Faction Standings

"Caesar Julius O'Reilly was a man of ambition, not conviction. He wore our gifts like a laurel crown, paraded our wisdom as if it were his birthright, and whispered false prayers to Jerome Blake when it suited his Senate's applause. He took what we offered—'Meks, knowledge, power—and then dared to imagine himself free of the debt owed. Worse, he believed he could turn his legions against the hand that raised them."

"So we reminded the Hegemony, and all who watched from their trembling thrones, what betrayal costs. Let the marble columns of Nova Roma stand silent as tombstones. Let the ashes of Senate and Caesar choke the skies. Our message is clear: There is no Rome without Blake, and there is no salvation for those who forget their place."

— *Precentor Adept Tobias Marrek,*
  Word of Blake Inner Doctrine Review, 3071

Introduction

Loyalty matters. Loyalty to your people makes you a friend. Loyalty to your commander makes you a soldier. Loyalty to your employer? That's money in your pocket.

Faction Standings measures how well liked you are by the various factions of the **Inner Sphere** and beyond. It allows you to see the tangible impacts you make as you complete contracts, score victories, and fight your way across the galaxy.

Through **Faction Standings** the universe is afforded a degree of persistence. Now a contract isn't just another payday, it is a critical chapter in your campaign's emergent narrative.

Faction Standings can be enabled in **Campaign Options**:

Operations ➤ Systems ➤ Faction Standings ➤ **Enable Faction Standing**

A Note on CamOps Force Reputation

Force Reputation and **Faction Standing** measure two very different things. **Force Reputation** reflects how capable, reliable, and effective your unit is. It represents the professional respect you command—the belief that your unit can get the job done, regardless of whose banner you fight under.

Faction Standing, by contrast, is all about loyalty and trust. It measures how much a specific faction likes you, based on your history of working with or against them. A unit with high **Force Reputation** might be known as one of the best in the business, yet still be despised by **House Kurita** or the **Clans** because of their past allegiances.

Supported Factions

Almost all factions are supported, however some have received special treatment. These factions have unique **Standings** labels and descriptions, and unique text for their events. For those factions not specifically mentioned below there are three 'catch-all' faction 'voices' that will be used instead: **Clan**, **Inner Sphere**, or **Periphery**. The voice picked is based on the specific faction.

The following factions have each been given a unique 'voice':

- **Inner Sphere**
  - Federated Suns
  - Lyran Commonwealth
  - Capellan Confederation
  - Draconis Combine
  - Terran Hegemony
- **Periphery**
  - Magistracy of Canopus
  - Marian Hegemony
  - Outworld Alliance
  - Taurian Concordat
  - Rim Worlds Republic
- **Super Power**
  - Star League
  - Federated Commonwealth
  - Republic of the Sphere
- **Other**
  - Mercenary's Guild
  - Mercenary Review Board
  - Mercenary Review & Bonding Commission
  - Mercenary Bonding Authority
  - Piracy Success Index

The 'factions' listed under 'other' are **Mercenary Organizations** or the special piracy 'faction' used to measure how successful the campaign is. Both are explained elsewhere.

If you don't see a faction listed that you think should receive a unique 'voice', please reach out via our **GitHub** or **Discord**. Writing unique voices for factions takes a lot of work, so new 'voices' will only be added through popular demand.

How it Works

Regard

Regard is the metric used to measure how well liked your campaign is by any given faction. **Regard** scales from -60 to +60. A higher **Regard** means you are seen in a better light than if you had a low **Regard** with the faction in question.

Faction Limits

Regard is capped at +40 for factions other than the current campaign faction. So, for example, a **Mercenary** campaign would be capped at +40 **Regard** for the **Draconis Combine**.

Climate Regard

Climate Regard is a reflection of the current political climate. As the galaxy progresses through the eras **Regard** does not remain static. Instead, you may find your campaign receiving temporary modifiers to its **Regard** with certain factions as wars are declared and alliances forged.

Climate Regard is updated at the beginning of each month.

Two special types of **Climate Regard** exist: **Mercenary Regard** and **Pirate Regard**.

Mercenary Regard

Mercenary campaigns are largely unaffected by the shifting politics of the **Inner Sphere**. Instead, some factions have unique modifiers that adjust the campaign's **Climate Regard** with that faction. These modifiers are lost if your campaign leaves the **Mercenary** faction.

The following tables show the **Mercenary Regard** adjustments for each faction. Any faction not listed - or any time period not explicitly covered - will use 'Other Inner Sphere' or 'Other Clan' as appropriate.

Capellan Confederation			
Start Date	**End Date**	**Climate Regard**	**Notes**
—	May/11/3036	(Below Average) -18.74	Pragmatic but cautious
May/12/3036	May/08/3052	(Awful) -28.13	Romano Liao's Paranoid Purges: Extended suspicion and harsh treatment to mercenary contractors
May/09/3052	—	(Below Average) -18.74	Pragmatic but cautious

Draconis Combine

Start Date	End Date	Climate Regard	Notes
—	Sep/03/3029	(Below Average) -18.74	Distrustful due to bushido culture viewing mercenaries as dishonorable
Sep/04/3029	Apr/15/3039	(Special) -56.25	Death to Mercenaries edict
Apr/16/3039	Apr/16/3049	(Awful) -28.13	Death to Mercenaries starts to be relaxed, but not wholly removed
Apr/17/3049	Sep/14/3054	(Below Average) -18.74	Death to Mercenaries relaxed further
Sep/15/3054	—	(Average) *No Change*	Theodore Kurita's reforms

Federated Suns

Start Date	End Date	Climate Regard	Notes
—	Nov/15/3062	(Above Average) +6.25	Professional, pragmatic approach via Department of Mercenary Relations
Nov/16/3062	Apr/20/3067	(Below Average) -18.74	FedCom Civil War Period: Internal conflict due to Civil War causing disruption
Apr/21/3067	Dec/31/3069	(Average) *No Change*	Slow regaining of stability following the Civil War
Jan/01/3070	—	(Above Average) +6.25	Professional, pragmatic approach via Department of Mercenary Relations

Free Rasalhague Republic

Start Date	End Date	Climate Regard	Notes
May/23/3034	May/23/3035	(Awful) -28.13	Ronin War mercenary betrayals created cultural bias against mercenaries
May/24/3035	—	(Below Average) -18.74	Lingering fallout from the betrayals

Lyran Commonwealth / Lyran Alliance

Start Date	End Date	Climate Regard	Notes
—	Nov/15/3062	(Above Average) +6.25	Bureaucratic but welcoming major employer
Nov/16/3062	Apr/20/3067	(Below Average) -18.74	FedCom Civil War Period: Internal conflict due to Civil War causing disruption
Apr/21/3067	Dec/31/3069	(Average) *No Change*	Slow regaining of stability following the Civil War
Jan/01/3070	—	(Above Average) +6.25	Bureaucratic but welcoming major employer

Taurian Concordat			
Start Date	End Date	Climate Regard	Notes
—	Aug/01/3058	(Below Average) -18.74	Generally suspicious of mercenaries due to anti-Inner Sphere paranoia
Aug/02/3058	Dec/31/3067	(Average) *No Change*	Trinity Alliance Period: Cooperation with CC and MoC led to more professional mercenary relations
Jan/01/3068	—	(Below Average) -18.74	Generally suspicious of mercenaries due to anti-Inner Sphere paranoia

Other Factions				
Faction	Start Date	End Date	Climate Regard	Notes
Clan Diamond Shark / Clan Sea Fox	Dec/01/3075	—	(Above Average) +6.25	As the Merchant Clan they become more pragmatic about business relationships with mercenaries once isolated from the Homeworlds
Free Worlds League	—	—	(Average) *No Change*	Utilitarian, often for internal balance
Magistracy of Canopus	—	—	(Above Average) +6.25	Pragmatic and welcoming due to open society values
Outworlds Alliance	—	—	(Above Average) +6.25	Practical necessity due to weak military
Other Inner Sphere	—	—	*(Average) No Change*	*Sees mercenaries as a useful extension of government*
Other Clan	—	—	*(Awful) -28.13*	*Views mercenaries as Dezgra*

Pirate Regard

Pirate campaigns, on the other hand, are generally poorly viewed by law-abiding factions. While your campaign is a part of the **Pirate** faction its **Climate Regard** is adjusted for all factions based on the following:

- If the faction is considered a pirate faction: **+9.38**
- If the faction is considered a Clan faction: **-28.13**
- For all other factions: **-18.75**

Regard Changes

Regard is modified in several ways:
- Accepting a contract usually reduces **Regard** with the enemy faction.
- Completing a contract will modify the **Regard** of the employer - sometimes positively, other times not.
- Accepting a **Faction Censure** by accepting the censure or committing **Seppuku** (see later).
- Executing **Prisoners of War**.
- Refusing a **Batchall**.
- Over time **Regard** will also degrade towards **0**.

The following table shows all **Regard Change** triggers and how much **Regard** is changed. Any change marked with an asterisk is multiplied by the length of contract (in months) divided by 6 (to a minimum of 1). So a 12-month long contract would double the change shown, while a 3-month contract would halve it.

Garrison-type contracts work slightly differently. A Garrison-type contract is any contract whose type ends in 'Duty', except 'Relief Duty'. These contracts start in a 'peaceful' mode, with the displayed faction for illustration purposes only. Then, periodically, a new faction is chosen that you must defeat.

For **Garrison-type** contracts only, the 'Accepting a Contract' change is **not** applied when accepting the contract. Instead it is applied whenever a new enemy faction is chosen. The 'contract length' multiplier described above is fixed at x1 for this modifier.

Trigger	Regard Change	Notes
Accepting a Contract		Change affects enemy faction
Clan	-0.94 *	
Other	-1.88 *	
Completing a Contract		Change affects employing faction
Success	+1.88 *	
Partial Success	+0.63 *	
Failure	-1.88 *	
Contract Breach	-5.62 *	
Accepting a Faction Censure		Change affects the censuring faction
Normal	+0.63	
Committing Seppuku	+1.88	This option is only available to Draconis Combine campaigns
Executing Prisoners of War	-0.1 x Prisoners	This affects the faction the prisoners belonged to. The multiplier is applied per faction. So executing 5 prisoners from faction A and 6 from B would result in -0.5 **Regard** for A and -0.6 for B.
Refusing a Batchall	-11.25	
Annual Degradation	+/- 0.375	This reduces **Regard** if **Regard** is positive, or increases it if it is negative. Once **Regard** hits 0 no further degradation occurs.

Campaign Options

The **Regard** changes shown in the above table have been balanced for multi-year campaigns. However, if you find the changes are too fast (or slow) the speed can be adjusted in **Campaign Options**:

Operations ➤ Systems ➤ Faction Standings ➤ **Regard Gain Multiplier**.

The value set in that option is applied as a multiplier to all **Regard** changes. So setting it to **3.0** will triple the speed of **Regard** gains and losses. While having the option set to **0.5** will cause everything to move at half speed.

Standing Levels

There are 9 **Standing Levels** generally referred to as the faction's **Faction Standing** (hence this system being called **Faction Standings**). The individual **Standing Level** can be seen in the **Faction Standings Report**, the number of stars in the display for any given faction is its **Standing Level**.

Level	Regard	Notes
1	-60 ➤ -51	
2	-50 ➤ -41	
3	-40 ➤ -26	
4	-25 ➤ -11	
5	-10 ➤ +10	Average
6	+11 ➤ +25	
7	+26 ➤ +40	The maximum **Standing** for a faction other than the campaign's current faction.
8	+41 ➤ +50	
9	+51 ➤ +60	

Effects

Each **Standing Level** produces multiple effects that help flavor your campaign. With few exclusions these effects are not meant to be campaign defining. They exist to add flavor rather than being significant power boosts.

Each group of effects can be disabled in **Campaign Options**:

> Operations ➤ Systems ➤ **Faction Standings**

Negotiation (AtB Contract Market Enabled Only)

When negotiating contract clauses with a faction, the campaign's **Standing** with that faction applies a modifier to the roll.

Level	Modifier
1	-4
2	-3
3	-2
4	-1
5	+0
6	+1
7	+2

8	+3
9	+4

Resupplies (StratCon Only)

When receiving a monthly **Resupply** (see **Resupply** documentation for more information) the size of the resupply is adjusted based on your campaign's **Standing** with the contract employer. This is a direct multiplier applied to the resupply weight. So a campaign with level 9 **Standing** would receive a double-sized resupply, while a campaign with only 3 **Standing** would receive a half-sized convoy.

Level	Multiplier
1	x 0
2	x 0.25
3	x 0.5
4	x 0.75
5	x 1
6	x 1.25
7	x 1.5
8	x 1.75
9	x 2

Command Circuit Access (StratCon Only)

If a campaign has **Standing Level 8** (or better) with their employing faction, they will gain access to that faction's Command Circuit while travelling to the contract target. This reduces JumpShip recharge time to just 10-hours.

For campaigns not using StratCon, command circuit access can be manually enabled in the **Interstellar** tab.

Outlaw Status

While a campaign has **Standing Level 2** (or worse) they will be **Outlawed** by the relevant faction and unable to enter territory owned by that faction. This restriction is waived if the campaign is currently stationed in the outlawing faction's territory (to stop campaigns becoming stranded). It is also waived if the campaign is on a contract against the outlawing faction.

Systems you are **Outlawed** in are marked with a black **X** in the **Interstellar** map.

Batchalls (StratCon Only)

When engaging in a contract against a Clan opponent you will be offered a Batchall. This is an abstract system that, if agreed, will cause opposing forces to 'bid away' units, reducing their power. The amount of

forces bid away will vary based on your current campaign forces and the 'honor rating' of the opposing faction. Clan honor rating can be found in *Total Warfare*.

If the Batchall is refused, the opposing forces will fight with all their available strength.

If you currently have **Standing Level 2** (or worse) with the Clan they will forego the Batchall. This is mechanically identical to refusing the Batchall, but without the **Regard** loss.

Recruitment

When recruiting personnel the origin faction of the potential recruit is based on the factions currently present in the system the campaign is stationed in. Each faction present in the system is awarded 'tickets' for the origin 'lottery'. The number of 'tickets' is modified based on your **Standing** with that faction. This is used to represent how popular your campaign is with the general populace of the faction.

Similarly, the number of potential recruits is multiplied based on your highest **Standing** among the factions present in the system. This reflects the faction's willingness to promote your unit towards prospective recruits. By increasing (or decreasing) the pool of potential recruits this directly influences the likelihood of seeing rare professions or higher skilled personnel.

Level	Tickets	Multiplier
1	0	x 0
2	0	x 0.25
3	1	x 0.5
4	2	x 0.75
5	3	x 1
6	4	x 1.25
7	5	x 1.5
8	10	x 1.75
9	15	x 2

Unit Market Rarity (Monthly Unit Market Enabled Only)

While on contract your campaign generally gains access to unit offers from your employer. These are marked in the **Unit Market** as being from the 'employer market' (see the **Unit Market** documentation for more information). The number of units that appear in the market is based on the rarity of the unit type.

However, your **Standing** with the employer also affects how willing they are to point deals in your direction. This is achieved by increasing (or decreasing) the number of unit rolls. The greater the number of unit rolls, the greater the chance of units of a particular type - such as 'Meks - appearing in the market.

It is possible that these modifiers may bring less common unit types to a point where they stop appearing in the employer market.

Level	Modifier
1	-3
2	-2
3	-1
4-6	+0
7	+1
8	+2
9	+3

Contract Pay (AtB Contract Market Enabled Only)

Your **Standing** with a prospective employer also plays a part in determining the payment they are willing to extend for their contract. This is deliberately only a small modifier, as the modifier from **Negotiation** is far more impactful and we didn't want to blow open the contract economics.

Level	Multiplier
1	x 0.6
2	x 0.7
3	x 0.8
4	x 0.8
5	x 1
6	x 1.05
7	x 1.1
8	x 1.15
9	x 1.2

Support Points (StratCon Only)

Support Points are a crucial tool in the arsenal of a **StratCon** player. Not only do they allow you to procure units in **Mercenary Auctions** and hire **Ronin**, they also directly impact your ability to reliably reinforce scenarios.

Support Points are gained in two ways: when first accepting the contract and every **Monday**.

Standing with the employing faction directly increases the number of **Support Points** your campaign begins a contract with. It also applies a modifier to the roll made to generate new **Support Points** each week.

These modifiers reflect your employer's willingness to extend strategic support for the duration of the contract.

Level	Starting Bonus	Weekly Modifier
1	-2	-4
2	-1	-3
3	-1	-2
4	0	-1
5	0	0
6	0	+1
7	+1	+1
8	+1	+2
9	+2	+3

Special Campaigns

Faction Standings largely works identically for all campaigns, regardless of campaign faction, with two exceptions: **Mercenary** campaigns and **Pirate** campaigns.

Mercenary Campaigns

Mercenary campaigns do not have a parent faction, *per se*, instead your campaign will belong to a **Mercenary Organization**. The exact organization will change based on the current campaign year, but the included organizations are (in the order of appearance) the unaffiliated **Mercenary's Guild**, ComStar's **Mercenary Review Board** (MRB), Wolf's Dragoon's **Mercenary Review & Bonding Commission** (MRBC), and Clan Sea Fox's **Mercenary Bonding Authority** (MBA).

When completing contracts you will gain (or lose) **Regard** with both the employing faction *and* the campaign's current **Mercenary Organization**. It is not possible to manually change the current **Mercenary Organization**, and once the appropriate year has been reached you will automatically switch to the next.

Regard does not transfer between **Mercenary Organizations**, though you will retain all **Regard** accrued for non-Mercenary Organization factions.

Pirate Campaigns

Similar to **Mercenary** campaigns, **Pirate** campaigns do not have a parent faction. Instead when completing contracts with the **Pirate** faction your campaign will gain (or lose) **Regard** with the special **Piracy Success Index** 'faction'. This 'faction' reflects how successful your endeavors are and how close the law is to catching up with you. So long as you maintain a positive **Regard** you don't need to worry about legal repercussions for your nefarious deeds (for more information, please see **Faction Censures** in the next section).

Events

Going Rogue

Going Rogue will change your current campaign faction to the new faction selected in the going rogue dialog.

A campaign **Going Rogue** will usually occur as a result of an **Ultimatum** or **Censure**, however it is possible to 'Go Rogue' at any time by selecting the **Change Faction** button in the top-right of the **MekHQ** GUI.

If you are choosing to **Defect** - that is, change your campaign faction from a non-aggregate faction to a non-aggregate faction (such as **Federated Suns** to **Capellan Confederation**) you will be classified as **Defecting**. There is no such thing as a bloodless defection.

When **Going Rogue** several things will occur:

-   All personnel will decide whether they wish to follow the campaign to the new faction. The likelihood a character will leave is based on their **Loyalty** (if **Loyalty** is enabled in **Campaign Options**). If the change counts as a **Defection** some characters may lose their lives in the process.
-   The **Regard** for the original faction is changed to **-50** (if not already lower).
-   The **Regard** for the new faction is changed to **+11** (if not already higher).
-   All personnel reconsider their **Loyalties** (if **Loyalty** is enabled in **Campaign Options**). This may result in no change, **Loyalty** improved, or **Loyalty** reduced based on random chance. Each character rolls individually.

You should think long and hard before choosing to **Go Rogue**, as there are frequently few benefits and many downsides. **Going Rogue** is a campaign-defining narrative moment.

If you wish to change faction without **Going Rogue** you can do so in **Campaign Options**. However, this bypasses the **Going Rogue** mechanics entirely and should be considered a **GM Option**.

Ultimatums

Ultimatums are special pre-scripted events that occur on specific dates. They are used to add in-universe flavor. An **Ultimatum** is a moment where you will be forced to choose between three paths and side with one faction or another. For example, during the **Amaris Civil War**, if you are a member of the **Star League**, you will be forced to choose between siding with **Stefan Amaris**, or **Alexandr Kerensky**. Alternatively, you may take the third option and become a **Mercenary**.

Some **Ultimatums** are treated as being violent, while others are peaceful. Mechanically, both are identical except the latter will result in casualties, while in the former those characters who don't agree with your decision will leave peacefully. See the section on **Going Rogue** for more information.

The below table shows the currently implemented **Ultimatums**. To access the **Ultimatum** you must be a member of the affected faction on the prescribed date.

Additional **Ultimatums** are planned. If you have any suggestions for new **Ultimatums**, please reach out via **Discord** or through our **GitHub**.

Ultimatum	Date	Affected Factions	Violence
Amaris Coup	Dec/26/2766	Star League	Violent
ComStar Schism	Sep/21/3052	ComStar	Violent
Espinosa Coup	Feb/01/3022	Aurigan Coalition (aka Aurigan Restoration)	Violent
FedCom Civil War	Sep/18/3057	Federated Commonwealth	Peaceful
The Exodus	Nov/05/2784	Terran Hegemony, Star League-in-Exile (aka Exodus Fleet), ComStar (aka SLCOMNET)	Peaceful

Accolades

Accolades represent pivotal moments in your campaign's contributions to a faction's success. With the exception of **Taking Notice** each **Accolade** is accompanied by a special dialog announcing the accolade and its narrative (or mechanical) effects.

An **Accolade** will occur on the first day that **all** of the following requirements are met:

- There is no active **Censure**.
- It has been more than **6** months since the faction issued their last **Accolade**.
- The campaign meets the minimum **Standing** requirement for the next **Accolade**.

It is not possible for the campaign to receive the same accolade multiple times from the same faction. Assuming all requirements have been met, for each stage in the **Accolade** 'questline', it will take roughly 7 years to receive all **Accolades**. Realistically, it will take *much* longer.

All **Accolades** are shown below in the order they occur.

Event	Standing	Summary
Taking Notice - 1	6	The faction silently starts to take notice of your campaign.
Taking Notice - 2	6	Interest silently increases.
Appearing in Searches	6	The faction is actively investigating your campaign.
Cash Bonus - 1	7	The faction awards you with **20-million** C-Bills.

Press Recognition	7	Your campaign appears in the faction's media.
Cash Bonus - 2	7	The faction awards you with **30-million** C-Bills.
Propaganda Reel	7	Your campaign appears in the faction's propaganda. To receive this **Accolade** the campaign must be on a contract for the faction. For **Mercenary Organizations** and **Piracy Success Index** your campaign just needs to be on a contract. This is the highest **Accolade** possible for **Mercenary Organizations** and the **Piracy Success Index**.
Adoption / 'Meks	7	If your campaign is currently a member of the faction it will be awarded an entire company of 'Meks for free. If the campaign is **not** a member of the faction those 'Meks are offered in exchange for the campaign joining the faction. This will count as **Going Rogue**.
Cash Bonus - 3	7	The faction awards you with **45-million** C-Bills.
Triumph / Remembrance	7	The faction throws a significant social event in recognition of your campaign's contributions. For Clan campaigns the campaign commander is entered into the Remembrance.
Cash Bonus - 4	7	The faction awards you with **55-millio**n C-Bills.
Statue / Sibko	8	The faction builds a statue of the campaign commander. For Clan campaigns a Sibko is decanted using the campaign commander's genetic heritage.
Cash Bonus - 5	8	The faction awards you with **65-million** C-Bills.
Letter from Head of State	8	The faction leader (or a prominent noble) personally writes to the campaign commander.

Censures

Faction **Censures** are special events used to reflect a parent faction's growing disdain for a failing campaign. Unlike **Accolades**, **Censures** are only awarded by your parent faction, your current **Mercenary Organization** (**Mercenary** campaigns only), or the **Piracy Success Index** (**Pirate** campaigns only).

A **Censure** event will occur any time all of the following criteria are being met:
- **Regard** for the issuing faction is negative.
- It is more than 6-months since the faction last issued a **Censure**.

If an existing **Censure** is on record and it has been more than 6-months since it was issued, the **Censure** will escalate to the next level.

Censures expire after a year. If a **Censure** expires it will de-escalate to the prior level. The campaign will not be issued the **Censure** event again, but it does mean that should the campaign qualify for censure **MekHQ** will consider the de-escalated **Censure** as the current level. This may result in the same **Censure** event occurring multiple times, if the campaign qualifies for **Censure**, then has the **Censure** de-escalate, then qualifies again.

The type of **Censure** event is dependent on the type of campaign. Campaigns are defined as **Mercenary**, **Pirate**, **Inner Sphere**, or **Clan** based on the campaign's faction.

Some **Censures** will make demands of the campaign. It might be as simple as a **fine** or it could be as severe as **replacing the entire campaign command structure**. In most cases you will have the opportunity to obey the demand, and suffer the consequences, or **Go Rogue**.

Draconis Combine campaigns also have the opportunity to respond to the **Censure** by committing **Seppuku**. This will kill the campaign commander, but will greatly please the Dragon and increase **Loyalty** across the campaign's remaining personnel (if **Loyalty** is enabled in **Campaign Options**).

If you choose to commit **Seppuku** you will still suffer **all** of the normal consequences of accepting the **Censure** event.

Level	Inner Sphere	Clan	Mercenary	Pirate
1	Formal Warning	Trial of Grievance - Unsuccessful	Legal Challenge	Bribe Officials
2	News Article	Chatterweb Discussion	News Article	News Article
3	Forced Retirement	Trial of Grievance - Successful	Formal Warning	Commander Imprisoned
4	Leadership Replaced	Leadership Replaced	Fined	Commander Murdered
5	Unit Disbanded	Unit Disbanded	Unit Barred	Leadership Imprisoned

The next table shows a summary of each **Censure** event.

It is worth noting that any references to 'campaign commander' apply to the highest ranking character in the event no character has been flagged as the 'commander'. Similarly, 'second-in-command' applies to the second most senior character in the campaign.

In both cases the character's skills are used as a tiebreaker.

Finally, two **Censures** are noted as ending the campaign. When this occurs a narrative scene will occur that 'ends' the campaign, however the campaign save is not modified and you may continue to play should you wish.

Event	Summary
Bribe Officials	The unit must spend 10% of the currently available campaign funds to shake off the investigation into their pirate activities.
Chatterweb Discussion	The unit is painted in a bad light in a Chatterweb thread.
Commander Imprisoned	The campaign commander is permanently imprisoned.
Commander Murdered	The campaign commander is murdered by their second-in-command. The murderer takes over the unit.
Fined	The unit must pay 10% of the currently available campaign funds in punitive fines.
Forced Retirement	The campaign commander is forced into retirement.
Formal Warning	The campaign is issued a formal warning that further failures will be punished.
Leadership Imprisoned	All officers in the campaign, including the campaign commander, are permanently imprisoned.
Leadership Replaced	All officers in the campaign, including the campaign commander, are replaced with political officers.
Legal Challenge	The campaign is made aware that a prior employer has raised an unsuccessful legal challenge based on earlier performance.

News Article	The campaign is painted in a bad light by the media.
Trial of Grievance - Successful	The campaign commander and their second-in-command are both injured. The commander will survive, but their second-in-command may be killed.
Trial of Grievance - Unsuccessful	The campaign commander is killed and their second-in-command is injured. The second-in-command assumes command of the unit.
Unit Barred	The unit is barred from the **Mercenary Organization**. The campaign ends.
Unit Disbanded	The unit is disbanded. The campaign ends.

📰 Faction Standings