

Overarching theme: how should the armed forces interact with civil society when confronting irregular adversaries in a domestic operational environment?

- Battle of societies, ideologies and civilizations (hybrid armed conflict)
- Low-intensity armed conflict between the state and an irregular non-state armed group
- Cycle of violence
 - Security force actions have consequences in-game (atrocities and misconduct increases support for MNF)
- Crime-terror continuum
 - Alliance between regional insurgent organization (MNF) and worldwide criminal network (Kessler Group)
 - Both sponsored by state actor (Federation)
- Public security gap filled by gendarmerie-type force
 - <https://www.nspcoe.org/about-us/about-stability-policing/>
 - Civil police cannot manage situation but regular Army deployment too excessive

Genre: Tactical military simulation with RPG and PvE elements.

- Emphasis on cooperation and teamwork

Includes following mission tasks:

- Combat patrol
 - Ambush
 - Raid
- Reconnaissance patrol
 - Area reconnaissance
 - Zone reconnaissance
- Reinforcement
 - Local reinforcement
 - Rapid reaction
- Movement to contact
 - Search and destroy
 - Cordon and search
- Personnel recovery
 - Combat search and rescue
 - Hostage rescue

BLUFOR: United Empire (Western Christendom led by Francophone aristocrats)

Political

- Federal parliamentary constitutional elective monarchy
 - Emperor elected by high nobility from among their ranks
- Bicameral Parliament composed of Senate and Chamber of Deputies

- Senators appointed to represent regions, provinces and corporate groups
 - Each region appoints five senators
 - Each province appoints one senator
 - Each corporate group appoints ten senators
 - Corporate groups include armed forces, diplomatic service, civil administration, bankers, lawyers, scholars, organised labour, business, media and clergy
- Deputies elected by popular vote
 - Each province sends a deputation proportionate to its population, with an average of one deputy for every 200,000 voters
 - Deputation size ranges from five deputies at minimum to fifty at maximum
- Main parties are Popular Centre Party (political Catholics/religious conservatives), Social Democratic Party, Conservative Party (traditionalist aristocrats), Liberal Democratic Party (progressive bourgeoisie), Environmentalist Party (reaction to environmental effects of continental warfare)
 - Popular Centre Party is a big tent Christian democratic party which purports to represent everyone (populist)
 - Has formed part of every Imperial government since the end of the World War
 - Usually the dominant party in a governing coalition
 - Promotes a common civilisational vision of the Empire
 - Main support base in rural areas and among religious voters
 - Extensive support from Western Catholic clergy
 - Social Democrats represent urban and rural workers (working class)
 - Regular coalition partner with the Populists
 - Main support base in urban areas; rural areas contested with PCP
 - Conservatives represent landowners and businessmen (aristocracy)
 - Second-most frequent coalition partner for the Populists
 - Liberal Democrats represent academics, intellectuals and artisans (bourgeoisie + multiple special interests)
 - Infrequent coalition partner due to fundamental ideological and political disagreements with grand coalition parties (PCP, SDP and Conservatives)
 - Environmentalists represent individuals concerned about the detrimental aftereffects of a near-century of constant high-intensity combat on both regional environments and the global climate (single special interest)
 - Have only formed part of a handful of governments since its foundation
 - Limited representation of regionalist and ethnolinguistic interests in Parliament
 - Key point of contention between central authorities and local activists
- Government answers to Parliament

- Composed of 10-20 ministries (limited by the Constitution), which are divided into specialised offices, the number of which may vary depending on the policy area
 - Current ministries besides the five great offices of state (Armed Forces, Interior, Finance, Justice, Foreign Affairs) include the following:
 - Education and Research (represents academia)
 - Labour and Social Affairs (represents organised labour and disadvantaged groups)
 - Economic Affairs (represents business)
 - Amalgamation of former Commerce, Industry, Agriculture and Fisheries ministries
 - Information and Communications (represents the media)
 - Energy and Climate (represents environmentalists)
 - Health (represents healthcare professionals; implements Empire-wide health policy)
 - Transport (regulates transport at central level)
 - No matter their size, each administrative office is divided into departments, bureaus and sections
 - Below sections are ad hoc teams, organised to respond to specific administrative issues
- Below politically appointed administrative officers (equivalent to senior civil servants in the Anglosphere) are executive officers selected through competitive exams based on merit
 - Junior executive officers
 - Baccalaureate required for entry as a JEO
 - Leaders and members of teams
 - Senior executive officers
 - Master's degree required to compete for SEO positions
 - Leaders of departments, bureaus and sections
- Imperial legal system based on codified legislation and civil law tradition
 - Three highest courts are the Supreme Court of Justice, the Supreme Administrative Court and the Constitutional Court

Military

- Imperial Army under strong civil oversight and characterized by rigid conservatism
 - Generic Western-style NATO-standard regular army
 - MultiCam uniforms and brown grey vehicular liveries
 - AFVs commonly feature Saab Barracuda MCS netting
 - Naval vessels and non-stealth military aircraft painted in pearl grey
 - For more info see: https://theregiment.fandom.com/wiki/Imperial_Army
- Gendarmerie-type internal security force (Imperial Guard)

- Main protagonist force in proposed novelization + MMORPG
- Solid black uniforms and vehicular liveries
- Older than and historically separate from regular Imperial Army
 - Existence dates back to the Empire's foundation, whereas permanent regular Army units did not appear until early modern era
- Formerly under the Interior Ministry but moved to Ministry of Armed Forces under post-Frontier War reforms
 - Widespread resentment within the Guard over the transfer to the Army Ministry + equation with regular forces
 - Tensions between Old Guard (older officers who served under Interior Ministry and look down on the regular Army) and New Guard (who only served under Army Ministry and are more open to cooperation)
 - *Changing of the Guard* (ITTL military history book)
- Distrusted by most Mirnovian Slavons due to history of violence and brutality
 - Ethnic Mirnovians prefer to interact with RMPC instead
- For more info see: https://theregiment.fandom.com/wiki/Imperial_Guard

Economic

- Social market economy based on ordoliberal and distributist principles

Social

- Overarching themes: order, stability, continuity, tradition
- State religion is Western Catholicism
- Varying degrees of recognition and toleration for other denominations
- Official language is Prelian (French)
 - Various regional and local languages co-official at regional, provincial and in some cases district and municipal levels
 - Marish (English) used for diplomacy with the Federation and with Free States
 - Mitan (German) used as de facto lingua franca in Frontier regions
 - Widely understood by Frontier peoples
 - Historic trade language
- Civilisational mindset that emphasizes the Prelian language and Western culture
- Society based on cooperative corporate groups rather than competing classes
 - Corporate groups, not ideologies, form basis of parliamentary factions
 - Types of groups include: agriculture, academia, artisans, the armed forces, civil service, business, labour and the Church
 - Each corporate group is allotted seats in the Senate
- Tension between civil authorities and ethnolinguistic interest groups in the Frontier over language use (Prelian vs. local vernaculars)
 - Such tension especially acute in Mirnovia and other Frontier regions

Information

- Partially controlled

- Free speech limited by state security laws
- Mix of public broadcasters, corporate media and social media networks

Infrastructure

- Highly developed and modern civil infrastructure

OPFOR: Federation of Autonomous Nations (Everyone Else, led by the Greeks)

Political

- Federal semi-presidential republic (officially)
- Founded on basis of nationalist reaction to Imperial expansionism and pro-Prelian linguistic policies
 - Ideological state
 - Historic divide between traditionalists, progressives, conservatives and workers, exploited by ideological political elites to cement their rule
- De facto military dictatorship (stratocracy) since the end of the Anarchy
 - Anarchy based on OTL Yugoslav Wars and post-Soviet Russia in the 1990s
 - ITTL however the Federal Army reestablished the administrative state through force of arms
 - Limited aid from the United Empire, which wanted an end to the humanitarian crisis and refugee flows
- Historic tendency towards military aggression abroad to deflect from internal issues
 - Aristocrats started the Continental War to unify the Federation against the common Imperial enemy
 - Democrats started the World War to distract the masses from domestic economic situation and justify increase in military expenditures to boost economic growth
 - Technocrats started the Frontier War to distract from growing socioeconomic inequality and the concentration of power in a small ruling elite

Military

- Federal Army is the most powerful part of the current ruling elite, the power behind the throne
- Highly innovative and technologically advanced
- Combination of Central (Prussian/South African) and Eastern (Israeli/Turkish/Russian/Non-Aligned) influences
- Heavy preference for manoeuvre in strategies
 - Current emphasis on non-linear, no-contact hybrid warfare approach, combining irregular proxies with the selective employment of Special Operations Forces
 - SOF symbolised by masked dagger
- Conventional forces and Tier 2 SOF (Parachute Raiders, Long-Range Scouts) wear A-TACS iX camouflage uniforms, Tier 1 SOF (Special Commandos) usually wear unmarked outdoor clothing and beige tactical gear
- FASOF are sole playable OPFOR faction in MMORPG (only experienced players)

- For more info see: https://theregiment.fandom.com/wiki/Federal_Army

Economic

- Mixed market command economy (state capitalist)
- Federal business elites profit heavily from arms exports
- Federal industry highly dependent on exports for economic success

Social

- Overarching themes: Chaos, innovation, progressivism, radicalism
- Diverse array of ethnicities, religions and cultures (segregated into nations)
 - Most common faith is some form of Eastern Orthodoxy
- Official language at federal level is Elisian (Greek)
 - Written in Latin script
- Anti-Western sentiment predominant among all sectors of the Federal population due to historic instances of Imperial persecution and violence against Central and Eastern nations
 - Aggravated by more recent traumas, namely Operation Armageddon (nuclear holocaust perpetrated by the Imperial Air Force) and the Anarchy (post-conflict Time of Troubles)
 - Previous ruling elite was a kleptocratic oligarchy which sought to deflect public attention away from corruption and bureaucratic inefficiency by launching repeated wars of aggression against the United Empire

Information

- Heavily controlled by state authorities (both federal and national)
- Federal media is largely owned by a handful of private corporations

Infrastructure

- Highly developed and modern civil infrastructure
- Inequity between more-developed and less-developed territories

OE: Mirnovia (aka the Balkans)

Political

- Imperial language policy has historically favoured Prelian over other languages
- Little to no representation for nationalist groups in the Imperial political system
- Mirnovian National Front (broad alliance of Mirnovian ethno-nationalist groups)
 - Political leadership composed of ethnonationalist academics and public intellectuals
 - Active supporters tend to be idealistic young university students or graduates
 - Passive supporters tend to be Mirnovian Slavons who practice a form of Eastern Orthodoxy
 - For more information see: https://theregiment.fandom.com/wiki/Mirnovian_National_Front

Military

- Imperial Guard
 - Internal security force
 - Administratively subordinate to Armed Forces Ministry but under operational control of Interior Ministry for most domestic assignments
 - Reviled by Mirnovian Slavon majority for historic instances of cruelty and violence, including extrajudicial killings and torture
 - Perpetrators of abuses held accountable by military courts but damage still done to reputation of force
 - Ethnic Mirnovians prefer to interact with RMPC
 - Most local recruits come from religious families or ethnic minority backgrounds
- Mirnovian Volunteer Forces (MDS)
 - MNF armed wing
 - Organised and equipped along military lines
 - Mostly wear skull masks and beige plate carriers over civilian clothing
 - Some regiments in rural 'no-go' areas have standardised on A-TACS FG camouflage uniforms and combat gear
 - For more information see:
 - https://theregiment.fandom.com/wiki/Mirnovian_Volunteer_Forces
- Federal Army Special Operations Forces (FASOF / DEEOS)
 - Presence in region officially denied / unconfirmed
 - Reports of Elisian-speaking foreigners in unmarked tactical gear participating in MDS attacks on Imperial bases
 - Sole playable OPFOR faction

Economic

- Mirnovia is one of the Empire's poorest regions due to decades of constant internal armed conflict

Social

- Main ethnic group is Mirnovian Slavons (aka South Slavs)
- Significant minority populations including ethnic Viridians (Romanians), Elisians (Greeks), Misrians (Bulgars), Ozerians (Turks)
 - Viridians support Imperial rule
 - Elisians, Misrians and Ozerians more sympathetic towards Federation but view Empire as protector from Mirnovian nationalists
- Heavy tension between Mirnovian Slavons and minorities over Imperial linguistic policies promoting use of minority languages (particularly acute with Viridians)
- MNF calls for complete eradication of Viridians from Mirnovia and forced assimilation of other ethnic minority groups
 - Major point of tension with the Federation, their main foreign backer, who want to see minority rights protected (albeit w/o full equality)

Information

- Diverse mix of public, commercial and social media in Mirnovia

Infrastructure

- Underdeveloped compared with the rest of the Empire due to constant fighting between the Imperial Guard and nationalist insurgent groups

Areas

- Recnigrad (capital city)
 - Home to Regional Assembly, Government and Higher Regional Court
- Kolonija (major port city with significant Viridian population)
 - Site of tension between Mirnovian Slavons and Viridians
 - Key arms trafficking hub

Structures

- Kolonija Metropolitan Palace

Capabilities

- Local self-government

Organizations

- Mirnovian civil administration
 - Mixed bag (some competent and loyal, others incredibly corrupt or disloyal)
- Royal Mirnovian Police Corps
 - Wear dark blue uniforms, sometimes with bright blue facings
 - Vehicular liveries are bright blue
 - Generally corrupt, incompetent and brutal
 - Interior Ministry reluctant to arm them as a result
 - Long arms reserved for tactical units
 - Assistants are unarmed, agents equipped with sidearms
 - Some notable exceptions (mainly the General Reserve Service)
 - For more information see:
 - https://theregiment.fandom.com/wiki/Royal_Mirnovian_Police_Corps
- Royal Mirnovian Fire Corps
 - Relatively competent, try to save lives
 - Red uniforms and vehicular liveries
 - For more information see:
 - https://theregiment.fandom.com/wiki/Royal_Mirnovian_Fire_Corps
- Royal Mirnovian Ambulance Corps
 - Also competent but tendencies towards disloyalty to the Imperial authorities among some quarters
 - White and bright yellow uniforms and vehicle liveries
 - For more information see:
 - https://theregiment.fandom.com/wiki/Royal_Mirnovian_Ambulance_Corps
- Kessler Group
 - Federation-based private defence contractor firm

- Linked to arms trafficking and training of MDS fighters
- For more information see: https://theregiment.fandom.com/wiki/Kessler_Group

People

- Milorad Kostunica (Commander-in-Chief of the Mirnovian Volunteer Forces)
- Franjo Gospic (Financial Advisor to the Kolonija District Administrator)

Events

- Mirnovian Insurrection (1992-present)
- Operation Margrave (Imperial effort to secure border provinces and dismantle MNF-Kessler Group smuggling networks)
- Operation Surgeon (cross-border raids on Kessler Group training sites)

INDFOR: League of Free States (Irrelevant Settler Colonist Liberals)

Political

- Diverse political and economic coalition of independent island nations

Military

- Limited military cooperation between small defense forces

Economic

- Free trade among constituent nations and with both continental powers
- Prolific source of unattributable arms for the Mirnovian National Front

Social

- Speak wide range of colonial and creole languages
- Mainly from religious denominations other than Western Catholicism and Eastern Traditional Christianity (Protestantism)
- Hostile towards the Empire due to its perceived maltreatment of Mirnovians

Informational

- Free and open media environment

Main Points of Divergence from OTL

- Most of the human population is concentrated on a single massive supercontinent named Telluria (basically a larger, more diverse version of Europe), with a smaller number located in the insular Free States (combination of the Anglosphere and historic Spanish/Dutch colonies)
- Continuous evolution of states from traditional to constitutional monarchies rather than disruptive ideological revolutions in the West
- East characterized by chaotic nationalist revolutions in contrast with the West
 - Most notable was the 19th century Great Revolution, which saw the autocratic and impoverished Turanic Empire overthrown and replaced with the Federation of Autonomous Nations
- Central Frontier between East and West site of multiple large-scale interstate wars between Western and Eastern powers, resulting in mass suffering for local populations

- Emphasis on clash of civilizations as basis for hybrid warfare in the 21st century

Continuities

- Even though the entirety of humanity is basically Christian, there is still religious conflict
 - Conflict over denominations rather than creeds
- Even though the world is dominated by land-based non-colonialist powers, there is still imperialism
- Even though principled pragmatism prevails over ideological furor, there is still war
- Even though society is more equitable as a whole, there is still social strife
 - Social strife comes not from class conflict but from conflict between geopolitical centre (United Empire) and periphery (Federation of Autonomous Nations/MNF)

Overall theme: no matter who is in charge and how things change, armed conflict will continue because human beings are incredibly stupid