

SENTINEL NETWORK THREAT

DOSSIER - File 179,046

Subject: Severian Principate

Allegiance: New Republic (Nominal)

Classification: Foreign Power (Tier II)

Threat Level: Major

Strength Estimates: Unknown. Multiple carrier groups and legion strength armies supported by auxiliary forces

Location: Outer-Rim Territories, Kastolar and Essaga sectors

Status: Active, Non-Hostile

Introduction:

Mention of the Severian Principate has been repeated in both intercepted Inquisitorial and Collective transmissions. Each has related to a possible conflict, either an impending invasion or likely second front in the ongoing war. To best prepare for this, all available Sentinel Network assets of the approved classification level are to review the following dossier. It contains all military and cultural information gathered from the Principate in recent weeks.

More detailed individual documents will be provided as required, and a censored version of these documents will be passed onto the Brotherhood's Inquisition. Further information will be provided to officers within the Expeditionary Force as provided, but at this moment the Principate is to be considered only a possible hostile.



Military Status & Capabilities: Evocati Legions

The Evocati Legions are the primary ground force garrisoning the Severian Principate's member worlds and defending its territories. Composed of representatives of every member race from Wookiees to Nautonians, it serves as a unifying symbol of its disparate people and a means to ensure that their varied cultures maintain close ties. Just as the white armour of the Imperial Stormtroopers once served as an emblem of the Galactic Empire, the regimented squads of Legionaries serve as proof of the Principate's might. Standing as a bulwark against pirates, slavers and foreign invaders, it serves as a vital backbone to their military.

Strategic Ideology

The ideology of the Evocati Legions is centred about three principle ideas: Speed, adaptability, and discipline. While it favours heavy infantry tactics in pressing its assaults, the legions utilise fast moving transports and airborne drops to arrive as close to the battlefield as possible, in some cases directly atop of their enemy. Utilising shock and firepower focused upon identified weak points, an assault by the Evocati Legions will focus upon maintaining momentum against an enemy and denying them the opportunity to properly regroup and reorganise once an advantage is gained. Many attacks will typically concentrate initial strikes upon robbing an enemy of its command structure or means to continue fighting in their war, be it vehicles, morale or supplies.

Many baseline tactics taught to officers were based upon the Grand Army of the Republic's doctrines, and were adapted to suit the Principate's military in its infancy. Typically surrounded by more militarily prominent or influential powers, the Evocati Legions were trained to ever expect their enemy to have advantages in numbers and firepower. As such, officers are trained to far more effectively seek out or create advantages in their favour than their Imperial or New Republic counterparts. These can be based upon supply lines, environmental hazards or even baseline theories depending upon cultural differences.

Battles of sheer attrition are typically frowned upon, and the legions will avoid pointless last stands or wasteful battles won atop of a mountain of corpses. As such, soldiers are taught to withdraw from fights as quickly as they enter them. If an enemy proves to be especially troublesome or evasive, an attack will pull back out of enemy range and disappear while planning for a follow-up attack once another opportunity presents itself. This is typically delivered in combination with establishing the likes of automated turrets or minefields to limit an enemy's means to continue advancing and capitalize upon a unit's retreat. This overall way of war has proven highly adaptable across many environments, and variations have even been applied extremely successfully to boarding actions, with an emphasis placed upon limiting enemy crew movements and directly controlling vital points across the ship.

In order to avoid being tied to single locations and to disrupt enemy invasion plans, the legions utilise prefabricated temporary fortifications as bases of operation. These are component parts which are either delivered by transport or dropped from orbit, consisting of multiple interlinked ramparts, structures, and shield generators. These can be rapidly assembled and disassembled in a matter of hours, typically moving with the flow of a war's lines of battle.

Recruitment

The Evocati Legions maintain and bolster their numbers through a compulsory military service program, which requires any citizen of a relevant age to spend years within the military. The exact length of time and age at which they are required to join varies from one species to the next, with especially long-lived examples such as Wookiees expected to provide several years of service every fifty years. At the end of a legionary's tenure, each individual is given the choice of remaining with the military to further their career. Those who accept this are soon elevated to one of several positions best suited to their displayed skills, while others are moved to posts deemed to best improve their abilities through more active experience.

In times of war, any citizen which has finished their service may be reactivated, allowing the Principate to rapidly expand the size of its armies. On the more sparsely populated planets, the rate of this recruitment is staggered so not to negatively impact its populace, with certain regions only taking a relatively small number of recruits at a time before returning for another batch later on in their lives. Any citizen may also voluntarily opt to join the military at any time, and members of the Principate's protectorate systems gain benefits from doing so, such as recognized citizenship within its core worlds.

This means of recruitment has helped to sidestep the Military Disarmament Act through two means. The first was by listing it purely as a planetary defense force with a mandatory training period, which are typically limited to self-funded and supported by smaller planetary governments, the Principate to take advantage of a mathematical loophole in the law. The sheer volume of their worlds combined with their protectorates quickly meant that the scale of military they were permitted to field quickly

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multiplied several times over, and quickly allowed them to retain a far stronger standing army than most powers of their size. The second was due to the Principate's dual nature as a government and industry, their standing soldiers being listed purely as "employees" on certain documents, and often referring to them in a manner akin to security guards in legal documents. As the Act prevented only direct permanent recruitment, not a transfer from a temporary service to a different permanent position, the Principate was able to quietly keep building its numbers.

Training

As the legions are expected to be able to fight effectively across a broad variety of battlefields, the training of new recruits takes place across several worlds. While situated on a single training academy on one of the fortified planets within the Principate, recruits are taught basic training in terms of squad tactics, weapons maintenance and trigger discipline along with physical exercises. This is used as an opportunity to establish links and cover the basic tenets of utilising the Evocati Legions' way of war in various exercises.

One major focus within basic training is the use of their equipment, specifically how to fight in and utilise it. As a legionary's equipment is notably heavier than those of most militaries, this involves not only building up muscle mass through exercise and myostim units but teaching them various formation exercises and how best to maintain a momentum of an assault. This is taught for use in a variety of environments, from both confined areas and forests to open ground, allowing each unit to make the best use of their squad tactics as possible in open combat. A major factor within this is often simulating boarding actions and ship-to-ship engagements, given how often this can be a deciding factor in battles.

After a time, individual cadres are then sent to carry out field exercises on the more barren worlds within their territories or hard vacuum environments. This will typically take place over several months, with groups required to achieve individual exercises with limited support, and is typically seen as a final trial before active service. The exact nature of many tests varies somewhat from one world to the next, with some favouring live firing exercises as a means to better prepare their legionaries for combat, or more dynamic artificial combat environments. Some of these are done to better account for the specific species that make up the majority of the local populace, but most academies typically structure their tests to offset such things.

Military Standing

For a power like the Severian Principate, the Evocati Legions appear to be remarkably small in number at first glance. Eschewing the massed military formations which are commonly favoured by the likes of the Iron Legion or First Order, it instead places greater value in maintaining rapidly responding to impending threats and inflicting the most damage possible. As such, a fair number of member worlds feature only small garrisons of legionaries, with the bulk of their troops either placed upon Phalanx groups or stationed on designated fortress worlds. This typically leaves a defending world relying upon their auxiliary forces and civilians which have completed their military service to assist the local garrison in defending against enemy attackers until a stronger defensive force can arrive to repel them.

This way of war has proven to be remarkably effective against pirates, slavers and even enemy nations during the few times that the Principate has engaged against a foreign power. The speed in which the Principate can respond typically means that invasions will typically be countered within days if not hours by a force of appropriate size, leaving those on the planet caught between the defenders and newly arriving legionaries.

Each system within the Principate's borders has a standing legion dedicated to it along with a set number of warships and resources. These serve as a means to reinforce and better guard the specific member worlds and counter possible incursions. Those bordering upon protectorates typically have far greater funding, as their own legionaries are required to commit themselves to guarding those borders but are only permitted to maintain a very limited number of bases within those territories.

Each legion is named after the system or world upon which it is founded, and their very nature is intended for them to remain able to remove and alter assets as required. As they are built upon a unit by unit basis, they can be shifted and rearranged to different commanding posts with little issue, or broken off to act independently, as seen with the Principate's mercenary forces.

The mercenary forces themselves are simply groups of the legions which are selected for extended training beyond the Principate's borders. As countering pirate raids only offers a limited degree of combat experience, this is seen as a means to ensure that any legionary will have seen multiple battles before their mandatory service ends. This ensures that, should a civilian be called upon again to take up arms, they can call upon far more experience than merely their training.

Command Structure & Officer Ranks

Unusually for a military spawned from the Galactic Empire, the Principate favors a decentralized command structure over a rigid hierarchy. As initiative and competence is prized above the ability to follow orders to the letter, commanders are given a great deal of leeway in how to achieve their goals. While officers will outline necessary objectives and risks, it allows for subordinates to take initiative within wider plans. This permits officers to rise above their station to be more easily recognised, and for innovation to influence their future actions.

The emphasis on a loose linked but well-defined command structure encourages officers to readily adapt to new roles. As they can end up commanding small wolf pack units or detachments, it permits them to gain a better understanding of leadership responsibility and individual decision making. Those with the potential to ascend further up the ranks can be quickly singled out, while those best suited to a specific rank can be trained for that position. This also allows the Principate's forces to more readily maintain a coherent leadership in the face of casualties.

The most experienced of the Severian Principate's soldiers are typically drafted into the Lantic Council. This organisation discusses worst case scenarios and simulates conflicts with any power from the First Order to the Dark Jedi Brotherhood. This would then be used to form new contingency plans in war, while also examining how new technological developments might impact battles. Yet while the society is recognised, it exists partially outside of the command structure, and accepts any person which has displayed exceptional talent in their career.

The exact ranks and their roles are as follows:

Master of Legions - The Supreme Commander of the overall military within the Severian Principate, the Master of Legions is only one step removed from the Triumvirate and maintains almost the same level of authority.

Praetor - Considered on par with System Commander or High General, the Praetors typically commanded the forces across one or more systems within the Principate and were tasked with overseeing broader changes along with basic maintenance. Their role ranged from approving means of recruitment to dedicating resources to individual battle groups and acting upon possible threats. These individuals serve as both an administrator and a strategist, and their primary task is often helping to ensure that supply lines were maintained along with limiting piracy activity in the surrounding systems. While high in rank, their overall role is often to ensure that the Strategos and Legates have the resources required to continue fighting, and direct allies toward specific goals in order to maintain a coherent war effort; thus leaving the specifics of how to accomplish individual objectives to the Strategos.

Strategos - Typically found in command of a Phalanx Group or Akritoi, the Strategos is a rank which originated in the Evocati Legions but has evolved to exist in both the army and navy. These individuals are those which have proven themselves most effective in direct warfare against an enemy through tactics, leadership and long term strategy in both naval and ground-based operations. The Strategos operates in accordance with the wider plan set down by the Master of Legions in warfare, or the targets identified by the Praetors.

Legate - Charged with controlling larger scale groups, planetary garrisons and carry out multi-front assaults. The Legates are among the most common overall commanders in most legion based engagements.

Kentarchs - Kentarchs carry out roles similar to those of Merarchs, but on a far grander scale and with greater requirements. They continue to maintain logistical roles, but also serve as communications officers and directors, helping to confirm unit movements, status updates and predict potential problems when executing plans.

Centurion - A relatively common rank, the Centurion is a typical overall leader to small groups of soldiers which are present on the majority of smaller worlds or warships. These are the most often seen superior officers beyond the Principates borders, as they command company strength formations which make up the mercenary groups that the Principate lends out to those that can afford their prices.

Merarch - The Evocati Legions equivalent of a logistics officer and quartermaster, the Merarch ensures that the unit they are attached to is regularly supplied with fuel, ammunition and new supplies.

Optio - The Optio are given command of two Cadres and serve to carry out the orders of a Centurion in all matters.

Pentrarch - As squad leaders and unit directors, the Pentrarch is tasked with guiding units and their supporting assets in combat. The Pentrarch is given far more power than the typical Sergeant they are compatible with in armies, and attaining this rank is considered to be a first step toward moving up the chain of command. To gain this rank, soldiers are required to carry

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out a full mandatory term of service, prove themselves to have some capacity for leadership, and then opt to remain with the legions when given the opportunity to return to civilian life.

Tetrarch - The lowest rank within the legions, the Tetrarch exists as a subordinate to a Pentrarch. While they retain authority unto themselves and the ability to carry out most basic orders, the majority of these individuals are talented leaders who showed definite skill in training and are given the direct guidance of more experienced leaders.

Tactical Organisation

In order to best utilise their greatest strengths, the Evocati Legions are formed into a highly flexible unit structure which can be divided and combined as required. As many can serve on varied planets and roles, from dignitary duties to supporting police efforts, these units follow a simple and direct chain of command which nevertheless allows for considerable leeway in terms of autonomy.

Cadre - A cadre is the most basic unit within the Evocati Legions, consisting of a single twenty man squad led by a Pentrarch. Typically legionaries of these units are all recruited from the same region of the same planet, and more commonly from the same military academy. The Pentrarch leading this unit is an individual who has chosen to remain with the military following the end of their compulsory service. These are frequently supported by two Tetrarchs, individuals who displayed exemplary leadership skill during their training and learn under the guidance of the Pentrarch, who help to coordinate unit efforts.

These units are not structured based upon species so much as effectiveness, but typically a unit will consist of roughly the same height and build with only up to five noteworthy exceptions. This helps to better utilise the shield tactics which are core to Legion assaults. These units will be rarely broken up and divided save for extreme losses, with replacement troops due to casualties or dismissals taken from the same originating academy when possible. However, some Commanders opt to eschew this rule in favour of randomly formed units every several standard weeks, to prevent possible squad wide rivalries or rifts forming between cadres.

The Cadre will be accompanied by a single transport gunships for deployment, typically with its own pilot and support team, and in extreme cases a detachment of six battle droids such as SD-10 units or Droidekas. Up to nine legionaries will also serve as a specialist attached to this unit, with roles ranging from medics to combat engineers and scouts.

Testudo - Considered an appropriate size for a garrison or marine detachment, a Testudo is a formation which consists of ten Cadres, up to four specialist units, five Optio and is led by a single Centurion with their chosen unit. These formations are the most commonly seen ones among Principate worlds due to their easy deployment, manageable size and noted combat effectiveness in anti-piracy actions. These are typically stationed on the likes of Assault Frigates or Carrack cruisers, typically with the intent of allowing for rapid deployment onto a world or boarding actions.

The Testudo itself is highly organised and regimented, but its structure means that its numbers can be easily divided and tasked with individual goals without conflict. The nature of each Principate officer's training and their tactics means that every Cadre can more easily operate as an independent unit working outside of the Centurion's overall control. The Centurion himself, accompanied by a number of bodyguards and communication specialists, will dictate basic structures to attack plans and command overall operations. However, these are more typically specific objectives and general requirements, allowing each Pentrarch to achieve them as they see fit. The Optio serve to further assist with communication and carrying out the Centurion's plans, with one typically being attached to two Cadres.

The Testudo retains the basic assets and equipment of each individual Cadre, giving it access to ten gunships and up to sixty support droids. However, its formation is far more fluid than those in typical Cadres, as certain units can be formed and disbanded as the Centurion requires. This can involve removing specialists from individual Cadres to form a support unit suited to a current mission role, or even an additional dedicated team such as medical staff, sappers or siege engineers. Furthermore, these units can also be accompanied by both auxiliary troops from the Principate's member worlds and requisition assets for prefabricated fortifications.

The equipment and role of each Testudo can vary heavily depending upon mission requirements and training. While the Principate ultimately attempts to form troops which can carry out each role as required, its leaders are not blind to the need for more dedicated roles in certain areas. As such, those with environmental benefits, training regimes or have displayed a series of victories in a certain way of war can be permitted to deem themselves a specialist company, with their role ranging from special missions to recon operations.

Cataphract - Typically stationed on the larger warships of the fleet or strongholds, the Cataphracts are the second largest of the major troop formations in the legions. Formed from five Testudos with all previously listed assets, two supporting artillery or

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heavy armour formations, two scout detachments, with a further six Kentarchs, a Legate and their command squad, this force's numerical advantages typically offers it the capacity to wage war on a far greater scale. These units will usually be tasked with serving as a vanguard against main enemy battlefronts, serving to blunt an enemy's assault and annihilate its primary means of attack. While vast, they maintain the emphasis of their smaller counterparts in speed and mobility, utilising that to simultaneously strike multiple areas of importance across a much wider area. When initiating boarding actions, Cataphracts are utilised against the largest of enemy warships, and are typically deployed when heavy resistance is expected.

Along with the benefits and commanding structures offered to Testudos, the Cataphracts are more typically supported by heavier armour and vehicles. They are not so reliant upon orbital support or their gunships for firepower, and the likes of 2-M Saber-class repulsor tanks or J-1 Proton Cannons are a far from uncommon sight among these groups. Like their squads, these are rapidly deployed and moved via support gunships, and can typically be withdrawn to orbiting support vessels in a matter of hours when required. In addition to these, the Cataphract maintains two scout detachments, typically trained recon specialists or units equipped with speeder bikes to better examine the territory ahead of the army. These armies also have no restriction on the number of auxiliaries that they can accept into their formations, meaning that such armies typically make up a core to a much larger formation of planetary defense troops.

The Cataphracts are led by a single Legate, with six Kentarchs to help provide further guidance in the form of their orders. These groups also provide a better line of communication between logistics officers, or Merarchs, and the unit's commanding officers. This is typically required in order to best maintain the effectiveness of their vehicles and ensure the state of both on-site supplies and main supply lines.

Akritoi - The single largest army formation within the Evocati Legions, the Akritoi is formed from ten Cataphracts with all of their assets, along with two additional Legates and is led by a single Strategos along with their command squad. These are only formed and deployed in the most desperate of conflicts against the largest of enemy targets. An Akritoi has enough supplies and support to claim entire cities in a single strike, and rapidly take control of major orbital installations such as shipyards or Golan defense platforms in massed boarding assaults.

Legion officers more typically favour multiple groups of Cataphracts to better capitalise on their advantages in terms of mobility, but the Akritoi remains a prominent formation, especially in use against enemy warships. These will typically serve as a spearhead during massed planetary assaults or when targeting much more powerful warships, where boarding actions are required over conventional combat. The unit is commanded by a Strategos, one of the highest ranks among the legions, and are only two ranks beneath the Master of Legions. Individuals of this rank do not often play any extensive role on the battlefield itself, but instead more prominently serve as administrators and tacticians, while leaving the frontline fighting to those of a lower rank.

More so than any other unit, when deployed against forces of a notably substantial size or those approaching legion strength. The sheer scale of the Akritoi, when combined with the highly disciplined nature of the legionaries, allows them to rapidly target and overwhelm their enemies in single decisive strikes. Some of the Principate's most famous actions have involved the use of Akritoi, particularly in regards to overwhelming and surrounding far larger armies which rely upon a sheer weight of numbers to win conflicts. These groups often also act in close support with orbiting ships, and work to corral and draw enemy units into predetermined targeting locations where they can be annihilated by massed orbital bombardments.

Support Detachments -

Auxiliary Units - Following no set standard structure or uniformed design, the Auxiliaries which support the legions are typically local militia or planetary defense troops raised from among the civilian populace. Those there have either not been directly recruited into the legions or refused the position only to return to a role of defending their planet without dedicating their lives to it. The very nature of these units from numbers to tactics varies heavily, as most lack the same financial backing as the Evocati Legions or the desire to carry out the same way of war. Those on Wookiee dominated planets more commonly field berserkers and skirmishers as their individuals, while a few others place greater emphasis on fortified positions. Technically protectorate states also fall under this designation despite far better funding and their own formations.

Technological Status & Equipment

Due to its status as a trade empire, the Severian Principate's military is extremely well financed, with a substantial portion of their funding going into equipping their troops with a variety of advanced weaponry. Along with their typical tactics, this is intended to help make up for their usually limited numbers in the face of a more powerful enemy along with serving as a symbol of their overall wealth. While much of this financial support and development has been focused upon their infantry, older vehicle designs have undergone several upgrades to maintain their effectiveness against more modern units.

Standard Infantry Weapons & Armour

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At its most fundamental level, the legions are organized by the principle of equipping individual soldiers to combat any foe. Because of this, individual legionaries are notably extremely heavily armed and armoured, with most squads carrying a far more diverse variety of weapons than would typically be expected of a standing army.

Maximus Mk. XXXVII Armour - The average legionary is outfitted with a heavily modified suit of plasteel armour. Heavily influenced by the design elements of Phase II Clone Trooper armour, these suits are fitted with a plasteel ablative layer of armoured structured to better dissipate energy impacts and deflect incoming blaster rounds. However, the main plating is also fitted with a reinforced layer to better cope with ballistic impacts and kinetic strikes from explosive devices and slugthrowers, with notable reinforcements to the previously infamous weak point on the armour's abdomen. The framework is built to better prioritise flexibility thanks to modifications to the undersuit, but the overall framework also permits it to carry far heavier weights without putting nearly so much strain on the wearer. This is accomplished through a number of reinforcement points across the central torso. Each limb section of the armour is also fitted with reinforcements to limit the effect of impacts upon the wearer, allowing for legionaries to far better perform airborne drops and cope with the recoil of blaster weapons.

The main helmet section of each suit is a notably high tech design, influenced more by the Katarn armour of Republic Commando units than conventional troops. The visor features a prominent HUD which displays combat telemetry from their allied squad, equipment status, friend/foe identifier, environmental hazards and mission objectives. This can be further modified with various upgrades, such as smart-links to a user's weapon to better enhance accuracy.

Due to the various species which make up the Principates populations, in particular the notably large population of Twi'leks, the design of this armour is highly modular. Segments can be switched out and easily replaced, or key components added depending upon the mission type. This allows for the Principate to more frequently upgrade their soldiers through minor equipment modifications along with occasional vast sweeping changes, and to better cater to individual species. Despite this, these each retain basic upgrades permitting them to more easily fight across a variety of environments. Of note are an advanced rebreather to filter out foreign toxins from the air, and an oxygen supply system of up to two hours, with the option to seal the armour and pressurise its layers in order to operate in hard vacuum. The visor is also notably polarized, while the belt incorporates a grav-field alternator which better ensures a legionary's stability while being struck by enemy fire.

E-22 Blaster Rifle, Severnis-Pattern Mk. VI - As one of the major weapon exports of its central factories prior to seceding from the Empire, the Severian Principate was left with a surplus of E-22 rifles early into its formation. Its baseline design and considerable adaptability has since allowed for the Principate to adapt and modify its designs for their own end. The basic structure of the rifle has remained largely the same as its original, with a twin-barrel carbine design which emphasises medium range combat and sheer rate of fire. However, improvements to this weapon have reduced its weight and added a shock-absorber to its rear stock. When combined with a legionary's armour, this effectively allows them to wield it one-handed without the risk of recoil ruining their aim. Further changes of note also include upgrades to the penetrating power of its bolts at the cost of higher power consumption and a larger power pack to offset this modification.

Aegis-Pattern Blast Shield - The Aegis-pattern blast shield is an uncommon sight among modern armies, but it has become a prominent part of the Evocati Legions' essential equipment. With dimensions of 55 by 35 inches, the shields are a large rectangular design with a curved front, and are featureless save for a single vision slit present at its top. The shield is structured out of layered blaster-proof materials which can deflect strong sustained hits from blaster fire, but remain light enough to be held with one arm. The rear of the shield features two vertical handholds which run horizontally below the vision slit, while a second vertical grip permits multiple ways to carry the shield. A hinge mounted support can also be extended from its right side, allowing the barrel of a rifle to be braced upon it and more easily fire their weapons while carrying the shield.

A layer of molecular shielding allows these items to consume excess power from blaster impacts, which in turn charges a personal energy shield generator fitted into the centre of the item. This can be activated to better protect a legionary against high power weapons or explosives, and slots fitted near to the grip even permit legionaries to use this function to recharge expended power packs. When required, the shield can also even generate a momentary magnetic pulse to push back the like of grenades or thermal detonators, nullifying their effect on massed unit formations.

M-1313 Grenade Launcher - The primary offensive weapon against fortified or massed targets, the M-1313 Grenade Launcher is a high power weapon which serves as a countermeasure against targets resistant to anti-infantry weaponry. Carried on the back of a legionary's armour, the design collapses into a more compact shape when not in use, and only extends its trigger once it is held securely by the user. This also triggers an electronic command to activate its explosive payload, held in a drum-magazine off to its left side. These are held in a dormant state to prevent them from accidentally activating due to enemy fire, and the magazine casing is designed to contain as much of any detonation as possible in such a circumstance. Even with this said, the risk is further limited by the refusal to equip the legionaries with conventional explosives. Instead, the twin-chamber design carries five ion grenades and five gas explosives filled with a debilitating compound intended to neutralise targets and limit vision.

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The weapon can be fired on a semi-automatic mode which can be fired once per second, with the arc of the grenades adjusted depending upon a target's position. Similar to the Wookiee bowcaster, the weapon utilises a mixture of magnetic accelerators to eject its grenades meaning that each weapon can be fired across a considerable distance in a manner closer to a rocket if needed.

Military Grade Stun Baton - The stun baton is a conventional item typically seen in prisons or police efforts, and is designed to typically deliver a non-lethal electric shock. The variants used by the Evocati Legions have been modified to work on multiple settings, ranging from non-lethal jabs to powerful impacts which can burn out electrical equipment after a few seconds contact. This makes them remarkably effective against both unarmed and armoured targets, with the higher voltage settings being capable of shorting door locking mechanisms or defensive electronics fortified against ion weapons or blasters. A connection clip also allows these to be fitted to the end of blaster rifles in a manner akin to typical bayonets, further enhancing their effectiveness in combination with a legionary's shield.

Primary Vehicles

Low Altitude Assault Transport/infantry - A holdover from the years used in the Grand Army of the Republic, the LAAT/i is still commonly used by the Principate's advanced forces. While the core design aesthetic has remained unchanged, the central elements of the vehicle and the technologies within have been upgraded multiple times for combat effectiveness. Of note, the gunships now come equipped with a set of B-Wing grade shield generators to better withstand incoming fire, along with improved armour across its prow, wings, and underside. Furthermore, each gunship now carries an ECM system to interfere with electronic targeting mechanisms, confusing warning sensors, tracking devices, and guided missiles during their attacks.

Some noted improvements have been made to the propulsion and main offensive weapons of the Principate owned gunships, each with an emphasis on delivering maximum firepower upon arrival and then withdrawing at speed. Each gunship is outfitted with a set of scramjet boosters, which would temporarily increase a gunship's maximum speed by threefold, albeit with a lengthy cooldown required between uses. This was often utilised in order to rapidly withdraw from a battle or more swiftly break orbit than engaging at high speed in order to limit casualties. In terms of weaponry, these gunships had their gun mounted turrets replaced with light turbolasers, which allowed them to serve far more effectively in an anti-armour and support role during attacks.

LAAT/c Assault Lander - At a glance, the LAAT/c Assault Lander is no different from its counterpart used in the Clone Wars. With the same basic hull design and limited weaponry, it can easily be overlooked as an aging relic of a previous age. However, the major difference stems from its payload and enhancements. Much like the LAAT/i above, it features a reinforced hull, ECM, shields and a scramjet. Unlike it, its primary means of carrying units into battle has been substantially altered, with the grappling arms reworked to carry up to four 1-M Saber-Class Repulsor tanks or mobile artillery pieces in a single drop. Furthermore, the lander has been outfitted with substantially more countermeasures, including decoy launchers, close range defensive blasters and a single concussion missile launcher to assist with clearing space to deploy its tanks.

2-M Saber-Class Repulsor Tank - Deployed into battle via modified LAAT/c landers, the 1-M Saber-class repulsor tank is largely unchanged in terms of crew, firepower and defensive capabilities than its predecessor. While the primary sensor suite and responsiveness has been enhanced, the Principate's main focus was placed upon enhancing its maneuverability by reworking its primary frame. Due to improvements in repulsorlift technology, the Saber-class tanks fielded by the Principate far more compact in design and lack the broad base elements which limited their effectiveness in rocky or forested environments. This also made them far easier to transport, and permitted them a much faster turning circle, substantially enhancing their maneuverability.

Specialist Units

Tactical Operations Team - While technically only loosely linked to the Evocati Legions and commanded under the purview of the Principate Secret Service, the Tactical Operations Teams serve as the equivalent to special forces. These groups are small in number, and serve as strike teams intended to sabotage enemy positions, steal items or information and assassinate enemy targets. Originally formed from bands of enslaved soldiers, Stormtroopers and bounty hunters, these units were formed to cope with threats that the standard Principate military did not have the resources to combat conventionally. These have since served as specialised groups, with several individuals following the orders of a remote intelligence operative. However, it is not uncommon for them to be seconded to major armies as specialists, despite their unorthodox structure and the occasional clashes it brings with legionaries.

Military Status & Capabilities: Principate Defense Fleet

The Principate places a great deal of value in large groups of rapid attack ships and fighters over slow-moving battleships. As such, their naval fleets are divided into battle groups referred to as Phalanxes, consisting of three or more carriers with a large support escort. Their formations and complement of units allow for rapid response actions and mopping-up operations which are perfect for anti-piracy duties, or flanking an enemy fleet in war. Thanks to the command structure of the navy, it is not uncommon for fleets to split up into smaller attack formations to cover multiple battlefields, or engage a single target from multiple attack vectors. Combined with their large contingents of troops to allow for surprise boarding actions, they can prove to be a remarkably tenacious opponent in fleet battles and one which is difficult to draw into a simple conflict of attrition.

Military Standing

Beyond the Principate's borders, the Defense Fleet is regarded as being effective enough for anti-piracy actions but little else. Reports will emphasise the use of mothballed ships purchased cheaply or outdated vessels, each of which is typically small with few save for outdated Venator-class Star Destroyers approaching the size of a true battleship. This is further emphasised by the Principate's news outlets and information across the Holonet, giving the impression that the Principate itself is limiting funding to its fleets. In actuality, this is an intentional ruse executed by the Defense Fleet in coordination with the Secret Service, ensuring that any general information gathered about the fleet through general recon is filled with misinformation or riddled contradictions. For those too powerful to overlook it, the Principate poses no threat or anything of interest to them. For those seeking an easy target, they quickly find that the Defense Fleet is far better armed and equipped than any of them could have imagined.

While the fleet does indeed field largely mothballed vessels, it does not simply limit it to those from the Clone Wars or Galactic Civil War. A substantial number of ships from the New Republic made their way into the Principate's hands following the disbandment of so many of its fleets, while the older classes retained in the wake of their breaking from the Empire are either newly constructed variants of older ships, or designs which have been completely refitted with modern technology. This has allowed for the likes of Venator-class Star Destroyers to replace their main offensive and defensive measures with those from far more technologically modern ships, or for the likes of Assault Frigates to undergo almost complete redesigns. Even "uglies" utilised by the Fleet are of a more refined design, with the likes of the Twi'lek built Chir'daki proving to be popular among fighter aces even as reports are fabricated of TYE-wing squadrons making up elements of the fleet in their place.

Warships are typically stationed about the various fortress worlds of the Severian Principate, keeping them ready for rapid responses against threats even as smaller patrol fleets guard its outermost regions. These are divided among the individual systems of the Principate, with similar fleets stationed among its protectorates to assist with training exercises and protection efforts. While numerous, the fact that it lacks the larger warships favoured by other powers and needs to cover the regions maintained by its protectorates has allowed the Defense Fleet to utilise several loopholes in the Military Disarmament Act. This permits the Principate to maintain something far closer to a true standing military in spite of its name, and its firepower has only been further augmented by various "defensive" measures such as automated defense platforms and hyperspace capable Golan stations.

Most importantly, the highly mobile nature of the Defense Fleet means that it utilises its larger warships in a manner akin to mobile bases. Favouring carrier focused vessels such as Venators, Mon Calamari cruisers and Providence-class carrier/destroyers with further modifications allowing them to act as support ships, its fleets can operate unaided for months if not years before returning to safe harbour if required.

The Defense Fleet has recently been reinforced by groups of New Republic ships who have flocked to their banner, mustering in the Principate's space following a vocal and violent opposition to the First Order. This has notably enhanced their number of ships, but the long term impact of this inclusion remains to be seen. For the moment they form a smaller but important second power base within the Fleet, and the command structure has been reorientated to accommodate their rapid inclusion as allied auxiliaries.

Command Structure & Ranks

Master of Legions - The Supreme Commander of the overall military within the Severian Principate, the Master of Legions is only one step removed from the Triumvirate and maintains almost the same level of authority.

Praetor - Considered on par with System Commander or High General, the Praetors typically commanded the forces across one or more systems within the Principate and were tasked with overseeing broader changes along with basic maintenance.

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Their role ranged from approving means of recruitment to dedicating resources to individual battle groups and acting upon possible threats. These individuals serve as both an administrator and a strategist, and their primary task is often helping to ensure that supply lines were maintained along with limiting piracy activity in the surrounding systems. While high in rank, their overall role is often to ensure that the Strategos and Legates have the resources required to continue fighting, and direct allies toward specific goals in order to maintain a coherent war effort; thus leaving the specifics of how to accomplish individual objectives to the Strategos.

Strategos - Typically found in command of a Phalanx Group or Akritoi, the Strategos is a rank which originated in the Evocati Legions but has evolved to exist in both the army and navy. These individuals are those which have proven themselves most effective in direct warfare against an enemy through tactics, leadership and long term strategy in both naval and ground-based operations. The Strategos operates in accordance with the wider plan set down by the Master of Legions in warfare, or the targets identified by the Praetors.

Tourmarches - Roughly comparable with the rank of a Vice Admiral, the Tourmarches command Phalanx Groups alongside a Strategos or in their place when required. These groups command orbital operations during invasions while the Strategos focuses on ground efforts along with the bigger picture, and are charged with maintaining the wellbeing of the fleet. In events of direct ship battles they typically take total command, and are chosen from among those with the most effective track records in their careers.

Droungarios - A Commander of a patrol fleet or secondary battle group, the Droungarios are tasked with maintaining smaller scale raids, operations and countering criminal activity within a region. They are typically tasked with focusing on more tactical planning than strategic thinking, as winning individual battles is more important at this rank than a campaign as a whole. So long as they lead effectively and can maintain their ships along with knowing when and when not to take risks, they are allowed to retain their position. Those that retain a greater capacity for thinking are promoted to higher ranks, but the Droungarios is seen as a respectable final stage in the career of more bloodthirsty captains. Even if they are not seen as worthy of promotion to Tourmarches, a few can occasionally be promoted to a position akin to Flag Captain.

Protonotarios - The Captain of a group of attack ships, or more specifically a frigate wolf pack. These groups operate in a manner close to those of the Droungarios, but typically focus their efforts on offensive actions or intelligence gathering above all else. This is the first true rank requiring the massed coordination of multiple ships, and it typically is seen as a "make or break" point for most officers in their careers due to this factor.

Chartoularios - The Captain of a capital ship or commander of three frigate class ships. This is a secondary role, assisting their superiors while thinking far more independently about commanding distant groups or controlling major operations.

Komes - The Captain of a frigate or corvette. The first main leadership role of a naval officer in a true command position, and it requires the approval of multiple individuals to fully be accepted, or a distinguished record of service,

Stratarchai - The role of a First Officer on a ship, which can apply to almost any warship in the Defense Fleet. This position's importance varies somewhat depending upon the vessel in question as the scale and importance of a ship also defines the importance of this rank. However, it does not instantly mean that a Stratarchi will instantly gain a captaincy on a similar vessel, and most will be still required to be promoted to Komes first before continuing up to another position.

Topoteretes - The main officer class within the fleet below a full commander, the Topoteretes is a role of varying positions and ranks depending upon an individual's role. These typically come with a second designation in terms of class or role, but are ultimately responsible for the wellbeing and efficient running of one section of a ship.

Trierarchos - A non-commissioned officer who is designated an officer, typically by virtue of seniority.

Kopelatai - The lowest ranking position in the Defense Fleet, and one with various ranks and roles. This is a typical starting position for most recruits regardless of role or skill.

Strategic Ideology

The overall guiding ideology of the Principate Defense Fleet is remarkably similar to that of the Evocati Legions, albeit with a greater emphasis on deception and misdirection alongside speed and adaptability. This is best exemplified through their choice of warships, with the majority of their fleet consisting of mothballed vessels purchased in the wake of the Military Disarmament Act or purchased from deconstruction yards.

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In terms of strategic guidelines in relation to direct combat, the Defense Fleet will typically prioritize abrupt strikes and rapid hit and fade tactics to ensure victory. Its emphasis upon frigates and cruisers of various types ensures that their forces typically have numbers on their side, and their designs are intended to maximize the most damage in opening volleys. This typically means that battles are swift, bloody and will end as abruptly as they began, with fleets withdrawing after inflicting substantial damage on enemy targets seemed to be the most strategically threatening elements within an enemy force. It is not uncommon for Commanders to utilise these aspects to strike a single target from multiple directions at once, with groups arriving from different systems, synchronising their attacks to hit a fleet from multiple directions and forcing them to divide their incoming fire. When required, while they typically serve as mobile bases of operations, Venators are deployed to be an anvil against this hammer and to utilise superior massed fire from a single direction as the enemy fleet is gradually surrounded. Combined with their emphasis on starfighter superiority over an enemy,

To support such a means of warfare, Principate space is heavily fortified in key regions between worlds, with multiple weapons platforms and Bastion Worlds to guard against attacks. These serve as a deterrent against direct means of invasion, and each can reap a heavy toll against enemy capital ships even as they are rapidly reinforced from other sectors. As many of these platforms come equipped with their own hyperdrives, their exact position can rapidly change without warning, making invasions notably problematic. A fact that the Defense Fleet can further bolster with ships laying down minefields and further automated gun turrets during times of massed conflict. These can be used to delay or stall an enemy's advance, even following a crippling loss by the Defense Fleet, buying time for a new plan to be devised. The Bastion Worlds themselves also serve as easily defensible locations to deploy from and withdraw to, intentionally limiting an enemy's capacity to force them to stand and fight over an undesirable location.

Finally, and most prominently, due to how its main Phalanx groups are combined with a substantial portion of the Evocatii Legions, the Defense Fleet is rarely without a substantial number of troops. These can be rapidly deployed to ground-based targets, but are frequently used against enemy warships via boarding torpedoes and shuttles. If an enemy capital ship is deemed of strategic importance, the fleet will create an opening with ion torpedoes or massed turbolaser bombardments and then directly deploy troops into vital areas of the ship such as its secondary bridge or engineering. These will then take over the vessel, sabotaging its life support systems and defensive measures before withdrawing or sometimes even repairing it so that it can jump away to a Bastion World as spoils of war.

Tactical Organisation

The Principate Defense Fleet is divided up into eight primary fleets, each tasked up into patrolling and guarding specific territories. However, these territories are not permanent, and the fleets themselves will frequently change depending upon extensive movements, with some altering their role and approach to cover for other fleets if they need to be deployed in a more offensive manner. While Phalanx groups are given considerable leeway in how they execute their primary objectives and which targets to take alive, their efforts are subject to greater scrutiny by the overall command staff. This is to ensure that their fast-response method of countering possible invasions is better coordinated than leaving Commanders purely to their own devices, and the general guideline of a wider battleplan is adhered to.

Each fleet is capable of operating in relative isolation and with limited support thanks to an emphasis upon self-reliance and versatility. With no shortage of support vessels to assist with refuelling, repairs and general maintenance and limited production facilities on larger warships allowing for replacement starfighters to be built on the frontlines, supply lines are easier to establish with various main worlds. The broader tiers of command within a fleet also permits this to be far more effectively established, as the likes of patrol fleets and wolf packs can more easily break off from larger Phalanx groups to patrol and guard more sparsely defended systems. This is often further supported by moving defense stations into position behind them once territories are conquered or retaken, leaving a more clearly fortified location to withdraw toward.

Squadron - A single formation of twelve to fifteen starfighters, this is the most common overall group of smaller vessels found within the fleet. Typically operating from either a defense station or larger warship, the role and activity of these groups is defined by their craft. While the Principate typically favours single squadrons of the same ship, it will attempt to diversify its various wings with a broad variety of fighters in order to have each class offset another's weaknesses.

Gladius Assault Wing - A main attack wing, the Gladius Assault Wing is a group of four to eight squadrons used in large scale battle operations where the support of a capital ship cannot be afforded. The most prominent and popular use of these groups is in surprise attacks and raids on enemy fleets, typically targeting and then crippling strategically vital ships before withdrawing once more. The group will usually consist of a varied force, with two-thirds made up of fighters and interceptors, with one third comprised of dedicated bombers.

Javelin Interception Group - The Javelin Interception Group is an attack force intended to quickly intercept and then counter enemy raids, emphasising speed above all else. Typically consisting of three frigates accompanied by six squadrons, this force

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is perfect for when speed is required above all else, and small enough to typically remain undetected until launching an attack. There are several variations of this force, with some forsaking two frigates in favour of six corvette class ships or even increasing the total number of frigates to five vessels, but the overall role typically remains the same.

Citadel Planetary Defense Group - A mobile defensive position intended to assist with interdiction efforts and establishing new segments of wider defensive networks, the Citadel Planetary Defense Group exists as a mobile hardpoint against enemy attacks. The core of its formation consists of three Golan II-H stations with a full complement of fighters and further defended by sixteen corvettes, four frigates and a single capital ship. These are typically deployed in the wake of a successful battle to rapidly secure a world for the Principate and guard against counter assaults, but it is not uncommon for them to emerge in deep space. In previous conflicts, these formations have been used in combination with Interdictor-class Star Destroyers to blockade enemy supply lines and destroy ships en route to the frontlines of a conflict.

Wolf Pack - The general term of "wolf pack" is broadly applied to varied groups of ships within the Principate Defense Fleet, but it most commonly applies to a massed group of light cruisers, frigates, and corvettes. With fast vessels such as Carracks, MC30as and Marauders making up the bulk of the force along with a multitude of interceptors to guard against enemy fighters, it operates in a similar manner to the Gladius Assault Wing but upscaled to far larger warships and levels of firepower. These are utilised to counter enemy raiders while initiating lightning assaults on vital enemy installations such as shipyards and supply bases.

Patrol Fleet - The primary sign of strength among the Defense Fleet, a patrol fleet consists of a single capital ship supported by four frigates, two Carrack-class cruisers, between five to ten squadrons of fighters and another eight corvettes. This serves as a versatile and varied group small enough to rapidly respond to threats but with enough varied firepower to typically counter most major flotillas. In times of war the numbers in these groups are further bolstered by rearmed ships.

Phalanx Group - The main overall battle group of the Principate Defense Fleet and nicknamed the Hammer of the Triumvirate, the Phalanx group is the single largest formation within its military. Consisting of five capital ships with four times as many frigates, and eight times as many corvettes along with a full complement of fighters, it exists to break enemy lines. These groups rarely stay in one place, and it is not uncommon for them to serve as a hammer to break an enemy fleet while working in coordination with smaller groups. These serve as linchpins to defensive efforts and multiple groups typically serve as the backbone to each main fleet.

Technological Status & Equipment

The technological status of the Defense Fleet and its ships is bizarrely anachronistic, with a variety of advanced systems grafted onto older designs of hulls. Some of these are variants newly constructed and then modified, based upon the designs of the original ships, with other vessels dating back to much older eras of conflict and undergo mass refits. This is afforded thanks to substantial financing from various corporations and government funding efforts to bolster the military's numbers. The equipment of crewmen, meanwhile, varies from one ship to the next depending upon its size and general role within the Fleet. However, a few basic items are considered to be standard equipment among the fleet's various crewmen and are present almost universally throughout its ranks.

Standard Crew Equipment

Type IV-VII-VIII Tyrus Industries Vacc-Suit - Unlike other militaries, lightweight environmental suits are considered to be a basic and vital piece of equipment among the Defense Fleet's warships. Due to both the typically exposed nature of command bridges on warships and how the Evocati Legions' boarding actions emphasise the sabotage of life support control, basic environmental suits quickly became considered a requirement across most vessels in the event of a hull breach or damage to air filtration systems. The suits themselves are partially armoured, lightweight and constructed from puncture resistant materials to prevent death by shrapnel damage.

Inspired by those utilised by the Jedi during the Clone Wars, the suits are basic in design with an emphasis on mobility and ease of use, with a life support system built into a domed helmet which carries with it up to eight hours of air. Oxygen recycling filters are fitted into the base of its neck ring, with the majority of primary life support equipment situated into the shoulders, upper chest and harness, with recycling systems fitted into the lower back. In the event of a breach, an inner gel-layer of the suit will heat up and form a makeshift seal to cover for tears and pinhole punctures. Combined with magnetic grips fitted to the soles of their boots, it means that the crew can keep the ship operating in the event of total failure of environmental and gravity controls.

This equipment is designed for rapid use, with a maximum dressing time of up to thirty seconds. As it is designed for emergency use and to be donned quickly prior to a combat situation, standard uniforms can easily be worn beneath them when in use.

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P.D.F. Basic Repair Kit - Intended to allow for basic repairs, upgrades, and maintenance, the Basic Repair Kit is a small box which is eight by five inches in length. Containing a number of small tools such as hydrosplanners, a miniaturized arc welder and micro generator, it is intended to be utilised in emergency situations where basic repairs are required. This can range from repairing a door's manual release to reconnecting broken wiring to a primary control console to bring it back online. This is notably limited to very basic repairs, and lacks what would otherwise be considered essential parts such as cutting tools in order to prevent their use in possible sabotage.

Roamer-6 Breath Mask - Intended for use in environments with a hostile atmosphere, the Breath Mask serves as protection against toxic gasses or a lack of oxygen. This is intended for use while escaping environments which have caught fire or are filling with fumes triggered by electrical damages.

Primary Vessels -

While the Principate Defense Fleet fields a diverse array of ships, those listed here are among the more commonly seen vessels utilised in guarding their territories.

Venator-class Battle Carrier - A heavily modified alternative to the typical Venator-class Star Destroyer, the Battle Carrier is a reworked variant of the original ship intended to more openly emphasise its role as a carrier and mobile HQ. Along with far more substantial armour and a redesigned hanger system for a more economical use of available space, its main offensive weaponry has been upgraded and reworked. All eight heavy turbolaser turrets have been replaced by ion cannons of a similar yield, and each has been repositioned in a staggered elevated formation. This allows the ship to fire all of its primary weapons on a single target directly ahead of it. The further addition of a further four prow mounted heavy torpedo tubes capable of firing both boarding and proton weapons helps it to quickly disable and then destroy far larger targets.

The introduction of smaller power cores and more efficient systems has also freed up a substantial amount of space in the original design. These have gone toward adding in strategic command areas, an extended fuel supply, and improved facilities for troop transportation and medical treatment.

MC80 Home One-class Star Cruiser - Purchased following the New Republic's disarmament, the few cruisers of this type that the Principate were able to acquire now serve primarily as command ships and training vessels. These are kept in reserve during battles to assist either with planetary defense or as a means to rapidly overwhelm a weakened enemy with their sudden arrival, and otherwise support conflicts through their fighter squadrons.

Interdictor-class Star Destroyer - With the surplus of Star Destroyer hulls in the wake of the Galactic Civil War's end, the Principate purchased a large number of ships for its own use. The Interdictor-class Star Destroyer is one of those ships reworked for a new intended role, operating in support of blockades and counter assaults. The ship is almost identical to an *Imperial I-class Star Destroyer* save for two major alterations. The first is that the hanger was redesigned to better accommodate ships besides TIE variants, with the usual racks and platforms removed to permit the rapid deployment of the Principate's favoured fighters. The second was the inclusion of a gravity well generator system at the ship's heart. Technological advances meant that new projectors required less power and a streamlined form, removing the characteristic globes of older cruisers. This allows them to serve as a heavily armed and protected means of capturing pirates and enemy fleets.

Assault Frigate Mk. III - A further updated variant of the Mk. I series Assault Frigate, the Mk. III further diverged from the original Dreadnought design but without the same dramatic hull alterations of the Mk. II. Enhanced speed and maneuverability allows the ship to turn and commit attacks at a pace no Mk. I can match, while the inclusion of an ECM suite blocks target locks and detailed scans at all but the closest ranges. Ablative armouring layered over the more exposed areas of the hull means that it can far better withstand incoming fire than its predecessors, while targeting upgrades to its quad laser cannons offers the ship a point defense network against incoming torpedoes and starfighters. Finally, the addition of four heavy torpedo launchers allows the Mk. III to more effectively initiate boarding actions and capitalize upon weaknesses in enemy ship defenses.

Nebulon-C Escort Frigate - Among all of the ships that the ships abandoned by the New Republic in the wake of their disarmament, the Nebulon-C Escort Frigate was both the easiest to acquire and the most demanded. Due to its role as a carrier and the substantial improvements over its predecessor, the ship was almost perfectly designed to fill a niche left in the Principate's military structure for a carrier smaller than existing warships, but with the ability to punch up above its weight limit. Thus far, the only criticisms among Captains have been of its pig ugly design and an extremely fuel inefficient propulsion system which was quickly replaced.

MC30c Frigate - Capable of keeping pace with the Assault Frigate Mk. III and perfectly suited to the Principate's chosen way of war, it is no surprise that a notably large number of MC30c frigates have made their way into Principate hands. Typically fielding at least two per battle group, the Defense Fleet uses these ships as line breakers and Star Destroyer killers, favouring their heavy torpedo payloads as a means to rapidly overcome far larger ships and cripple escort vessels.

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Marauder-class Corvette - Prized for its sheer versatility and ability to inflict serious damage to far larger vessels, the Marauder-class remains a popular choice for Captains looking to prove their skills. Typically operating independently as a patrol or scout vessel, the ship's multitude of turbolasers have made it a highly effective counter to enemy scouts, smugglers and pirates performing illegal activity within the Principate's territories.

Carrack-class Cruiser - Like most of the more remote systems within the Galactic Empire, the Principate had benefited from several Carrack-class cruisers as the core of its fleet at the time of its rebellion. Capable of matching speeds with an X-Wing and proving to be far more durable than its armour profile would indicate, their value has only increased over time. They are typically used to escort squadrons in raids or are held in reserve to protect larger capital ships.

Firespray-31-class Interceptor - The Firespray-31 is one of only two major fighters which exists as a holdover from the Imperial era. Due to the multitude of mining worlds which utilised prisoners and slave labour, the Firespray was a ship deemed perfect for patrolling the surrounding space and recovering escapees. While its firepower marks it as a formidable multi-role fighter, the addition of a tractor beam is a rare benefit which most ships its size lack. The Defense Fleet has utilised this to great effect, both as a means to recover items of interest and deliver high explosives to enemy targets.

RZ-2 A-wing Interceptor - As its TIE Interceptors were gradually phased out in favour of more durable vessels, the Principate focused its efforts on taking advantage of the New Republic's slowing production of modern A-Wing designs. Liberating entire squadrons of ships from deconstruction yards and even putting their own shipyards to work constructing new wings, the RZ-2 quickly became an interceptor of choice within the Defense Fleet.

T-65B X-wing Starfighter - Cheaper, easier to maintain and with few disadvantages when compared with its T-70 counterpart, the T-65B was an easy choice as a mainline attack fighter for the Principate. While the Principate's own versions have upgraded maneuverability, giving them tighter turning capabilities and an advanced targeting computer, they otherwise remain largely unchanged from their original designs.

Kom'rk-class Fighter - Purchased through an agreement with Mandalore after the Principate helped it to recover from its civil war, the Kom'rk-class fighter is a surprisingly common sight within the fleets. Favoured thanks to its sheer speed, maneuverability and substantial passenger payload, the fighter serves as an excellent means to deploy and recover troops in both ground and boarding operations.

VT-49 Decimator - The VT-49 Decimators within the Defense Fleet serve primarily as torpedo boats, offering a stronger and more durable platform to strike larger ships from with proton weaponry. Typically acting in groups of three or five ships, they will assist with making scouting patrols and supporting rescue efforts in recovering downed pilots when not being used as part of a larger offensive.

A/SF-01 B-Wing Starfighter - With few to no bombers of its own at the time of its rebellion, the Principate Defense Fleet was left short-handed for much of its early existence and with little opportunity to better commit to enemy raids. This was resolved only a few years later, when several squadrons of B-Wings were acquired from a deconstruction yard after they were abandoned by the New Republic. After being stripped down and examined, the Principate began manufacturing its own B-Wings and utilising them as an attack vessel. Its combination of torpedo launchers and cannons has made it a highly effective strike bomber when fielded alongside other vessels.

Golan II-H Space Defense Platform - A common sight among the fortress planets of the Severian Principate, the Golan II-H is a heavily modified alternative to the typical Golan II platform. With basic improvements to shielding and turbolaser recharge rates, it is notably more durable than its predecessor despite still lacking the Golan III's raw firepower. However, the station makes up for this with two key advantages: The first of these is a Class 1.0 hyperdrive, designed to allow the ship to jump between planets and enter new defensive positions when required by the Defense Fleet. This permitted them to remain on the frontlines and remain as a far more effective deterrent against attacks, keeping pace with shifting frontlines in warfare and escaping captured worlds. The other was the addition of a cloaking device, which allowed the stations to initiate their own ambushes against enemy fleets and disguise their true numbers. Both additions, while expensive, were deemed to have dramatically enhanced the effectiveness of the design.

Camillan-class Boarding Torpedo - Arguably the only true ship that the Principate has designed from scratch, the Camillan-class Boarding Torpedo is an upgraded and enhanced alternative over the older Imperial boarding pods. Heavily armoured and well shielded, the torpedo can carry up to sixteen people at a time and retains locking restraints to ensure that they survive the impact. The craft is also fitted with multiple inertial dampeners to limit stress from the puncturing the hull upon its payload, and an impact resistant gel layer surrounding the main section. The head of the torpedo is a hardened and reinforced durasteel arrow which can be charged with a fusion energy field upon detecting its target, allowing it to burn its way through the armoured sections of the hull before coming to a stop several decks in. Force Fields and extending seals block off

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the interior from hard vacuum before the main hatch opens, allowing the boarding troops to advance onto the ship. While these are typically single-use, the torpedoes can be boarded and then ejected from the hull as a makeshift escape pod if required.

Recruitment

The Defense Fleet's recruitment of naval personnel is an easy feat thanks to the Principate's status as an empire built upon trade. Those seeking to make a living on freighters or charter ships must first be given a license, and one requirement is that they undergo basic naval academy training. As such, the early years within the academies themselves double by covering the essentials of astrogation training, mechanics and piloting larger ships along with basic training on utilising ordinance and maintaining supplies. This allows the Principate to both build up a psychological profile of its various members, identifying and logging those most likely to try and utilise these skills when turning to piracy before marking them as subjects to undergo surveillance.

Licensing upgrades to continue merchant operations requires further training within the naval academies, along offering various benefits to those that opt to fully join the Defense Fleet from finances to quality of life. This allows recruits to be more easily encouraged to join the Defense Fleet for a period of several years, or even change careers entirely. Much like the Evocati Legions, this can also be used by those living in its protectorates to attain citizenship and a right to settle within the Principate itself. Propaganda and promotional efforts only further emphasise this point, and it has led to the Fleet retaining a far steadier number of recruits than a number of other defensive forces. In times of war, anyone who has undergone basic training can be recalled to assist with crewing warships, or operate freighters which have been up-gunned to support the main fleet.

Specialised Units

Rearmed Fleet - One of the major benefits of using so many refitted military vehicles as trade ships is their ability to be rapidly rearmed. As such, in times of war, these ships are recalled to various points in the Principate, outfitted with weapons and are then deployed as escorts. This action is risky, and as such both the crewmen and ships undergo heavily scrutiny to ensure that infiltrators do not take advantage of this policy. However, through it the Principate Defense Fleet can rapidly expand upon its overall number of ships, and can typically recall various trained crews familiar with their classes to immediately make use of them.

Military Status & Capabilities: Principate Secret Service

Like any government, the Severian Principate would be unable to survive without a way to wage its shadow wars. The Secret Service was formed to fulfil this role, and ultimately to blunt any less open methods intended to undermine the Principate from within. Initially founded from a small cabal of officers who sided with Lucian Niatinus' efforts to transform the region into a more stable state, the Secret Service was founded on a basis of counterintelligence and maintaining national secrecy. Its exact structures and ranks remain unknown to all but a few high ranking individuals within both the government and military. This has allowed it to act with a degree of autonomy despite being in a supposedly subservient position to regional Praetors.

Their secrecy was a rule established to both allow the Secret Service to operate without possible conflict against enemy governments, but also to disguise a quiet hypocrisy among the Principate's leaders. Finding itself hopelessly short on experts in this field, the Principate granted sanctuary to a number of Imperial Security Bureau agents fought after by the New Republic. Giving them new identities and keeping them hidden from the public, the most successful among their number were used to train a new generation of agents in a number of their methods. Those which were proven to be too untrustworthy, loyal to the Empire, or incapable of operating to the standards the Principate demanded were handed over to the New Republic. Each time, the Principate claimed that this was a sign of good faith on their part, and their operation had been an effort to draw out war criminals attempting to escape justice.

Strategic Ideology

The guiding ideology behind the Secret Service emphasises defensive actions above all else. While hardly averse to espionage actions or assassinations, in most wars knowledge is ultimately power. With that in mind those that are unknown are almost invincible. Because of this detail, many ideas and supposed facts surrounding the Principate are hidden among conflicting news reports, false information and half-truths. Those who search for one solid fact about the Principate's current events on the Holonet will be met by a dozen possible stories, each conflicting with the last.

In a more direct means, the Secret Service itself is dedicated to limiting the means for enemy spies to operate within their space. Along with falsifying reports on troop numbers, military emplacements and movements, their counterintelligence operations have become adept at finding and then eliminating enemy spies. While most of their resources have become focused upon this role at the cost of foreign operations, they view this as being an acceptable loss. After all, an enemy intelligence agency is of little use when their agents keep being located and eliminated before they can relay any substantial information on the Principate. This has led them to famously tracking down and locating spy networks even as other powers attempt to establish them within their borders, and even turning some to their side. Ironically, the Secret Service remains one of the most favourable groups when it comes to maintaining contact with the Hutt Cartel, arguing that their espionage efforts make for excellent practice.

The majority of information gathered directly from other worlds is conveyed thanks to the broad trade network that the Principate has established. The sheer number of trade vessels and mobile harbours makes it easy to hide agents among their crewmen, and to gather information during brief periods on one planet after the next. This also permits more frequent eye-witness updates on certain worlds without the need for deep cover operations, but has come at the limitation of having few well-established agents within foreign territories.

Notable Conflicts

The Principate-Hutt War

The Principate-Hutt War was a relatively minor conflict which took place in late ABY 22, following years of peace between the Principate and the Hutts. While each power largely supported the other under the understanding that open war would lead to a mutual weakening and a pyrrhic victory at best, they had largely tolerated one another rather than forming a true alliance. Their contrasting views on order, slavery, and control made them too alien to fully ever make peace, and their ongoing treaty was largely agreed upon purely for mutual benefit. However, there were often those who objected to it, seeing the other as a barrier preventing them from attaining further power. This finally broke out into open conflict with the rise to prominence of Rattako among the Hutt Cartel. An ambitious and remarkably shrewd tactician, Rattako had proven himself ambitious and extremely skilled for his young age. While several accomplishments had already marked him as power to be reckoned with, he sought to make his mark on history by granting the Hutts new authority and breaking what he saw as a needless limitation.

Rattako initially worked within the Hutts to deny the Principate support, making agreements and concessions to ensure that his rivals would be kept busy by their own enemies. Then he initiated a series of new legislations involving trade through the Principate, seeking to weaken them by diverting typical convoys to "safer" routes while orchestrating faux pirate raids. This was made to make it appear as if the route leading to Principate space was unsafe and to enhance his own fortune, while placing political pressure on their protectorates. For most Hutts this would have been enough, but Rattako used this to privately fund his own army. Using the fortune to bring a number of lost Confederacy droid factories he had uncovered back to operational standard along with a varied number of Lucrehulk-class battleships, he amassed a broad armada of vessels in secret.

Rattako's initial strike came as a complete surprise to the Principate. Despite warnings of the Secret Service that the Hutt had been spending his wealth on some unknown project, most Senators believed that he would seek to oppose them through financial limitations and criminal contacts. Conquest of this nature was completely unlike the Hutts' recent activities and as such, when Rattako's fleet swept into the first of the Principate's protectorate systems, the Defense Fleet was caught by surprise. Quickly forced into retreat by the sudden masses of ships, three worlds were pillaged as droids and Nikto fell upon them raiding towns and enslaving anyone that they found. For eight days the Principate withdrew in battle after battle, seeking to gather its forces and recall fleets in preparation for a major counter-offensive, even as Rattako's fleet moved in one massed force over all defenses. Evacuating planet after planet to make a stand at the bastion world of Yil, the Principate fought instead to weaken Rattako's standing.

After failing to sway the other Hutts into more open action, as many quietly wanted to see how well Rattako would perform in this attack, the Principate instead opted to undermine Rattako's ability to fight. Repeatedly initiating raids on the Hutt's supply lines and jumping Golan II-H stations over planets he had previously conquered, effectively blockading them from orbit. The Principate became a phantom, repeatedly striking at Rattako's weak points and denying him supplies before disappearing as soon as he sought to face them in open battle. Much of this was to buy time for Yil to mobilise with other fleets, but these strikes also forced Rattako to continually divide his forces and leave more substantial portions of his fleet to guard his holdings. While the Hutt was skilled, it seemed that his tactics were derived from the Empire and lacked a comprehension of how to cover for its blind spots. Slowly but surely, his fleet was picked off as it broke up, ambushed and destroyed in sudden strikes as he tried to establish holdings of one or two ships to guard entire worlds.

By the time that Rattako rushed Yil, his fleet was a fraction of its original strength. This was one final roll of the dice to conquer the planet and claim its resources or fail entirely. Lacking the fuel supplies he needed to initiate full maneuvers and effectively split his forces, the Hutt died with his armada as they were caught between the orbital weapons over the world and arriving fleets of ships.

While the territory that Rattako had taken was swiftly reconquered and rebuilt with remarkably little loss of life, the war notably soured relations between the Principate and Hutts. Even with some efforts to reconcile by members of both sides, and efforts to reverse Rattako's decrees, it would take the threat of the First Order to fully cement their alliance once more.

The Battle of the Twin Star Nebula

Due to its links to the disbanded Galactic Empire, many citizens of the Principate lived in fear of its return. The years of masses enslaved in its mines, secret police operations, and control maintained through force of arms was an era that few wished to return to. Its leaders had long worried that the New Republic Senate's blind refusal to learn from past mistakes or see the resurgent First Order would see the government destroyed if the galaxy was plunged back into another sector spanning conflict.

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These concerns were only confirmed when word reached the Triumvirate of the Hosnian system's destruction and the New Republic's near total capitulation to the First Order.

A call to arms was issued across the Severian Principate as word of this reached their government, recalling all available fleets and mustering its legions for war. As reports spread of First Order battle groups arriving at former Imperial held systems before conquering them with fire and blood, they awaited the same fate. Whatever advantages the First Order held, the Principate would not share the New Republic's fate of falling without a single battle. Yet days stretched into weeks without any sign of the First Order arriving. No vast armadas breached their borders nor were they met with demands for surrender. When word finally came from the First Order, it was an unexpected series of orders, asking for the Principate to prepare to service an arriving armada and greet a Moff who would serve as their new leader. The First Order had misread the Principate's use of Imperial ideology and iconography. Believing that their strained relationship with the New Republic meant that they were effectively a massive sleeper-cell that would side with the First Order at a moment's notice, they had regarded them as an ally.

The opportunity the First Order's presumption presented was not one that the Principate would waste. Exchanging messages and utilising the Secret Service to gather further information, they were able to learn of Starkiller Base's destruction, the loss of the *Supremacy* to an enemy suicide attack, and the death of their leader Snoke. Realising that the First Order was far weaker than they believed, the Principate made plans to strike first.

Arranging to meet the enemy fleet at the Twin Star Nebula just beyond the Principate's borders, Master of Legions Yin Sin-Yu readied their forces, planning out a means to overwhelm and cripple the arriving fleet in as fast a manner as possible. They did not simply need to beat the enemy warships, they needed to make an example of them to dissuade further First Order efforts to claim their territories. Several Phalanx groups were placed on standby, with other wolf packs drawn to wait in readiness for battle.

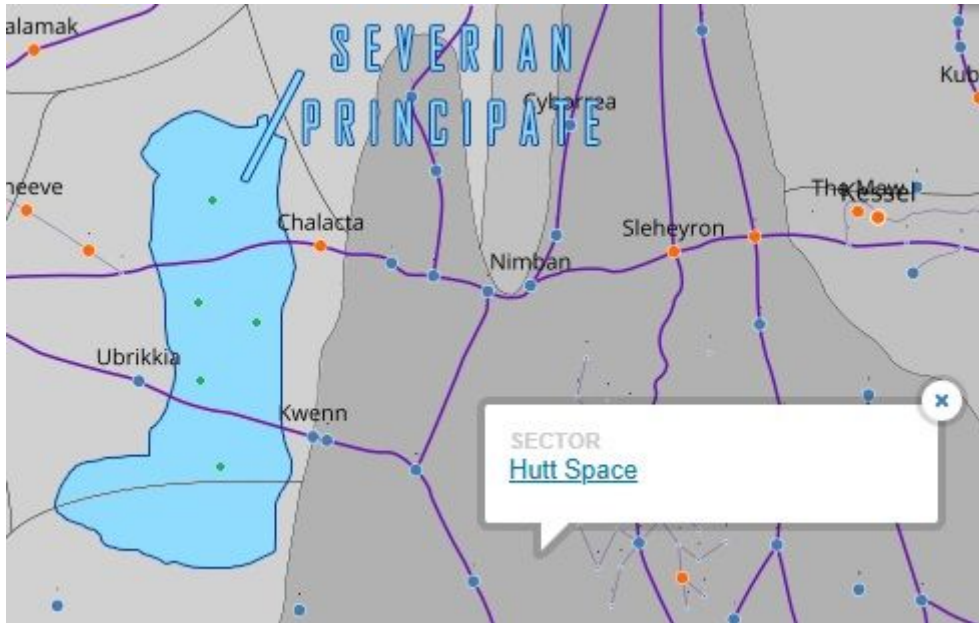
When the First Order fleet arrived, consisting of five Resurgent-class Star Destroyers, they were seemingly met only by a small group of freighters along with a single unarmed transport ship. They were greeted by a message from the Triumvirate of Industry herself, claiming that the freighters offered the first sample of what their worlds could offer the First Order. The message itself was pre-programmed, allowing time for the transport to relay tactical data to distant battlegroups. As it finished, the automated ships hurtled forward, exploding among the advancing First Order flotilla as each detonated a full payload of ion warheads. The Star Destroyers reeled as systems went offline, communications shorted out and their sensors went blind. It was then that the Principate Defense Fleet struck in earnest. A full eight Wolf Packs and two Phalanx Groups arrived, utilising targeting data from the ships and the energy of the ion explosion to make a tactical hyperspace jump almost directly onto the enemy vessels. Exploding the severe design flaws of each Resurgent's design, the ships struck them from below, above and behind, each completely out of the enemy's firing arcs.

Frigates and light cruisers raced across each enemy ship's hull, too close for the Star Destroyers' guns to target and too well armoured for their point defense systems to seriously damage the attacking vessels. Disabling large sections of defensive turrets and gun networks, they opened the way for boarding torpedoes to slam directly into enemy bridges and engineering sections. Others were destroyed by concentrated fire from the Venators, triggering explosive chain-reactions in the kyber crystals enhancing their turrets. Within two hours of fighting every crewman and soldier in the First Order fleet was dead, with three of the five of their ships claimed by the Principate fleet at the cost of two hundred legionaries in boarding actions.

Broadcasts of ships taken as spoils of war along with the two destroyed Resurgents were broadcast across the Holonet, each accompanied by a single message: "For the New Republic." This was used as both a rallying cry to gather Republic fleets and as an open threat to the First Order, displaying what would happen if they attempted to claim the Principate by force.

Military Infrastructure & Strongholds

Shipyards



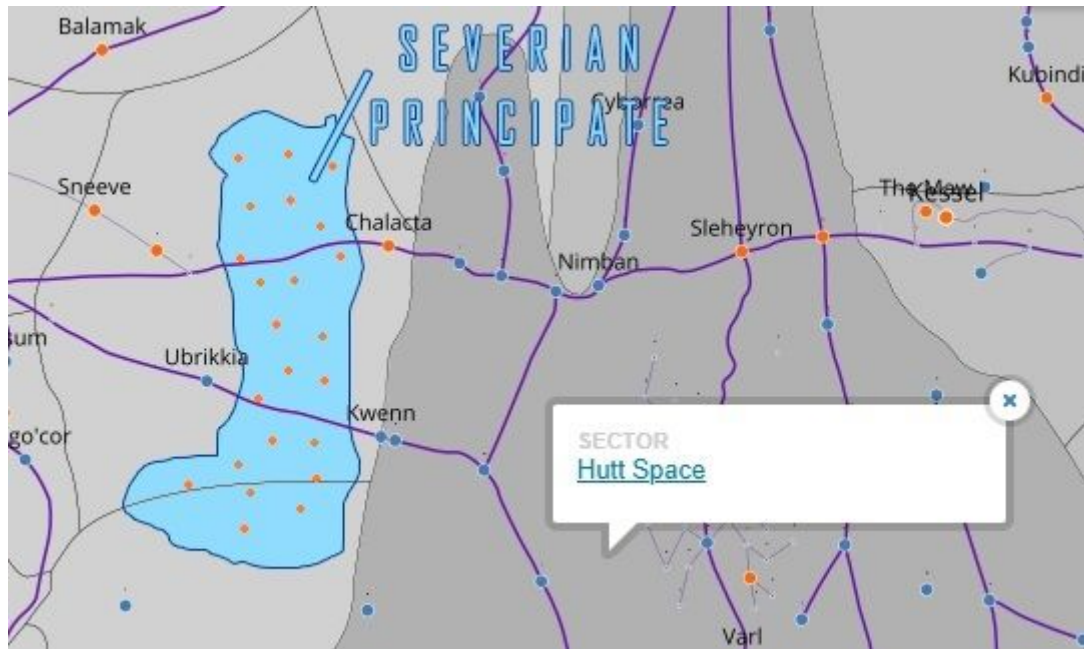
The Principate Defense Fleet is primarily supported by five dedicated shipyards at any one time, which exists to construct, repair and upgrade major and minor ships. Established in orbit over certain key worlds, and typically situated close to Bastion Worlds for further protection, these locations serve as a means to rapidly bolster the fleets numbers in any situation during both war and peace. The general structure of each shipyard is a ring surrounding a single planet, typically with smaller secondary shipyards existing to focus upon individual tasks for smaller numbers of vessels, such as general maintenance or major refits. The worlds that these were established over are typically mining planets rich in vital metal deposits or supplies essential to the construction of ships. This allows them to rapidly be supplied with any essential resource needed and to produce ships at an incredibly high speed.

The shipyards themselves serve almost as a second planet unto themselves in many cases, due both to their sheer size and importance to those that they orbit. Typically featuring their own habitation rings, population centres and cultural trends born of developing and diverse groups who can spend their entire lives on the artificial platforms, it is not uncommon for a worker to be recognised as a citizen of their shipyard rather than the planet it is situated near. This, along with the typical problems in overwhelming such a facility, has made it difficult for foreign powers to take hold of them. Populations will fight to protect them as if they were their homes rather than merely a workplace, and will typically fortify it as such. Large sections of these rings are fitted with turbolaser emplacements while the planets they orbit maintain heavy surface to orbit cannons.

However, the five major shipyards of the Principate listed on the map are only those located in static positions within its territories. The Defense Fleet is further bolstered by a multitude of mobile facilities, capable of both sublight flight and hyperspace jumps in order to best support the various moving battle groups or even serve as an active means of supporting a larger force in long-term operations. Large scale deep-docks and similar frame designs which surround a single large capital ship are among the most prominent among these, but others such as Type II orbital repair yards or even modified Golan II-H stations exist to perform rapid repairs on corvette and frigate sized ships in their masses.

These shipyards are the ones only dedicated to the support of major military vessels and discounts the further seven which caters to the civilian sector. While these can produce the basic structure of smaller vessels, they typically lack the major components needed to construct weapons and stronger plating needed for armour, leaving them in a supporting role in times of war.

Evocati Legion Academies

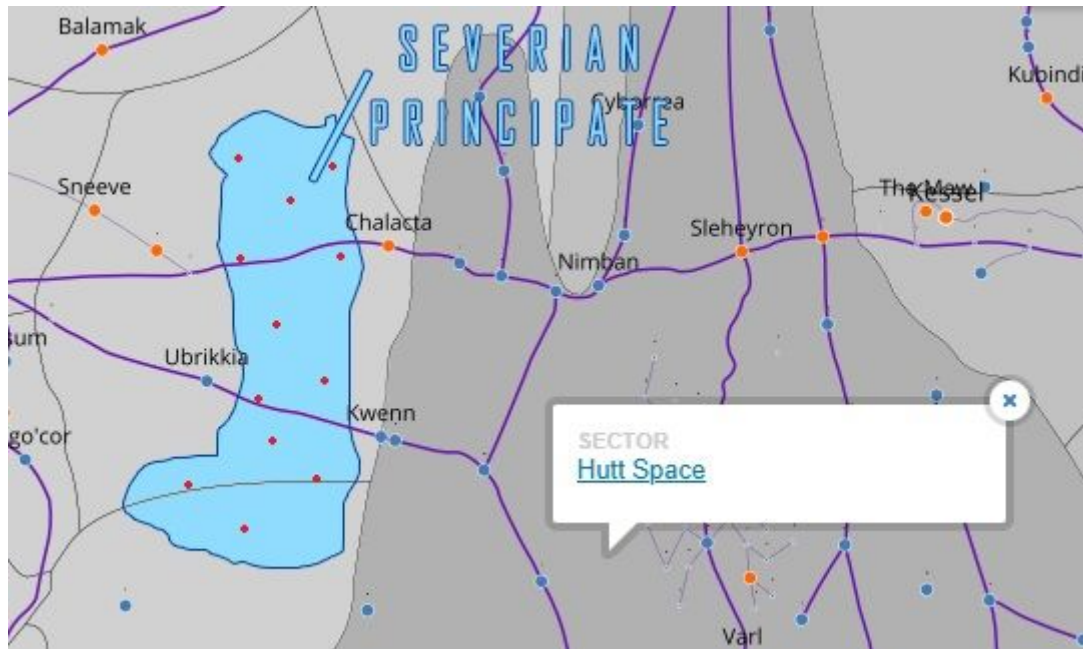


The major Evocati Legion academies serve multiple roles within the Principate, from training grounds to full-scale military bases. Beyond the Bastion Worlds, military shipyards and Severnis itself, these serve as highly fortifiable locations on their worlds and often serve as a major means of organising a resistance against any enemy incursions prior to reinforcements arriving. These academies can take many forms, from subterranean complexes built into cavern networks to seabed structures and open planned fortifications. There is no singular form bound to any one, and worlds are instead actively encouraged to make use of the local environment to best fulfil the required facilities for a base. This has allowed many to develop their own sense of personality over time along with their traditions while upholding the Principate's defining values. This has helped to serve as an excellent metaphor for the Principate as a whole and the unity of its varied species despite their chief differences.

The major facilities each academy holds are varied, but the essential components consist of major defensive fortifications, training grounds, cells and dormitories, assembly halls, armories, mess halls, a medical wing, command center, and recreational facilities. Once these areas are established an academy is deemed fit for purpose, and additional funding can be offered for further extensions over time. The training grounds themselves typically form the core of the facility as they serve as a means to introduce recruits to baseline necessary tactics. These grounds themselves are typically divided up into multiple areas and range from simple training environments to high technology simulation areas with shifting obstacles. Most of these typically come with various technological modifications to better simulate training under various conditions, such as environments with differing gravities and limited vision.

The average defensive armament for an academy consists primarily of a layered defensive shield and between thirty to eighty automated quad-laser turrets. These are typically altered and enhanced as the base expands, to the point where some of the most well-established bases would require a full military task force to fully overcome.

Bastion Worlds



The Severian Principate's way of war relies heavily upon mobility and the freedom to strike wherever they see a weakness in enemy positions. As they are rarely tied down to full defensive efforts and their doctrines heavily emphasise counter-assaults over actively fortifying every world in their territories, it became clear that tactical strong points were essential for battles. Because of this, the Principate maintains a number of heavily defended worlds throughout key points within its varied systems. These serve as nexus points for trade routes, hyperspace lanes and essential positions within their space. These are typically established at worlds where there are existing regional capitals or prominent exports. Designated as Bastion Worlds, these planets benefit from heavy defensive shielding, orbital defense platforms and a multitude of surface to orbit weapons. They also serve as mustering points for the Evocati Legions, with some even featuring military academies, ensuring that there is always a strong legion presence. In orbit, major dry docks and ports also allow multiple Phalanx groups to be stationed at any world at one time, with room for a full fleet if needed.

The orbital defenses of the planet consist of both manned and unmanned minor platforms, each capable of independently scanning and then targeting incoming vessels as required. These can be further reinforced by Golan II-H stations with ease due to their orbital positioning, and typically cluster about larger structures such as the shipyards for defensive efforts. Each planet typically has two if not three Golan III platforms which serve with these platforms as a first line of defense.

The worlds below are not what anyone might expect of a planet designated a "fortress world". Rather than continent-spanning castles or vast fortifications which cover the entire surface, they can range from largely untamed wildernesses populated by a few major cities to a full ecumenopolis. However, while they rely on their planetary shields and orbital elements as a primary means of defense, each planet benefits from a vast number of hidden emplacements capable of targeting enemy ships from several hundred thousand kilometers away. These typically consist of ion cannons, with proton torpedo launchers and point defense turrets existing to additionally contest with closer vessels and then smaller attack ships.

Each planet retains a baseline invasion plan, with monthly drills across separate regions and additional means to counter the landing of enemy troops. These range from blocking off key routes across the planet to establishing multiple engagement areas and targeting zones for artillery pieces. Another key plan is also built about the acceptance of refugee fleets, as these worlds serve as a gathering point for those fleeing lost planets. This involves the establishment of key areas to situate them and easily house a notable increase in each planet's population. To this end, and to counter likely long-term sieges, each world retains underground storerooms of food, waters and living essentials in the event that off-world support is cut off or local farms are overrun by enemy units. A substantial number have taken this even further, utilising underground travel networks and tunnel systems to double as shelters against heavy planetary bombardments. This is accomplished by both reinforcing them against heavy impact and quakes along with establishing blast doors, airlocks and interior communications networks throughout each one.

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Castra Military Headquarters



Situated on the capital world of Severnis, the Castra Military Headquarters serve as an overall command base for the defense organisations of the Severian Principate's armed forces. Nicknamed "the Tricorn" due to its distinctive shape, the building consists of a single three-sided upper segment with eighteen floors, and a twenty level underground bunker. The base itself consists of eighteen major holographic map rooms and several major Hyperwave comm scanner network with several backups. Each of these can contact and maintain establish links with up to thirty individual targets and serve as a hub for massed communications, assisting with the further direction of vessels through coded signals and communications. This allows it to serve as a means of rapidly directing the majority of the Defense Fleet and maintain a coherent war front.

Several map rooms are linked into planetary sensors and communications updates from satellites from across the Principate. This allows for real-time updates in ship movements and enemy sightings, which further assists with major decisions and command efforts. Control rooms and operations centres make up the bulk of its upper levels, while the lower areas can serve as a defensive bunker with further back-up rooms to those above. In terms of security the building is heavily guarded by internal scanning systems, doors which block entry via clearance level identification and retinal scanning.

The building itself is heavily defended by its own personal shield generator and defensive turrets, along with independent power generators to maintain its own systems. It can be atmospherically sealed when required, with blast doors and shutters guarding it against outside attacks, all of which can be ray-shielded against further efforts to break into the facility. Several hidden shuttle hangers can also assist with mass evacuations when required.

Noted Officers

Yin Sin-Yu, Master of Legions - A Sephi and lifelong soldier, Yin Sin-Yu rose to prominence through a number of major conflicts within the Severian Principate's years. Having fought multiple pirate groups throughout his career, Yin is well versed in close range operations against enemy raiding fleets and low-level campaigns bent toward wiping out hidden foes. His initial operations after attaining the rank of Centurion were against such enemies and, despite being forced to eventually retreat, he was marked for greatness after breaking the back of a substantial enemy raiding group. After a successful career of leading much smaller forces to victory against overwhelming odds and leading multiple mercenary operations, he was elevated to the rank of Master of Legions following the Principate-Hutt war. Masterminding the operations which sapped the strength of Rattako's armada, he was responsible for directing massed strikes and synchronised assaults which robbed the Hutt's fleet of vital fuel and resources.

A consummate professional, Yin Sin-Yu is a dedicated if dour man who is typically utterly devoted to his job above all else. Diligent and extremely focused, his methodical approach to warfare while remaining open to suggestions of subordinates has won him the loyalty of those under his command, as well as his ability to account for their quirks. However, beyond his role as Master of Legions his life is surprisingly quiet, with little beyond an interest in art and history to take up most of his time. Were it not for his role and intelligence, most would think of him as an unremarkable man more concerned with personal curiosities than the world around him.

Chonlaa Tulmi, Fleet Admiral (Praetor) - A recent and surprising addition to the Principate Defense Fleet, Chonlaa Tulmi's relationship with the government is an odd anomaly within their command structure. Originally a Duros Fleet Admiral within the New Republic, Tulmi was one of a few who refused to accept their government's complete dissolution and capitulation to the First Order. Ignoring efforts by former senators to merge her ships with their personal fleets and disgusted by other officials seeking to use the Republic's fall for their own benefit, she struck out on her own. Initiating a series of guerilla raids against First Order supply bases and facilities, she waged a personal war against the resurgent Imperials before answering the Principate's rallying efforts with her fleet. As the highest ranking New Republic officer among the gathering fleets, Tulmi was selected as their representative when dealing with the military and granted the honorary rank of Praetor to partially integrate her forces into the Defense Fleet.

Driven and bitter over the New Republic's fall, Chonlaa Tulmi remains focused on rebuilding her ships and slowly regaining enough strength to fully go on the offensive once more. Although she accepts that the Principate is an ally and loyal to the memory of the New Republic, it's the variants of Imperial ideologies which makes up its culture and unwillingness to yet go on the offensive has caused clashes. She remains loyal to her soldiers first and foremost and will fight for the Principate, but she is far from comfortable in her current role.

Elabri Yeleme, Strategos - A Human leader of one of the second fleet's Phalanx groups, Elabri Yeleme has operated as a guardian of the Principate's northern protectorates for the past fifteen years. Typically focusing her efforts on countering illegal smuggling operations and corsair raids, she has become experienced in both hit and fade attacks along with ambushing strikes. Drilling her ships' crews until they can both initiate pinpoint hyperspace jumps and release devastating opening volleys capable of crippling the enemy upon arrival, Yeleme's forces have garnered a reputation for winning battles even as they begin. While typically commanding her forces from the bridge of a Venator, she is just as experienced in ground operations, and notably ended the Helgan campaign in days of precision strikes when strategists predicted a months-long grueling war of attrition.

A demanding leader who expects a great deal of those under her, Yeleme places high expectations on every one of her crewmen and expects each order carried out to the letter. While controlling, she makes a point of rarely taking unnecessary risks and will often remain open to alternatives from those she feels have earned the right to voice their opinions on battle.

Thaddeus Khora, Centurion - A decorated siege breaker and assault leader, Thaddeus Khora is one of those who elected never to be promoted above the rank of Centurion. A Human from the Principate's capital world of Severnis, Khora was someone who took to the role of legionary far more easily than anything else in life. While some see their task as a simple necessity, Khora openly enjoys his work and the lifestyle it brings. While he might draw the line in revelling in the death of an enemy, the thrill of fighting in a battle and leading others is comparable to nothing else. Due to this fact he has often been chosen to lead various Testudo groups in mercenary activities over the past decade, and has proven to be a reliable leader.

While Khora might initially give the impression of being an amoral and reckless thrill seeker, it is a persona that he has actively cultivated. When a situation requires it, he can remain remarkably focused and level headed, opting when and when not to take risks in fights despite his aggressive style of command. He is also unwilling to waste lives in useless endeavours, and remains loyal to those under his command so long as they do not betray his trust.

Notable Commodities and Exports

The Severian Principate's primary commodities lie with its vast mineral deposits. With a pre-established network of mining planets, it was already in a position to quickly capitalize upon this with its official formation and supply buyers with everything from basic durasteel to more expensive forms of metalwork, along with essential resources which had been seeded on its worlds by the Empire.

Raw Materials

The raw materials that the Severian Principate mines from its core worlds are both extremely varied and extremely valuable, with many being essential components for the construction of starships. The more prominent resources of note included the essential metals for forging durasteel, phrik, mephitine, and duracrete, with others such as nova crystals, electrum and cardovyte being taken from certain key mines. Five worlds within its core sector were also rich in tibanna gas thanks to Imperial terraforming efforts and the introduction of beldons to new ecosystems, an act which irreversibly ravaged these worlds but made them a financial boon to the Principate.

The majority of the raw materials held among its worlds are typically reserved for the Principate's own industry, but a small portion of surplus materials are sold to higher bidders who can afford its prices. More often than not this is only sold in bulk for singular transactions, typically to worlds requiring some missing component that they cannot produce themselves. It was only the recent outbreak of war and the need to begin fully re-arming once more that has changed this, with many planets now seeking to buy up such resources en masse to reinforce their limited defenses.

Processing

The processing of various materials has remained a cornerstone within the Principate's overall industry, with the forging of multiple compound metals needed to not only bolster its shipyards but also sell many of its raw materials at a far higher price. Much like its shipyards, the Principate benefitted from a large number of such facilities at the time of its creation, but unlike them a substantial number were dedicated to resources it did not retain within its borders. As the Empire had been using the systems as a means of mass construction, large shipments of component metals, elements and the like were sent to be refined and then transported to where it was required most. This left the Principate with a multitude of expensive and highly efficient refineries that it simply did not have the means to supply. To correct this issue, it instead began leasing their facilities to the highest bidder and encouraging planets to utilise their existing refineries for a price over building less efficient designs.

The means of processing and returning refined materials has become a common means of earning currency among the Captains of the merchant fleet. Common circuit runs have since been established between the Principate and multiple collection/drop off points, with each taking weeks to complete. This has become one additional way of charging more of customers, as Principate Captains typically have a far easier time navigating the various checkpoints and security blockades within their home system.

Products

The Severian Principate produces no small number of various minor and major products needed by governments. In particular, it habitually constructs large scale vital components for public services such as energy grids, power generators, spaceports, and long-range sensor arrays. These typically prove to be the most heavily sought after items among its variety of products, largely due to the willingness to do business with distant Outer Rim worlds and even butt heads with the Corporate Sector Authority when required. Several factories, and small scale shipyards, even dedicate themselves to constructing orbital facilities for their more wealthy clients.

The smaller individual products offered up to more widespread markets typically focus upon vehicles, from small cruisers to land speeders. While communications systems, heater units and the like are available to purchase, the Principate has had some difficulty in swaying buyers from more established names. This has made it difficult to cultivate a more substantial customer base and justify larger production lines.

Food Production

Food production is a surprising and somewhat recent addition to the Principate's exports, largely thanks to the state of its worlds. As it was previously reliant upon limited numbers of hydroponics farms and orbital facilities to feed its own populace, food was typically in short supply and most of its worlds were in no state to be utilised for farmland. However, with the

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integration of several former protectorates, the Principate has gained a surplus of foodstuff from its outlying worlds, and has begun utilising them as another means to open up markets.

Most of their products are basic, typically taken from the likes of compressed weed plants which provide protein when compressed and refined. Although hardly a luxury, these make for effective rations on worlds which lack the finances or basic land to cultivate large numbers of products, or the broad ecosystems to allow for animal husbandry. This has proven to be especially popular among Outer Rim planets such as Tatooine, where such things are constantly in short supply.

Mercenary Companies

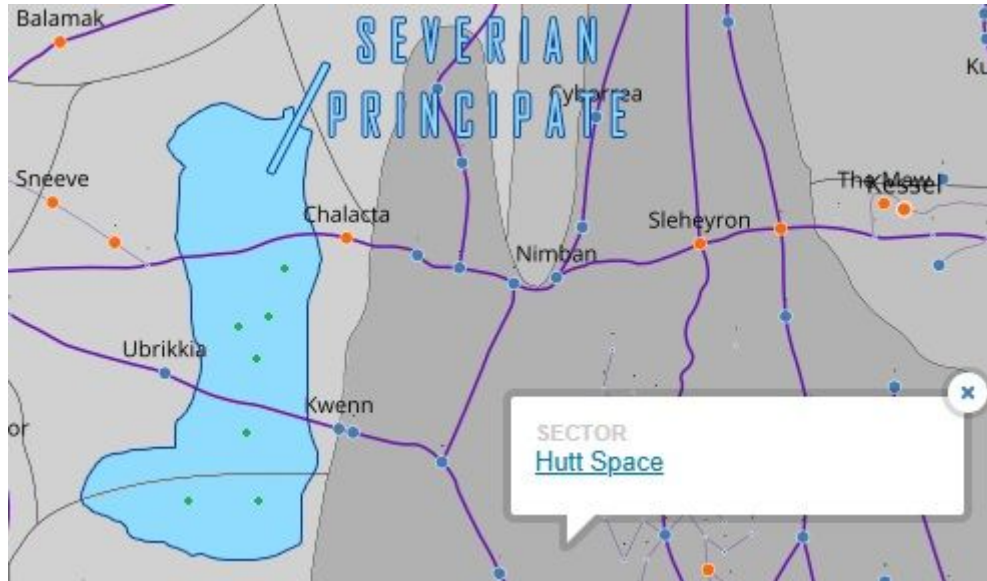
Officially designated security firms or private defense contractors, the Principate's mercenary companies are one of its more infamous sources of credits. Typically consisting of a single Testudo group and a single frigate with fighter escort, each company of Evocati Legionaries is fully armed and outfitted with enough supplies for a full year of combat if it is required. These are handed out to the highest bidder, but are typically reserved for anti-piracy operations, further protection against outside threats and building ties with potential protectorates. Although it is hardly unwilling to shed blood when required, the Principate takes great effort to ensure that their forces are not deployed in support of tyrants or slavers.

Unusually, the Principate itself fields these groups for reasons besides credits. The finances certainly serve as a means to further encourage the practice, but the experience it gives the Principate's soldiers is deemed of greater importance. With the slow nature of anti-piracy efforts and safe nature of garrisoning most of their key worlds, this is used to offer hard combat experience. From guarding officials to combatting rival military groups, the continued deployment of its legionaries as mercenaries ensures a solid core of combat veterans.

Civilian Infrastructure

The various civilian facilities and industries that the Severian Principate retains are nationally owned and have typically been repurposed from a military role. The more notable among these are former weapons factories and warship construction yards, both of which now cater to the civilian sector in various ways. This has served as a propaganda piece to show that, despite their links to the Empire and its ideals, the Principate does not share its hunger for new conquests or warmongering ways.

Shipyards



Besides the five main shipyards dedicated to military support, the Severian Principate fields a total of seven facilities dedicated to civilian buyers. These structures are dedicated primarily to producing various ships at high speed, typically corvette or passenger ships over large scale cruisers. Due to the more limited funds of governments situated in Mid and Outer rim territories, these ships are typically selected or even designed as cheap and practical alternatives to far more expensive designs from other manufacturers. While these will typically not feature the same upper speeds, hyperdrive designs or advanced sensors as other builds, they are typically created with durability and reliability in mind, allowing the vessels to endure considerable punishment and keep operating.

The shipyards themselves, much like their military counterparts, are situated close to mining planets to allow for the rapid transportation of raw materials needed to construct new vessels. Unlike them, they are far more reliant on the surface to orbit defenses of such planets for protection along with Defense Fleet counter-strikes, and retain little in the way of on-site protection save for tractor beams, anti-fighter turrets and sabotaging their own facilities to prevent capture.

Each of these shipyards are large scale structure which lack the mobility present in some smaller designs, and have instead been built with additional facilities to speed up construction of ships. Rather than single frameworks, these stations typically utilised a tiered platform structure with multiple elevator segments, allowing for pre-built parts to more easily be placed into the waiting shells, eventually linking all remaining components together. While this would be ineffective on larger ships, the classes that the stations produce are small enough for it to substantially speed up the last stages of construction.

Factories & Refineries

In the wake of the Galactic Civil War's end, the multitude of weapons facilities dedicated to the use of producing arms for the Stormtrooper Corps were rapidly repurposed for the civilian market. With many planetary governments seeking to recover from Imperial rule or expand upon the opportunities the New Republic granted, the Severian Principate was able to rapidly establish a variety of long-term contracts. The factories themselves began producing any number of products from prefabricated housing to replacement parts for power grids damaged in enemy engagements. Electronics components and engineering segments proved to be in high demand, while several shipyards were put to work constructing orbital facilities for governments which had lost vital stations or been denied them by the Empire.

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The Principate has since expanded upon this role into a variety of new markets, typically focusing upon products to assist with enhancing a planet's infrastructure and building equipment. Others have included civilian land speeders, weather control assemblies and mining equipment for broader buyers. Typically, however, the versatility of their factories has typically allowed the Principate to rapidly construct any number of items that a customer requires, so long as they agree to enter a long-term contract with notable exclusivity clauses preventing the reproduction of their products.

Beyond its factories, a substantial portion of the various refineries and major ore processing plants have been seconded to other planets. The large industrial facilities that the Principate fields allows them to more easily cope with high demands of refining raw materials, and other governments have taken to hiring their services over constructing costly facilities themselves.

Merchant Fleet

The merchant fleet is the Severian Principate's lifeblood. Since its foundation, it has been an essential component in maintaining its power and wealth, along with extending its influence to new worlds. Founded about the network of orbital stations which hung over its mining worlds, the original fleet was constructed from whatever the fledgling Principate could lay its hands on. Former prison ships, cruisers, automated freighters and even a number of Star Destroyers made up this group. While this has changed in modern ages, the surprising effectiveness of certain ships has ensured that modified variants remain a part of the overall fleet.

Modified Carracks, Strike Cruisers and faster ships are among the more commonly referenced repurposed military vessels fielded by the Principate, each purchased as surplus in the wake of the Empire's fall. While most were "disarmed" they were typically left in a state where they could be readily rearmed in times of war, allowing the Defense Fleet's numbers to suddenly increase when threatened by a more powerful opponent. Furthermore, said disarmament only counted for their main weapons, meaning that such vessels not only retained military grade armour and shielding, but a far more substantial number of anti-starfighter weapons than most cargo vessels. While the Principate has a larger number of dedicated freighters, the ability to easily hide fully armed escort cruisers among these ships and convert vessels into Q-ships has meant that the Principate shipyards continually churn out new variants of military ships for freighter duties.

Much of the merchant fleet focuses its efforts on maintaining contacts across the Mid-Rim and Core Worlds, utilising its position with the Hutt Cartel to further enhance their power. However, a surprisingly large number of vessels have been sighted making runs to a variety of Outer Rim worlds, particularly in more lawless areas of the territories. This has led some to believe that the Principate has been more willing to utilise their connections with the Hutts to make more profitable trade routes with planets which the Hutts otherwise retain a near monopoly over. Quite what was given for such ventures is as of yet remains unknown.

Mobile Harbours

The addition of mobile harbours to the Principate's fleet has been one of its greatest assets. Following the total collapse of the Galactic Empire, the wealth of Star Destroyers being dismantled and disarmed was unmatched. Many systems were able to claim them cheaply for various efforts, and the Severian Principate was not different. Reworking each ship to make them flight capable once again, the Principate began utilising them as mobile harbours to strengthen ties with distant trade partners. Rather than Stormtroopers or AT-ATs, its holdings were extended to ferry additional cargo. Various tactical control platforms were reworked into marketplaces, and entire segments were restructured so that certain portions of the ship could be rented out to those that could afford it.

The harbour itself provided various repair and maintenance facilities which could be utilised by anything up to a CR90 corvette, and typically featured high quality machinery which smaller powered lacked. Capable of fitting more than two dozen freighters in its basic hanger, each harbour can extend an additional series of frameworks and docking tubes to accommodate further vessels. This allows them to serve as easy ports of call and quickly cater to large groups of ships when required. Because of this function, it can allow the Principate to rapidly establish a presence with trade partners which have the resources to be a viable partner but lack the relevant infrastructure. The very existence of these mobile vessels can change the very shape of star charts within a matter of years, abruptly introducing major ports of call to areas which previously lacked any true support.

The harbours themselves are ultimately nomadic in nature, and their presence within any system is one carefully negotiated by ruling powers. Along with establishing a series of trade agreements, the ruling government must pay a fee for the harbour to remain in the system or for it to be a stopping point along an established network route. This is used to cover refuelling costs along with supply tariffs, and serves as a means for the Principate to maintain power within an area they are otherwise a guest in. The economic benefits are typically enough to offset any concerns, especially in areas such as the Outer Rim where such substantial assets are difficult to construct and maintain.

The harbours themselves are classed as orbital cities on official registries to avoid possible New Republic restrictions being placed upon them. This also assists to both lower taxation costs and ease any legislative problems in establishing their

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presence in another area of space. Because of their civilian designation they lack the considerable armament of typical Star Destroyers and are limited to only four turbolaser turrets, along with a network of point defense cannons. This leaves them reliant upon escorting ships for defense, but unconfirmed reports cite hidden weapons batteries which have been positioned across its hull, thus greatly augmenting its offensive capabilities. Yet even without this, the harbours still maintain military grade armour and shielding, which is typically enough to dissuade pirate raids.

Each harbour carries with it a detachment of legionaries for policing efforts along with enhanced internal security measures to help limit the risk from visitors. This was a later addition to the design after Outer Rim warlords and other groups started hiring out the ships as neutral ground for meetings, some of which quickly turned bloody despite precautions.

Notable Political Figures

Kamlin Xarel, Triumvir of Industry - One of the three members who formed the Triumvirate which governs the Severian Principate, Kamlin Xarel serves as the voice of industry among them. Concerned with matters of construction, infrastructure and commercial product output, she has overseen large scale efforts to expand upon existing industries and update aging designs. Notably forward-thinking and creative solutions for existing problems, Xarel frequently puts her past experiences to use in her role as leader. Before her current position, she served in a number of roles across multiple wars, starting as a CIS privateer, then a Commander fighting for the Rebel Alliance, an Imperial slave following her capture, and finally a spy for the Principate.

Curt and often quite blunt on the points that she offers, Xarel is extremely concerned over matters of security and stability within the Principate. Often keeping a close watch on matters beyond their borders along with internal security, she has repeatedly used her authority to better support the Principate's military forces and enhance their fighting strength.

Lofurra, Senator - A Wookiee Senator and veteran of past conflicts, Lofurra is both a skilled soldier and talented politician. As one of the oldest serving figures within the Senate thanks to her species' longevity, she remembers both the hardships which accompanied the Principate's rise to power and the treatment of those enslaved within the Empire's mines. This has left her with a grounding and focus that is hard to match, and she has proven to be a stabilizing factor against more authoritarian voices. Equally, while she understands the need for cooperation with the Hutts, she remains cautious of their intent. She knows that self interest is the only driving force behind their rule, and expects the same of most foreign powers.

Despite having long since set down her weapons, Lofurra remains skilled in the art of piloting and open combat. With the galaxy sliding slowly into ever more anarchy, she remains convinced that war will soon reach them, and that the Principate will need to fight to the last man in order to sustain their way of life.

Colm Barben, Parliamentary Representative - A Human member of the government's parliamentary council, Barben was a previous member of the Secret Service who retired from active duty following a crippling injury. Arguing that his mind was still intact, he was able to use his influence and self-promotion to attain a seat on the parliament representing his home system. Since then he has frequently argued in favour of matters of security and laws which could enhance their defensive positions, and tried to counter those which could put the Principate as a whole at risk. A noted patriot, he has displayed little compunction for greed or arrogance, and does not suffer fools gladly. Barben was also responsible for several essential laws preventing groups of career politicians from dominating the Senate, and requiring leaders to have served in another capacity before entering politics.

Ironically, given Barben's contempt for criminals and lawbreakers, he has proven to be a capable negotiator when it comes to the various Guilds. Due to a seeming understanding between his lifestyle of subterfuge and their network of favours, he has been able to form an easier connection than with politicians of quieter professions.

Ramtak, Ambassador - A Talz member of the diplomatic corps, Ramtak is a relatively junior member who has proven himself skilled in dealing with more hostile figures. Having assisted in negotiations following the Principate-Hutt War and even a number of major black market figures, he has proven himself remarkably adept in swaying the opinions of others to the Principate's benefit. This is assisted by his innate curiosity and desire for knowledge, which has allowed him to remain far more open to options and ideas that more conventional diplomats would typically discard.

An eternal optimist, Ramtak seeks to see the best in others or their situation and even utilises this quality in debates with others. Against those that would typically require evoking rage or typical veiled threats, his actions rapidly undermine and catch such individuals off guard, as does his willingness to hear them out. While far from naive, he knows how best to use and employ this skill and against which person. This might be why, even in the face of dark myths about Force users, he is far more sympathetic to them than most officials within the Principate.

Zeno Niatinus, Merchant - The Human Captain of a long-range trade freighter, Zeno Niatinus is a minor figure within the Severian Principate more notable for his lineage than anything else. The descendant of the governor which turned a backwater complex into a commercial juggernaut, his name carries with it great power and interest. Unfortunately, Zeno himself does not fully live up to the expectations of others, as he is a skilled and extremely capable trader but not the legendary figure one might expect. Regarding his lineage as a millstone rather than an asset, he typically favours operating beyond the Principate's borders or among its outlying systems rather than its central worlds.

However, there is more than merely his name which troubles Zeno. The Force has begun to awaken within him far later in life than some might expect, and has manifested in small and almost uncontrollable ways. With the stigma which accompanies such individuals within the Principate and with no teacher to control his powers, he is terrified of what might happen if others learn of this. A likely outcome is that he would be branded an outcast, or worse still marked as the public face of Force-sensitive individuals within the Principate.

Black Market Presence & Criminal Organisations

Most governments typically oppose organised crime, but the Severian Principate instead found a way to integrate it into itself. Due to its proximity to Hutt Space and the various outlaw groups settling within its territories thanks to Niatinus' alliance, it was clear that any war against criminals would be a battle lost even before it was attempted. Even if it did not cause the Hutt Cartel to directly oppose them, such an act would risk civil war and prove to be a costly drain on resources. As such, the pirates, smugglers and thieves who could not be convinced to establish more legitimate ventures were instead invited to form Guilds.

Formed under the understanding that the only thing worse than organized crime would be disorganized crime, it was seen as a necessary evil to avoid possible anarchy. Since then, a number of them have been expanded upon and fully integrated into the Principate as a way of life, and a means of further maintaining order. The Guilds themselves serve as a barrier against unwanted outside influences, from those loyal to the Hutt Cartel attempting to covertly take over planets to groups such as the Black Sun gaining a foothold within Principate space. While no Guild has the power to directly oppose larger underworld powers, there have been instances of military strikes forces conveniently being in the right place at the right time to cripple enemy incursions while turning a blind eye to the Guilds. If the Guild uncovers unwanted activity, its members or those above them will likely ensure that they are very quickly removed from power.

While the Guilds' rules and doctrines vary heavily from one group to the next, each is united by two major factors: Their registered link to the ruling government, and a dedicated opposition to slavery in all forms. A deep-rooted cultural contempt born from the Empire's slave run mines means that even the organised Guilds will actively oppose acts of slave trafficking or abductions. Those that attempt this within Principate space and are caught typically do not live long enough to reach a prison cell. Fewer still are ever found in one piece.

The Guilds' existence, and their barrier to all slaver activity has proven to be a point of contention with the Hutt Cartel. Those who backed Niatinus in his efforts to transform his sector and then secede from the Empire had expected a dramatic increase in power and ripe new territories to claim for their business efforts. While the Guilds quite happily do business with the Hutts, they have left the Cartel dealing with the Principate as an equal in all things rather than treating it as a simple asset.

Thieves' Guild

The Thieves' Guild is the most commonly cited example of the criminals Guilds and how they operate. More specifically, it is typically the version brought up for both praise and criticism in terms of the Triumvirate's way of fixing its problem with criminal influences. For example, prior to the legalization of its Guild, groups of thieves could rob from as many people for as many times as they desired, and the monetary gain would vary considerably depending upon their targets. Following the legalization, the Thieves Guild was able to make a steadier income by having the rich pay a premium amount to prevent their houses being raided. This is seen as little more than a means to benefit the rich and to arrange a security racket by its critics, but by others it is at least a way of predicting and controlling what might be an otherwise chaotic system.

While the Thieves Guild is typically left to its own devices so long as they maintain the deals arranged with the Principate government, there have been certain actions where the two have worked directly with one another. One of the earliest, and still standing, examples was the arrangement of the Principate's taxation system. During its initial years, the government continually ran into a single problem - The rich would avoid paying taxes while the poor couldn't afford them. The Guildmaster of that time, Ral Sadar, sought to balance this out through a number of means. Several of which involved using her Guild as a means of breaking those who would avoid taxation entirely, typically through threats, violence or simply stealing what was required of them. Besides this, she advised on matters of quashing corruption within the system, moving tax collection out of the hands of local officials, and far harsher penalties for the rich avoiding taxation. While seemingly contradictory to their overall role, Sadar looked at the bigger picture, and believed that by strengthening the Principate her band of thieves would become richer in the long run. Thus far, this seems to have worked quite well.

On a number of occasions, the Guild has been hired to take back assets held outside of the Principate, typically with deep Core or Outer Rim tax havens. These thefts are only occasional requirements, but stories of rich men who snub the Principate ending up penniless has significantly helped in lessening the number of business contracts broken by customers.

Smugglers' Guild

Curiously for power which is so reliant upon merchant trading, the Smugglers' Guild has proven to be one of the Principate's most profitable ventures in recent decades. This is due as much to its willingness to work with its government as much as oppose others, especially when it comes to countering rival groups. Of note, the Smugglers' Guild has proven itself willing to be hired as consultants and even customs agents when needed in certain areas. This has allowed for the Principate to far more

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effectively counter outsiders attempting to smuggle goods into and out of their territories, and even assist with identifying those they work for.

Furthermore, the Guild has assisted in covertly working with minor factions on worlds which otherwise refuse the Principate's offer of trade. As no single planet is typically wholly unified beneath a single way of thinking, this allows the Principate to still find a way of selling its goods to less scrupulous individuals willing to work outside of their government. The Guild serves as a way to find such individuals and then supply them with the goods for a fee, or even acquiring certain items if needed.

Their role is further assisted by a willingness to assist with acts of corporate sabotage and foul play when required, especially when the Principate government is the one paying them to carry out a certain task. This typically would involve the theft of certain new products from rival corporations or even engine designs, allowing the Principate to quickly develop their own alternatives to them.

Assassins' Guild

The Assassins' Guild is among the oldest and earliest groups to settle within Principate space, to the point where its origins lie with Niatinus' original governorship. While still under the control of the Empire, Niatinus required a means to more easily remove problematic members of his officer corps and those too invested in COMPNOR dogma, and soon found it. Approaching an organisation known as the Silent Hand, Niatinus was able to coerce them into entering a long-term pact with him and removing certain individuals when required. In exchange, he not only offered long-term funding but a multitude of boltholes and hidden bases across Principate space. Their effectiveness proved to be a key factor in a smooth transition of power, as those too loyal to the Emperor were quietly culled in a single night's bloodshed.

The modern Assassins' Guild still operates as chapter of the Silent Hand, but differing codes, dogma, and roles mean that it is closer to being a co-organisation than a subordinate faction. No blood has seemingly been shed over this action, but some agreement has seemingly ensured that the two groups actively avoid one another under all circumstances. Within the Principate, the Guild is hired to both claim lives and to assist with protecting against hitmen by various individuals. It has taken great organisational effort to ensure that their members do not end up fighting one another in carrying out their contracts.

While having an active group of cutthroats has resulted in no small number of problems within the Principate, it has also assisted with avoiding a number of problems which otherwise plagued major powers. The removal of corrupt Senators, in particular, is a task that the Guild has proven adept in carrying out for the right price, while business owners too incompetent to benefit the Principate quickly meet with a swift end. The very threat of their existence has kept self-interested parties who would drive the Principate to ruin for personal profit from ever attempting to enter politics.

Bounty Hunters' Guild

The Bounty Hunters' Guild is one of the more recent additions to the Severian Principates' various Guild elements, and was established as a way to counter the actual Bounty Hunters' Guild. Following a bloody firefight on Severnis itself where multiple bounty hunters attempted to claim the life of a former Imperial agent, the Principate barred all licensed members from operating within its space and promptly formed its own power under new rules. Founded from a mixture of former soldiers, legionaries, reformed criminals and security agents, the Guild itself was established to follow targets set by the Principate government or other powers operating legally within its borders.

The Guild itself places a higher emphasis upon tracking capabilities and deduction over combat, as the group is typically hired to locate individuals and confirm their positions rather than engaging in multi-man brawls. While each is well trained in one variant of weapon or another, each is typically reminded that they are hunters rather than a mercenary corps, and they cannot claim their pay if they cannot find their target. Between this and competition with the Assassins' Guild for individual targets, the most common operations taken by hunters are seek and destroy missions. This involves hunting down a target and then quietly removing them, or reporting their position to another group and claiming a reward for finding their quarry.

On a few occasions, the Guild itself has been hired to work directly with the Secret Service in locating certain outlaw bases or people of concern, typically for a notably high price. These efforts typically involve infiltrating enemy ranks as much as locating their strongholds, and the high risk involved typically warrants a far more substantial pay than most general targets.

Corsairs' Guild (Defunct)

Once one of the major Guilds among the Principate's criminal elements, the Corsairs' Guild has instead become an example of greed overwhelming common sense. Initially formed from groups of pirates who were unwilling to effectively serve in the Defense Fleet, the Guild was instead formed as a means to devote their attention elsewhere. Hired as a means to reclaim

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assets from those that had contracted the Principate's industries only to default on costs or refuse to pay, they served as a massed fleet of privateers operating along the Outer Rim. Divided into eight small "fleets" of independent ships, they were guided by a single code and even permitted to maintain their own ports within Principate space, thus giving them safe harbour from counter attacks.

However, as the Guild's successes grew as did its fleets, until they notably outnumbered the Defense Fleet itself. With the rise of Guildmaster Haran Straken, those among it began to question just why they remained the Triumvirate's group of personal attack dogs rather than claiming the Principate for themselves. After a series of willful actions which openly mocked the Triumvirate's power and ignored orders by the Senate, the Guild prepared to make a multi-pronged strike on various major assets within the Principate and claim it for themselves.

The conflict that followed the Guild's uprising was not worthy of even being considered a true war within the Principate's history books. Already aware of Straken's intentions thanks to the Secret Service, the Assassins' Guild was hired for a massed operation, killing well over half of its guiding command structure mere hours before the coup would take place. Disorganised and isolated, the groups of ships that had agreed to participate with the operation were quickly isolated and destroyed by the Defense Fleet, with the survivors fleeing for the Outer Rim. With this done, the Guild was formally disbanded and its assets seized by its rival powers. While efforts have been made to found the Guild once again, these have proven to be largely unsuccessful thanks to a lack of manpower and considerable distrust.

Notable Guild Activity

The Bloody 17th

The Bloody 17th refers to an infamous event in 17 ABY which has become almost a legend within the Severian Principate, and a warning to others. While some claim that this has led to a rose-tinted view of the Guild, others cite it as proof of how they are a necessary evil which serves in the Principate's best interests.

In the decade following its acceptance into the New Republic, the Principate underwent a series of radical shifts to transform itself into a new trade empire. With the growing control over its protectorates and a new established Senate to transform itself from a dictatorship to a republican oligarchy, new opportunities arose. Seats emerged for worlds which had previously lacked a voice in galactic affairs and a number of worlds sought experienced politicians in response. In several cases, disgraced New Republic and Imperial politicians saw an opportunity to claim personal power, and were able to attain seats in the Senate on a wave of populist promises. One of these was the former Coruscant representative Dongel Han. The Iktotchi was a savvy figure with an excellent understanding of crowd psychology, and was able to quickly rise to prominence through force of personality and outlandish promises.

Making a series of deals with like-minded senators, Dongel cared less about the wellbeing of those he voted for than personally supporting his own position of power and overall finances. A lifelong politician, he was able to use his experience to rapidly override and eclipse his opponents through acts which kept him in the spotlight. Creating a sense of trust among the public, he was able to rapidly put himself in a position of control over the fledgling public healthcare program the Principate had established. This was intended to serve as an easy means to stabilise various worlds and encourage other planets to join the Principate, but Dongel was more concerned with undermining it at every turn. With heavy investments and shares in private healthcare companies and industries who could benefit from its collapse, he was able to stymie efforts to reverse the damage and further cut its funding at every turn.

Unfortunately for Dongel, he had operated in a far more civilised government and had not fully anticipated the savagery that the Principate would lower itself to. In a surprising move, both the Thieves and Assassins' Guilds formed an alliance with Dongel's rivals in the Senate. Each Guild saw the steady weakening of the Principate as a risk to their way of life, and had been infuriated at how the rising death toll among the lower classes was costing them potential business. Opting to deal with him personally, the Guilds made plans to see that Dongel and his allies were permanently removed from power.

Abducted from his home late at night, Dongel was repeatedly stabbed through the chest by an assassin and his body dumped in front of a local public hospital. As thieves drained his finances and deprived him of any means to fund private healthcare, Dongel was left to die an agonizing death in the very system he had underfunded to breaking point. Records of both his desperate efforts to move himself to a private healthcare clinic and financial transactions mysteriously arrived in the hands of other senators days later. Both this information and Dongel's death were used to spearhead several reforms, reversing his previous actions and barring career politicians from being elected with no prior employment in another field.

While the act guarded the Principate against one form of corruption, it opened the way for senators to freely hire assassins to remove their opponents. Furthermore, in its more stable state, the Guilds were able to better cement and extend their power and become a deep-rooted part of Principate society.

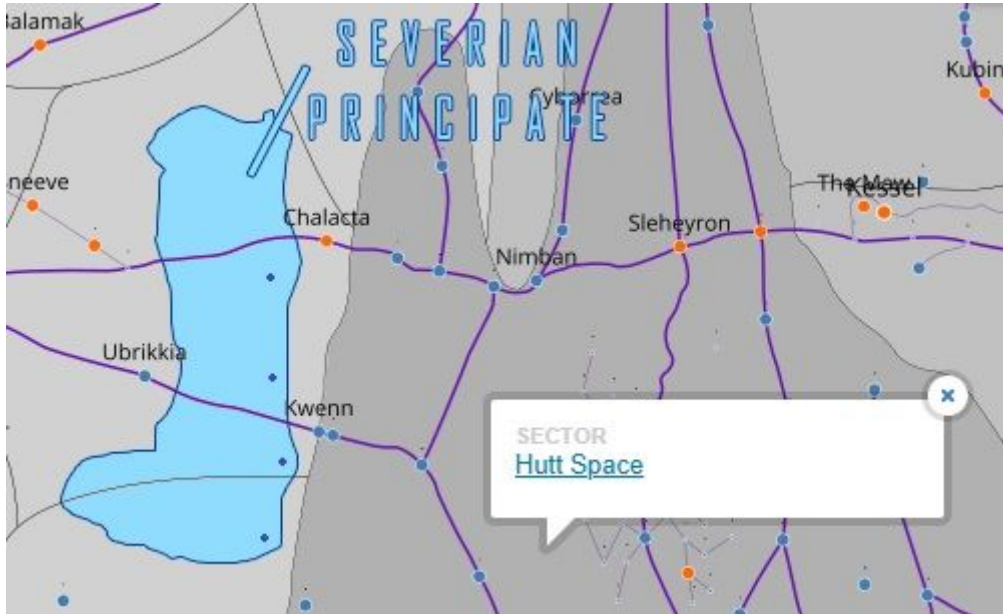
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Underworld Bases & Criminal Activity Hotspots

The exact positions and areas of many criminal bases are uncertain within the Severian Principate. While each Guild's headquarters are openly known to the public, it is effectively an open secret that these buildings are decoys to draw attention away from wherever their true place of operations might be.

Guild Headquarters



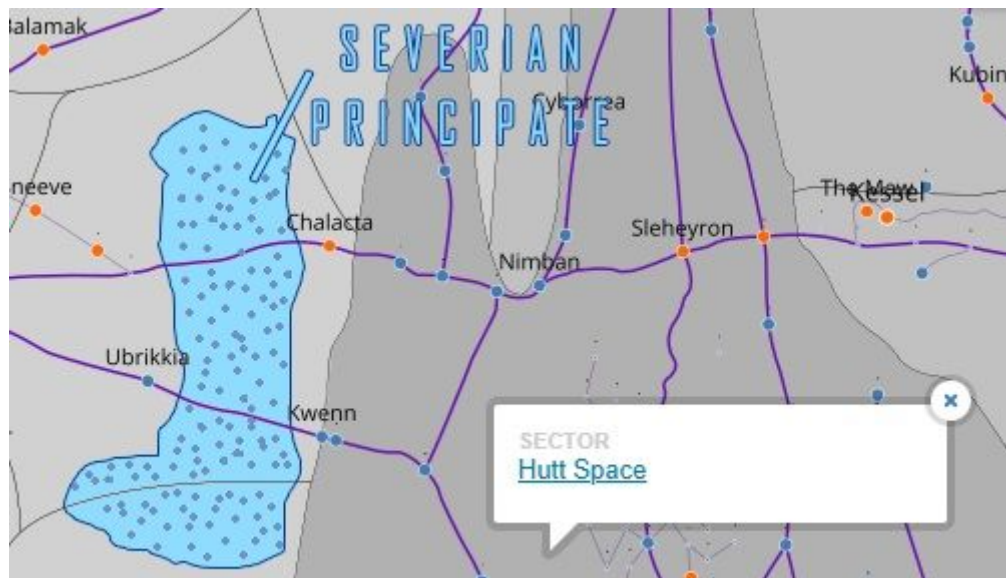
The official headquarters of each Guild is supposedly situated on Severnis, as with most major bases of operation. However, these are a front and it is instead believed that all four Guilds retain headquarters close to the territories bordering Hutt space. As the Hutt Cartel is the closest thing that they have to a true rival, each group plays close attention to what takes place on the outskirts of the Principate's territories.

The map above displays the approximate locations that the Principate Secret Service believes that the various Guilds might be operating out from. However, even this is largely theoretical with only some general evidence to back this point up. Until more substantial proof is offered, the Principate itself will likely never fully know where each headquarters is situated.

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Boltholes



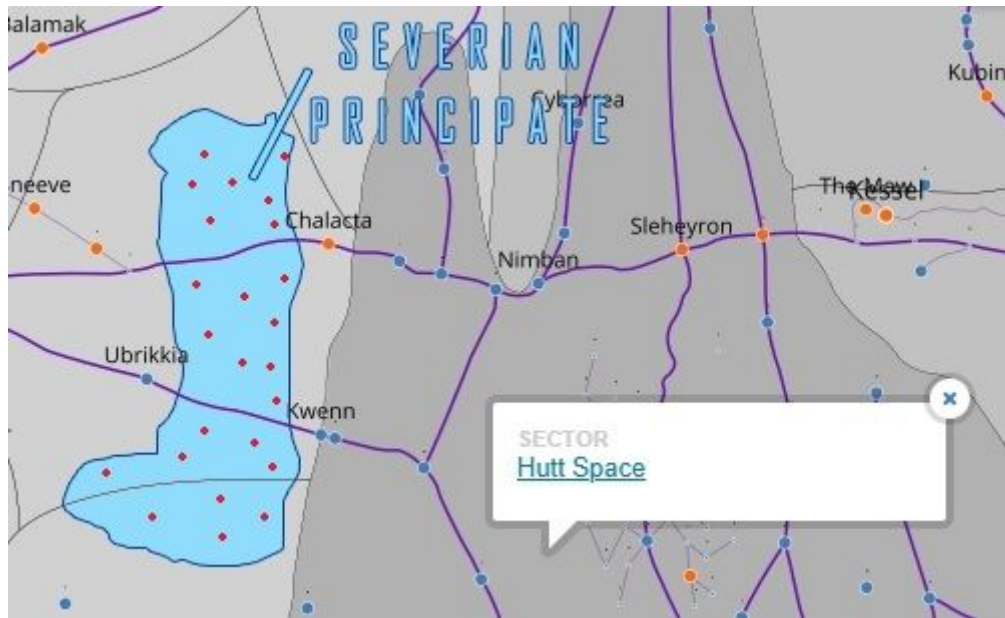
Rather than obvious and well-advertised bases of operation, each Guild's activities are primarily supported by boltholes and small safety rooms. These are utilised to permit operatives and agents a location to lay low and wait out possible threats, or to gather in preparation for an operation. The exact nature and design of each one varies considerably, with some being little more than dilapidated shacks while others are well hidden reinforced bunkers. In addition to this, their locations are diversely spread across each world. Some are specifically situated in cities while others are hidden in wilderness areas, wrecked starships and even orbiting stations.

A large number of these boltholes retain equipment relevant to each Guild's profession, from basic supplies and medical gear to weapons, fake I.D. passes and even advanced scanning equipment. While no single one is permanently used and groups cycle between active ones at various times, and most are left in a state where they can be rapidly abandoned if required.

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Training Grounds & Resource Points



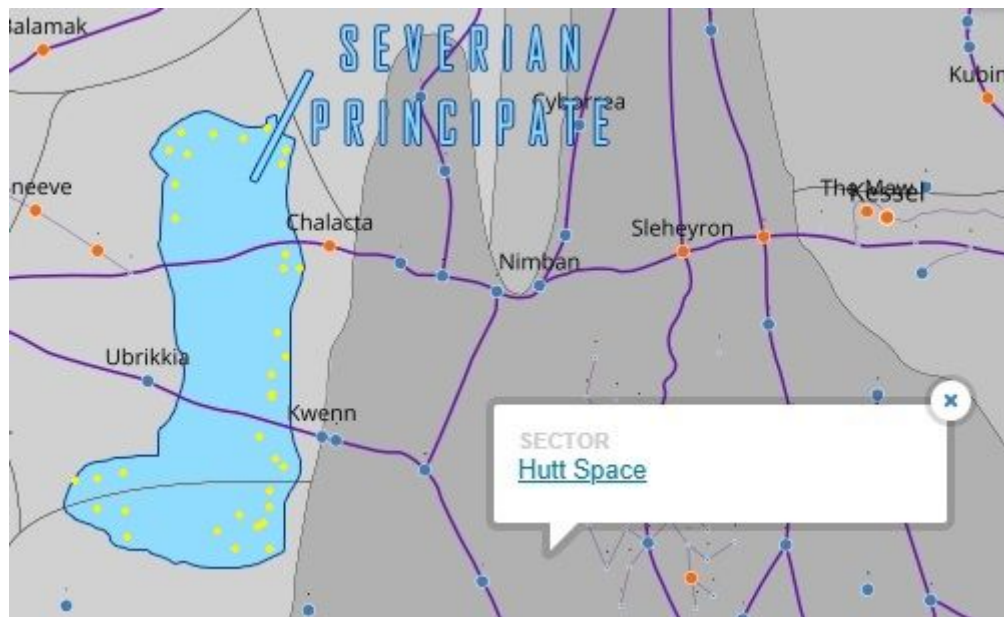
Alongside its additional boltholes, each Guild requires a few major facilities both to store major assets and test new members if required. These are typically large locations, closer to compounds than full bases, featuring any element or aspect too large to be kept within a bolthole. While a number of these serve as storehouses and major nexus points for their wider operation, others serve as repair yards for smaller ships, full armories or even active secondary headquarters for the overall organisation. Their very nature differs heavily from one Guild to the next depending upon rules and the role of the Guild in question, and a few are even hidden behind a much more legitimate role in order to better disguise their existence. Some serve as training areas both in preparation for planned operations in hostile environments and as a means to test new initiates, honing their skills further until they can meet Guild standards.

The only groups who typically operate with some degree of openness in regards to their location are the Bounty Hunters Guild and Assassins Guild, both of which have invited attackers in the past as part of impromptu training exercises. This led to a famous instance in 18 ABY where a Black Sun assault force consisting of three tanks and two dozen armed men attacked an Assassins Guild base in an act of revenge for a high profile death. Not only had the base itself been abandoned prior to the operation but, with their identities uncovered, each member of the group was quickly killed in a series of assassinations over the following two days.

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Criminal Hotspots



Guild activity among the Principate's worlds is typically focused more toward the outskirts of its territories. These seem to be focused on areas which are furthest from scrutiny or closest to each Guild's desired assets, with many being focused upon the border near to Hutt Space. This is understandable given the quiet rivalry between the two criminal powers, and the desire by the Guilds to prevent the Hutt Cartel from infringing upon their power bases. While these planets are not noted specifically for their high criminal activity, they are the areas where the highest number of confirmed Guild sightings have been made, suggesting a major presence on each planet.

Several of these worlds have undergone a few notable shifts in recent years due to this influence, particularly those of various protectorates. Once a system is declared a protectorate, each Guild will typically make a point of actively spreading their influence into it and fighting whoever is already present. This is made with the end goal of driving out or killing any existing organised crime syndicates, and then curtailing any smaller gang efforts through controlled displays of power.

Notable Underworld Figures

Nadieri Hercra, Thieves Guildmaster - A Human thief who descended from those who were enslaved within the Imperial mines, Hercra has been a lifelong thief and member of the Guild. Having worked her way up the ranks, she is one of the more capable leaders in both remaining aware of ground-level opinions of her leadership and recognising talent very early on. Besides famously stealing a repurposed MC80 loaded with stolen treasure out from under an Outer Rim warlord, her talent for rapidly planning heists, assembling effective leaders and simply making plans work is near legendary.

While she plays up the aspect of being a highly strung and unthinking glory seeker, Hercra has proven to be a very focused and careful individual who can rapidly develop detailed plans. Through wordplay, manipulation, a careful use of her assets and a fast pistol hand, she has been able to outdo enemies who should otherwise outright overwhelm her.

Hadriel Konshi, Smugglers Guildmaster - A Kiffar and former Watchman of Kiffu, Hadriel Konshi turned to a life of smuggling following her disgrace in a failed operation. This has been long considered one of the Watchmen's greatest mistakes as, while she was a law enforcer of middling ability, she proved to be a smuggler of almost unparalleled skill. Taken in by the Hutts following several high profile blockade runs, she eventually sided with the Principate out of a personal dislike for the previous Imperial rulers. Since then she has repeatedly assisted the Principate in undermining rival smugglers and running personal cons on the side for her own amusement.

Notably mercurial and a more capable improviser than a planner, Hadriel has seen success thanks in part to the sheer audacity of her operations. While a capable leader in selecting the right person for the job, a reckless streak and desire to lead from the front has led to mixed results. Her operations have never been more profitable, but the internal structure of the Guild has been skewed due to a lack of proper organisation on her part.

Zod Val, Assassins Guildmaster - A former member of the Silent Hand and Nautolan, Zod Val's history is entirely unknown. Like all members of his Guild and those of the Silent Hand, Val's history was entirely erased after he took up his new life as an assassin, including replacing his very name. Having led the Guild for the last fifteen years, Val has ordered the deaths of countless individuals, both to protect his own Guild's secrecy and carry out individual contracts. Even at his advanced age, Val has personally performed multiple assassinations on high priority targets, and remains a deadly individual when armed with almost any weapon.

Pale skinned for a Nautolan and blind in one eye, Val is extremely private and typically chooses his words with extreme care. As much a politician as he is a blademaker, it is rare for him not to consider how best to manipulate a situation to his advantage.

Endren Dakar, Bounty Hunters Guildmaster - Nicknamed the "Blade Breaker", Endren Dakar is a Falleen who once fought on the side of the Rebel Alliance. Infamous for his ruthless streak and desire for bloodshed, he reaped a heavy toll on any battlefield and even famously killed several Inquisitors in hand to hand combat. After departing the New Republic military for believing that it had lost its way, he served as a bounty hunter for several decades, eventually joining the Guild. Since that time, Dakar has ruled his group with an iron fist. He has proven to be a harsh master to those who fail him but remarkably generous to those he feels deserve their rewards.

Much of Dakar's personality is atypical of stereotypical Falleen behaviour, and disregards the aloof mannerisms in favour of blunt directness. Brief, to the point and rarely willing to waste time, while he can manipulate others he lacks the subtlety which would normally be expected of his kind. Yet most ironically of all, Dakar is extremely loyal to those he feels have earned his respect, particularly several members of the Principate military. This has made him a remarkable stabilising force among a group who are otherwise infamous for fighting for the highest bidder.

CAUTION: LIMITED TO THOSE AUTHORISED WITH EPSILON LEVEL ACCESS AND ABOVE.

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