

United Merchants Guild

Even long before the [Calamity](#), merchants fed up with poorly defended trade routes throughout the Caedonia Galaxy have illegally installed weapons onto their cargo ships. After the Collapse, a brief period of chaos and piracy was followed by the establishment of a loose confederation as the the Guild Tribunal under [Lord Amadeus Hess](#) consisting of former admirals, captains, and trade bosses. Despite this, the members of the Merchant's Guild have earned themselves a reputation as ruthless pirates in this short period of time, a brand which Lord Hess and his successors desperately tried to shake up.

Recent threats by the [Reimann Corporation](#) have resulted in an uneasy truce with the New Galactic Federation, the toothless remnant of the former government, to halt aggressive Reimann Corporation expansion and quell raider attacks from non-Guild members.

Revision #2

Created 2022-02-04 10:29:06 UTC by Degorth

Updated 2022-02-04 10:30:08 UTC by Degorth