

Union Space

Death Toll of the Hutts

One of the deadliest conflicts involving drugs and proxy wars on human record is the Nicaraguan Revolution which is also known as the Contra War. Taking place between 1961 and 1990 this event claims in estimation roughly 53,000 lives. What we're going to extrapolate this data by is taking the population of Nicaragua (6,167,237 as of the 2012 census – most recent data) and dividing it by the total world population of roughly (7.5 Billion) to then take that number (1,216) to be multiplied by the Contra War death toll to give us what the average death toll over 30 years would be for a planet in a similar state of rule by the Hutts would suffer in casualties. Which gives us a total of 64,448,000 sentient deaths. However through the following research below on each individual planet under Hutt control – Boz Pity, Langoona, Moralan, Usk, Nal Hutta/Evokii have been the sites of species genocide, complete and total sentient extinction. So whatever our final projected, low ball number is for the death toll of the Hutts over galactic history, we're going to have to tack on another 37,500,000,000 on top of that (global population multiplied by 5).

Back to what they have cost the galaxy at large though. We already have a death toll number for a thirty year time period (64,448,000) and through that we can get other multiple digits of division for a more exact number. So now we need to see how long the Hutts have been in charge of what was formerly known as Hutt space. For simplicity sake I'll just track it using the standard Legends timeline of events since we have more data there to rely on. Since we're going for a 'low ball' estimate we'll start not from when the Hutt empire was first formed but from when Nal Hutta/Nar Shadda was first created as that signals the stabilization and final appearance of what Hutt space would be for the foreseeable future. Putting us in 15,000 BBY (Before Battle of Yavin) and having Legends timeline ending at 137 ABY with the last notable mention of Hutts being involved. So that gives us, rounding, 15,140 Years.

So now we take 15,140 and divide by 30 to give us 504. Then we take 64,448,000 and multiply it by that same number 504 to give us 32,481,792,000 we then add the genocide numbers to that total to give us 69,981,792,000 or roughly the population of planet Earth ten times over.

To put this number in perspective the universe of Star Wars, WARS being the operative word, has had roughly 57 galactic conflicts according to Legends Wookipedia List of Battles. So lets do some more math. World War 2 being the largest death toll of any war we've known clocks in, rounding up, at high end estimate at 120,000,000 people dead. So to account for the parts of the world that were untouched by that conflict we'll go ahead and double that number to account for the death toll of a planetary level war (240,000,000). Now the interesting thing to note about the Star Wars universe is that typically galactic conflicts never involves more than 1/3 of the galaxy, here's why. A third is controlled by Side A, a third is controlled by Side B and the last third is the 'battle ground/no mans land' which is where the bulk of our casualties are going to come from. Now then Hutt Space, now known as Union Space occupies about 1/3 rounding up of the galaxy so we'll take the number of planets in Hutt Space (118) and multiply our 240,000,000 by that to give us 28,320,000,000 and then that number by the amount of conflicts (57) to give us 1,614,240,000,000.

What this means is that in 200,000 years of war the Hutts in 25,000 of existence have done about 1/20th of the galactic death toll that they alone are responsible for in a 1/8 of the time. If they had existed as an empire for the same amount of time as the galaxy has been at war they would be responsible for 1/3 of the galactic death toll.

$69,981,792,000 \times 8 = 559,854,336,000$. $1,614,240,000,000 / 559,854,336,000 = 2.8$, rounded up to 3.

Planet Types and Classification System

Forge World - A world that has been re-purposed or had its original purpose expanded upon to produce manufactured goods for the people of Unions Space and the surplus being used as trade for the galaxy at large.

Armory World - A world that stockpiles military grade arms and armament in case of invasion or need for aggressive intervention on behalf of neighbors or allies should be made necessary by aggressors. Locations are often kept secret and removed from star charts however for the purposes of this document they will be included here for full clarity and informative purposes.

Fortress World - A world that has been specifically designed to repel and stand fast against aggressive parties. Often located along in going hyperspace lanes or between major population centers. They can also double as training facilities.

Agricultural World - A world that focuses on producing food and naturally occurring textiles for the people of Union Space while the surplus is used as trade for the galaxy at large.

Civilized World - Your typical Earth style planet that is a mix of all of the above types to some capacity and is likely not only self sufficient but trades with near by neighbors within and without Union Space for different goods, manufactures and resources. Also the main type of planet to support Union Spaces civilian population.

Mining World - A world that mainly contains or produces from nearby resources (asteroid belts, malformed gas giants, etc.) some resource for Union Space that it trades to other within Union Space, typically Agricultural and Forge Worlds, while the excess is used to trade with the galaxy at large.

Dead World - A world that was fucked up beyond repair when we got here and we haven't been able to find a purpose for yet. Likely uninhabited and used as military testing sites, biological/medical quarantine sites or in an emergency buffer planets should armed conflict arise.

Death World - A world inhabited by stuff so dangerous the only thing its good for is training exercises, dumping evil morons on it and televising as the most intense version of the hunger games, military weapons testing, biological/medical experimentation or as a holding cell for items or individuals so dangerous they need a planet to contain them.

Frontier World - Largely untouched, undeveloped and uninhabited worlds that haven't been given a purpose or designation yet. Likely kept that way to sell land plots to enterprising citizens who want homes away from the big city worlds or certain segments undoubtedly turned into wild life preserves, parks and zoos.

Resort World - A world that has been re-purposed to accommodate the big and rich, the societal elite and entertain visiting politicians, officials and the like. Often hotels, resorts, retirement homes and the like along with isolated country homes. Also serve dual purpose as isolated therapeutic land plots to treat and make well people with traumatic events or those who have served.

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Sector R9

Charros – Xi Char religious order and manufacturers of the Variable Geometry Self-Propelled Battle Droid, Mark I's. Conquered by the Yuuzhan Vong. Brought into Union Space and regenerated. Fortress/Armory/Forge World.

Bimmisaari – Homeworld to the Bimms, ravaged by the Yuuzhan Vong and never recovered entirely. Brought into Union Space and regenerated. Classification Civilized World.

Alee – An Agricultural planet home to the Vippit and Illosian species, ravaged and occupied by the Yuuzhan Vong and never recovered entirely. Classification Agricultural World

Tal Nami – Homeworld of the Tal Nami species, avid traders and consummate business officials. Classification Agricultural World.

Sector S9

Danuta – Barren rock world that once contained a Galactic Empire research facility with partial plans for the first Death Star. Brought into Union Space to give the populace major trading partners other than their own neighbors. Classification Mining World.

Xoman – No major or relevant information available Canon or Legends. Brought into Union Space to be preserved and denied as a possible beachhead towards enemy assets. Classification Frontier World.

Boz Pity – Was home to an entire species before the Hutts got mad that they couldn't enslave them and hunted them to extinction. Used as a base by the rebels and then later as a forward operating base in the new republic. Taken over by Yuuzhan Vong and then driven out. Taken into Union Space to preserve historical significance. Classification Dead World.

Dirha – Previously an industrial planet before the Yuuzhan Vong invaded and Terraformed it. Restructured, regenerated under Union Space rule. Classification Forge World.

Klatooine – Klatootinian homeworld ruled over mercilessly by the Hutts and a mainstay slave population. Freed and offered full citizenship rights under Union Space. Classification Civilized/Death World.

Vontor – Enslaved Hutt planet but massive kiirium deposits (metal used in war machine – armor personal and ships, blades, industrial machinery etc.) considered and

antiquated metal but still quite serviceable even by modern standards. Turned into a populace and booming commerce center under Union Space. Classification Civilized/Mining/Forge World.

Nimia – An industrial world used as a meeting place for Hutts and those who had displeased them. Regenerated and uplifted under Union Space rule. Classification Civilized World.

Kafane – Destitute slave agricultural planet under Hutt rule. Uplifted, regenerated and revitalized under Union Space rule. Classification Agricultural World.

Cyborrea – Homeworld to Cyborrean species and Nek attack dogs, high gravity. Repurposed and fortified as war games and simulations area due to populace's natural inclination for tribal warfare, especially after their subjugation under the Yuuzhan Vong and Hutts. Classification Fortress/Armory World.

Terman – No noticeable information of features other than Terman Station, which was a Tionese orbital fortress. Retrofitted and restocked to become a vanguard against hostile aggressors under Union Space. Classification Fortress/Armory World.

Ques – Checkpoint/spaceport planet used by the Hutts to screen incoming traffic. Repurposed and retrofitted to fulfill the same purpose but in a much more heavily guarded stance under Union Space. Classification Fortress/Armory World.

Sector T9

Kegan – Insular backwater that refused modern governments, practices and technology. Highly oppressive of its own people with a caste system and often pillaged by Hutts and surrounding raiders or pirates. Liberated and brought into Union Space territory for protection. Classification Frontier World.

Delacrix – Ancient planet subjugated by the Hutts and then liberated by a different tyrannical ruler to then be fought over between himself (Xim) and the Hutts across

many years. Liberated and brought into Union Space territory for protection and rehabilitation/mental health. Classification Civilized World.

Akrit'tar – Barren lifeless world used as a penal colony during the Galactic Empire Era. Brought in and re-purposed to be used as much the same under Union Space rule. Also a possible site for military weapon testing and medical/biological experiments. Classification Dead/Death World.

Gestrex – No relevant Canon or Legends information available. Taken in by Union Space to preserve it. Classification Unknown but likely Frontier World.

Norval – Primary star of this Sector, orbited by Norval II – Feral world full of predatory mega flora and fauna. Brought into Union Space so it can be monitored, kept track of and warn visitors and travelers away from. Classification Death World.

Kubindi – Homeworld to the Kubaz and regularly subjected to radiation flares from nearby blue giant star. Arid and dry this planet is home to many forms of insect life and the Kubaz people are highly proficient in their research and implementation of insect genetic engineering. Highly neglected by every government thus far and taken over and exploited by the Hutts and Yuuzhan Vong. Lastly also home to a Dark Side Force Nexus called the Silver Forest of Dreams. Brought into, regenerated and uplifted under Union Space. Classification Civilized/Frontier/Death World.

Sector R10

Chalacta – Homeworld of the Chalactan Adepts and seized by the Yuuzhan Vong when they invaded Hutt Space. Taken in to preserve their teachings and protect them from further invasions by foreign hostile powers. Classification Civilized/Frontier World.

Ilos – Homeworld to the Ilosian species and enslaved by the Hutts. Was an agricultural world and retained this status during the regime change from the Hutts to Union Space while being freed and elevated from their slave status to citizen status. Classification Agricultural/Civilized World.

Ilos Minor – A planet colonized by the Ilosians and used as a trading hub into and out of Hutt Space. Retained much the same status but with being citizens rather than slaves under Union Space. Classification Agricultural/Civilized World.

Kwenn – Home to an entertainment and recreational space station called Kween Space Station, the Yuuzhan Vong attacked this location during their invasion of the galaxy. Planet and station maintain much the same purpose under Union Space rule. Classification Resort World.

Keldooine – A minor trade world and a place for custom starships to be built within Hutt Space. Up-scaled and serving much the same purpose under Union Space rule. Classification Forge World.

Nar Bo Sholla – A death world only notable for it being the native home to spore crawlers which produce an incredibly potent poison. Quarantined under Union Space but used occasionally for medical experimentation and the like. Classification Death World.

Sector S10

Nar Kreeta – Was a Hutt colony and major trade world, that had Rancor breeding pits and blood games. Was heavily Vongformed by the Yuuzhan Vong. Liberated and restored under Union Space rule. Classification Forge/Civilized World.

Nimban – Home world to the Nimbanese species, galactically famous for choosing to voluntarily leave the Republic to join the Hutts. Were later conquered by the Yuuzhan Vong. Restored and given the option to join Union Space. Currently considered a trading ally with negotiations underway for full integration. Classification Civilized World.

Sionia – Home world to the Sionian Skups, a near human species, famous for the number of master thieves it produces. Liberated and brought into Union Space for stabilization. Also doubles as a training facility for covert operations. Classification Civilized/Armory/Fortress World.

Sleheyron – Major Hutt trading hub in both slaves and Tibanna gas to be turned into star ship fuel, second only to Nar Shaddaa. Liberated and repaired from final planetary damage of Yuuzhan Vong invasion. Now serves as a major trading hub. Classification Civilized/Forge World.

Ulmatra – A trade planet where the Hutts laundered their money. Liberated and given full rights under Union Space. Classification Civilized/Forge World.

Zisia – A rich planet that was the home world of the Zisian species who served as pliant slaves to the Hutts for millennia. Liberated and uplifted to full citizen status under Union Space. Classification Civilized/Forge World.

Quesh – A world riddled with toxic waste and famously the origin of venenit queshaaga or more commonly known as ‘Hutt Venom’. Poisonous atmosphere and once used by the Republic to mine Adrenals (combat stims) and one of the only known producers in the galaxy. Taken back by the Empire and then returned on ‘loan’ to the Hutts. Liberated and re-purposed under Union Space to a containment prison facility for dangerous individuals as well as a production facility for full scale Adrenals. Classification Death/Forge World.

Kor Nasirii – Hutt blackmail database. Kept intact and further secured under Union Space. Classification Fortress/Armory World.

Kor Vosadii – No major data available. Likely Classification Civilized World.

Kor Besadii – Housed ancient palaces of the Besadii Kajidic. Preserved as a site of historical significance by Union Space. Classification Frontier World.

Kor Nijiladii – No major data available. Likely Classification Civilized World.

Kor Hestilic – No major data available. Likely Classification Civilized World.

Nar Chunna – A trade world said to be awash in precious artifacts. Classification Civilized/ Forge World.

Mulatan – Sector capital and was the dedicated to the defense of the Kor Cluster. Did

not fall to the Yuuzhan Vong and was rumored to possess a biotechnology that allowed the Hutts to fight off efforts to Vongform planets. Upgraded and enhanced under Union Space rule. Classification Fortress/Armory World.

Bootana Shagplan – A clearing house for luxury goods and a massive slave market. Liberated and given citizen status under Union Space. Classification Resort/Forge World.

Langoona – Home world to the Lagoonan species, slaves to the Hutts, stripped of technology after they tried to rise up and host planet for Lagoonans to be hunted and killed in staged hunts. Liberated, technology restored at a reasonable non-culture shock rate and given full citizenship under Union Space. Classification Resort/Civilized World.

Sector T10

Fwillsving – Previously part of the republic and often used as a hide away for smugglers. Brought into for protection under Union Space. Classification Civilized World.

Drualkiin – No major data available. Likely Classification Civilized World.

Rnda – No major data available. Likely Classification Civilized World.

Zerm – Once a death world full of killer storms the Ionic Ring planet regenerator turned it into a tropical paradise. Classification Resort/Frontier World.

The Maw – A unnavigable cluster of black holes created by the Thuruht to contain and house the dark side entity the Abeloth. Contains Shelter station (a Jedi learning facility used to protect and house wounded/non-combatant Jedi during the Yuuzhan Vong war), Centerpoint Station (Part 1 of containing the Abeloth with a tractor beam capable of moving planets.) and Sinkhole Station (Part 2 of containing the Abeloth, a station able to stabilize black holes and home to the Force Tradition known as The Mind Walkers.) Classification Fortress ‘Zone’.

Kessel – Prison world and glitter stim spice mining operation employed through slave labor by the Empire and the Hutts. Liberated and brought up to citizenship status under Union Space. Classification Mining World.

Aeneid – No Major data Available. Classification Unknown. Frontier World?

Little Kessel – Once a lush paradise world, rendered into a volcanic hell scape by an Imperial Super Weapon, the Ionic Ring. Preserved for historical significance under Union Space. Classification Death World.

Prishella – No major data available. Classification Unknown.

Formos – Smuggling have and spice mine. Liberated and uplifted the slaves living there to citizen status under Union Space Rule. Classification Mining World.

Honoghr – Home world to the Noghri during the First Galactic Civil War a Separatist
Lucrehulk – Class crashed to the surface carrying the toxin Trihexalophine 1138. Rather than aid the inhabitants the Republic stood back and observed the effects on the planet. Over the next few months plains and jungles died off cause a planetary exodus while the Noghri tried to find a new home. Darth Vader at the end of the war arrived to the planet and swiftly found himself alone as his stormtroopers were cut down by simple bladed weapons. The Empire in exchange for fixing the planet would use them as loyal assassins, when in reality they introduced a hybrid grass that killed off the remaining plant life. Liberated, technology introduced, the Republic and Empires scandals exposed to the people and given full citizen status under Union Space rule. Classification Death/Civilized World.

Moralan – Home world to the Moralan species, the Hutts slaved them to extinction. Preserved for historical significance. Classification Dead/Frontier World.

Elgit – Clearing house for the eastern side of the galactic entrance to Hutt space, also a trading hub. Liberated and citizen status granted to inhabitants under Union Space rule. Classification Civilized/Forge World.

Usk – Was the home world of a sentient species, name and classification unknown, slaved to extinction by the Hutts. Preserved for historical significance under Union

Space rule. Classification Dead World.

Sector R11

Runaway Prince – Given to the Yuuzhan Vong by the Hutts as a token of goodwill, is now a yorik coral production planet. Left to its own ecology under Union Space rule. Classification Death/Frontier World.

Tol Amn – Used by the Hutts for foodstuff production via a serf/slavery system. Liberated and given citizen status under Union Space rule. Classification Agricultural/Civilized World.

Toydaria – Home world to the Toydarians, vassal planet of Nal Hutta and trade world. World covered in muck lakes with massive monsoons and fungal diseases, regular famines every 30 years. Liberated and granted full citizen status under Union Space rule. Classification Civilized/Death World.

Kleeva – Gas giant world with no major data available. Likely Classification Forge World.

Sector S11

Kor Anjiliac – No major data available. Likely Classification Civilized World.

Huloon – Former homeworld of the Huloons, depopulated by the Hutts and turned into a nature preserve. Minor population survives and longs to return but does not want to be further enslaved/ ridiculed by the Hutts. Liberated, restored and returned to the remaining Huloons under Union Space rule. Classification Frontier/Civilized World.

Kor Desilijic – No major data available. Likely Classification Civilized World.

Gos Hutta – Actually contained three planets and several space stations designed to protect and defend Hutt interests in the sector. Captured and re-purposed to function

similarly under Union Space rule. Classification Fortress/Armory Worlds.

Kor Usilic - No major data available. Likely Classification Civilized World.

Kor Utoradii - No major data available. Likely Classification Civilized World.

Kor Hunamma - No major data available. Likely Classification Civilized World.

Kor Oktanivii - No major data available. Likely Classification Civilized World.

Groth – A Hutt Resort world that was famous for its gladiatorial expeditions. Liberated and re-purposed into a joint resort and training facility for sentient armed forces under Union Space. Classification Resort/ Fortress/ Armory World.

Kor Jiramma - No major data available. Likely Classification Civilized World.

Kor Trinivii - No major data available. Likely Classification Civilized World.

Kor Gejalli - No major data available. Likely Classification Civilized World.

Sakiya – Home world to the Sakiyan species who resisted and never occupied by the Hutts, only ever controlled economically. Granted independent status and considered a valued ally of Union Space, negotiations for full integration are under way. Classification Civilized/ Frontier World.

Sakidopa – Second colony world of Sakiya, see above entry.

Sakiduba – Third colony world of Sakiya, see above entries.

Pybus – A lush and unpopulated planets thought to contain ancient artifacts and considered taboo by the Hutts. Preserved for wildlife and conservation under Union Space, investigation ongoing. Classification Frontier World.

Cyax – The Cyax systems primary star and untouched by the Hutts as they had made up legends about the star before their space faring days, left the system untouched during system exploration so as to preserve their cultural legends. Left alone under Union

Space rule as well, preserved for historical significance, though can be investigated if an emergency qualifies and resources are required. Classification Frontier 'System'.

Varl – The original home world of the Hutts and was likely blasted into oblivion due to a civil war of some sort before they made their way off planet. What few slaves left there made small bio-domes for themselves. What few inhabitants were left have been relocated and uplifted to better living conditions under Union Space rule. Classification Dead/Death World.

Irith – A polluted, motley and overcrowded planet used by the Hutts as a dumping ground for undesirables. Restructured, cleaned and brought up to livable and respectfully tolerable conditions under Union Space rule. Classification Civilized/ Death World.

Du Hutta – A Hutt colony world with many private retreats. Redistributed fairly to the galactic sector of Union Space and made into a place to entertain foreign dignitaries and the rich and powerful. Classification Resort World.

Orondia – A bleak planet with its only notable feature being a fueling depot. Under Union Space rule it is now Classified as a Frontier World.

Hosko – An agricultural planet with a space station frequented by traders and smugglers. Under Union Space rule its production has been up scaled and the station turned into a trading hub. Classification Agricultural World.

Sector T11

Sakifwanna – Fourth colony world of Sakiya, see above entries in Sector S 11.

The Godsheart – An ancient Hutt cultural and religious phenomenon of a pulsar star. A Sakiyan facility near it is used to enrich the element Graxitium. See above entries in Sector S 11 for Sakiya.

M'Hanna – A desolate planet covered in black dust and supersonic winds, origin of both

unknown, investigation ongoing. Classification Dead/Death World.

Saqqar – Icy planet with ruins of an extinct civilization, with a singular space station serving as maintenance and refueling for any star ships passing by. Classification Dead World.

Nar Haaska – A rarely visited trade world that was devastated by the Yuuzhan Vong invasion. Restored and rebuilt under Union Space rule. Classification Civilized/ Forge World.

Droxu – A ringed moon with a single space station for space ship refueling and maintenance. Classification Dead ‘World’.

Tisht – A planet that required the permission of the Hutt grand council to visit. Almost no data available for the planet. Under Union Space kept much the same. Likely Classification Civilized/Fortress World.

Sector R12

Jilrua – Desert home world to the Jilruans who were conquered and used as conscript soldiers by the Hutts exclusively. Liberated and given full citizen status under Union Space rule. Classification Civilized World.

Ganath – A planet hidden within the clouds of intensely radioactive interstellar gas. Escaped devastation during the Yuuzhan Vong invasion. Brought into galactic society and uplifted via Union Space. Classification Civilized/Frontier World.

Sector S12

Nal Hutta – The Hutts ‘new’ homeworld after they fled their destroyed previous one,

they evicted the original species the Evocii. Damaged by the Yuuzhan Vong during their invasion. Fully repaired and restored under Union Space rules. Classification Civilized/Agricultural/Forge World.

Nar Shaddaa – A moon of Nal Hutta and where the Evocii were corralled after being evicted from their original homeworld. Later they were killed off by the Yuuzhan Vong invasion as protective fodder by the Hutts. A filthy, polluted and crime infested shadow of Coruscant. Restructured under Union Space rule. Classification Civilized/ Forge World.

Diyu – Major industrial center run by slave labor, escaped being devastated by the Yuuzhan Vong. Liberated and given full citizen status under Union Space rule. Classification Civilized/Forge World.

Rorak – An industrialized planet with the largest slave market in Hutt space. Liberated and given full citizen status under Union Space rule. Classification Civilized/Forge World.

Circumtore – Ring shaped artificial planetoid attacked and seized by the Yuuzhan Vong. Rebuilt and recovered under Union Space rule. Classification Civilized/Forge World.

Affavan – A smoggy gambling world and home to the Belasco Free Volunteers militia, a group that conducted raids on Hutt space and fought for their freedom. Records beyond old republic data are unclear as to their eventual fate. Restructured and repurposed under Union Space rule. Classification Civilized World.

Hollastin – Minor trading world used as a clearing house to process goods from outside Hutt space. Became much more important later as it was one of the few planets unravaged by the Yuuzhan Vong. Classification Civilized/Forge World.

Carnovia – Home to carnivorous eel farms, run by slaves and eaten by Hutts as a delicacy. Liberated, restructured and given full citizen status under Union Space rule. Classification Civilized World.

Aylayl – A verdant planet covered in deep forests and spiky mountains, mined by slaves owned by the Hutts. Liberated and granted citizen status under Union rule. Classification

Civilized/Mining World.

Sector T12

Ylesia – A tropical world used as a slave colony dedicated to spice production and disguised as a religious retreat by the Hutts. Liberated, restructured and given full citizen rights by Union Space rule. Classification Civilized/Mining World.

Poytta – Used by slavers and smugglers as a refueling stop. Liberated under Union Space rule. Classification Civilized World.

Ziugen – A Hutt slave colony world dedicated to industry and agriculture. Liberated under Union Space rule and given full citizen rights. Classification Forge/Agricultural World.

Outland Transit – Outland transit station known for its pit beast fighting arenas and merchant rows. Liberated under Union Space rule and pit beast fighting shut down, turned into a trading hub for the galactic East entrance to Union Space. Classification Forge World.

Riileb – Home world to the Riileb species they maintained independence in all forms from the Hutts. Granted independence and considered a valued ally of Union Space, negotiations for full integration are in progress. Classification Civilized World.

Sector R13

Lannik – Home world to the Lannik species it was largely unmined and unexploited but was devastated by the Yuuzhan Vong. Rebuilt, restructured and granted full citizen rights as part of the repairs brought about by Union Space. Classification Civilized\Frontier World.

Dohlban – Home world to the Guineo species. Brought into Union Space for protection against potential foreign hostile powers. Classification Civilized World.

Sector S13

Nar Kaaga – A cold and swampy world that survived on trade. Restructured as a trade hub world for that compass segment of Union Space. Classification Civilized/Forge World.

Xolu – Home world to the Yahk-Tosh species who pledged fealty to the Hutt Grand Council. Fealty transferred to Union Space after reformation of Hutt Space into Union Space. Classification Civilized World.

Far Pando – Under the control of the Yahk-Tosh species. Classification Agricultural World.

Near Pando – An emerging trade world under control of the Yahk-Tosh species it is also home to an ancient set of ruins called the Malabar Construct. Classification Civilized/Forge World.

Sector T13

Tsyk – Home world to the Tsyklen species and was a murky polluted world abused by the Hutts. Repaired and reformed under Union Space rule. Classification Civilized World.

Unagin – A trade hub planet formerly on the edge of Hutt Space. Brought into Union Space to protect against aggressive elements. Classification Civilized/Forge World.

Dubrava – Home world of the Dubravans and often referred to as the ‘galaxies arm pit’, this was a recruitment center by the Rebel Alliance looking for pilots in the First Galactic Civil War. Uplifted and brought up to Union Space standard living conditions. Classification Civilized/Agricultural World.

Syvris – Was a moon in Hutt space commonly used by smugglers before the Empire subjugated it shortly before the Battle of Hoth. Liberated and reformed under Union Space rule. Classification Forge World.

Arami – One of the three planets to hold races to celebrate Boonta's Eve. Reformed into a mass racing circuit and used as an attraction under Union Space. Classification Civilized/Resort World.