

I will attempt to make loyalty culpability as objective as possible:

To accumulate negative loyalty culpability would seem to me to require some form of betrayal. While technically it is disloyal to invade anyone, disloyal to them, a probability in most cases does not accumulate that you are bad with the loyalties you do take on, only that you are unfair. Only if you betray an existing loyalty does a probability accumulate that if someone networks with you, there is a chance equivalent to your margin and frequency of betrayal that you will betray them - that you would be bad at networking with them.

Accidental, non culpable betrayal is possible, and if it does happen, a probability still accumulates that you are untrustworthy concerning networking. However, the only effective correction is to correct ignorance with information, psychological imbalance with stability. Because the betrayal is not rooted in selfish autonomy, in culpability, selfish consequence doesn't deter the offence as effectively as the corrections mentioned, if at all.

The importance of the loyalty may be determined based upon such considerations as pragmatism (survival niche relevance, relevance as far as an ability to thrive) and emotional attachment to the loyalty. Only pragmatism, only attachment, or both pragmatism and attachment, may come into play.

With a rank system of networking, the highest ranking members of the network are "owed" the most loyalty, and the lowest ranking members are "owed" the least loyalty. It would make for an effective system if the lowest or lower ranking members were given the ability to climb proportional to how much loyalty they accumulate. This would provide them with pragmatic motivation to strive, with selfish incentive to score high.

Accumulated loyalty would consist of to what extent individual members have strengthened the overall integrity of the network, as far as its long term success probability by safety from harm, pleasure, and an ability of members to do what they want (autonomy). The higher ranking the individuals empowered with safety from suffering, pleasure, and autonomy to do as they want, and the greater the margin of these three things, the more loyalty accumulates. However, loyalty accumulates even when the bottom is empowered by the bottom or the top - unless the bottom is empowered to invade the safety, pleasure, and autonomy of the top.

The general loyalty accumulated by the network, the safety from harm, pleasure, and autonomy contributed to the odds of all sentient life, is the only objective probability the network accumulates that non-loyalties should behave advantageously toward the network, as far as non-loyalties are disposed selfishly - aside from the desire to be network affiliates, because the network is good with "regular" loyalty. And, of course, network integrity to do whatever it wants regardless of what anyone else thinks (power level).