

This essay seeks to more fully explain a piece of the beginning of the *Engineering of War* essay.

Ethics and loyalty are related pragmatically in that fairness unifies a majority military with ethics, loyalty a smaller military. They are also related because the main emotional motivation for both is love.

It is of course possible to have ethics and loyalties, in a state of union or competition. It is also possible to label the ethics of fairness as generalized loyalty. With fairness, everything that can benefit from rights and consideration is a loyalty, and the largest volume of sentient peoples have selfish motivation to help the individual proportional to how fair he she or whatever is.

I calculate fairness as three negative and three positive categories, which can be made into imaginary numbers. Negative: free will inhibited = *i*, suffering induced = *s*, pleasure stolen = *p*. Positive: free will enabled = *e*, suffering absolved = *a*, and pleasure provided = *f*. The individual's score calculates to *i* subtracted from *e* or zero, *s* subtracted from *a* or zero, *p* subtracted from *f* or zero.

Negligence calculates to only partial culpability for the outcome, so that one's free will only contributed a % of what happened. That % is plugged into *i*, *s*, *p* & *e*, *a*, *f*.

It is also possible to calculate loyalty culpability with imaginary numbers. The main complication I notice to doing so concerns the amount of territory you want to grant the individual tiers of the loyalty. Since this isn't fair business per say, it isn't necessarily possible to calculate fair percentages.

The highest ranking loyalty gets the best share, so that it is most wrong to induce suffering upon most right to provide pleasure to the top. Niche loyalty is calculated the same as fairness except that rank supersedes. Some of the rules are individualized with each niche. One example of a niche loyalty system calls it an offense only for the bottom to invade higher ranking individual(s), and provides rank according to military usefulness of the individual(s). Another system provides rank according to age, or according to the age of the position, or the age of the position's inheritance.

Without some attachment to fairness or morality or ethic, one's heart is likely to pick loyalties instinctively. If invaded, generalized loyalty/fairness could "gang up" on the individual... but so too could the most well established niche loyalty, even if invaded *by* fairness.

I hope I have made it possible for the readers to precisely calculate fairness and loyalty.

[Loyalty Based Offenses](#)