PAINT THE PLANET RED: MARTIAN PROVISIONAL GOVERNMENT, 2350

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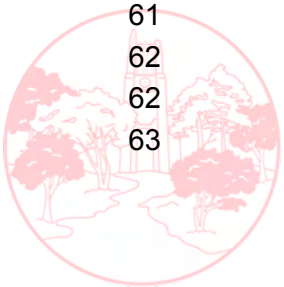


RCMUN NOTICES

Committee Content Warning

While RCMUN values the discussion and awareness of most topics and a delegate's obligation to accurately represent their assigned role, all participants who engage in any bigoted, racist, sexist, homophobic, ableist, fatphobic, xenophobic, or other such comments or sentiments will be subject to appropriate disciplinary action at the discretion of RCMUN's Secretariat. Additionally, in all things, RCMUN pledges its Secretariat and staff to maintain approachability and inclusivity; if any participant has any questions, comments, or concerns they are encouraged to contact RCMUN's Secretariat or, in the case of delegates, its staff. If you have questions or concerns regarding this, please reach out to your committee's senior staff before conference weekend.

Red Cedar University Model United Nations (RCMUN) is committed to fostering a safe and secure environment for all delegates, staff, and advisors. In this, RCMUN operates with a zero-tolerance policy concerning any and all instances of harassment and discrimination. Further, RCMUN is committed to promoting the mental health of its participants and requires all participants to act with compassion, grace, and understanding. RCMUN encourages participants to step out of their committee room and/or speak with a trusted individual if they are feeling overwhelmed or are otherwise uncomfortable.

All participants should be aware that RCMUN's Secretariat and staff are designated mandatory reporters with MSU's Office of Institutional Equity while operating within their roles before and during the conference.

RCMUN Statement on Mental Health

Red Cedar Model United Nations is committed to fostering a safe and secure environment for all delegates, staff, and advisors. In this, RCMUN operates with a zero tolerance policy with regard to any and all instances of harassment and discrimination. Further, RCMUN is committed to promoting the mental health of its participants and requires all participants to act with compassion, grace, and understanding. RCMUN encourages participants to step out of their committee room and/or speak with a trusted individual if they are feeling overwhelmed or are otherwise uncomfortable.

Moreover, RCMUN recognizes that some of its committees may include references to or discussions of sensitive topics. While RCMU values the discussion and awareness of these topics and a delegate's obligation to accurately represent their assigned role, all participants who engage in any bigoted, racist, sexist, homophobic, ableist, or other such comments or sentiments will be subject to appropriate disciplinary action at the discretion of RCMUN's Secretariat. Additionally, in all things, RCMUN pledges its Secretariat and staff to maintain approachability and inclusivity; if any participant has any questions, comments, or concerns they are encouraged to contact RCMUN's Secretariat or, in the case of delegates, its staff.

All participants should be aware that RCMUN's Secretariat and staff are designated mandatory reporters with MSU's Office of Institutional Equity while operating within their roles before and during the conference.

MSU Provisional Land Acknowledgement

"We collectively acknowledge that Michigan State University occupies the ancestral, traditional, and contemporary Lands of the Anishinaabeg – Three Fires Confederacy of Ojibwe, Odawa, and Potawatomi peoples. In particular, the University resides on Land ceded in the 1819 Treaty of Saginaw. We recognize, support, and advocate for the sovereignty of Michigan's twelve federally-recognized Indian nations, for historic Indigenous communities in Michigan, for Indigenous individuals and communities who live here now, and for those who were forcibly removed from their Homelands. By offering this Land Acknowledgement, we affirm Indigenous sovereignty and will work to hold Michigan State University more accountable to the needs of American Indian and Indigenous peoples."[1]

Rules of Procedure

Article I: General Rules

1. Delegates are expected to adhere to all regular RCMUN XV rules and standards of decorum.
2. In the event of a dispute over the Rules of Procedure, either those of RCMUN generally or Martian Provisional Government, the RCMUN Secretariat will be the ultimate authority of appeal.

[1] "Land Acknowledgement," American Indian and Indigenous Studies, accessed December 5, 2021, https://aiis.msu.edu/land/.

Article II: Meetings

1. All of the Martian Provisional Government meetings shall be attended by all specified members of the committee, unless otherwise authorized by the RCMUN Secretariat.
2. Unless otherwise indicated by the RCMUN Secretariat or Martian Provisional Government staff, all meetings of the committee will be held in the specified Martian Provisional Government room as designated by RCMUN.

Article III: Agenda

1. Items for debate may be pulled from the background guide, but are not limited to what is explicitly mentioned. Staff would like to see well-rounded and well-researched delegates bring new and relevant topics to the table.
2. Any Committee member may make a motion to restrict debate to one topic. If this motion passes, debate shall be limited to the topic specified until such time as another motion is made to either change the topic under consideration or return to general debate.
3. The Agenda is to be set at the beginning of committee, formal debate on committee topics may not begin until the Agenda has been set.
4. A Speaker's List may be opened at any time when motions are being entertained. Additionally, a delegate may request to be added to the Speaker's List at any time. If the Chair is not actively calling for speakers to be added, a delegate may send a note to the dais.

Article IV: Conduct of Business

1. Martian Provisional Government's Aftermath proceedings shall be conducted in the form of a permanent Moderated Caucus until such a time that a committee member makes a motion to change this.

Article V: Types of Proposals

1. Working Papers: When initially proposing solutions, delegates must first draft and present working papers to the committee. These documents will not be subject to a vote by committee, but are merely a presentation of ideas. These will then be adapted into resolutions, as described below.
2. Resolutions: A resolution requires only one sponsor, though it may have more. The amount of required signatories is up to the discretion of the Chair. A committee member need only move to introduce a resolution in order for it to be considered by the entire committee.

Article VI: Voting

1. Votes may be entered as For, Against, or Abstentions.
2. Any delegate who designates themselves as "Present and Voting" during roll call may not abstain on any matter.
3. Votes on non-substantive proposals or procedural matters will be passed by the affirmative vote of a simple majority of committee members. Abstentions are allowed on non-substantive proposals, but not procedural matters.

4. Votes on substantive matters will be passed by the affirmative vote of a simple majority of committee members.
5. In all cases, a simple majority constitutes more than half of the For and Against votes.

Remaining Points

1. Any rules and regulations are subject to change at the discretion of the Chair.
2. If you have additional questions, please visit the RCMUN Website

KEY TERMINOLOGY

- **Mars**: The fourth planet from the sun in the solar system, known for its red hue. It is home to a growing human population who have colonized the planet.
- **Earth**: The third planet from the sun, known as the home place of humanity and the only planet capable of supporting life on its own. Ravaged by environmental disaster and war, it still holds the majority of the human population by far.
- **Humanity**: Homo Sapiens. The main species of Earth, and the colonizers of Mars.
- **Artificial Intelligence**: High-powered computational simulations of human intelligence. Development and possession of it is strictly banned in solar space, and heavily punished for violations on both planets.
- **Associated Systems and Colonies**: Legal terminology for small space stations and outposts of any variety that are affiliated with either the population of Mars or the population of Earth
- **The Moon/Luna**: Earth's only moon, the chaos of its initial settlement led to the creation of the UESC. It now serves as a key shipyard and gateway to farther areas in the solar system.
- **Phobos**: The larger moon of Mars, used as a security station to prevent incursion to Mars surface
- **Deimos**: The smaller moon of Mars, similarly used to Phobos
- **Spaceship**: Craft used for travel within the void of space.
- **Space Navy**: Spaceship designed for specific use in military operations, whether as transport or for direct combat.

- **Spaceport**: Facility on a planet or celestial bodies surface that allows spaceships to land and receive maintenance/resupply.
- **Helium-3**: Helium isotope utilized in nuclear fusion processes. Highly valuable in centuries past, lunar development and a UESC investment in renewables has functionally resolved any concerns of energy shortage.
- **Colony**: Human settlements and development on a planet or celestial body that does not naturally host them. Traditionally subject to an external authority (i.e. Earth), the new independence of Mars has called into question the validity of the term for its settlements.
- **Colonization**: The process by which humanity develops aforementioned colonies on planets and other celestial bodies within the solar system.
- **Terraforming**: The process by which the Martian planetary environment is shifted to better suit humanities needs. An incredibly long, expensive, and resource intensive process, it is a controversial proposal that is argued to both improve the Martian economy and desecrate the Martian environment.
- **United Earth Space Council**: De facto governing authority of Earth. Although nations retain independence under its rule, they are largely beholden to its authority through its monopoly on off-planet colonization and resources. It is functionally an oligarchic dictatorship consisting of career military and bureaucratic officials. Headed by the Directorate.
- **UESC Security Forces**: The armed wing of the UESC. Commanded by the Directorate, they are tasked with maintaining security among both UESC member states on Earth and UESC controlled territories in the solar system.

- **Martian People's Party**: Political organization turned revolutionary faction. Wants Martian independence while maintaining ties to Earth and upholding traditional Earth values - such as democracy.
- **Martian Independent Revolutionary Front**: Political organization turned revolutionary faction. Wants Martian independence with severed ties to Earth; embrace a Martian Triumphalist and more authoritarian perspective.
- **War of Martian Independence**: War waged between the revolutionary factions of Mars and the UESC. Included both irregular warfare and regular engagements. Martian victory.
- **Battle of Earth**: Attack on Earth's capital conducted by the MIRF; incredibly destructive, forcing the UESC to yield to Martian demands of independence.
- **Instrument of Planetary Independence**: Document signed after the war guaranteeing Martian Independence and establishing the basics for a provisional government.
- **Consul**: Head of state of Mars, presides over the Martian Provisional Government (This is your chair - he will not be actually partaking in committee/the provisional government, just running it, following the layout of a traditional semi-presidential republic as Mars has).
- **Martian State**: A constituent territory of the federal structure of Mars. Each state is organized around one central domed city, and incorporates all of its surrounding settlements and facilities.
- **Martian Federal Procuratorate**: The independent judicial prosecution organization of the Martian government, charged with prosecuting charges against suspected traitors, Earth collaborators, and threats to national security. Under the control of the MIRF, who use it as a legal arm against threats to their attempt at takeover.

- **Consular Guard**: Personal guard, paramilitary, and state security apparatus of the Consul. Fully independent of all other institutions, largely used to enforce “planetary security”. Under the direct control of the Consul personally.
- **Federal Electoral Commission**: Independent board, under the authority of the Consul, created to help organize and regulate elections. Although it has yet to be used, since the fresh government has not been able to hold elections, it is suspected they will be utilized to tip any results in the MIRF’s favour.
- **Martian Triumphalism**: A political ideology espoused by the Martian Independent Revolutionary Front, declaring the superiority of the Martian people over Earth due to the inherent struggle of settling a new planet.

History

To understand the ongoing issues on Mars, we must understand what led to it. And to do that, we are going to have to travel a little over 300 years back in time to 2040. As some of you may know, many space agencies set up preliminary moon bases, including the SpaceX corporation. Under a special SpaceX board of directors, this colony would be the cause of lots of havoc on the moon - eventually declaring its independence, and triggering a kickstart of independence claims on the Moon from other bases. The nations of Earth, dependent on the Moon for its helium-3 energy resources, responded immediately. The United Earth Space Council(UESC) was formed between space agencies and groups either present in space or heavily invested in it. Although nominally an alliance between these agencies, it quickly evolved into a joint military-technocratic authority that promptly strong-armed Earth governments into obeying its authority through its control of significant degrees of international military, civil, and economic authority. This was made clear when the newly independent Moon colonies were crushed and brought back into the fold under the UESC.

From here, however, things on Earth only got worse. Although Helium-3 had solved the energy crisis, there were plenty more developing in other areas. Automation caused increased unemployment, and the environmental disasters were too late to be fixed - water levels rose, causing mass migration and refugee crises. Concerns surrounding AI ultimately led to its banning, its possession strictly punished, after both ruin in the financial industry and the UESC's need to cordon off entire warzones that had become fully automated and were unable to be turned off. In addition, fresh water sources started to become unable to fill the ever increasing population's needs. Natural resources, from lumber to minerals, became increasingly rare and hard to extract due to the over extraction of the past century, and the Moon did not have enough

to supplement it substantially. The world, however, could not wait - they needed those resources now, or human civilization could collapse, and UESC security forces could only keep the peace for so long. So, the Council found a solution - they would look elsewhere for resources. Their first stop: Mars.

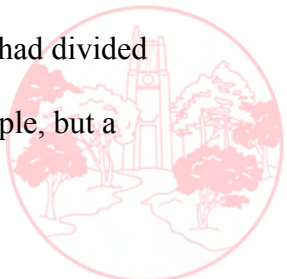
In 2073, the UESC launched its first mission to Mars - a series of small teams of pathfinders and scientists dedicated to surveying the planet from the ground to identify not only sites worthy to begin extraction, but to find places for future settlers. After about a decade of continuous reconnaissance, the UESC determined that their hopes were justified - Mars had enough resources to save humanity from its self-wrought doom. Soon, major colonization missions began to be undertaken and with them came a new economy solely based on the export and use of Martian resources. These varied from basic mineral compounds to increasingly misnamed Rare Earth Elements to fresh water pulled from glaciers itself. Over time, the colonies expanded - they grew from pure economic installations to small towns to cities. Fully enclosed settlements grew to the point that they could not stay fully enclosed - great domed cities began to emerge, and a new Martian civilization began to emerge with it.

Meanwhile, back on Earth, humanity was functionally saved - the resources from Mars had filled the gaps, allowing humanity to consolidate itself and alleviate the harms it had wrought to its own home. With its effective monopoly on humanity's salvation, the UESC solidified its transformation from a joint space agency to a civic-military oligarchy headed by the Council Directorate. While Earth born nations remained nominally independent, free to engage themselves as they saw fit, almost every nation was bound to the UESC through their control of Martian resources and increasingly growing security dominance, aided by the development of the first Space Navy - purely under UESC control.

Over the next few centuries, Mars grew to prosper - although its cities did not grow to the size of the megalopolis of Earth, increasingly overcrowded by populations with nowhere else to go, they became shining stars in their own right under their great glass domes. Countless moved there for the new opportunities that the growing economy provided. Everything from universities to sports teams emerged on Mars, as the planet continued to grow, free from the worries of Earth. However, under the glistening exterior, things were not good. The UESC maintained a tight grip on the planet, with almost every economic and security apparatus belonging to them and them alone. The people of Mars lacked any semblance of political or civil rights, governed entirely by off-worlders who were interested in one thing and one thing alone - supporting Earth. Not only that, the UESC enforced strict quotas and resource rationing on its workers. Although many had enough to not notice, many didn't - and even those that did recognized the unjust nature of this treatment. The growing development of a new Martian culture and identity separate from that of Earth led to growing calls of a new system or, even worse for the UESC, independence - calls the council worked tirelessly to silence through control of media and forced suppression of activist groups.

Over time, the small and isolated calls began to coalesce into two separate movements - the Martian Independent Revolutionary Front (MIRF) and the Martian People's Party(MPP). From originally secret meetings held in warehouses and basements to large protests and rallies, both groups made it clear the Martian people wanted independence. However, when it came to their end goal and their methodology, the groups saw division - although in public a united front, in private both groups were bitterly divided.

The MIRF were hardline Martian nationalists - they fully believed that Mars had divided from Earth significantly enough to not only be a wholly independent culture and people, but a

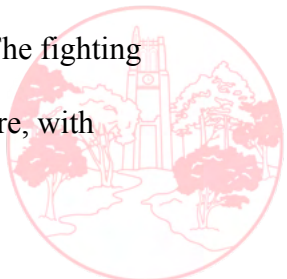


superior one from their survival on a planet not meant for them. As such, they wanted to not only overthrow UESC governance, but completely remove all remnants of Earth from Mars, from economy to culture. As such, they quickly became increasingly militant, with their method of protest surrounding disruptions of economic activity and sabotage, hoping that a loss of economic incentives would drive the UESC off the planet.

In contrast, the Martian People's Party believed that the people of Mars were just another extension of humanity, and viewed their oppression as merely circumstantial, rather than an indicator on the roles of those from Earth and Mars. Although they wanted independence from Earth, they believed they could do so gradually - rather than the immediate demands of the MIRF. They were also much more willing to reconcile with Earth after independence had been obtained and the UESC's wrongs righted, something the MIRF steadfastly refused to do.

Eventually, the tensions between the two groups and the UESC came to a head in 2339, when armed conflict broke out between the parties, beginning the War of Martian Independence. While the UESC controlled every major domed city, many of the smaller prefabricated settlements on the frontiers harbored cells of Martian militants who used them as staging grounds for attacks on everything from UESC convoys and armories to UESC controlled industrial and mining facilities. The UESC enforced strict curfews and checkpoint systems in cities they controlled in an attempt to control and contain the spread of insurgents, while also waging a major propaganda war against the two factions - the Martians became "Spies", "traitors", and "terrorists".

As the years went by, it became clear the UESC's grip was weakening, overwhelmed by the capabilities of the native Martians over their primarily Earth-imported security. The fighting would continue for years still - the groups would primarily engage in irregular warfare, with



Cydonia (which had fallen completely to the rebels by this point) serving as the main staging ground and headquarters of the two factions in their war. By this point, most of the Martian freedom fighters had merged into a united front run independently - although each faction maintained its own armed units in addition to the much larger armed force. Although they had their disagreements on what Mars should look like after the war, and how that war should be waged, they recognized that their first priority should be Martian independence, and so put aside those differences to achieve their common goal. The economic value of Mars also continued to decrease as raids on shipping ports and refining facilities slowed and damaged UESC resource extraction from the planet.

Some time after, the MIRF finally came up with a plan to end the war and guarantee Martian independence. It had become clear that the people of Earth were indifferent to the conflict because, ultimately, they did not firsthand experience the costs of war - the harms of the war were primarily felt on Mars. So, they began a plan - not only raiding from, but stealing ships from UESC space ports. In secret, they began retrofitting everything from cargo haulers to recreational craft to be combat capable, and able to ferry large groups of soldiers over large distances - including between two planets. Not even the MPP knew about this operation officially, although they figured it was the MIRF stealing the ships - the MIRF was terrified of it leaking to the UESC who, although aware of the thefts, believed this was just an act of sabotage and not something grander.

Then, in 2448, it happened. Their makeshift fleet in two, the MIRF launched an attack on Earth's capital itself. They smuggled large detachments of MIRF commandos trained for the high-gravity of fighting on Earth's surface, intent on bringing the violence to Earth to scare them into compliance. Although Earth had a comprehensive fleet and defense system, they had never

thought they would need to use it against the Martians - leaving them wholly underprepared when Martian ships entered the sky of Earth's Capital, and MIRF commandos landed on the ground. They immediately went to overtake every single key UESC office and facility, storming ministries and headquarters of every variety. Every single UESC function was significantly disrupted, allowing the forces who had remained, both MIRF and MPP, to stage uprisings across Mars, both armed and unarmed. As smoke rose throughout Earth's capital, UESC offices that had stood for centuries as bastions of the groups nominal control over both Earth and Mars laid in ruins. Eventually, the UESC mustered a counter assault - one quickly fled by the MIRF forces, who would have been incredibly outnumbered and outgunned. Although the commandos retreated back to Mars, the damage had been done. The UESC's hold over Mars had grown weaker, and now, the people of Earth were turning against the war finally at their doorstep.

Soon after, the UESC requested a complete, unconditional ceasefire, which both groups quickly accepted. Leaders from both factions met with the UESC on Mars, in a city still controlled by the UESC, to negotiate terms. Although the negotiations were long, the terms ended up simple - the only way they could be worked through between the two rival groups and Earth. Soon, the Instrument of Planetary Independence was signed, establishing Mars as an independent planet, so long as Mars was willing to continue its exports to Earth, even on better terms. In addition, it laid out the basic framework for a Martian government under the state of the Federative Republic of Mars. This included the tenets for a provisional government, which would work to administer the nation during the early years of independence and rebuilding before a formalized constitution and election process could be figured out. After a little over a decade of struggle, Mars was free. However, there was still work to do and problems to address - and it will be up to the Martian Provisional Government to do so.

The Federative Republic of Mars

The Federative Republic of Mars is the government of the planet of Mars established by the Instrument of Planetary Independence. It consists of all of Mars' states, the moons of Phobos and Deimos, and any orbital stations or stations outside of orbit that are governed by those claiming Martian citizenship. Without a formal constitution, the government is without significant guidance on political matters and must rely on the guidance of the appointed Provisional Government to address key issues before a formal election can be held and a constitution be drafted.

Currently, the government is a federal semi-presidential republic with a head of state in the Consul, and a head of government in the Minister-General. This means that while the minister-general manages the day-to-day governance, the Consul is the representative of the nation to the solar system and wields a great deal of authority through this. The minister-general has a right to appoint (or, rather, request the Consul appoint - the technicals of semi-presidential systems can be quite complicated at times) a council of ministers to lead the government's execution of certain issues. Each state of the republic is governed by a Premier, who is selected through any means the state chooses - almost all of them are elected through democratic vote.

The provisional government consists of these officials - the minister-general and his cabinet, along with the heads of the states. In addition, a collection of other officials - from military officers from the newly created Martian Armed Forces to the leaders of private groups or labour unions - have been appointed to the provisional government to address the issues at hand. The Consul, as head of state, nominally presides over the

provisional government (in real life, you would expect him to be involved in decision making and discussion, but since he's your chair, he won't be doing that). The government is, surprisingly, relatively well endowed finance wise - in their rush to abandon Mars, the UESC left behind large electronic currency reserves, giving the committee the ability to spend money more leisurely(but this money won't last forever - long term solutions will need long term financial plans, and inflation should always be kept in mind).

The Federative Republic has a rather mixed economy. It is heavily based on resource extraction and refinement, mainly from mining minerals or water from glaciers. In addition to this, agriculture is a necessity for both feeding Mars and giving it air to breath (Breathable air is a universal right on Mars, one of the few initially recognized by the UESC). Although there is some presence of manufacturing and higher industry, in particular for industrial equipment and similar heavy industry, it is a small sector. However, outside of industry, Mars is incredibly developed - it has advanced healthcare and transport technologies at its disposal. Although, it is important to remember this only appears in the larger cities - many smaller settlements lack direct access because of either a lack of investment or logistical challenges. Although discussions surrounding terraforming have been had, they have largely been dismissed out of either a sense of pride in the Martian ecology or a belief in technical infeasibility.

The United Earth Space Council

The United Earth Space Council is the De facto governing authority of Earth. Despite its Articles of Organization establishing itself as a union between independent space agencies, it quickly evolved into more than that. The increasingly bureaucratic and security-focused nature necessary to address the crisis on the moon and Earth led to career civil technocrats and military officers taking over the group, leading to its current position. Although the nations of Earth retain nominal independence, and are free to conduct their domestic and foreign affairs as they wish, they are all largely subject to the UESC's goals and whims. Many nations are not members, and even those that are could barely be considered such - the bureaucratic and security apparatus operates almost completely independently of any national government.

The UESC operates on a mantra of human progress above all else. This has led to the cold and oppressive methodology the group has adopted, believing that progress requires individuals to sacrifice for a greater whole and that the UESC is the only group capable of representing that greater whole, and achieving that progress. The group has done this through two methodologies - security and the economy. The UESC has the largest armed force in the solar system, the UESC Security Force, initially consisting of tithed units from member states but quickly reoriented to be fully independent. It is technologically advanced and ever present, managing everything from border control of members to cybersecurity to some degree of criminal investigations. It is known for bringing multiple nations engaged in conflict amongst themselves to heal throughout its tenure as the dominant power on Earth.

In addition to security, the UESC also maintains dominance over Earth through the economy. Facing environmental disaster and complete ecological collapse in certain regions, countless populations relocated - increasing strains on urban areas, as humanity continued to see a population surge. After resolving the energy crisis through the pacification of the Moon and mass investment in Helium-3 power, it became clear that through controlling the key resources humanity depended on was an important position for the UESC to hold. This position continued into their presence on Mars - by controlling the many natural resources, including fresh water, moving from Mars to alleviate Earth they were able to establish themselves as the lifeblood of humanity, and their capability of removing that access made every nation eager to fall in line.

The Martian Independent Revolutionary Front

The Martian Independent Revolutionary Front, or MIRF, is one of the primary groups that makes up both the Martian independence movement and the Federative Republic of Mars. Founded early into the 24th century, the group originated as a protest movement dedicated to economically impairing the UESC exploitation of the planet to drive them into negotiations for independence. This methodology ultimately failed. The MIRF recognized the possibility of this and, while working to undermine the economic processes of the UESC through industrial sabotage and strategic protests and striking, they organized militarily.

As such, the group quickly evolved into a pseudo-militant group, headed by its Central Committee, elected among its members. It organized itself into clandestine cells in individual cities and settlements headed by individual Marshals, who although were given nominal independence, were ultimately beholden to the Committee's authority. The group eventually formed a unified independence army (the Independent Army of Mars), with the MPP which functioned as a traditional armed forces, although both factions maintained independent units for their own use - the MIRF Commandos being some of the foremost.

The group is widely credited as being the one to have ended the war, using captured and refitted spaceships to launch an attack on Earth itself with much of its Commando forces. This attack, bringing the harms of war to Earth itself, caused massive distress among the Earth population, leading the UESC to capitulate and meet the Martians demands of independence.

With the arrangement established by the Instrument of Planetary Independence, they were granted the position of the head of state of the FRM, the Consul - which they filled with the Marshal who personally led the attack on Earth, Jacob Cox. Since then, unlike the MPP, the group has maintained its own armed units under its control - the commandos who were present on Earth were recognized as the Consular Guard, the personal unit of the Consul.

When it comes to ideology, the MIRF are known as much more radical and hardline than the MPP. They embrace a position of Martian Triumphalism, believing that the nature of the struggle to live on Mars inherently makes them better than the people of Earth - and their victory over them proves it. As such, they wish to see a complete usurpation of everything Earth on Mars - education, culture, diplomatic ties, economy, anything that is conceivably tied to Earth must be wiped away and replaced with their perception of Martian values - Strength, Order, and Unity. This includes a key tenet of Earth politics that many looked forward to after the UESC failed to bring it with them in their settlement of Mars - democracy. Their motto is “Sanguis Meus Pulvis” - “My blood is dust”, selected to convey their complete devotion to their ideas of Mars.

The Martian People's Party

The Martian People's Party is the second faction present in the Federative Republic of Mars. It originates from a similar place as the MIRF - a group of people dedicated to an independent Mars. However, their first difference appeared in methodology - while the MIRF targeted the UESC economy, the MPP was dedicated to mobilizing as many people as possible. The groups, despite their differences, joined together in a united front during the war.

Unlike the MIRF, however, they did not maintain any armed detachments after the conclusion of the war, demilitarizing the party completely. Under the terms of the Instrument of Planetary Independence, they were granted the position of Head of Government of Mars, and the ability to appoint the Council of Ministers - in addition, they saw to it that many independent leaders were invited to the new provisional government as well. Although they attempted to incorporate the MIRF, their rival spurned this attempt at goodwill, seeming disinterested in participation within the provisional government at all, besides the Consul's role of presiding over it.

The group has functioned historically as a political party - as such, it is organized like one, with individual chapters in the states who then elect members to serve on the parties Governing Board, who then elect among themselves the party Chairperson. This chairperson is the nominal head of the party. For much of the war, the position was held by Sophie Sanborn - an environmental scientist and policy leader turned democratic activist - however, upon the conclusion of the war and her signature of the IPI, she decided to retire.

When it comes to values, the group is much more willing to reconcile than their rivals. They believe that, despite the negative history the UESC has on Mars, that it is important to maintain ties with the planet of Earth, and if that means working with the UESC, so be it. In general, the MPP adopts a policy of democracy and cooperation - they have little in fixed values, allowing for a diversity of viewpoints within the party, so long as they accept the need for democratic and free values on Mars. The party argues that specifics surrounding certain systems can be figured out later, and at that point those who don't agree with the mainline party platform can split off and form their own movements - but for now, cooperation is key.

Instrument of Planetary Indepence

Whereas the United Earth Space Council and the people of the planet of Mars and its associated systems and colonies have been at conflict for over a decade,

Whereas the peoples of both planets and their associated colonies and systems recognize the need to end hostilities,

Hereby establish this document and instrument to create an independent state for Mars and its associated systems and colonies:

1. Article 1: The United Earth Space Council hereby and henceforth recognizes the independence of the planet of Mars and all associated systems and colonies and hereby relinquishes all claims of governance, sovereignty, and ownership on the planet and its associated systems and colonies,
2. Article 2: Hereby and henceforth, the peoples of the planet and associated systems and colonies of Mars will be organized under a new federal republican system hereby named the Federative Republic of Mars,
3. Article 3: The United Earth Space Council further relinquishes its security holdings on the planet of Mars and its associated systems and colonies. All armed forces - military, paramilitary, militia, or otherwise - will immediately either return to the territories of the UESC or disarm and disperse. All holdings held by the UESC on the basis of security will be handed over to the Federative Republic of Mars and its respective armed forces,
4. Article 4: The Federative Republic of Mars hereby acknowledges the Martian Independent Revolutionary Front and the Martian People's Party as its two component forces and hereby absorbs the responsibility and culpability of both parties actions, and, as such, requires both forces and their components to abide by the contents of this Instrument,
5. Article 5: Establishes for the Federative Republic of Mars a preliminary provisional government of the following:
    a. A head of state in the office of the Consul of Mars who will serve as the guarantor of Martian independence, territorial integrity, and due respect for treaties and concordances both within and without its planet and associated systems and colonies, who, for the purposes of the provisional government, presides over its deliberation and execution,

   b. A head of government in the office of the Minister-General who will serve as the chief official of the execution of both executive and legislative responsibilities within the government in all matters not assured by the Consul,
   c. A council of ministers to cover the integral responsibilities of government as defined by the Consul,
   d. The heads of the federal states constituting the Federative Republic of Mars,
   e. Any additional provisional government members at large to be selected to aid in the governance of the planet and its associated systems and colonies,
6. Article 6: As the two constituent forces of the Federative Republic of Mars, hereby assigns the fulfilment of the office of the Consul to the Martian Independent Revolutionary Front and the fulfilment of the office of the Minister-General to the Martian People's Party,
7. Article 7: Hereby guarantees that the Federative Republic of Mars will assume all debts and damages developed on its planet and associated systems and colonies that have been incurred by an entity affiliated with or controlled by the Federative Republic, its states, or its two constituent forces, as to be determined upon further review of the extent of the war,
8. Article 8: Hereby guarantees that the United Earth Space Council will assume all debts and damages developed on its planet and associated systems and colonies that have been incurred by any entity affiliated with or controlled by the United Earth Space Council, as to be determined upon further review of the extent of the war,
9. Article 9: Each party ensures its utmost faith and good will in the execution of these rights and responsibilities established herein,

Signing Officers:

Jacob Cox
Secretary and Marshal, Martian Independent Revolutionary Front, Federative Republic of Mars

Sophie Sanborn
Chairperson, Martian People's Party, Federative Republic of Mars

Aiko Kosoku
Director General, Directorate of the UESC, United Earth Space Council

Jonathan Wellson
Military and Security Director, Directorate of the UESC, United Earth Space Council

Martian Economic Reconstruction and Development

What Is Economic Reconstruction?

Economic reconstruction (in post-war context) is where peace and security is reinforced, and a sustainable socio-economic system is created. It is important to note that post-war does not get rid of the root cause of the war in the first place. Economic reconstruction does not just involve money, rather it encompasses improvements to the political, military, and economic, and social conditions in the war-torn country, as all of these are intertwined with each other.

The first example of the modern definition of economic reconstruction is seen following World War 1 in the newly republican Austria. This reconstruction saw economic reformations following a suspension of reparations owed, and an appointment of a High Commissioner to run such economic reconstruction. However, this reconstruction was done with assistance from the League of Nations[2]. Due to the deterioration of human development, destruction of infrastructure, and economic decline, it is very challenging to recover post-war without outside help - however, it is not impossible, especially when the only source of aid is the former oppressor of the Martian people.

Restoring infrastructure is important for both citizen wellbeing and economic welfare[3]. During war, infrastructure is often a primary target of combatants, usually leaving much of it damaged and either unusable or dangerous. This has negative consequences on both the economic productivity of a nation, and the day to day lives of its citizens. The last main factor to consider is the reestablishment of social services. These services, housing aid, assistance for families in need, foster care, are especially paramount post-war. When taking these into

2 Tzifakis, Nikoloas. "Post-Conflict Economic Reconstruction." Princeton Encyclopedia of Self-Determination. https://pesd.princeton.edu/node/586.

3 ibid.

consideration, it is important to remember that the goal of reconstruction is not to recreate the country pre-war, but to give rise to a better country.

One of the most successful economic reconstruction initiatives were those that followed World War 2. Specifically, the Marshall Plan, created by the United States, is what made it so successful. The Marshall Plan transferred $13.3 billion dollars from the United States to Western Europe for reconstruction. This money was used for the enhancement of internal financial stability, development of European economic cooperation, an increase in production, and expansion of foreign trade[4]. Investment was made in repairing the infrastructure that had been heavily damaged during the war, rebuilding roads, train tracks, hospitals, schools, and more. In addition, money was put into industry to allow for economic growth to resume within Europe, bringing both jobs and revenue to affected nations. A similar program could work on Mars, but it wouldn't be able to function identically, since it would be up to Mars itself to support these initiatives.

What Is Economic Development

Economic development can be seen as government actions, policies, and reforms that are intended to positively affect economic growth within a country[5]. Some ways governments may support economic development is by creating job opportunities to reduce unemployment and increase the amount of businesses in the area. Plenty of people are involved in economic development tactics such as local and federal governments, government officials, research institutions, non-profits, and even economic development organizations. Many countries have

4 ibid.

5 "Exploring Pathways to Economic Development." The Digest. Last modified April 28, 2017. https://www.nber.org/digest/may17/exploring-pathways-economic-development?page=1&perPage=50.

also experienced economic benefits from rapid industrialization and development as manufacturing industries.

A developed economy can be characterized by more resources and better living conditions than underdeveloped countries[6]. Some common ways to measure the economic status of a country might be income per-capita, level of industrialization, and Gross Domestic Product (GDP). Oftentimes, along with industrialization and more income per-capita, measures of the quality of life in a specific area may express the level of economic development a country has. This can be measured with life expectancy, Human Development Index, and the number of infant deaths. Sometimes a high per-capita and GDP do not reflect the true economic development in a country, which is why it is important to look at a well rounded view of a location to find its true level of economic development.

A developing, or emerging country refers to a country without the same level of economic growth, industrialization, and economic security. Recently, components of globalization have actually aided the economic growth of developing countries. Some of these countries in the Asia-Pacific region have noted higher standards of living, wages, and an increased use in modern technology. Although many aspects of globalization come with drawbacks, it can be extremely useful in developing countries throughout the world. Rebuilding and creating economic development within a country is highly possible with the correct leadership, policies, and action.

6 Majaski, Christina. "Developed Economy: Definition, How It Works, HDI Indicator." Investopedia. Last modified September 13, 2025. https://www.investopedia.com/terms/d/developed-economy.asp.

Potential Actions to Rebuild

A country's economy can undergo rapid shifts in short periods of time like during wars, pandemics, stock market crashes, or even by its own government's policies. In this situation, a country can face high unemployment rates and hyperinflation which causes people to experience extreme poverty. It is important that the government work to repair these harms after the emergency that caused them.

Addressing unemployment is one of the most important aspects of any economic recovery. Although there will always be some unemployment, minimizing it is important to building a healthy economy and a happy populace. There are various ways to fix this problem, but the most effective way is to create infrastructure. Creating infrastructure demands a lot of labor, leading to creation of various jobs available for people. When people use infrastructure, it increases the private capital of the companies who own the infrastructure, leading to increase in productivity and higher wages[7]. Development of infrastructure ultimately promotes the productivity of workers and increases private capital, which results in an increase in the country's GDP, a measure of a country's economic health.

Economy reconstruction can be done through taking an increasing role in the international economy. Exporting goods is a great way to produce revenue and allow for economic development and growth. Although the Martian economy has historically been heavily focused on exporting raw materials, this type of industry produces much less revenue and maintains the planet's dependency on Earth for manufactured goods - increasing Martian industry, both for domestic wellbeing and export revenue, is an integral goal of the Martian government.

7 Huntley, Jon. "Explainer: Economic Effects of Infrastructure Investment." Penn Wharton. Last modified June 15, 2021. https://budgetmodel.wharton.upenn.edu/issues/2021/6/15/economic-effects-of-infrastructure-investment.

Economic Reconstruction and Development in the Martian Context

The Martian economy has, after the war against Earth, been heavily damaged. Although it is still functioning, it is facing many challenges. Large amounts of infrastructure has been damaged, both through the sabotage of independence forces to collateral damage during armed engagements. This includes transportation and logistics lines across the planet, for both people and materials. This has also led to strains on many key services - it has been made increasingly challenging for key aspects of health care, welfare, and similar programs to reach those outside of the major urban centers of Mars, which although is not the majority of the population, it is still quite a lot. The agricultural sector has also faltered - although still enough to feed every Martian, the hampering of logistics and damages to actual farms has led to challenges in distribution of foodstuffs and other integral goods.

In addition, delegates in the MPG will need to rebuild the actual economic foundations of the people of Mars. Similar to transportation and logistics infrastructure, much of the economic capacity of Mars has been hampered by interference from both sides during the war. Mines have been blown shut, factories forcefully shut down and sabotaged, and refineries shuttered. Without these, Mars is unable to produce the key goods its economy currently relies on - natural resources and primary industry.

Even when this is all done, however, Mars still isn't where it needs to be. Since its initial colonization, Mars has focused exclusively on the aforementioned industries. This means that every resource it produces is exported to Earth, where it is then turned into manufactured goods and resold to Mars - usually at an upcharge. This puts unnecessary economic strain on the people of Mars, and continues to reinforce Earth's control over the planet. As such, many Martians on both sides seek to develop new industry on Mars to move secondary and tertiary industry back to

their own planet, regaining economic sovereignty. Many also argue this will allow for a pursuit of new trade arrangements with Earth on equal footing, although the anti-Earth MIRF views this with suspicion - they would rather shut down Earth-based commerce completely.

What To Include In a Resolution

A resolution on the economy of Mars should be a multifaceted approach, focused not only on rebuilding the heavily damaged economic infrastructure but also focused on further growing and developing Martian industry. Although this policy can take many different forms, the provisional government needs to find a way to encourage new industries and make sure they have the resources they need to grow, whether that is through intervention or free market sponsorship.

Questions To Consider

1. What do post war economic reconstruction and development look like, both in general and for Mars specifically?
2. How should the Martian government encourage economic growth? In what areas?
3. Should the Martian government prioritize repairing and developing infrastructure for citizen wellbeing or economic growth? How can they balance this responsibility?

Character Biographies

***Note on Characters:** Before going into specific characters, it is important to note that there will be some characters who, de jure, hold more power than others, or who have positions that are directly subordinated to another character. Although this might be how it functions outside of the committee, within the committee, no character has any more power than any other. Delegates who receive a character who technically is subordinate to another character should not feel obliged to follow their plans (in fact, we encourage them not to), and those who have a position that commands other delegates should not attempt to influence those delegates' decisions or stances through their position. In addition, not all characters will have a fixed stance on every issue present in committee. This is ok - every position is valued! If your character bio doesn't list a specific position on one of the above topics, you are highly encouraged to just adapt whatever you think is best for the issue. This is ok for those with stated positions as well, since due to the unique nature of the committee, it is impossible to search up your characters past policies and ideas, since they are not real - although we encourage you to work with what you've been given, we also highly value outside the box thinking and creative solutions that might not be directly aligned with what has been specifically outlined for your character.

Sylvia Tong, Minister-General of Mars

Born to a family of miners outside of Cydonia, Sylvia quickly became involved in the Martian independence movement at a young age. While attending university, she agitated and organized with the MPP, gradually becoming the head of her universities chapter. While the war was waged, she helped organize dissent within Cydonia, and funneled resources to the fighters,

quickly becoming head of the MPP's supply chain. After the war, her experience leading and organizing, and popularity among the many Martians who received rations from her efforts, made her an easy choice to serve as the Minister-General Mars. As Minister-General, she has the overarching responsibility of ensuring the process of all government organs within the Republic. She is dedicated to ensuring the democracy that she organized for prosperity, and that the economy of her new nation is able to not only recover, but grow ever grander.

Christina Wu, Minister of Justice

Christina Wu is the Minister of Justice, in charge of managing all of the judicial institutions and legal apparatuses of Mars(barring the Procuratorate). After graduating from one of the top law schools on Mars, she worked as a prosecutor securing citizen's rights from the overreach of the UESC. From the beginning of her career, she has experienced different types of cases, from between labour unions and companies to criminal cases. During the war, she took to the defense, helping protect those the UESC unfairly tried to repress, making her name defending innocents accused of helping independence forces in "illegal" activities. Now, she seeks to ensure that justice can come to Mars properly - whether by ensuring that the government's judicial institutions are accountable to the people, or through ensuring the rebuilding of the economy is fair for everyone.

Emory Basar, Minister of Defense

Emory Basar has been a military leader on Mars since the beginning of the war, helping lead MPP, and later unified, forces to many victories. She is considered a national hero to the Martians. Although occasionally facing the sidelines, she was catapulted to special prominence after her suspicions that the MIRF were planning an attack on Earth, dismissed as madness by

everyone around her, turned out to be true. Her strategies are appreciated among the armies recognizing that she played a huge role in the nation's journey to independence. She has sharp instinct and calmness gained when she was in the Navy. Her main focus during her ministry will be ensuring the republic's safety and continued independence. This means not only ensuring that the economy of Mars is capable of supporting a strong military, but also that the defence of the nation continues to be done by democratic governance and that the independence of the military as an institution is respected.

Eric Pieck, Minister of the Interior

Eric Pieck is a former police officer for the UESC, fired for refusing to arrest Martian protestors on inflated charges right before the war broke out. Throughout the course of the war, he worked to organize the protection of the cities and encampments that were fully liberated from Earth, ensuring that not only the people within them were safe, but that they were protected from enemy infiltration and sabotage. As the Minister of the Interior, it is up to him to manage domestic policing, corrections, and emergency management. As such, he does not take too kindly to the Consul's office attempting to consolidate policing under its authority through the Consular Guard, and he wishes to ensure that the civil and political rights of the citizens are respected and that his institutions remain independent but accountable. In addition, although Mars faces no emergencies now, a future one is always possible, meaning it is of the utmost importance that Martian infrastructure is rebuilt and strong.

Analiese Lancaster, Minister of the Economy

Born to administrators for some of the corporations that work on Mars, Analiese planned on following in their footsteps. However, watching the Martian people struggle from her office

greatly impacted her views, and it was not long into the war that she began aiding the Martian cause from within. Although she was eventually fired, this did not stop her from starting her own enterprises to support the Martian people during the war. She is very ambitious and has been working tirelessly to create stability and security for Mars, and eagerly accepted the post, hoping to put her business acumen to the challenge of helping Mars. Despite some unpopularity among the people, she believes the most effective way to stabilize the economy is with help from Earth. She is kind, but stern. She firmly believes that isolation from Earth will lead to nothing but disaster, and that Mars must find a balance between protecting its own economy and engaging with Earth's. In addition, she believes that checking the ability of the government is integral to allow businesses to succeed - no business wants to open when the government can arrest its owners on a whim, after all.

Allan Smith, Minister of Planetary Development

Allan Smith is actually one of the few Earth-born individuals who threw their lot in with the Martians during the war. Educated in planetary sciences on Earth, he was sent by the UESC to supervise construction and terraforming efforts on Mars. However, he came to love Mars as a new home for humanity, and when the war started he and his department remained nominally neutral, aiding Martians throughout the war. When the war ended, he elected to remain with the newly independent Martians, who made him the Minister of Planetary Development as thanks. As the Minister, he has a unique portfolio - although infrastructure is a multifaceted domain many different departments touch on, its development and growth are primarily his responsibility. In addition, he is an advocate for any alterations to the Martian environment he believes will be of benefit to the people. However, that is where his love for massive decisions

made on behalf of many people ends - he believes it is integral that electoral processes within Mars allow for a full range of individuals to be represented, whether they agree with him or not.

Charles Boucher, Minister of Labour

Charles Boucher, before joining the council, figured he would live most of his life mining for the UESC. However, after repeatedly reneging on promised benefits for his workers, he took charge in negotiating with the Council to ensure fair treatment - negotiations cut short during the war. However, after fighting with the MPP throughout, he earned a reputation as a defender of his fellow workers, and the party elected to see him as their Minister of Labour. His main focuses on his ministry are decreasing unemployment rate along with securing workers' rights. He previously offered regulations or rules regarding ensuring equal employment opportunities, while also working to ensure ample job opportunities. Defending workers rights doesn't exclusively pertain to their jobs, however - Charles wants to make sure workers have the right to organize and publicly express their needs and wants however they see fit, both for the economy and for politics.

Adam Keyes, Minister of Finance

Adam Keyes has always been obsessed with numbers, serving as a purser for one of the key shipping lines between Earth and Mars. In his numerical analysis, it became clear to him that the people of Mars were being treated unfairly, being unable to receive the full fruits of their labour, causing him to join the MPP, where he quickly became its treasurer. Not only did he spend the war managing the factions finances, he also worked to sabotage the UESC's financial numbers, making the war look more expensive than it was in an attempt to dissuade them from continuing. Although his efforts were ultimately not what won the war, he takes great pride in his

efforts, and extends that pride to his position. As the Minister of Finance, he manages the government accounts and taxation - as such, his primary concern for any issue on the economy is ensuring that it is funded and figuring out how to do that best. Although the Consul and MIRF has not been overtly corrupt, one of their few redeeming traits, he is still dedicated to ensuring that there are safeguards against such abuses in regards to how the provisional government seeks to set up the government.

Ferdinand Klemens, Minister of Foreign Affairs

Ferdinand Klemens comes from a long line of diplomats, and took up the family profession with pride. As one of the MPPs lead negotiators, he was present at the signing of the Instrument of Planetary Independence and helped advise the MPP's former chairperson on its drafting (even if both were largely strong-armed by the other two factions present). His main focuses are reconstructing or strengthening the relationship between the Federal Republic of Mars and the Earth. It is not an urgent issue, however it is a necessary step for this republic since it will help to build the country's foundation. He is enthusiastic about learning different cultures and languages.

Enora Wells, Minister of Natural Resources

Enora Wells was quickly asked to fulfil the role of the Minister of Natural Resources after the government's formation. She was a former land surveyor, and has meticulous maps and details on all the natural resource pools on Mars. The most important of these are ores, specifically chromium, iron, nickel, and copper. These ores are used to build the most important infrastructure on both Earth and Mars. Nickel and iron are used to create steels used for the majority of infrastructure, copper is used for electrical uses on Mars, and chromium is used for

chemical production, making pigments. Earth has recently expressed interest in obtaining some of these valuable ores, however, Enora is against lending Earth these resources, believing that these resources need to be conserved and focused on supporting Martian growth and needs.

Halima Hendricks, Minister of Immigration

After her own mother declined the position, Halima Hendricks was appointed the Minister of Immigration, and has worked tirelessly to bridge the gap between those on Mars and on Earth. Halima herself, as well as her family, are immigrants from Earth. As a result, a majority of her education was done on Earth. It is in her hope that the leaders of Mars and the leaders on Earth can work together to create a longstanding union, as well as prosperity among both nations. Her soft, caring demeanor has made her quite popular among those on Earth, however she is still working to earn the full trust of the Martian people, and bridge the gap between the citizens of Earth and Mars. Although conditions on Earth have largely improved over the past centuries, it still sees many families seeking to relocate to Mars - it is up to Halima to ensure that they are able to do so easily, and that there are institutions and infrastructure in place to allow them to do so. In addition, no immigrant wants to move to an oppressive country, so ensuring that the people are free from government overstepping into private lives is deeply important to her.*

*In contemporary times, the debate around immigration largely pertains to matters of “illegality” and how many immigrants, if any, should be allowed into a country. These discussions do not pertain to Mars - the debate surrounding Martian immigrants is how best to help them, as there is plenty of space for all of them. In addition, “illegally” migrating to a planet that requires you to take a spaceship is largely impossible. Discussions around immigration that

utilize these talking points will not be entertained.

Maelle Desandre, Minister of Planetary Preservation

Maelle Desandre comes from a family of authors, some of the foremost on Mars, although it was her personal passion to paint. At an incredibly young age, she had her paintings of the Martian landscape featured in many galleries both on Mars and Earth, and became one of the leading advocates for preserving the red dust environments of Mars outside the domes. When Mars began fighting for its independence, she immediately joined up, believing that protecting the Martian environment that the UESC and its corporate allies had eroded was an important component in its struggle. As the Minister of Planetary Preservation, it is her responsibility to conserve and protect the environments of Mars. Although there is major demand for development, a demand she respects, she believes it is integral that this is done with the historical significance of the dust deserts of Mars in mind, preserving the red planet humanity has looked to the stars to see for so long.

Emma Peters, Minister of Cultural Development

Emma Peters has done many things in an attempt to become culturally relevant - movies, podcasts, becoming a RedNote microcelebrity(a centuries old platform that has surged in popularity due to its name being the same colour as Mars), but ultimately her longest lasting project has been her most important - creating the Encyclopedia of Martian Culture, a major database of everything unique to Mars, from language alterations and slang to music to literature, cinema, and artwork. As such, she considers herself quite the expert on Mars culture, and was appointed to the post to allow her to put those skills to work. She believes that any effort in both the economy and government center the needs of the Martian people first and foremost. In

regards to her ministerial portfolio, it is her job to protect the unique culture that Mars has developed over the centuries and allow it to continue to grow with investment into the arts, education, and similar. In addition, cultural exchange is an important part of all cultural growth, something that becomes incredibly challenging if a government impedes on the people's civil rights and media distribution.

Jeremy Linders, Minister of Education

Jeremy Linders newly appointed to be the minister of education. After graduating from college with an education degree, Linders pursued a career as a public school teacher. During his time as a teacher, he adored the rapport between him and the students and recognized the importance of education to the children, which led to him to pursue his career as a minister. Linders wants everyone to access education across the Federal Republic of Mars as he proudly claims that everyone has the right to learn. This takes the form of both building the educational infrastructure necessary for a growing economy, and building up the civil education necessary to get Martians involved and excited about democratic governance.

Inez Montague, Minister of Social Services

Although born and raised on Mars, Inez served multiple tours in the UESC Security Forces on Earth quelling insurgencies and disobedient national governments before returning back to Mars to work a cushy office job. However, like many vets, she did not return without scars, both mental and physical. The UESC, as ambivalent to its people as ever, had a weak social service network for both its veterans and general citizens. After providing her strategic insight on UESC tactics to rebels during the war, Inez has been appointed to the Minister of Social Services to improve them in the new Mars. She is focused on ensuring that there are

emergency services, welfare programs for the vulnerable, and methods of rehabilitating and reintroducing soldiers into civilian society after around a decade of drawn out war, all of which she thinks should be incorporated into any economic plan for the future of Mars. Her desire for fair treatment of everyone doesn't just extend to the economic sphere, though - she thinks fair treatment is a necessary component of governance too, and doesn't like when part of it tries to bully the other branches into submission, and wants to see checks in place to prevent that.

Arya Dekova, Minister of Transportation and Movement

Before his political career, he was a civil engineer in one of the biggest construction companies on Mars. He had managed many different projects in both rural and urban areas throughout Mars providing better solutions to allocate vehicles and develop methods of transportation. Throughout the war, he went against this, and provided key insight in sabotage and allowing Martian forces to move unseen across the planet. During his term, he wants to repair what he damaged in the name of Martian independence. He hopes to rebuild roads, train routes(yes, there are trains on Mars), space ports, and many other methods of transportation both within the great domed cities and in the minor settlements as well.

Tahnia Quadri, Minister of Health and Wellbeing

Tahnia Quandri has been a minister of Health and Wellbeing since the end of her war, having worked as a non-combat medic for Martian fighters during the war. Graduating at the top of her college, Quandri worked at a local hospital as a doctor. During her career, she got to experience different patient cases which led her to join a research program in her hospital. She also worked to found and support a nonprofit organization for the Martians struggling with chronic health conditions. Her dedication and devotion to the patients resonated with people all

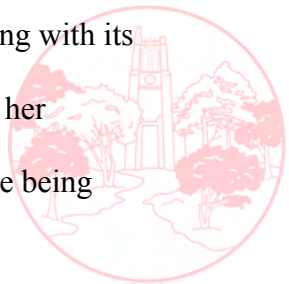
across Mars. As a minister, she is looking forward to easily accessible healthcare along with investing in quality research programs. As a doctor, she also knows about the long term mental impacts of fearing arrest - as such, one of her concerns in regards to the Martian democracy is preventing the relatively arbitrary arrests performed by the Consular Guard.

Joanna De La Hugue, Premier of Cydonia

Joanna De La Hugue has been the Premier of the state of Cydonia since 2343, when the state was finally wrested from Earth control. Her wealthy family was able to fund her studies of everything from geology to government on Earth, allowing her to return with a well-established set of skills and an appreciation for seeing planetary environments different from her own. She has an avowed taste for democracy, having led multiple student movements upon her return, and believes that the right for individuals to organize, and government protections for those that do, are integral for a healthy Mars-her time on Earth also taught her that communication and establishing connections with those you disagree with is important for democracy too. In addition, the state of Cydonia, as home to the "face" on Mars, is a popular tourist site - she believes that sponsoring planetary tourism is a great way to invigorate the Martian economy, and investing in the infrastructure necessary for it will not only support the industry, but the Martian people as well.

Miranda Lawson, Premier of Cerberus

The state of Cerberus inhabits one of the many dark plains of Mars (contrasting with its more traditional red surroundings). Just like her state, she has always stood out from her surroundings too - raised in a family of perfectionists, she too is dedicated to her state being



perfect in every way. Her talent for leadership, organization, and most importantly, covert actions during the independence war, led her to become Premier months before the war's ending. Since then, she has been incredibly focused on supporting the many infant industries popping up in her state, from biotechnology to manufacturing, and believes that these industries can be grown across Mars too. In addition, she does not like being ordered around, especially from unelected tyrants, making her a large advocate for ensuring there are checks on not only the Consul, but the entire government in regards to their influence over the individual states.

Avani Patel, Premier of Tharsis

Although some might describe Avani as being “explosive”, just like the volcanoes that cover her state once were, she doesn’t believe this to be the case - rather, she is just passionate about her people and Mars. Well, maybe she is a bit explosive - she did serve as a combat engineer during the early stages of the war, after all, before pivoting to government, which saw her catapult to the head of the state of Tharsis midway through. Mining is incredibly important to her state's economy, and although she recognizes the need for new sectors, she also believes that supporting the ones that already exist is incredibly important too. She also believes that judicial institutions are some of the most important on Mars, and should prioritize independence and accountability, traits she learned to value during her time as a combat engineer.

Marcos Silva, Premier of Amazonia

If you asked Marcos, he would tell you that everyone in his family had been among the foremost explorers of their time. If you point out that his family has been settled on Mars for four generations now, he’ll usually just shrug. Within those four generations, his family has built up reputations as key backers of charities and humanitarian work, which Marcos himself has played

a key role in running, helping organize deliveries of doctors and medical supplies to communities impacted during the war, allowing him to be elected to Premier with ease. Since the war, he believes it is important that the economy focuses on citizen welfare, and invests heavily in providing aid and support, medical or otherwise, to its people. As a descendant of explorers, Marcos considers himself to be a free thinker - and doesn't take kindly to the government repressing opposition groups, either.

Catherine Johnson, Premier of Eridania

In a state renowned for its lakes (or, as with all of Mars, what remains of them), it makes sense to see a successful swimmer from its population, trained in the low-G pools of Martian habitats. Seeing that swimmer leave a promising athletic career filled with wins and medals to fight in a war, before returning to govern her homeland in a surprising electoral selection, is less sensical - but it is the life story of Catherine Johnson. As a swimmer, she understands the importance of being able to see ahead and around yourself - and, as such, wants to see the government pursue policies ensuring transparency across the board so that the people can understand what the government is doing, why, and to allow different branches to hold each other accountable. In addition, as someone born in the water, she believes that not only is it imperative to ensure the health of infrastructure in regards to delivering it to Martian citizens, but also leveraging the wealth to be made extracting and selling glacier water to an Earth that has largely tarnished their supply.

Henry Varrick, Premier of Arcadia

Henry Varrick has been the Premier of the State of Arcadia for some time, something his parents would have been disappointed to see. From a small town with working parents, he paved

his own way to become a Premier of the State of Arcadia - despite his parents being among the few hardening UESC loyalists, his grandmother being one of their foremost scientists . During his time in University, Varrick was invested in student-lead organizations, which allow him to manage and plan different types of university activities, organize a club and lead student government, fueling his ambition to be at the top of the political food chain, something he did so successfully, helping use his family background to win over those sympathetic, but not fully supportive, of the Martian cause. Utilizing skills learned from these experiences, he has emerged a strong leader, who believes that the best solution to a situation is, often, to create a new group to do it - something he believes could help in protecting the democracy of Mars, advocating for establishing new institutions specifically created to protect democracy. Along with having arguably among the largest manufacturing sector among the Martian states, with Arcadian vehicles popular both in the domes and back on Earth, but Arcadia has produced some of the most bleeding edge technologies in the solar system - something they believe could be invested in to help the Martian economy soar in sectors never before seen.

Asil Bloise, Premier of Utopia

Asil Bloise is among the youngest individuals in the Martian government. Finishing his youth during the revolution against Earth, he has developed a discontent for war and violence. After the state was wrested from Earth's control, his bright and bold ideas led him to leadership of the state of Utopia, which he hoped to build up to live up to its namesake - a place free from war, or disasters of any kind. The State of Utopia is considered the most luscious of the states, with ecosystems that are meticulously preserved. He wishes for all of Mars to be free from any and all disasters, and he works tirelessly with the other leaders to achieve such. Hating violence, he is also opposed to the broad expansion of the security apparatus the Consul has pursued, and

believes it must be held in check by other institutions. However, other states feel that the state of Utopia does not allow for cultural diversity, rather encouraging uniformity among the people - he argues that this will help bring out the best in the Martian people, both in terms of politics and the economy.

Steve Mercia, Premier of Olympia

Steve Mercia has been a leading figure of the State of Olympia for sometime, originally serving as a tour guide and organizer before pivoting to the common career of many of the members of the government - soldiering in the independence war. His knowledge of the dormant volcanoes of Olympia allowed for significant terrain advantages, allowing him to establish his leadership over the state after many victories, now sitting on the provisional government as its premier. Olympia is one of the smaller states, but holds the popular tourist attraction, Olympus Mons. This volcano sits in the center of the state, with settlements carefully built around. Steve has been working with the other states to receive funding to invest in the volcano's development for both industries, as well as gain funding for strengthening infrastructure to possibly withstand future eruptions - although one hasn't happened since humans settled on Mars, you can never be too safe.

Sofia Bacunawa, Premier of Acidalia

Acidalia is often considered to be the lesser sibling of Cydonia, located right next to it with smaller industry and less of a drive for visitors. Just like her state, Sofia Bacunawa was the younger sibling of a sister who was believed to be a future star politician on Mars, taking a prominent role in the MPP in her state - until she defected to Earth during the war, leaving her post to be filled with a sister eager to show she could do even better than she had. She did well,

taking leadership over the state through an eagerness to help her people. After being a neglected younger sibling, Sofia believes it's imperative that any economic measures not be specifically targeted to only benefit the elites, whether whole states or individual groups - she wants to make sure everyone gets a fair share. The same goes for politics, with Sofia personally afraid of the many measures the MIRF and their Procuratorate have taken to suppress dissent, and thinks the provisional government should have a multitude of mechanisms to protect people's rights to organize and advocate in government.

Rodrigo Sinclair, Premier of Isidis

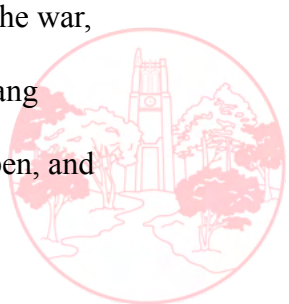
Rodrigo serves as the premier of the state of Isidis, located in one of the largest impact basins on Mars. The largely flat terrain has created the perfect environment to build large hydroponic farming installments, making Isidis one of the premier breadbaskets of Mars. Finding his start in agribusiness, Rodrigo was able to take a stab at political leadership after giving away large amounts of crops to both the people of Isidis and martian independence fighters, an opportunity he has made good on. He is dedicated to ensuring that there is plentiful food for everyone on Mars, and ensuring that there is both infrastructure to move it across Mars and programs in place to distribute it to those that can’t buy it themselves. As someone who made a strange pivot from agriculture to politics, he believes it's integral that everyone have that same opportunity, and the government should make sure to keep elections free, fair, and open to participation from everyone.

Celine Park, Premier of Marineris

Celine Park has been governing the State of Marineris over the past few years. Park emphasized the fact that she was born and raised in Marineris throughout her campaign, gaining huge support from the people. Marineris is known as a land of opportunities for engineers, since a giant hub for famous technology companies across Mars is located in Marineris - fitting for the largest valley on the planet. Park has contributed to enlarge this hub through promoting and creating new job opportunities for the younger generations, along with putting into place programs to help transition the unemployed into work opportunities easier. She believes that such ideas could be spread across all of Mars to help promote growth and stability. In addition, as the head of a hub of technologists, she recognizes the possible impacts technology can have on media and democracy, and that while the government takes measures to protect them from themselves, they also should ensure that there don't exist loopholes to exploit these new technologies by authoritarian minded groups either.

Grace Yang, Premier of Hellas

Grace Yang has been the Premier of the State of Hellas since 2343. Located in the lowest point on Mars, outside of its great dome it is plagued by dust storms, making it incredibly unappetizing to leave. As such, Hellas dedicated large amounts of space to create artificial resorts, building artificial beaches and possessing the only artificial sky within its dome. For its warm weather and exotic beaches, the State of Hellas is famous for vacation among all of those in the solar system. However, the state experienced less tourists after the war. After the war, some of the tourist sites were damaged along with the number of markets closing. Yang prioritized restoring the vacation spots like shorelines and encouraging shops to reopen, and



believes that economic rebuilding should focus on these sorts of issues as well, helping smaller businesses along with major industries. On top of that, it's hard to build a tourist industry when part of the government has its own secret police arresting people on malicious charges, so taking action to balance out the security apparatus and executive authority of the Consul is of the utmost importance to her state's industry.

Alice Wettin, Premier of Promethei

The state of Promethei bears its name from Prometheus, who delivered flame from the gods to man. And like Prometheus, the state of Promethei has some of the foremost hospitals and medical researchers on the planet, who delivered the treatments necessary to ensure the utmost health in a low-gravity environment humans were not built for. Alice herself does not come from a medical background - in fact, she comes from a millenia old noble line from Earth, which is what allowed her to come to Mars to start a career in governance. Despite her ties, she has been a top supporter of the people of Mars and their cause, pledging much of her ancestral wealth and resources in their hour of need. Alice believes that supporting growing martian industries, such as her own state's biomedical technology, is important to help Mars rival Earth’s own advanced industries. She also believes ensuring people have access to healthcare is key to Martian wellbeing, having lived in a state where a hospital is never far away for much of her life - whether that is disseminating healthcare access to every region, or easing access to Promethei from those regions through transportation infrastructure. Despite her noble heritage, she has come to value democracy very much, and believes that no leader should be free from the mandate and scrutiny of the populace, whatever methods that may call for.

Kamilah Siti, Premier of Aonia

Kamilah Siti always wanted to be a leader. Since her days in preschool, she felt called to the task. As such, she was handpicked by the UESC to serve in their youth programs, with the full intent to train her to be a loyal comprador between Earth and Mars. What they did not expect, though, is that Kamilah would get incredibly home sick one week into her training stint on Earth, drop out, and return to her home state of Aonia, where she quickly took to leadership in her local branch of the MPP. Aonia, one of the southernmost states of Mars, invests heavily in water extraction and refinement, exporting heavily to Earth. She believes, like many, that this sort of relationship can be leveraged to grow other sectors of the Martian economy to remove dependence on Earth-made goods. In addition, she believes that those in the civil service should be ambitious and well trained, just like she was, and wants to make sure that there is no possibility of patronage appointments under any future system.

Sarah Nguyen, Premier of Meridiani

Meridiani is one of the wealthiest states on Mars, boasting some of the largest amounts of mineral resources on the planet. Sarah comes from one of the wealthiest families of the wealthy, who invested early in one of the first mining companies to be actually based on Mars, instead of just exploiting it for its resources. She herself is a middle sibling, and as such, is a learned mediator between different groups of people - a role she put into action when she was able to talk the state of Meridiani out of UESC control during the war, the only state seized during the war by independence forces not taken through violence. As such, she is viewed incredibly positively by her people, who view her as a champion against bloodshed, allowing her to be quickly elected to serve as Premier upon independence. She believes that industrial investment and growth is

good and great, but must remain focused on Mars - the republic needs to prioritize supporting Martians and their companies over those still owned and managed by Earth. In addition, as a peaceful woman, she believes that the MIRF's continued use of violence to repress opponents is unacceptable, and the provisional government needs to adopt measures to protect people from state violence and ensure democratic discussion amongst those within government.

Stanley Fitzroy, Premier of Noachis

Noachis actually has what is believed to be some of the oldest impact craters on Mars. Similarly, Stanley Fitzroy's family was one of the first on Mars, and one of the earliest advocates for Martian independence and democracy, which allowed him to take early leadership when the movement became more widespread. As such, his state is infamous for being a hotbed of democratic and independence activism - it is the only state where the local branch of the MIRF was driven out, noting their undemocratic tendencies. As such, Stanley is wholly dedicated to the protection of democracy in all of its forms and aspects, and wishes to see that the government of, by, and for the people can grow healthily on Mars. Although Noachis is an old state, its economy is surprisingly underdeveloped, and they lack many natural resources. As such, Stanley believes it is important that the government take measures to support less developed states without forcing economic adaptations not suited for them, whatever that may look like.

Santiago Cruz, Premier of Sabaea

If there is one thing that Santiago Cruz loves, it's riding a Martian buggy over the dunes of his home state - he and his family built a reputation as daredevils of the Martian surface early on, exploring the many crevices and tunnels of their home. His daredevil spirit was put to work leading troops in the independence war, his unit of buggy-riders striking fear into the forces of

Earth. Rumor has it he campaigned and took the position of Premier on a dare, but like many rumours, it is impossible to say for sure. He supports daring in all domains - both in how the Martian economy is rebuilt, and how democracy is enshrined. He calls for new investment in almost everything, especially ones that have a bit of risk involved. Similarly, he believes that any democracy should be willing to take risks, and the only way to be able to do that is to ensure every political view can participate in elections that are open and fair.

Nai Boupha, Premier of Argyre

Located in the second deepest basin on Mars, the state of Argyre is used to being the second best at many things, from aspects of education to industry, even its namesake - Argyre is the name of the mythological silver island in ancient Greece. Who is not used to being second best, though, is Nai Boupha - not only is she competitive, she is extremely talented at governance, and ascended to leadership with her desire to turn Argyre into a hub for Mars, turning the silver state into one of prominence. She wants to see Argyre connected in all means infrastructure and investment to the rest of Mars, and hopes that industrial development doesn't only focus on heavy industrial goods, but also the finer things and luxuries in life too. In addition, she doesn't take too kindly to rivals stepping on her shoes - like the MIRF, believing that their Consul and his personal paramilitary need to be held in check through government institutions and accountability.

Oliver Malton, Governor of Phobos

Phobos, one of the moons of Mars, has very few people living on it. Rather, it serves as an intermediary spaceport between the Martian surface and the long journey back to Earth, helping ships restock and ensure they are in tip-top shape to begin the voyage. It also has some

of the roughest conditions of any home of the Martian people, having almost no gravity and intense resource rationing. Oliver, a former spaceship pilot, is more than used to these conditions - however, he doesn't want people on both Mars service and his moon to suffer them. He believes that it is imperative the government ensure equal access to every necessary resource to live, from water and food to the ever valuable air (something planetary Martians never have to worry about). In addition, having the ability to look down on Mars and its struggles has given him something akin to the overview effect, meaning he views many of the petty squabbles between Martian factions as paltry. He believes that the government should be a safe space for collaboration where everyone can come together and put aside differences, and believes that the committee should take steps to ensure not only that they can, but that the Martian people can be raised in a culture that prioritizes that as well.

Latha Alluri, Governor of Deimos

Similar to its sibling moon, Deimos once served as a midway spaceport between Mars and the long voyage back to Earth. However, unlike Phobos, which is still operationable, Deimos is almost entirely uninhabited. During the war, the port's population split almost completely down the middle between UESC loyalists and MIRF rebels. After years of a constant cycle of fighting and ceasefires(necessary to allow civilian travel to and from Earth, with both sides agreed was necessary for some time) that neither main fighting force paid much attention to, both factions agreed to take their struggles against each other to the surface, leaving a small contingent of the neutral and MPP-aligned to man the station without them - Latha Alluri leaving them. Although manned by a skeleton crew, Deimos is still an important staging ground for the long journey home to Earth, and it is important to Latha that the government provide support, encouraging settlement in the port station and other smaller states instead of focusing migration

efforts on the already majorly developed ones. In addition, she has an inherent distaste for the selfishness of the MIRF(having abandoned her and others on the moon), and believes that they must not apply that own selfishness to their control of government, with power sharing mechanisms enshrined in law.

Neil Clarcke, Ambassador to the United Nations of Earth

Neil Clarcke has newly appointed as an Ambassador to the United Earth Space Council after Mars gained freedom. He has an interesting background where his parents are some of the few Martians who elected to immigrate back to Earth, with Clarke being born and raised there. However, despite this, he was also raised heavily exposed to his parents Martian culture, giving him appreciation for both. Since he is used to both cultures, he is looking forward to working with other representatives from different nations, and believes in both democracy and the economy that the government should work to reconcile with Earth and build new, cooperative arrangements - and not make it illegal to think that.

Ria Briggs, President of the Martian Labourers Guild

Ria Briggs has been the President of the Martian Labourers Guild for 30 years, long before the independence war started. While lacking in educational experience, or an affluent background, she prides herself on her work ethic and dedication to her guild. She works tirelessly to gain rights for her fellow labourers, having led several protests and strikes, and believes in the right for workers unions, and governmental protection for such unions. She also believes in the increased safety for her workers, and that investments in industry should not come at the cost of the people in those industries.

Provost Jeff Artois, President of the Martian University System

Provost Artois was one of the key figures in establishing the Martian University System, and has been the President since. He is a heavy believer in knowledge, and encourages all Martians to attend universities. However, due to funding issues, it has become increasingly difficult to attend, as prices for university have been increasing. He is hoping to receive funding to allow all Martians to attend university without fear of debt, and just for general investment in program improvement, believing it is an integral aspect of any economy. In addition, as with many universities, the Martian University System has been a hotbed for opposition against the increasingly authoritarian MIRF - as its leader, he believes that it is important the government respects these students rights to protest and take action to ensure that there are legal protections in place for these rights.

Charles Rockwell, Chair of the Martian Commercial Union

Charles Rockwell is one of the wealthiest businessmen on Mars. Although many might consider him aloof, in particular to the needs of common Martian workers, he considers himself to be focused - on ensuring profits for all of the corporate members of the commercial union, of course. Although most wealthy business people elected to flee, Charles made the risky decision of staying - despite his many business holdings still on Earth - because he saw a new market ripe with opportunities, and right he was. Now, he sees a golden opportunity to push for state investment in the private sector, both to allow for Mars' own growth and to ensure the commercial unions' continued wealth. As someone with close business ties to Earth, he does not

take too kindly to the MIRF's distaste and attempted persecution of those who they believe are too connected to the homeworld, and wants to see their security powers curbed and checked by the government.

Victor Whittman, Director of the Martian Broadcasters Union

Victor Whittman started as a small time weather reporter for some of Mars' media companies, before his charisma, charm, and unending ambition catapulted him to the top of the broadcasters union, especially with his incredible war time reporting. As the director of the Martian Broadcasters Union, he represents the myriad of media companies that share and report on the news for the Martian people. He believes that investing in telecommunications and related sectors is vital for both the connectedness of the Martian people, and an ample opportunity to grow the Martian economy to be ever brighter. In addition, with the government cracking down on media they consider to be opposed to Mars, he wants to see direct protections in place to allow for a diverse range of media viewpoints

Stuart MacBeth, Commissioner of the Martian Police Forces

Stuart MacBeth has been the Commissioner of the Martian Police Force since the end of the war, taking over from his pro-Earth predecessor as soon as the UESC pulled out of Mars. Following Mars's emancipation from Earth, Mars was left in a state of havoc. Crime rates were high, and there was a lot of public unrest. As the Commissioner, Macbeth established policies, and built the Martian Police Force in a similar way to Earth. While the crime rates, and overall public unrest have decreased significantly since the war, MacBeth is still working to help alleviate these issues, cracking down on the misconduct and corruption while restoring community support. In addition, the police forces are fully separate from the Consular Guard -

and he and many of his officers have not taken too kindly to their interference in their domain.

Karen Yates, Chair of the Martian Terraforming Council

Although Karen Yates was born on Mars, she grew up surrounded by the luscious gardens of her family's estate under a dome. When she first saw Mars' red dusty surface, she claims that she cried for hours. It is in her belief that Mars in its current state, will become uninhabitable within the next 500 years. Karen, as well as the council, is working to try and fund mass terraforming of Mars to more closely resemble Earth. They believe that this will ensure a sustainable future for the people, and will also deeply support the economy, bringing major investments, immigration, and jobs for the Martian people. However, not all support her vision, especially the MIRF(as firm adherents to an ideology of Martian dominance, they believe that turning Mars into a new Earth is tantamount to treason) - as such, she wants to make sure that there are enough measures in place to protect Martians with differing viewpoints like her own, and to allow them to pursue them in their own privacy.

Jared Mund, Chair of the Martian Habitat Company

Although there are many different builders of habitats on Mars, the oldest and largest is the aptly named Martian Habitat Company. Managed by Jared Mund, the Habitat Company constructs many of the pre-fabricated buildings that make up the minor settlements scattered outside the great domed cities of Mars. In addition, the company also helped in the construction of many of these domes. As such, they believe that one of the best ways to grow the Martian economy is to expand it - literally, building new settlements to capitalize on new resources and growing industries.

Samuel Ayutthaya, Chief of the General Staff of the Martian Armed Forces

Samuel's family told him when he was young that his dynastic namesake was once a great kingdom, and he was a descendant of its noble line. As such, he must make them proud by being a great fighter. This he did, although not in the way they expected - after joining with the UESC, ascending high in their chain of command, he defected to Mars almost immediately at the start of the war, taking much of his forces with him. Their loyalty and skill, with his strategic mind and organizational talent, led to him becoming the Chief of the General Staff of the Martian Armed Forces. As such, he organizes all of the military forces of the Martian republic. He believes that any economic development must be built strong and able to last, and that the institutions should remain accountable to each other, just like he and his officers are.

Gen. Zhou Long, Commander of the Martian Ground Forces

General Zhou Long comes from a long line of military officers. His father, his father before him, his mother before him, her father before her, and his mother before him were all soldiers in the UESC, serving multiple tours before returning to Mars. Zhou planned on serving multiple tours as well, before being discharged from the security forces after a major combat injury. Hoping to get back into the fight, he threw his lot in with the people of his home planet, quickly seeing their plight and fully dedicating himself to their cause. His strategic acumen allowed the Martians to earn many victories, and his ability to command men from both factions earned him a large degree of respect. He is of the mind that the government should prioritize development in growth in sectors necessary for planetary security - infrastructure, weaponry, etc. Surprisingly, despite his tough demeanor, he has a gentle heart, and dislikes the MIRF's use of

the Procuratorate to bully opposition into silence with legal charges, and believes measures must be in place to stop this.

Adm. Dewey Antilles, Commander of the Martian Navy

Admiral Dewey Antilles has been the Commander of the Martian Navy since its formal creation during the war. A combat navy was not necessary on Mars until recent times, when the war forced its creation. Originally formed from repurposed transport craft, it has gradually grown to be more militarized and formal in its organization. Dewey is a battle hardened soldier, having served in the emancipation from Earth. He is a stern man, and believes that it is necessary to share power between both the states in the economy and the branches of government in regards to Mars democracy.

Maria Welles, Director of the Office of Science and Research

Maria Welles serves as the Director of the Office of Science and Research, the independent Martian governmental body tasked with supporting scientific development and similar programs both under the government's acumen and independently. Fascinated from a young age by science, she got her start with a baking soda volcano at the age of 8 - a perfect scale replica of Olympus Mons. Since then, she has received many scholarships and opportunities to study at prestigious universities on both Mars and Earth. Although the UESC attempted to entice her to remain on Earth and put her brains to work for them, she wanted to share her knowledge with her home planet, returning to Mars during the war. She believes it is imperative that the government support scientific endeavors not only to bolster the economy, but to bolster the wellbeing of Mars and its people as well. In addition, as the head of an independent organ of the Martian government, she understands how important it is to have them - she wants

to make sure that institutions like hers can exist in the Martian government, just in ways that are harder to coopt like the Procuratorate or the Electoral Commission.

Brigitte Porter, Chairperson of the Martian People's Party

After the resignation of the Martian People's Parties previous chairperson, Brigitte Porter was elected in a landslide amongst the parties highest caucuses. Her oratory and organizational skills are impressive, and she represents a new face of the party, one not tied down with the decade of managing an armed revolutionary faction. She is ready to lead the party in its new role as a leader of a free, independent Mars. Her bright ideas allowed her to inspire many during the later years of the war, having been caught in the frontlines during the first years, and now she hopes to put those ideas to work helping Mars. As the chair of the political party that serves as the MIRFs primary opposition, it is her foremost concern to protect its capacity to operate as such - although the MIRF and Consul haven't taken action against them yet, every day they expand their power and put the MPPs existence at risk. As such, she wants there to be legal protections for all forms of opposition in government, even should the tables be turned one day. In addition, she wants to make sure that any work on the economy focuses first and foremost on the needs of the people, not necessarily about pumping GDP numbers up - both because it is the right thing to do, and because it will help her party's polling.