protections against invasion and slowing down conflict between rival factions and organizations. Alderaan's biggest push is for the protection of civilian populations and making sure that if battles are fought, they can't affect the daily lives of the population. You view the manufacturing of clones as both a violation of basic rights extended to all intelligent life, as well as an escalation of the war. As to trade policies, Alderaan believes that in order to keep peace and order, vital trade routes should be protected from pirates and rogue organizations. Planets should not be occupied unless they give consent and they should keep the profits that they gain from whatever resources they export.

Key Characters to Know:

- Senator Bail Organa
- Queen Breha Organa
- Raymus Antilles

Helpful Resources:

- Clone Wars Episodes:
 - S3E2
 - S5E2
 - (These do not directly involve Alderaan, but they reflect the ideals expressed by it)

Ryloth

Position Overview: A former CIS world, Ryloth was liberated by the Republic, but after years of Separatist rule, it lost almost all of its on-world industry and became extremely dependent on Republic aid to keep the planet habitable. Recognizing this, representatives of Ryloth have become worried that if free trade becomes institutionalized, many planets, including theirs, would be devastated. This makes Ryloth a leading voice in protecting trade routes and increasing economic and political support to planets crushed by the war. Ryloth also wants clones to protect the routes because they are viewed as liberators for many former CIS systems and are the most powerful and most widespread army in the galaxy. You believe that the galaxy can only benefit from the increased production of clones, since they have for the most part been effective at keeping invaders and pirates away from planets and trade routes. They also have fewer civilian casualties in battle and occupation than the Separatist droid armies, which makes them more favorable to neutral or Outer Rim planets.

Key Characters to Know:

- **Cham Syndulla**
- **Numa**

Helpful Resources:

- Clone Wars Episodes:
 - S1E19-21
 - S3E9

Pantora

Position Overview: Being the only moon on this list, it can be easy to feel intimidated by the large planets like Coruscant and Raxus battling over you, but Pantora is a strong planet with goals that are balanced around gaining favor in the Galactic Senate and helping protect neutrality in the Outer Rim. Pantora supports the idea of private companies like the Trade Federation in protecting interplanetary trade but demands accountability for their actions, making sure that their only priority is to help the planet, not themselves. Since many planets in the outer rim are underdeveloped, they are extremely vulnerable to pirates and other rogue organizations trying to benefit off of them. Creating private charters balances the protection of the trade routes without CIS or Republic interference. Pantora supports clone usage but demands reform in how they treat civilians. To Pantora, they are seen as human due to their intelligence and free thought. This makes them more than just droids, since droids are just programmed to carry out an order without any awareness of what the order entails.

Key Characters to Know:

- **Riyo Churchi**
- **Chairman Papanoida**

Helpful Resources:

- Clone Wars episodes:
 - S1E15
 - S3E4

Kamino

Position Overview: Kamino is located in a largely unexplored region known as wild space. Being isolated from the rest of the galaxy, they were able to achieve considerable societal and technological advancements, most notably the ability to clone living matter. This is extremely important, since at the time of Kamino's re-discovery the republic desperately needed a reliable army. Using mandalorian bounty hunter Jango Fett, Kamino was able to mass produce and train a clone army for the Galactic Republic. Since the Republic paid handsomely, Kamino is extremely supportive of the clone army being able to fight. In your eyes, they have been produced from a factory-like process and are nothing more than intelligent robots. Being in wild space, Kamino is extremely isolated from the center of the galaxy and relies on stretched trade routes and hyperspace lanes to be able to interact with the rest of the galaxy. This makes Kamino extremely vulnerable to separatist attack, which occurred in season 3, episode 2 of Clone Wars. Even though the raid was ultimately unsuccessful, it acted on many Republic officials concerns that their main source of manpower was extremely unprotected. You support the protection of valuable planets in the outer reaches of the galaxy through military shielding and hyperspace convoys patrolling for seperatist and pirate attacks.

Key Characters to know:

- Prime Minister Lama Su
- Nala Se
- Halle Burtoni

Helpful Resources:

- Attack of the Clones
- Clone Wars episodes:
 - S1E5(set on a remote planet that protects Kamino and is its last defense)
 - S3E1-2(Seperatist attack+how clones are developed)
 - S6E3-4(deeper dive into the shadier part of the cloning process, very important to your position)

Kashyyyk

Position Overview: A fiercely independent Outer Rim world, Kashyyyk is known for its hostility towards invaders. Despite being relatively underdeveloped and politically weak, Kashyyyk is one of the strongest supporters of free trade throughout the galaxy because it doesn't want outside influence on the economies of planets trying to grow. Kashyyyk does want some sort of anti-piracy policy but it has to be non-invasive on the planet, just along trade routes. You think that after the war, rather than decommissioning the clones, they should be used to defend and protect these trade routes, but they should be stationed in space or in outposts away from the civilian population to avoid interference with daily life. Kashyyyks main purpose is to make sure that neutrality is respected in the chaotic outer rim and to establish more permanent trade routes connecting these worlds with larger planets to boost the outer rim economies.

Key Characters to Know

- **Tarrful**
- **Chewbacca**

Helpful Resources:

- Revenge of the Sith
- Clone Wars Season 6(none directly feature Kashyyyk, but many topics overlap)

Geonosis

Position Overview: A rocky, desert world in the Outer Rim, Geonosis serves as the industrial heart of the CIS, with the droid and armor factories located on the world. Despite being a core Separatist world, Geonosian leadership often conflicts with CIS strategies, often involving the usage of battle droids, sometimes fresh off the assembly line. Geonosis is strongly against clone involvement in the war and will do everything possible to stop their assembling. After 2 battles and extreme militarization, Geonosis has seen what an occupying clone force looks like and how they affect civilians. Geonosis is heavily reliant on trade, since their main source of income is exporting battle droids. They lean heavily on the Trade Federation to protect their goods so they support protected trade for neutral systems to help them support their growing economies.

Key Characters to Know:

- Poggle the Lesser
- Sun Fac

Helpful Resources:

- Attack of the Clones
- Clone Wars episodes:
 - S1E2
 - S2E5-8(2nd Battle of Geonosis arc)
 - S5E20

Raxus Secundus

Position Overview: As the capital planet of the CIS, Raxus Secundus is the leading minority voice in the Galactic Senate. As an Outer Rim planet, it carries a significant influence on the remote, strategic planets at the edge of the galaxy. You support the enveloping of neutral planets to protect against Republic incursions and to gain valuable resources from them. You also offer expansive benefits to planets to join the CIS which you can use to try and sway unaffiliated delegates towards joining the Separatists. You want to expand the trade federation and control the entire outer rim. Raxus is also extremely against the clone army because it violates human rights established by the CIS, which Separatist armies will valiantly defend.

Key Characters to know:

- Count Dooku
- Mina Bonteri
- Lux Bonteri

Helpful Resources:

- **Clone Wars Series**
 - S3E10
 - S4E11
 - S4E20

Umbara

Position overview: Drawing comparisons to 1960s-1970s Vietnam, Umbara is an isolated planet which developed as a very isolationist and self sustaining society with a shadow government. As a planet that has long resisted external influence, you should reflect an authoritarian adjacent regime that prioritizes collective state control over key industries like plasma mining and weapons manufacturing, while maintaining strict borders. You should advocate for anti-imperialist policies, opposing strong government and heavy-handed Republic interventions in internal planetary affairs. Push for the decentralization of galactic power away from core worlds like Coruscant, including resistance to Jedi oversight or Clone Army expansions that could infringe on local autonomy. The confederacy of independent systems offers anti-republic solidarity and counters the massive jedi influence.

Key Figures:

- Mee Deechi

Helpful resources:

- <https://screenrant.com/clone-wars-umbara-arc-most-important-story/>
- Clone Wars episodes S4E7-10

Saleucami

Position Overview: Located in the Outer Rim, Saleucami is a Separatist stronghold planet that fears an imminent Republic invasion. Located along several key trade routes, Saleucami is a keystone planet that is vital to Trade Federation operations and like many other Outer Rim, it is suspicious of how the Republic treats neutral planets. You believe that the Outer Rim would be better suited with CIS rule since Separatist homeworlds are located there, as opposed to the Republic worlds being located in the Core and Mid Rim systems. Saleucami recognizes the importance of protected trade because it has seen the damage that pirates and crime syndicates can do to shipping lanes, and since the Outer Rim is so diverse and chaotic, order provided by an organization that understands it is needed. Saleucami is extremely against the expansion of the Clone Army because past operations on Umbara, Geonosis, and other neutral or CIS planets threatened their sovereignty. The Clone Wars have done considerable damage to peaceful planets that were forced to defend themselves against a considerably superior and overwhelming fighting force, and the Republic shouldn't need an army to enforce trade if it is just looking for allies and partner worlds.

Key Characters to Know:

- None are mentioned in the show so I give you freedom to craft a representative that aligns with the above ideals

Helpful Resources:

- **Clone Wars episodes:**
 - S2E5
 - S2E17
 - S2E21

Cato Neimoidia

Brief Overview: Officially neutral but secretly aligning with the CIS, Cato Neimoidia is the wealthiest planet in a region known as the Neimoidian Purse Worlds. It is the stronghold world of the Trade Federation, an organization valuing protected trade and controlling hyperspace lanes and trade routes. While the Trade Federation is officially neutral, it secretly supplies the Separatist war effort with supplies and even battle droids. Its leadership is extremely convoluted during the clone wars, with its political alignment shifting from neutral to Republic puppet state to flipping to full Separatist backing. You should play this as a shifty character who is willing to make multiple alliances to benefit yourself and the Trade Federation the most. You are extremely anti free trade, as that is what backs your planets economy, but you want to spread Trade Federation control throughout the galaxy and through both CIS and Republic systems. Cato Neimoidia views clones as a threat to the economic and political stability in neutral Trade Federation worlds. A clone occupation force directly challenges the Neimoidian value of political autonomy and its leaders directly oppose clone deployment in neutral systems. In theory, a fighting force should not be stationed in a system with either little tactical significance, or where the planets inhabitants pose no threat to the Galactic Republic.

Key Characters to Know:

- Nute Gunray
- Rune Haako
- Lott Dod

Helpful Resources:

- Phantom Menace
- Clone Wars episodes
 - S1E18
 - S1E22
 - S3E4

Ando

Position Overview: An aquatic Mid Rim planet, Ando is home to an aggressive species called the Aqualish. Having seceded from the Galactic Republic after the Battle of Naboo, Ando became a strong supporter of the CIS and plays a significant role in the dealings of the Trade Federation. Due to this support, Ando believes that the only way to fully achieve the best amount of trade for outer rim planets is through occupation and full control of its trade industry. Ando believes that the production of clone troopers is a violation of basic rights and an insult to the lives of every living being in the galaxy. The clones have committed terrible atrocities to the innocent people of the galaxy and to keep up their production is genocide.

Key Characters to Know:

- Senator Po Nudo
- Various war leaders

Helpful Resources:

- Clone Wars episodes:
 - S1E1
 - S1E22

Dathomir

Position Overview: Although not directly aligned with the Separatists, Dathomir has many shared interests with the CIS, notably in its shared opposition to Republic rule. As an isolated planet, Dathomir supports free, uninterrupted trade and condemns any breach of a planet's neutrality. The clones are especially guilty of that, and Dathomir opposes their creation due to spiritual and ideological conflicts, especially the fact that Dathomir dislikes all artificial life. Due to their force sensitive nature, the people of Dathomir dislike artificial life because it was not created by the force naturally.

Key Characters to Know:

- **Mother Talzin**
- **Asajj Ventress**
- **Savage Opress**
- **Darth Maul**

Helpful Resources:

- Clone Wars episodes
 - S3E12-14
 - S4E19-22
 - S5E14-16

Mandalore

Position Overview: Rich in history, and famed throughout the galaxy for its military code of chivalry, Mandalore as a planet sought to remain neutral in the Clone Wars. Despite these efforts, many rogue Mandalorian Warriors, such as Jango Fett, joined the war for their own personal interests. For the planet, the Clone Wars could not have come at a worse time, since the dynasty that had been ruling for centuries was under attack by a Separatist backed terrorist syndicate called Deathwatch. Led by Pre Vizsla, this group was against the peaceful nature of the current government and sought to re-establish a Mandalore that was united by military service and feared across the galaxy. When the Clone Wars reached the Mandalorian sector, tensions drastically increased when clones were sent to help put down the Deathwatch syndicate. Despite their shared enemy, many Mandalorians were mistrusting of the clones because they were developed from a rogue Mandalorian and saw the clones as encroaching on their heritage. Ultimately, Satine's government won the war, with help from the clones, but she would later testify to their decommissioning. Both Mandalorian groups supported free trade because they didn't want CIS or Republic intervention and sought for both sides to be less powerful and less influential in the galaxy's, particularly in the outer rim, economic industries. Mandalorians do support the militarization of cargo ships to allow them to be defended against attacks from the CIS and Republic, or pirates who operate in space where protection offered by militaries is often not enough.

Key Characters to Know:

- **Duchess Satine Kryze**
- **Bo-Katan Kryze**
- **Pre Vizsla** (Deathwatch Leader)
- **Almec**

Helpful Resources:

- Attack of the Clones(Jango Fett storyline)
- Clone Wars series:
 - S2E12-14
 - S3E5-6
 - S5E14-16

Rodia

Position Overview: Rodia is a swampy, hostile planet that is almost entirely uninhabitable, save for some domed cities. Regardless, it is a valuable trade partner and is strategically located, which brings both Separatist and Republic forces to the planet in hopes of converting it to their respective federations. Rodia has no military and is virtually unprotected, so both sides view it as a sitting duck. Rodia's strong suit is diplomacy, having aligned itself with strong pacifist Republic planets such as Alderaan and Naboo to try and bring a peaceful end to the Clone Wars. Being a pacifist planet, Rodia is strongly against the expansion of violence into neutral unprotected planets. They strongly disapprove of the continued manufacturing of clones and are a vocal supporter of human rights, and allowing them to apply to clones. Rodia also wants strengthened trade routes without the political coercion of large federations. They want the routes to be protected, not the trade. They only want trade protections to be extended to planets that want them though, because Rodia supports the basic idea of neutrality to be extended to every planet automatically, and they can pledge allegiance after that.

Key Characters to Know:

- Senator Onaconda Farr

Helpful Resources:

- Clone Wars Episodes
 - S1E8
 - S2E17

Scipio

Position Overview: An Outer Rim world, Scipio is the home of a large inter-planetary banking clan that has drawn the attention of both the CIS and the Republic. Since this is the main industry of the planet, Scipio, politically, is extremely neutral to resist influence and corruption from either side. Scipio supports protected trade and is willing to fund start-up charter companies to support it. Being financially powerful, Scipio has an extremely large amount of influence throughout the galaxy, which is very unusual for a neutral outer rim planet. Scipio holds funds from both the CIS and Republic, which it can wield to its advantage in making sure both sides comply. Scipio is extremely anti-clone, because it is viewed as both a financial burden, and an intensifying of an already overwhelming war. In order for their trade charter plan to work, Scipio needs both the Republic and CIS to stop operating along neutral trade lanes, which means that clone patrols need to be limited.

Key Characters:

- Rush Clovis

Helpful Resources:

- Clone Wars episodes:
 - S6E5-8

Florrum

Position Overview: A planet caught between many valuable shipping lanes, Florrum is best known for its many bands of pirates, most famously the ring run by Hondo Ohnaka. These pirates proved to be a thorn in the side of both Republic and CIS transportation, as well as overwhelming neutral systems trying to enter interplanetary trade without the backing of these organizations. As a third party system, Florrum is known as a symbol of independence from the CIS or Galactic Republic, and has a lot of bargaining power in the Outer Rim. Florrum values minimal outside involvement partly because it wants to continue its piracy schemes without fear of larger retaliation, and partly because it believes that the only way a planet can truly succeed economically is on its own. By this same reasoning, it believes that clone involvement in neutral or unaffiliated systems should greatly decrease but since Florrum dislikes the CIS slightly more than the Republic, they support the increased manufacturing of clones to continue the conflict. This ideology could be seen as warmongering, since the pirates thrive in environments of fear and self defence, but the support is justified by the 'enemy of my enemy is my friend' reasoning.

Key Characters to Know:

- Hondo Ohnaka
- Turk Falso (and various other pirates)

Helpful Resources:

- **Clone Wars episodes:**

- S1E12-13
- S4E11
- S5E19-20

Felucia

Basic Overview: Felucia is a small agricultural planet located along a vital hyperspace lane, making it a valuable system for both the CIS and the Republic. A battle for the planet would devastate this peaceful planet and destroy its main source of income(agriculture). Advocating for neutrality protections, Felucia wants free trade through neutralized trade lanes and third-party peacekeeping. This third party peacekeeping could be provided by the Clone Army, since Felucia recognizes their efforts to protect other Outer Rim planets, but still seeks for the demilitarization of trade routes. The clones would be used to protect against pirates or crime syndicates, but would not interfere with the transportation of supplies and goods.

Key Characters to Know:

- **Aayla Secura**
- **Barriss Offee**

Helpful Resources:

- Clone Wars Episodes:
 - S2E17
 - S3E3

Abafar

Position Overview: Abafar is a distant planet in the Outer Rim. It is known as a desolate, flat wasteland, with its only significant natural resource being Rhydonium, a highly volatile fuel. By this time, however, the Rhydonium deposits were mostly depleted causing the world to hold little strategic importance. However, after gaining control of a few systems, including Abafar, after the Battle of Sarrish, the CIS controlled the planets few towns, including the entire mining industry. After skirmishes between Trade Federation battle droids and a Republic squad of astromech droids, both sides left the planet relatively alone. You dislike military patrols from either side on neutral planets and want Outer Rim planets to have a larger degree of autonomy, since it is located extremely far from the Core planets.

Key Characters to know:

- Commando Captain Gregor
- Meebur Gascon

Helpful Resources:

- **Clone Wars series S5E12-14**