

# AARGAU

**Astronavigation Data:** Zug system, Core Worlds

**Orbital Metrics:** 364 days per year/24 hours per day

**Government:** Bank of Aargau (InterGalactic Banking Clan)

**Population:** 4,800,000,000 (Human 84%, Droids 12%, other 4%)

**Languages:** Aargauese, Basic

**Terrain:** Cities, Gardens, Mountains, Forests, Jungles, Oceans, Rivers

**Major Cities:** New Escrow

**Areas of Interest:** Dawn Pyramid of Aargau, Garden of Butterflies, IBC Arcology

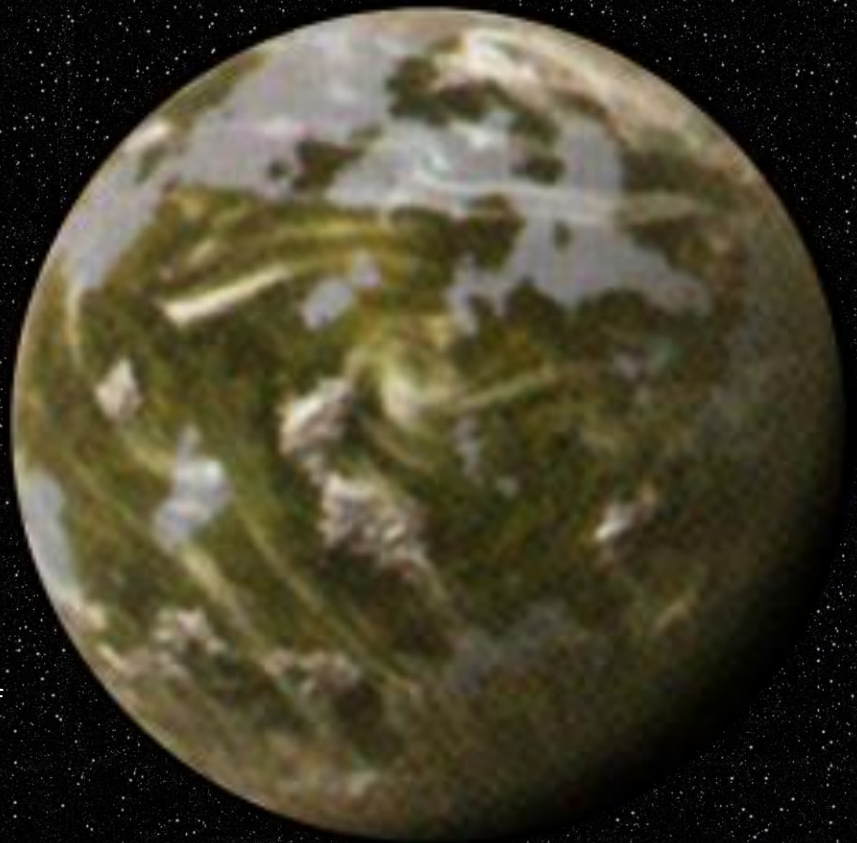
**Major Exports:** Precious metals, bankers

**Major Imports:** Financial assets

**Background:** Aargau occupied a central location in the Core Worlds region; not only was it in close proximity to the politically important world of Coruscant, it was also surrounded by hyperlanes such as the Corellian Run and the Ag Circuit. Thanks to this, combined with a culture fixated on banking and finance, as well as enormous reserves of valuable metals, the planet became an economic powerhouse. Several governments, corporations, and organizations stored their assets in the planet's thousands of secure vaults.

Aargau's government, the Bank of Aargau, which in turn was owned by the InterGalactic Banking Clan, operated with only three primary laws called the Three Statutes of Aargau, all of which were punishable with death if broken. The Bank's wholly owned subsidiary Bank of Aargau Security was, at the time of the Galactic Empire, the largest privately owned army in the galaxy. The Aargau Home Guard frequently played war games around Aargau's capital, New Escrow. This display of military power was meant to deter foreign powers from invading the planet, but in reality, Aargau's financial position already ensured this was an unpopular notion. Due to the planet's laws on export, the Bank of Aargau Security subsidiary BAS Customs strictly monitored all inbound and outgoing traffic.

Much of Aargau's surface was covered by city, though far from all of it. While the higher, newer levels



of the cities were seat to the planet's political and financial power; the millions of years-old lower levels referred to as the Undercity, were home to a seedier element, which included members of the Hutt Desilijic clan. Due to Aargau's unique laws, this group of people were free to conduct their somewhat shady business mostly in peace.

## THE THREE STATUTES

The sacred Three Statutes of Aargau were the three principle laws enforced on the banking planet Aargau. Violation of any of the three was considered a capital offense. All visitors to the planet were required to affirm their understanding of the Three Statutes:

“On Aargau, these crimes are punishable by immediate execution.

- The unlawful removal of precious metals.
- The unlawful possession of weapons by non-citizens. (Conversely, it is unlawful for citizens to be unarmed.)
- Willfully conspiring to defraud, discredit, or deceive the Bank of Aargau.”

