

A GENERAL INQUIRY INTO THE SEVERIAN PRINCIPATE

SPECIAL REPORT

SUBMITTED DIRECTLY TO

THE VOICE OF THE BROTHERHOOD

BY THE

SEVERIAN PRINCIPATE JOINT TASK FORCE

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Overview

The Severian Principate is an interesting example of an advanced Imperial warlord state, not merely a military dictatorship, but an intricate and powerful political force to be reckoned with. It has a powerful, decentralized military, a flexible legislature, and strong industrial sector, and a loyal population. It has the potential to become one of the major power-players in the outer-rim, and should be watched with great care. The state owes much of its rapid success to the influence of its founder, Governor Lucian Niatinus, and the officers who followed him.

Disillusioned with the Imperial Military's brutal and often oppressive tactics, Niatinus is already recorded as having a reputation as a troublemaker and dissident within the ranks of the Imperial officer corps, a reputation which promptly earned him his governorship over the Kastolar sector, at the time a strategically important industrial region. His governorship was, by all accounts, highly successful, and it was largely this competence that kept in favor with the Imperial administration despite his growing criticisms.

With the fall of the Empire, Niatinus was quick to abandon his former allegiance and declared the Kastolar sector a free and independent state. Far from a rushed decision, Niatinus was highly prepared for this act of rebellion, enacting a brutal purge of his officer corp and establishing formal relations with the Hutt cartels within a few days of his announcement. It's more than likely that Niatinus was plotting rebellion for some time before the fall of the Empire, and its sudden destruction merely sped up his already existing plans.

Unlike most Imperial warlords, Niatinus did not claim the title of Emperor, Moff, General, Governor, or any other position associated with the Fallen empire. Rather, Niatinus styled himself as "Princeps" or "First Citizen" of his newly formed state and claimed the noxious industrial world of Severia as his capital, primarily for its impressive orbital infrastructure. There he established most of the new Severian Principate's government apparatus, including the Senate and Parliament which remain in operation today.

Despite his democratic pretensions, Niatinus still ruled as a dictator in all but name, however benevolent. In these early years the Senate largely served as a rubber stamp for Niatinus's policies, with any dissent kept in check by a unilateral veto of any legislation. Not to suggest that Niatinus spent most of his time governing in these early years, as he was largely out on campaign, fighting off Imperial warlords which sought to claim the mineral rich resources of the Kastolar sector.

Niatinus was highly successful in these campaigns, but conservative in his conquests. Unwilling to overextend his military and make himself a target for the more major powers, only a handful of systems were added to the principate in this early period of turmoil. The remainder of his conquests were granted pseudo-independence as protectorates of the Principate, forming a network of client states to serve as buffers against the grasping imperial warlords. The Severian Principate guaranteed these states autonomy, and in return they were obligated to support the Principate in its wars, provide tribute in the form of food and mineral resources, and contribute auxiliary forces to the Principate's military.

Despite these early successes, the Principate and its protectorates eventually came under attack from a coalition of Imperial warlords which threatened to utterly overwhelm the Principate's forces. In desperation, Niatinus turned to the resurgent Galactic Republic for aid, and petitioned for member status in the new galactic government. At first mistrustful of the former Imperial Governor, the Republic agreed only on the condition that Niatinus would step down from politics. Seeing no other option, Niatinus stepped down from the position of Princeps and officially retired from politics, securing the Principate's future as a member of the Galactic Republic.

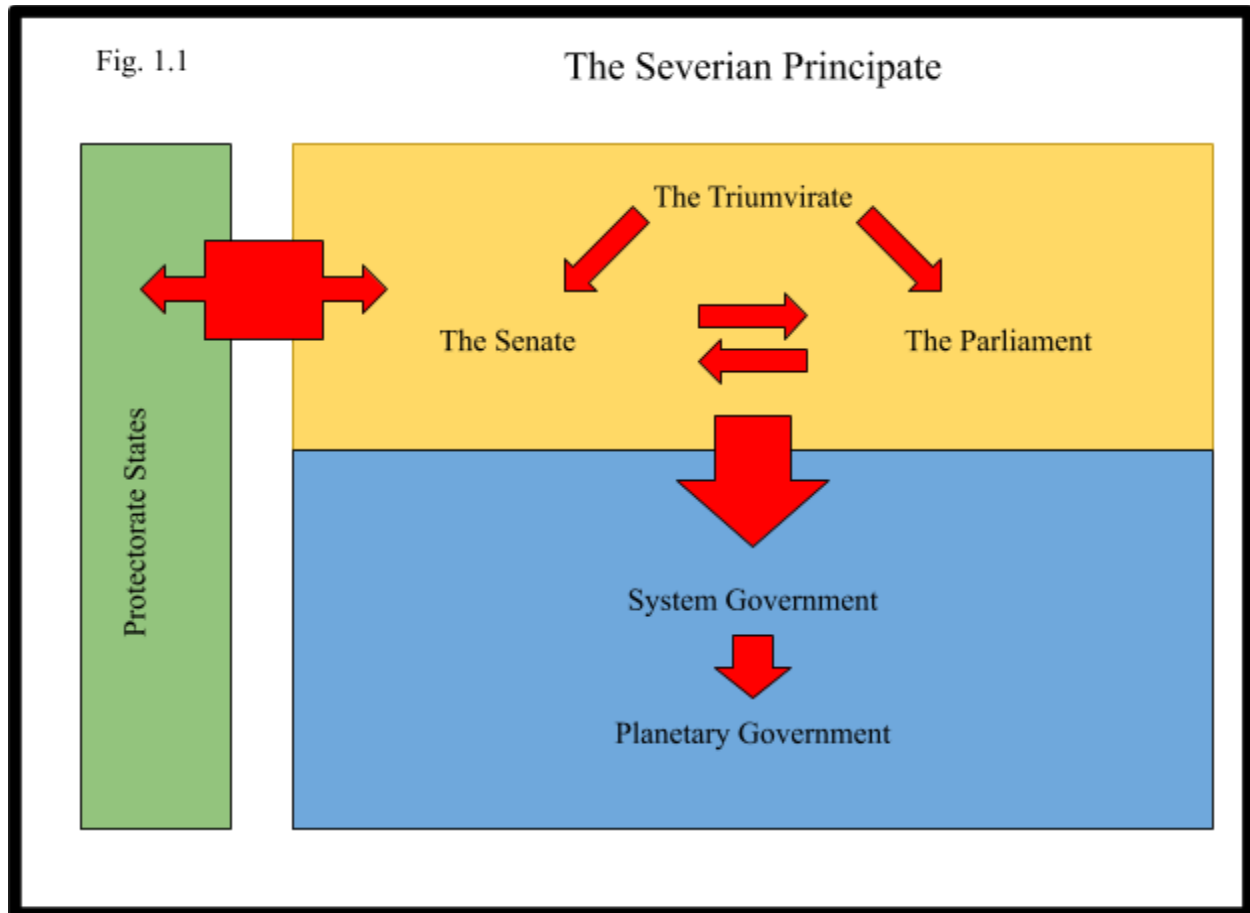
As he left, Niatinus appointed a trio of his most loyal and influential supporters, the Triumvirate, to succeed him as the executive of the Principate and hopefully carry out his unfinished plans. This Triumvirate was confirmed by the senate as a matter of formality, but the democratic process gave them legitimacy in the eyes of the Republic. With the Triumvirate secure, Niatanus would go on to retire into obscurity, but continues to be revered as a national hero by the Principate.

Today the Triumvirate remains in control of the Principate, supported by the Senate and the Parliament. The Principate directly controls a total of seven populated system and thirteen populated worlds. In addition the Principate maintains a network of four protectorates states which form an inseparable part of its economy and military structure.

Government

The Severian Principate is an Oligarchic Federal Republic consisting of three principal governing organizations on the federal level. The Triumvirate serves as the primary executive body of the of the Principate, overseeing the Senate which determines matters of legislation, and the Parliament which concerns itself with the judiciary and governmental procedure. Beneath this federal system, each planet and system in the Principate is granted the right to govern its local affairs as it pleases, though Principate law ultimately supersedes system law, and system

law supersedes planetary law. The Protectorate states underneath the Principate are not bound by Principate law, but are required to pay regular tribute to the Principate government. (See fig. 1.1 Below)



The Triumvirate

The Triumvirate deserves special attention. They occupy a position in the Principate government that was once the sole province of Lucian Niatinus, but has now been split up among these three co-equal rulers. Each of the Triumvirs has the same sort of dictatorial powers once held Niatinus, including complete military authority, the ability to make binding treaties and agreements, and a unilateral veto over any Senate or Parliament decision. However, in addition to this, each Triumvir can also veto any action taken by any of the others. The Triumvirs must act unanimously, or not at all, and disagreements between them have been known to bring the Severan government to a halt until the issue can be resolved. United, however, no force can stop the Triumvirs from accomplishing their goals.

Society

Principate society is highly collectivized and militaristic. Duty to the state and service to the Principate are held to be the highest virtues any being can aspire to. This outlook grew first from the Principate's beginnings on the harsh, industrial worlds of the Kastolar sector. This early core of civilian supporters was comprised mostly of industrial workers and spacers, who knew well that the only way to survive and thrive under such conditions was to work together and obey strict discipline.

This outlook would prove well suited to the battlegrounds of the Galactic Civil War, and in the fires of that conflict would evolve into the society we see today. Even without the force of war to drive it, the Principate maintains its society through a complex program of public propaganda and education. Communications and media companies are nationalized, giving the Principate complete control over news and entertainment. All citizens are required to attend state-run schools for ten years, and attendance at military parades and memorials is often mandatory.

All of this combines to form a flexible, resilient society. They are loyal to the state without question, and the threat of rebellion or revolution is far from the Principate's mind. They are capable of withstanding great hardship, and in the period of the Civil War it wasn't unusual to see mobs of civilians take up arms against invaders and wage brutal guerrilla wars. All this forms a loyal core of well-educated citizens suited for service in the Principate's military and political system.

Military

The Principate Military is a powerful, decentralized force with a number of unique aspects. Firstly is the Principate method of financing these forces in the first place. The Principate provides a general stipend to each general, at which point the general is responsible for spending this stipend to raise, supply, and pay his own forces. Should this stipend be insufficient, the general is expected to make up any shortfall out of his own, personal coffers.

Because of this, Principate generals are almost always independently wealthy men, coming from industrial or noble families. By using their personal income to supplement its military budget, the Principate is able to field a far larger force of men than it might be able to normally. Unfortunately, there are a number of negative effects from this. Their soldiers pay and equipment can vary wildly from general to general, or even unit to unit, depending on what their commanding officer is capable of providing. Furthermore, this system sets up a potential for civil war, as each general has unprecedented control over his own forces, and might be able to bribe their loyalty in a coup against the state.

This possibility is mitigated by a number of factors. Firstly, all the Principate shipyards are kept in its central regions, where the old industrial heart of the Kastolar sector once served the Galactic Empire. Kept tightly under control by the Senate and the Triumvirate, individual generals are kept in check by their inability to produce or repair their own fleets. Generals are also rotated regularly, often “promoted upward” into a parliamentary or senate position if the Triumvirs believe they might pose a threat.

The Principate military itself is a rigid and powerful force, designed to overwhelm any opposition. It's fleets are often centered on a core of large cruiser-class vessels, forgoing the more expensive star destroyers. These cruisers fight in close formation with frigate and corvette class escorts designed to ward off enemy fighters. The army is similarly laid out, with a strong central core of armor and shock infantry leading the way into any engagement supported by an elite airspeeder group.

In addition to this, each Principate force is also accompanied by the varied and eclectic forces of the Principate's protectorates. As apart of their treaty with the Principate, each protectorate is expected to provide this military forces to serve alongside the Principate military as allies. These forces are wildly different in almost every way, but often can make a crucial tactical difference.