

Source: [KBHistoryMasterIndex](#)

1 | Watson's Model

Types of States

- Community
 - Ethic group, locale, etc.
- Political entity
 - Community with governmental support
- System
 - A system of 2+ communities with involvement
- Legitimacy
 - A authority point/trust anchor of a community

Statuses of States

- Independent state
 - Political entity w/ ability to make independent decisions both externally and domestically (note! it could be *influenced* by others, and still be independent)
- Hegemony
 - A political entity within a system that is able to centrally *influence* the others' EXTERNAL relations
- Dominion
 - A political entity within a system that is able to centrally *influence* the other's EXTERNAL and INTERNAL relations
- Empire
 - A political entity within a system that is able to centrally *control* the other's EXTERNAL and internal RELATIONS, other political entities in the system are not independent states

See also [KB20200825121700](#) Hux's reading of Watson