

# FLASHPOINT:



## SOUTHEAST ASIA

A report on the Social, Economic,  
Political, Diplomatic, and Military  
Situation in the

Southeast Asian Sector

A.D. 2245

By M.P. Cairo  
(Atomic Kennedy)

# **FLASHPOINT: SOUTHEAST ASIA**

An Unofficial Ogre™ Game Universe Supplement  
By Matthew P. Cairo

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This work is based upon Ogre™, created by Steve Jackson, but is itself an original concept.

# INTRODUCTION

**THE MOST COMPELLING ASPECT** of the OGRE universe is its plausibility. These days, the rise of global superpowers is seen as a practical inevitability. Commentators and analysts are referring to the United States and Europe as "empires." At the same time, technology races to match the dizzying pace of human progress. Computers are becoming faster, smaller and smarter. Can OGRES now be far behind?

The nuclear menace of the last century has faded from mutual annihilation into fears about terrorism and small-scale nuclear conflict. We no longer seem to have the healthy respect we once had for these large-scale weapons of war. Madmen can now build nuclear or radiological bombs and load them in the backs of their cars. Nonproliferation is checked by the advance of a bloated global bureaucracy that places thugs and dictators on par with civilized democracies.

The OGRE universe is perhaps best seen as a cautionary tale, as well as a fun and diverting tabletop game to fill idle summer nights. The lesson we can take from OGRE is this: the bigger they are, the harder they fall. The OGRE universe tells the story of the Third World War, (the "Last War"), fought from 2074 to 2100 between four 21<sup>st</sup> century superstates. Armed with nuclear weapons and titanic robotic tanks called OGRES, the forces of Paneurope, China, Nihon and the Combine fight for domination of the world, and end up losing everything.

In Jackson's story, the Last War shatters the four great superpowers, and the world collapses into thousands of "balkanized" states centered around artificially intelligent factory complexes called "autofacs." Though life goes on apace, the world becomes disconnected, as air and sea travel cease, satellites are routinely shot down, and global communication becomes next to impossible. This is the Factory States Era, a century of political chaos and social stagnation, where small 22<sup>nd</sup> century states and localities are left to fend for themselves in an isolated and chaotic world. It is a dangerous time: petty governments rise and fall, renegades and mercenaries ply their lethal trades, and rogue OGRES, now self-aware, roam the countryside, trying to find their way in a world that now sees them as the cause of all its ills. Jackson leaves the world stranded in this anarchic morass, a dark ending to his nuclear object lesson.

In this book, I have continued the story. It is now 2245, and the Factory States Era is drawing to a close. On the West Coast of North America, two new and powerful nation-states are forming, and their influence is beginning to grow. I have given the world more hope than mere annihilation at the hands of bomb-wielding maniacs. The world after the decline of the Factory States is struggling to make itself a better place. But still and all, what will follow is far from certain, and whether the people of the 23<sup>rd</sup> century have the sense to learn from their mistakes is by no means a foregone conclusion.



Matthew P. Cairo  
Philadelphia, August 8 2002

**THE GREATER VANCOUVER-SEATTLE CO-PROSPERITY SPHERE** is the descendent of the factory state of Vancouver-Seattle. The Vancouver-Seattle Autofactory Metaplex was one of the few superfactories that managed to survive the infamous Crash of 2100 fully intact, and it became a dominant power, providing manufactured goods and military hardware to nearly every one of the "balkanized" states of post-collapse North America. In 2154, Vancouver-Seattle annexed a large portion of what was once Oregon and Washington State, and declared the formation of the Greater Vancouver-Seattle Co-Prosperity Sphere, the first stable post-collapse government to emerge in North America. The Sphere government was led by the Vancouver-Seattle Autofac's Prime-Function A.I., which organized both subsidiary computer nodes and human governing councils to produce a syndicalistic governing state that contained elements of hierarchical and democratic structures. The Sphere is, thus far, the only state so organized.

The Sphere made several attempts to "reorganize" areas it classified as "Disrecognized Zones," the areas of the world where the "balkanization" process has degenerated so far that no governmental or military authority could be discerned. The most famous of these attempts was the creation of the Pacific Coast Province in 2166, which was provided with a republican provisional government and military hardware for self-defense. The Pacific Coast Province subsequently seceded from the Sphere, declaring itself an independent nation known as the Pacific States Alliance. The Sphere and the PSA fought a long and bloody civil war, which ended in 2172 when the Salem Accords confirmed the PSA's independence. Since then, the two nations have normalized relations, though they remain "strategic competitors."

As a result of the failure of the Pacific Coast Province experiment, the Vancouver-Seattle A.I. drafted the Global Noninterference Protocol, a directive that stated that the Sphere was to make no further attempts at reorganization or military or territorial expansion. The Sphere consequently regressed into near-isolation, and the PSA began an expansion along the entire pacific coast of California and Northern Mexico.

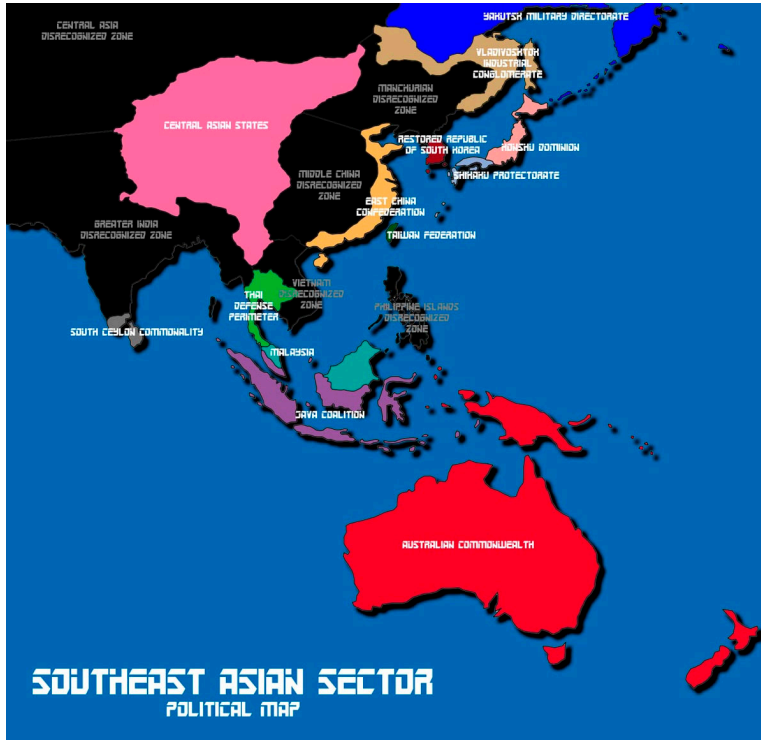
By 2200, the Sphere was boxed in by PSA territories and dependencies, and it became clear that the Global Noninterference Protocol was fundamentally flawed. The Vancouver-Seattle A.I., concerned about PSA expansion, rescinded the Protocol in 2201 and began research and development of naval, air and sub-orbital technologies that would allow it to expand its territory and influence outside Western North America.

In 2241, the Sphere and the PSA signed the Global Partition Agreement, separating the world into fourteen administrative districts for expansion and speculation. As a part of the agreement, the North American and Mesoamerican-Pacific Sectors were declared permanently neutral, and the PSA was granted exclusive exploitation rights to the South American and Caribbean-Pacific Sectors. In

exchange, the Sphere was given full control over the Southeast Asian and Euroslavic Sectors. No agreements were reached on the territorial subdivision of the other eight sectors.

This dossier represents the first major exploration of organized post-collapse territories outside the North American Sector. Sphere intelligence and diplomatic operatives have found that, despite the relative disconnection and chaos of the post-collapse world, a considerable number of new nation-states have formed in other sectors of the world, and the "balkanization" of the last century is, in some limited measure, beginning to reverse itself. The fragmented Disrecognized Zones are gradually beginning to accrete into larger, more stable political and military entities. What the result of this process will be, no one can say. The Sphere, however, stands on the cusp of a major shift in its policy. No longer able to consider only its local concerns, it must now take a view of itself on the global scale. Though still undoubtedly a powerful state, measures must be taken to compete worldwide as the PSA and other rising states of the new era begin to feel their strength, and the world begins to question the Sphere's ascendancy.

# SITUATION REPORT: SOUTHEAST ASIAN SECTOR (SUMMER, 2245)



**TO:** Vancouver-Seattle Prime Function Unit  
**FROM:** Intelligence Sub-Node 27-B/6  
**RE:** Political dossier, Southeast Asian Sector, Summer, 2245

## **GREATER VANCOUVER-SEATTLE CO-PROSPERITY SPHERE**

Prime Function:

Per your request, I have assembled the following dossier and analyses of the major political entities and Disrecognized Zones of the Southeast Asian Sector. With the restoration of naval and air capabilities, it behooves us to consider our political and military situation on a global scale, and I concur with your supposition that Southeast Asia will provide an excellent location for the expansion of trade, as well as a testbed for the restructuring of Sphere foreign and economic policies.

The attached dossier file includes a general rundown of the political, military and economic situation in the Southeast Asian Sector, and I have taken the liberty of including a number of suggestions regarding possible courses of action with regard to the development of Sphere policy in the region. With appropriate preparation, I believe we can be ready for a preliminary expedition as early as this winter.

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## A NOTE ON NATIONAL CLASSIFICATION AND THE DISRECOGNIZED ZONES

The six largest areas of the Southeast Asian Sector are designated as "Disrecognized Zones." These areas are Manchuria, Middle China, Greater India, Vietnam, the Philippine Islands and Central Asia. Though the Sphere is in no way hostile towards the people of these regions, we nevertheless recognize in them the specter of a *National Identity Crisis*, a situation whereby the citizens are unable to form a stable regional government or set of governments capable of regulating trade, maintaining an organized military force, operating an impartial judiciary, carrying on organized economic activity, protecting sovereign frontiers, and providing for common defense.

This being the case, any diplomatic contact with Disrecognized Zones is out of the question, and is not suitable for consideration within the bounds of established Sphere national policy. Disrecognized Zones are therefore evaluated on the basis of different criteria from those used to judge and categorize recognized national entities.

The *Physical Area* and *Population* of a Zone are used to determine the extent of humanitarian aid required to provide for refugees seeking asylum in Reorganized Zones or stable nation-states. Viability presents a seven-point scale rating the appropriateness of pursuing said efforts, and takes into account the local sociopolitical climate of the region, attempting to estimate the facility with which such efforts could be carried out. *Suppression Ratings* indicate the amount of military force required to suppress the region and impose Reorganization. *Suitability* rates the general resources and availability of friendly native population for the long-term maintenance of viable Reorganized Zones within the region.

The *Recommended Action* is the recommendation for Sphere procedures concerning the Disrecognized Zone in question, and will state either "Abandonment" (the total withdrawal from and quarantine of a Disrecognized Zone), "Staged/Partial Reorganization" (the creation of "Safe Areas" or smaller Reorganized Zones within the larger Disrecognized Zone, but not encompassing the entire area), or "Reorganization" (the complete military occupation of the Disrecognized Zone and the imposition of a provisional government, with an eye towards resettlement and eventual absorption into the mainstream of the Greater Vancouver-Seattle Co-Prosperty Sphere).

In no way should these recommendations be taken as a statement on the Sphere's overall humanitarian and sociopolitical strategy for the Southeast Asian Sector. They are merely assessments of the practicability of imposing governance on the generally anarchic Disrecognized Zones, in order to allow policy planning that will safeguard the maximum number of Sphere citizens while achieving the Sphere's overall strategic goals for the region.

# AUSTRALIAN COMMONWEALTH



## Vital Statistics

**First Known Appearance:** 2100

**Diplomatic Appellation:** United Commonwealth of Australia, New Zealand and the Pacific Protectorates

**Population:** 53.2 Million

**Capitol:** Canberra

**Government:** Representative Democratic Republic

**Head of State:** President

**Economy:** Free Market

**Currency:** Australian Dollar

**Official Language:** English

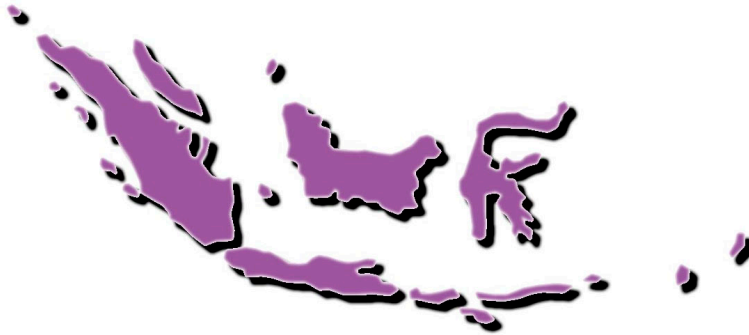
**Agenda:** Sociopolitical Isolation

The Australian Commonwealth, in its present form, came into being during the Crash of 2100, when the Combine protectorates and territories in the South Pacific rebelled against the home government and sought common-cause agreements with Australia. The result was the formation of the present-day Southeast Asian meta-state known as the Australian Commonwealth. The

Commonwealth holds the vast majority of the South Pacific territories of the former Combine, as well as harboring the official government-in-exile of the long-defunct United Kingdom. A great deal of military hardware was also inherited from the Combine upon its departure from the world scene, most notably an entire Combine naval battle squadron, led by a *New York* class cyber-battleship and a number of *Barracuda* class cybersubmarines. The Commonwealth, though possessed of great military strength, has preferred to remain aloof from the politics of Southeast Asia, and aside from the annexation of New Zealand in 2134 and a token military expedition to the Southern Philippines in 2156, the island-continent has remained almost completely isolated, its true intentions still a total mystery. Australia's intentions towards the Sphere are ineffable, and though there is no reason expressly to avoid the Commonwealth, there seems little profit in adopting a foreign policy that would antagonize them. Given their military strength, friendly diplomatic contact would be preferable to military confrontation.



## JAVA COALITION



### Vital Statistics

**First Known Appearance:** 2134  
**Diplomatic Appellation:** Coalition of Indonesian States  
**Population:** 93.1 Million  
**Capitol:** Djakarta  
**Government:** Military Junta  
**Head of State:** Presiding General  
**Economy:** Planned  
**Currency:** Javan Military Scrip  
**Official Language:** Indonesian  
**Agenda:** Military Expansion

The Java Coalition poses a major threat to Sphere policy in the region, in that they are the most overtly expansionistic of all the states in the Southeast Asian sector. The Java Coalition, though officially a restored Indonesian state, is really little more than a hegemonic empire of the smaller, weaker states of the Indonesian region, held in check by the more powerful military force wielded by their Javan masters. The Java Coalition came into being in the early 2130's, when the Javan military re-annexed the islands of Timor and Sumatra. Within four years, most of the rest of the former Indonesian islands fell into line with Javan domination, and the capitol was even moved back to Djakarta, where it still resides. Despite their needlessly militaristic policies, the Java Coalition has actually been blessed with remarkably competent leadership, keeping them out of conflict with the Australian Commonwealth, with only a few exceptions during a dispute in the 2190's over fishing rights in the sea south of New Guinea. To the north, the situation has been less peaceful, as there has been almost constant warfare between the Java Coalition and Malaysia over control of Borneo, and there have also been a number of naval confrontations with some of the more organized factions operating from within the Thai Defense Perimeter. Remarkable as it may seem, the Java Coalition is really one of the most stable states in the Southeast Asian sector, and if handled properly, could prove to be excellent allies. On the other hand, a direct military occupation could be more effectual, as it would cast Sphere forces as liberators, providing a politically advantageous position in diplomatic negotiations with other states in the region.

# MALAYSIA



## Vital Statistics

**First Known Appearance:** 1947

**Diplomatic Appellation:** Federation of Malaysia

**Population:** 18.2 Million

**Capitol:** Kuala Lumpur (Official, Currently Under Javan Occupation), Kuantan (Provisional)

**Government:** Provisional Government

**Head of State:** Governing Director

**Economy:** Planned

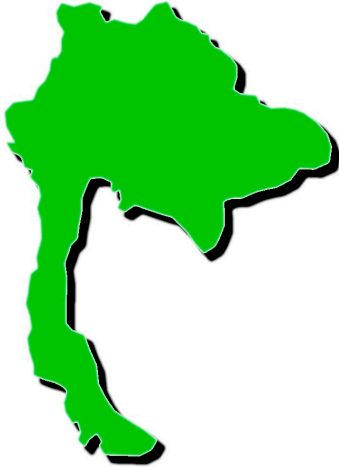
**Currency:** Malaysian Dollar

**Official Language:** Malay

**Agenda:** Self-Preservation

Malaysia is the only old-order nation to survive the Crash of 2100 without undergoing a major political or social reorganization, at least until recent years. The current state of the Malaysian government and territory is dire. Malaysia has recently come under intense attack by the Java Coalition and the more militant factions within the Thai Defense Perimeter, and a large portion of territory on mainland Malaysia was recently captured by Javan forces in a major offensive. It seems doubtful that the current Malaysian government can long survive without outside assistance, and it is known that Malaysian diplomats have been seeking alliances with the East China Confederation and the Central Asian States, though the success of these efforts has yet to be determined. The Malaysian military forces are heavily dependent upon hovercraft and small naval vessels, giving them a distinct disadvantage in fighting on the mainland and in central Borneo. Malaysia, despite its military woes, remains a financial powerhouse, and several major business concerns from the Vladivostok Industrial Conglomerate are known to be in deep debt to Malaysian financiers. It could prove useful to take Malaysia on as a Sphere protectorate, allowing Sphere forces a definitive foothold in the Southeast Asian sector. They could hardly refuse the offer of military support, and their financial base could provide definite benefits once absorbed into the Sphere's socioeconomic substrate.

## THAI DEFENSE PERIMETER



### Vital Statistics

**First Known Appearance:** 2178

**Diplomatic Appellation:** Thai Defense Perimeter

**Population:** 22.1 Million

**Capitols:** Bangkok, Lampang, Ubon Ratchathani, Yala, Songkhla, Vientiane

**Government:** Factional Confederation

**Heads of State:** Warlords (6)

**Economy:** Barter-Based Exchange

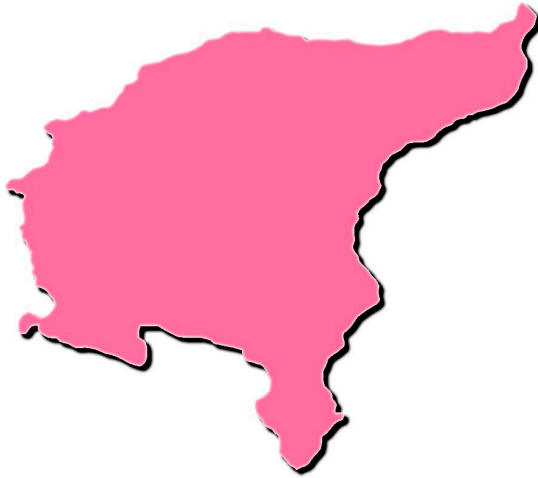
**Currency:** None

**Official Language:** Thai

**Agenda:** Anarchic Infighting, Military Expansion

The Thai Defense Perimeter only barely clings to the designation of an independent state. It is really a confederation of six semi-tribal factions and seventy-four smaller vassal regions. The fact that the Thai Defense Perimeter is able to hold onto any sizeable amount of territory, and to carry out extended and organized military operations Central Asian States is nothing short of remarkable. The Thai Defense Perimeter was originally a provisional military government enacted by the government of Thailand when Nihon forces withdrew in 2107. Soon, however, rogue Nihon units and rebellious elements of the nascent Thai military declared their own dominion over their territories, and the region collapsed into disrecognized territory. In 2178, however, a powerful warlord came to power in the Bangkok region, and managed to organize the six most powerful factions into a restored government, reinstating the Thai Defense Perimeter. Unfortunately, the confederation has been wracked by internal disorder in recent years, and the Thai Defense Perimeter seems ready to fall apart once again. Only its strong military and continued victories against Malaysia have kept the factions from lapsing into civil war. The only viable option concerning Sphere policy towards the Thai factions would be espionage and political subversion, followed by direct military occupation. It is inconceivable that diplomatic efforts would bear fruit.

## CENTRAL ASIAN STATES



### Vital Statistics

**First Known Appearance:** 2201

**Diplomatic Appellation:** Union of Central Asian States

**Population:** 42.1 Million

**Capitol:** Ulan Bator

**Government:** Federal Republic

**Head of State:** Chancellor

**Economy:** Free Market

**Currency:** Union Credit

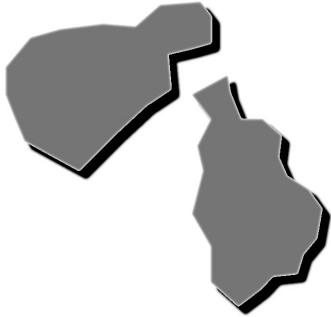
**Official Language:** Chinese

**Agenda:** Economic Development, Military Isolation

The Central Asian States are totally landlocked, and are surrounded on all sides by disrecognized territory. This putative handicap actually provides the CAS with a great deal of protection from potential enemies, as even the closest attacker would need to make a trek across disrecognized territory to reach the CAS frontier. As a result, the CAS deems a large standing military an

unnecessary expense, and devotes far more resources to economic development. Occupying the second largest physical area in the region, the CAS has access to a vast quantity of natural resources, and internal trade is brisk and lively. Some trade goods are also exported by means of heavily armed convoys across disrecognized territory, and these ventures, though dangerous, are often extremely profitable. The Central Asian States maintains diplomatic relations with the Vladivostok Industrial Conglomerate and the northern factions of the Thai Defense Perimeter, but otherwise prefers to remain distant, most likely for much the same reason as the Australian Commonwealth. The CAS could prove to be a formidable economic and financial rival to the Sphere, and could conceivably interfere with Sphere political and economic operations in the region. Diplomatic contact with the CAS will be difficult because of its isolation, but direct military conquest is out of the question, as supply lines would be stretched too thin. Perhaps if some convenient region of disrecognized territory, such as Vietnam, could be reorganized under Sphere control, a military suppression could become more viable.

## SOUTH CEYLON COMMONALITY



### Vital Statistics

**First Known Appearance:** 2115

**Diplomatic Appellation:** South Ceylon Commonality

**Population:** 27.3 Million

**Capitol:** Colombo

**Government:** Socialist Dictatorship

**Head of State:** Premier

**Economy:** Planned

**Currency:** Ration Unit

**Official Language:** Hindi

**Agenda:** Industrial Expansion, Diplomatic Recognition

The South Ceylon Commonality is a relatively isolated nation in the Southeast Asian Sector, and is unique in that it is the only overtly communistic nation. The Commonality was formed in the early part of the Factory States era with the collapse of centralized authority on the mainland. During the chaos that accompanied India's descent into a disrecognized territory, the old nation of Sri Lanka, a former Combine protectorate, managed to avert collapse and even to seize an area on the southern tip of the Indian subcontinent. Since then, the South Ceylon Commonality has expanded only minimally along its northern border, and is generally hard pressed to maintain control of its border along the Greater India Disrecognized Zone. The South Ceylon Commonality is weak, with nearly its entire military diverted to the frontier, and with little or no economic or industrial base. As a result, it would seem a natural choice for a direct seizure. However, it is unsuitable for several reasons. First, it is totally inaccessible except by sea, unless through the central region of the Greater India Disrecognized Zone. It would therefore be necessary for a major fleet presence to be diverted to the Indian Ocean in order to protect any Sphere deployment to the South Ceylon Commonality. Moreover, the proximity to the Greater India Disrecognized Zone would require a considerable garrison to maintain the integrity of the South Ceylon state, even as a puppet entity. Until provision can be made for the reorganization of the Indian subcontinent under Sphere authority, The South Ceylon Commonality can safely be ignored.

## EAST CHINA CONFEDERATION



### Vital Statistics

**First Known Appearance:** 2158

**Diplomatic Appellation:** Confederated States of Eastern China

**Population:** 612.4 Million

**Capitol:** Hong Kong

**Government:** Confederation

**Head of State:** Premier

**Economy:** Free Market

**Currency:** Hong Kong Dollar

**Official Languages:** Chinese, English

**Agenda:** Economic Expansion, Regional Domination

The East China Confederation is the supposed successor to the Chinese Hegemony of Last War fame. The Confederation possesses a large sliver of territory along the eastern coast of China, including a number of fine port facilities and a large number of industrial zones. However, though the Confederation possesses nearly half the total population of the reorganized states of the Southeast Asian Sector, their technology is far behind that needed to wage effective warfare against any of their neighbors. The vast majority of the population is engaged in industrial and commercial pursuits, but internal demand is so great that the Confederation's economy is almost entirely devoted to maintaining the demands of the population. The East China Confederation's current agenda includes designs on regional

domination, but they appear unlikely to be able to bring such a plan to conclusion at any time in the near future. On the other hand, a direct military invasion of the Confederation would certainly become bogged down in guerilla warfare, and the liquidation of the population (which analyses show would be required to suppress the region) could not be condoned on any level of Sphere policy. The proper means of dealing with this state will require further and more detailed intelligence.

## RESTORED REPUBLIC OF SOUTH KOREA



### Vital Statistics

**First Known Appearance:** 2215

**Diplomatic Appellation:** Restored Democratic Republic of South Korea

**Population:** 37.5 Million

**Capitol:** Seoul

**Government:** Representative Democratic Republic

**Head of State:** President

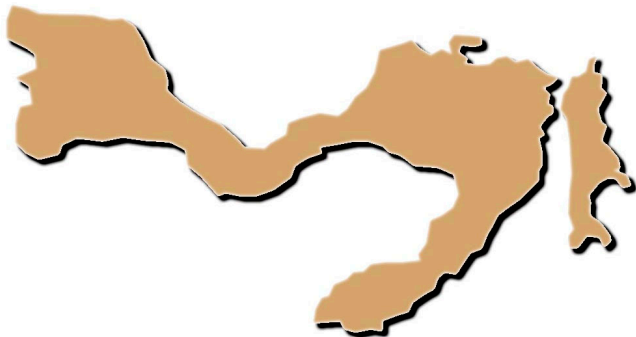
**Economy:** Free Market

**Currency:** Korean Yuan

**Official Languages:** Korean

**Agenda:** Maintenance of Territorial Sovereignty

When the Nihon Empire fell apart in 2101, the Koreans took advantage of the instability to throw off Nihon domination in a bloody revolt that left over ninety percent of the Nihon troops and citizens in Korea dead. Rogue Combine cybersubmarines operating in the Sea of Japan further menaced those few who evacuated. Korea failed, however, to establish a stable post-occupation government, and the various rebel groups soon fell to bickering and internal warfare, which eventually degenerated into total anarchy. The few autofacs that survived the revolt of 2101 were destroyed by internal strife by 2105, and Korea was reduced to a feudal "no-man's land." It was not until 2215 that a peacekeeping mission by Australian forces managed to restore order in the south, and to this day, North Korea and most of Manchuria remain off-limits, designated by the Sphere as the Manchurian Disrecognized Zone. The borders of this zone are protected by Australian troops, and access is prohibited, though small numbers of refugees are permitted asylum each year. The close ties that Korea has with Australia make it imperative that no overt military actions be taken against Korea, unless it is part of an overall strategy against the Australian Commonwealth. Furthermore, the presence of Australian peacekeeping troops in Korea, if only in a minor and humanitarian function, was something of a surprise to our intelligence staff, as it may be indicative of a change in Australian isolationist policy. Moreover, the ability of a nation-state outside of the North American Sector to impose reorganization on an area of disrecognized territory places a distinctly different cast on our previous assumptions concerning the abilities of the major powers in other Global Sectors.



## VLADIVOSTOK INDUSTRIAL CONGLOMERATE

### Vital Statistics

**First Known Appearance:** 2190

**Diplomatic Appellation:** Administrative Territory of the Vladivostok Industrial Conglomerate

**Population:** 18.8 Million

**Capitol:** Vladivostok

**Government:** Corporate State

**Head of State:** Chief Executive Officer

**Economy:** Regulated Corporatist

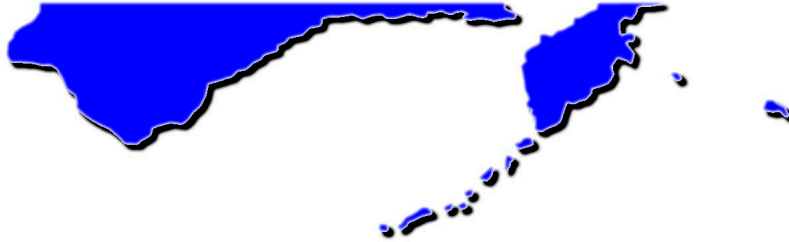
**Currency:** Ruble

**Official Languages:** Russian

**Agenda:** Corporatist-Fascist Politics

The Vladivostok Industrial Conglomerate is a very large Factory State, growing out of the Vladivostok factory-state of the middle 22<sup>nd</sup> Century, which came to power during the vacuum of the Crash of 2100 (though it did not achieve its present form until the 2190's). As such, it is the most similar state, structurally and politically, to the Greater Vancouver-Seattle Co-Prosperity Sphere. The organization of the Conglomerate is similar to the Prime-Function hierarchy of the Sphere, and is centered on the Vladivostok Autofac. Unlike the Sphere, however, the Vladivostok Prime-Function is autocratic in nature, and humans are entirely cut out of the decision-making processes of the state's operation. Thus, the Conglomerate is considerably authoritarian, and though free economics are permitted, they are heavily regulated in order to serve the needs of the Prime-Function and the state. The most suitable analog to this form of government is the Corporate State or Fascist Dictatorship, a system of government that has been out of fashion since the middle of the twentieth century. Despite its political shortcomings, the Conglomerate is a major producer of industrial and military hardware, and is the only stable trade link to the desirable goods offered by the Central Asian States. The Conglomerate also boasts a sizeable military, including a considerable number of major fleet vessels (though it cannot be determined if these are cybernetic or not). Recommendations for Sphere policy towards the Conglomerate are difficult to make, in that the Conglomerate's Prime-Function hierarchy is most similar to our own, but their repressive pseudo-Fascism is incompatible with the Sphere political mainstream.





## YAKUTSK MILITARY DIRECTORATE

### Vital Statistics

**First Known Appearance:** 2088

**Diplomatic Appellation:** Paneuropean

Military District of Yakutsk

**Population:** 12.1 Million

**Capitol:** Anadyr

**Government:** Military Hierarchy

**Head of State:** District Commissar

**Economy:** Military Requisition

**Currency:** None

**Official Languages:** Russian, French,

German

**Agenda:** Restoration of Paneurope

The Yakutsk Military Directorate is a holdover from the Last War, a state that believes itself to be the legitimate successor to the Paneuropean Federation, and its military hierarchy can trace direct command lines to their original Paneuropean Commissariat. The Yakutsk Military Directorate was one of the few far-eastern areas of the Paneuropean Federation to retain any kind of political integrity after the Crash of 2100, as evidenced by the vast Central Asian Disrecognized Zone. During the early Factory States period, the Directorate wielded great military and political authority in the Southeast Asian Sector, sending expeditions to Japan, Korea, Manchuria and Eastern China. Unfortunately, the modern Directorate is little more than a shadow of its former self, and is more taken to saber rattling than to any direct political or military action. Intermittent warfare with the Vladivostok Industrial Conglomerate and an ongoing dispute with the Honshu Dominion over the Kuril Islands have sapped the Directorate's military strength, and its diplomatic skill has always been very weak. In fact, the Directorate was believed to be defunct as recently as four years ago, and as a result, the Global Partition Agreement unknowingly bisected the Directorate's territory with the boundary between the Southeast Asian and Euroslavic Sectors. From a geopolitical standpoint, this makes control of the Yakutsk Military Directorate critical to control of both the Southeast Asian and Euroslavic sectors, as it is the only legitimate political entity that rests across both Sectors. It should be an imperative of Sphere policy in both Sectors to maintain hegemonic control over the Yakutsk Military Directorate.

## SHIKAKU PROTECTORATE



### Vital Statistics

**First Known Appearance:** 2123

**Diplomatic Appellation:** Nihon Protectorate of Shikaku and Okinawa

**Population:** 42.7 Million

**Capitol:** Kyoto

**Government:** Military Occupation Force

**Head of State:** Commanding General

**Economy:** Mercantilist

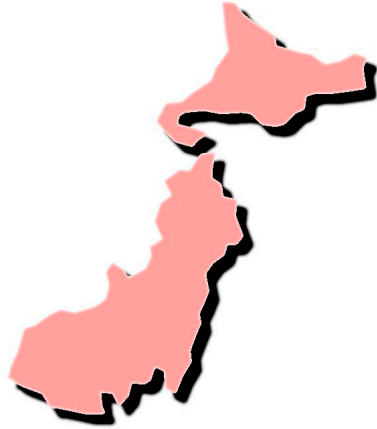
**Currency:** Honshu Yen

**Official Languages:** Japanese

**Agenda:** Independence

The Shikaku Protectorate is a puppet of the Honshu Dominion, and enjoyed only a brief period of independence between 2101 and 2122. In 2123 it was invaded and occupied by its more powerful northern neighbor, and has remained under military occupation ever since. Shikaku is one of the few states that are actually physically occupied by another power. The people of Shikaku are downtrodden and oppressed; only those willing to openly collaborate allowed any measure of political or social freedom. Shikaku has traditionally been the religious center of Japan, with Kyoto, Nara and a number of other important religious sites located here. Nihon did not station any major military formations in the Shikaku region, and aside from a small security force, the area was mostly demilitarized. Small wonder, then, that what troops they were left by Nihon when it collapsed were hardly sufficient to deal with a full-scale invasion and occupation. Despite the fact that it was primarily military weakness that allowed the occupation to occur, it is nevertheless a disturbing development in the Sector, in that it speaks to an aggressive stance on the part of the Honshu Dominion, and may indicate in them a potential rival. The Shikaku Protectorate, on the other hand, would be a grateful ally if the Sphere were to lend them assistance, both material and political, in gaining their independence. It is perhaps a possibility that Sphere diplomats broach the idea to the Australian Commonwealth of a joint mission to liberate Shikaku, as a means of establishing rapport between Australia and the Sphere.

## HONSHU DOMINION



### Vital Statistics

**First Known Appearance:** 2122

**Diplomatic Appellation:** Nihon Dominion of Honshu and Hokkaido

**Population:** 187.7 Million

**Capitol:** Tokyo

**Government:** Feudal

**Head of State:** Emperor

**Economy:** Mercantilist

**Currency:** Honshu Yen

**Official Languages:** Japanese

**Agenda:** Restoration of Nihon Empire

The Honshu Dominion claims successorship to the Nihon Empire, but as a state, is fundamentally different from Nihon. While the Nihon Empire had a strict code of conduct that was practiced among its soldiers and political leaders, the Honshu Dominion is ruthless, routinely practicing deceit and espionage to accomplish its goals. An apt if simplistic comparison would be to liken the two states to samurai and ninja. It possesses the second largest military force in the Southeast Asian Sector, but its navy is only partially seaworthy, and none of its sea vessels retain artificial intelligences. This is not to say that they lack potency. On the contrary, they have ground forces that could be sufficient to repel a full-scale Sphere invasion. However, in another departure from Nihon politics, the Honshu Dominion is a feudal society with a number of smaller vassaldoms within the Dominion, and they rely upon these vassals to levy troops and maintain their forces. As a result, the quality of the Dominion's military forces is far from uniform, and the command structure is decentralized. Thus, despite numerical superiority *in toto*, the Honshu Dominion is not able to coordinate its actions well. Still, it is entirely possible that a national crisis such as an invasion would result in a rapid reformation and solidification of the military to repel the enemy, and so caution and deliberative planning would be critical. Again, an ally such as Australia would be a definitive asset to any such operation in the Japanese Islands. (As an aside, I have been informed by the Fleet Command Function that a number of fleet A.I. units in our own naval forces were originally commissioned in Japan, and have expressed deep concern about the Honshu Dominion's erratic policies and lack of proper conduct.)

## TAIWAN FEDERATION



### Vital Statistics

**First Known Appearance:** 2155

**Diplomatic Appellation:** Federal Republic of Taiwan

**Population:** 37.0 Million

**Capitol:** Taipei

**Government:** Federal Republic

**Head of State:** President

**Economy:** Free Market

**Currency:** Taipei Credit

**Official Languages:** Chinese

**Agenda:** Peaceful Relations With Neighbors, Self-Defense

Taiwan is a federation of four states on the island of Formosa, and is something of a minor power in the Southeast Asian Sector. Too small to have a dangerous military, too backward to have a serious regional-scale economy, Taiwan is nevertheless a potential strategic asset coveted by several powers. Taiwan remained independent from both China and Nihon during the 21<sup>st</sup> century, primarily due to huge military and financial subsidization by the North American Combine. When the Combine collapsed in 2100, Taiwan, like Australia, inherited a considerable amount of military hardware, including a small fleet of *Philadelphia* class cyberfrigates armed with theater defense laser and missile systems. This kept Taiwan relatively safe from Nihon incursions during the "peacekeeping" operations that followed, but when Nihon, too, succumbed to the global collapse, political divisions in Taiwan caused it to split into four separate factory states, and its fleet A.I. vessels mostly defected or went rogue. Remarkably, the fragmentation of Taiwan led to peaceful relations between the four smaller states, all of which were democratic republics with essentially similar aims. In 2155, the four states reunited as a federal republic. They have owed their independence since this time to the fact that the only other states with enough naval power to attack the island have either had no interest in Taiwan or have been tied up with other conflicts. Taiwan has therefore been able to forge itself a history of peaceful conduct with its neighbors. This should be cultivated. Though it may not immediately be possible to assimilate Taiwan into the Sphere mainstream, they will be far more open to diplomatic advances, practically guaranteeing that we can eliminate the need for military a deployment.

## MANCHURIAN DISRECOGNIZED ZONE



### Vital Statistics

**Estimated Area:** 1.8 Million Sq. Km.

**Estimated Population:** 47.3 Million

**Viability:** Low

**Suppression Rating:** Extreme

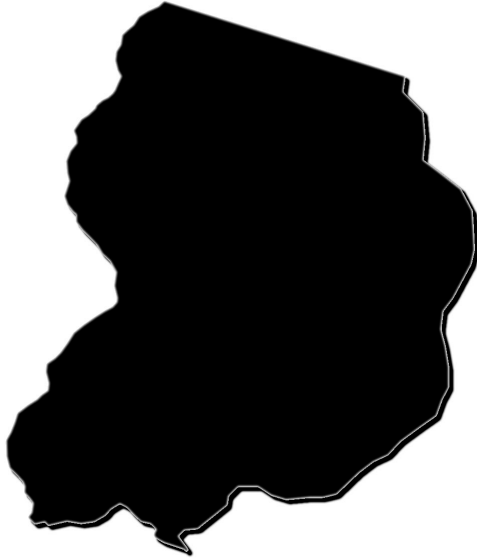
**Suitability:** Nil

**Recommended Action:** Abandonment

Manchuria was much coveted in the last three centuries for its vast supplies of natural resources, and it remains a large source of untapped mineral and natural wealth. Unfortunately, its population is uncontrollable and its economic and industrial infrastructure is nonexistent. The Manchurian Disrecognized

Zone has had no history of stable self-government for close to four centuries, changing hands between Russia, Japan, China, and later, Nihon and Paneurope. Manchuria is therefore an unusually chaotic Disrecognized Zone, having regressed to pre-tribal social order, if it can even be called an "order." The people live in extended families, scrounging what food and weapons they can and moving from place to place constantly. No permanent settlements remain in Manchuria except at Port Arthur, which has been re-established and fortified by the Honshu Dominion, though they have been unable to move beyond this single stronghold. Port Arthur is under almost constant assault by Manchurians seeking asylum, or simply desiring to loot the fortress's weapons and food supplies. A persistent rumor states that the Manchurians have even regressed so far as to be wholly illiterate, though this is almost certainly an exaggeration. The Manchurian Disrecognized Zone is remarkably primitive, however, and the people seem to have no basis for distinguishing those trying to help them from those trying to do them harm. This makes humanitarian efforts extremely complex and dangerous, and simply dropping relief goods will cause riots that invariably destroy the goods in addition to causing great harm to the people they were intended to help. Regrettably, there seems no other option for Manchuria but abandonment and quarantine, at least until we can establish enough of a presence in the region to effect a total suppression.

## MIDDLE CHINA DISRECOGNIZED ZONE



### Vital Statistics

**Estimated Area:** 6.9 Million Sq. Km.

**Estimated Population:** 414.1 Million

**Viability:** Nil

**Suppression Rating:** Extreme

**Suitability:** Nil

**Recommended Action:** Abandonment

Middle China was traditionally an excellent area for agriculture and animal husbandry, but its naturally lush landscape and fertile soil has long since been churned up and irradiated by decades of incessant warfare. Middle China had none of the industrial infrastructure of the Chinese coast, and when Nihon completed its invasion of the coastal areas, the region collapsed almost immediately, degenerating rapidly into a factionalized area run by feudal warlords. The size of the region and huge population prevented any one warlord from gaining primacy over the others, and the result was constant warfare without resolution. The coastal factory states, now members of the East China Confederation, fed this conflict with large quantities of military hardware, and so

the people of Middle China remained armed in modern style, but with political and social structures more akin to medieval factions than modern nation-states or even factory states. Today, the Middle China Disrecognized Zone remains militarily strong, but chaotic and disunited, their hundreds of feudal militaries fed by the East China Confederation and the Central Asian States. This makes the region virtually impossible to suppress, in that their military arms are first-rate and the necessity of conquering each individual fiefdom will undoubtedly lead to a terrible quagmire. Perhaps if one of the more politically moderate factions could be aided and helped to gain an upper hand in the region, Sphere political operatives could manipulate this state into a self-reification that could eventually result in reorganization of the Zone, at least in part. This, however, would require a major investment of time, money, military hardware and effort, and the resources would be better spent on more viable regions for the time being.

## VIETNAM DISRECOGNIZED ZONE



### Vital Statistics

**Estimated Area:** 0.6 Million Sq. Km.

**Estimated Population:** 82.9 Million

**Viability:** Moderate

**Suppression Rating:** Low

**Suitability:** High

**Recommended Action:** Reorganization

Vietnam is on the verge of a peaceful self-reorganization of the sort previously seen only in the North American and West European Sectors. The chaos that typically marks the Disrecognized Zones the world over is markedly absent from Vietnam, and a rudimentary internal trade and agricultural system is beginning to appear. Political development is limited to tribes and complex chiefdoms, of which we have managed to identify over seventeen thousand. On the whole, however, these chiefdoms and tribes are peaceful and on good terms with each other, and the entire zone is ripe for a sociopolitical accretion. The main limiting factor in the Zone's reification process is the presence of the Thai Defense Perimeter to the west, which has been preying off of the Vietnam Disrecognized Zone for some time, and has been

parasitically stunting the growth of stable government within the region. It would be politically and militarily advantageous to use the Vietnam Disrecognized Zone as a test area for Sphere reorganization schemes, as the military cost would be low, and political and diplomatic operatives could easily use the existing network of trade to disseminate information and quickly carry out preliminary reorganization, leading shortly to the assimilation of Vietnam into the mainstream of the Greater Vancouver-Seattle Co-Prosperity Sphere. It is even conceivable that Vietnam could eventually be granted Provincial or Autonomy status within the Sphere, though such a development is still a fair distance into the future.



## **GREATER INDIA DISRECOGNIZED ZONE**

### Vital Statistics

**Estimated Area:** 5.4 Million Sq. Km.

**Estimated Population:** 584.4 Million

**Viability:** Nil

**Suppression Rating:** Extreme

**Suitability:** Nil

**Recommended Action:** Abandonment

Of the Disrecognized Zones of the Southeast Asian Sector, Greater India is by far the most violent. Plagued by constant civil war, anarchic uprisings, and social and political chaos, the nearly six hundred million inhabitants of Greater India are the most miserable in the Sector. The Himalayan Mountains to the north keep the population from spilling into the Central Asian States, though a number of intrepid refugees manage to make it across each year. The Greater India Disrecognized Zone traces

its history to the final days of the Last War, when the collapse of the Arabian Confederation left a massive power vacuum along the northern frontier of the nation-state of India. In an attempt to stabilize their crumbling government, the Indians attempted an invasion of the eastern provinces of the defunct Arabian Confederation, to allow a buffer zone and to stabilize the flow of refugees into the country. Unfortunately, they soon found themselves facing a huge guerilla war, and the Indian army collapsed into a number of regional fiefdoms, which themselves further fragmented to create the perpetual turmoil of what is currently referred to as Greater India. The people of Greater India are violent and uncontrollable, and even humanitarian efforts would be inadvisable. Total quarantine is the only viable option, at least for the time being.





## **CENTRAL ASIAN DISRECOGNIZED ZONE (SOUTHEASTERN QUADRANT)**

### Vital Statistics

**Estimated Area:** 4.7 Million Sq. Km.

**Estimated Population:** 0.4 Million

**Viability:** Good

**Suppression Rating:** Moderate

**Suitability:** Low

**Recommended Action:** Staged/Partial  
Reorganization

The Central Asian Disrecognized Zone is the world's largest, in terms of landmass, but is among the smallest in terms of population density. The Central Asian Disrecognized Zone occupies the core regions of the Euroslavic and Southeast Asian Sectors, straddling both. Its main resources are grain, livestock and lumber, all of which are vital strategic resources. The people of the Southeastern Quadrant of the Zone are nomadic, having reverted to pre-technological pastoralism. As a result they are peaceful and essentially demilitarized. The Central Asian Disrecognized Zone, like the Yakutsk Military Directorate, presents a unique geopolitical opportunity as regards our policies in both the Euroslavic Sector and the Southeast Asian Sector. Reorganization of Central Asia would be a boon to both sectors, in that it would present a large, stable state that encompasses large areas of both sectors. It would be relatively simple to set up military settlements in the Zone, and the nomadic tribes could be brought in as allies if handled carefully by Sphere political operatives. Getting them to settle in specific areas could be difficult, however, and so it would be more prudent to allow them to roam freely in the zone, encouraging settlement passively rather than actively. This would result in a longer-term reorganization schedule for the Zone, but would require far fewer resources and troops to keep the area suppressed. Whatever the policy turns out to be, the creation, at a minimum, of a reorganized zone along the northern frontier of the Central Asian States should be a primary goal, to keep the States hemmed in and to establish a base from which to conduct trade and exchange.

## PHILIPPINE ISLANDS DISRECOGNIZED ZONE



### Vital Statistics

**Estimated Area:** 0.3 Million Sq. Km.

**Estimated Population:** 15.6 Million

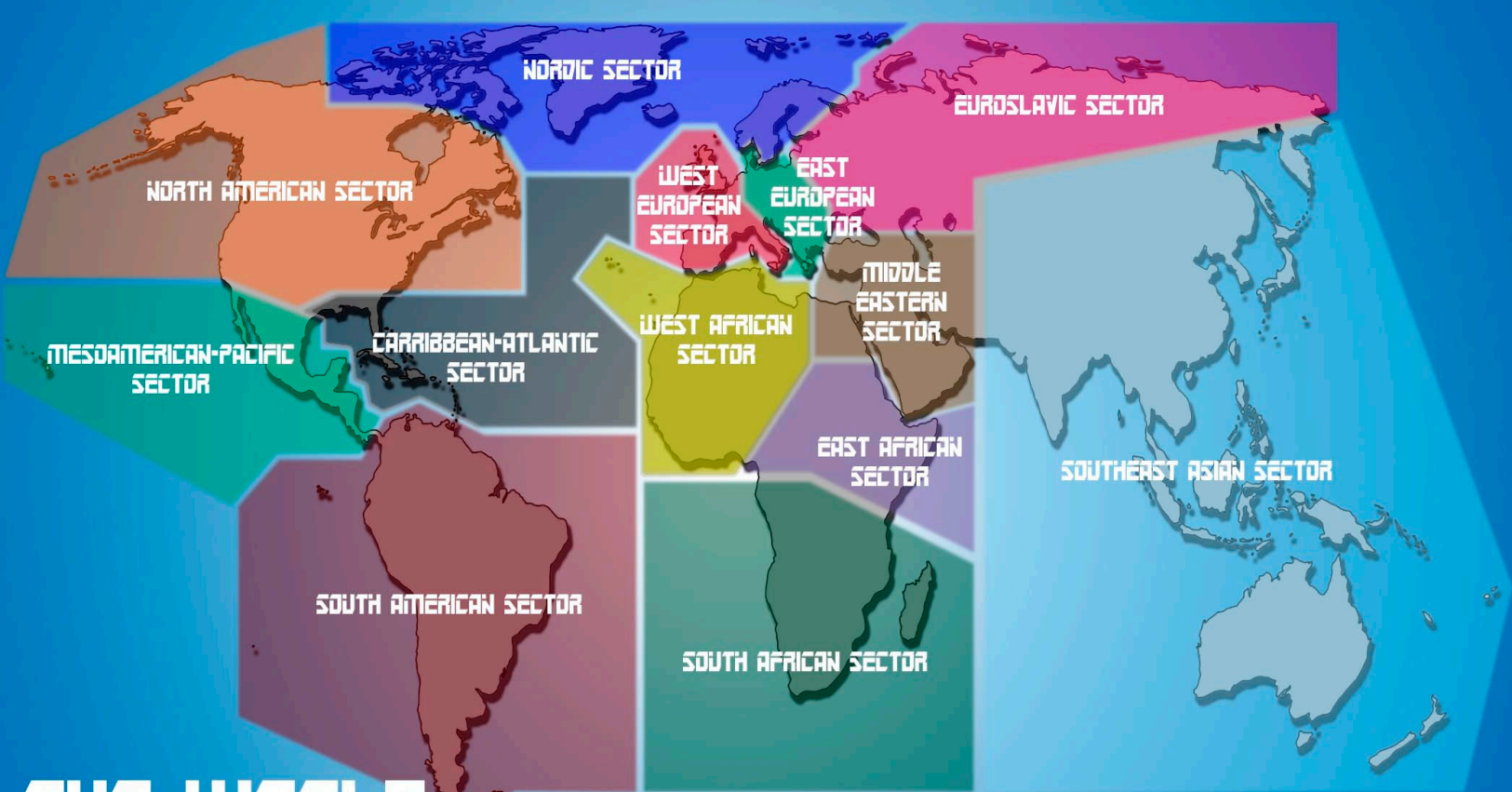
**Viability:** Low

**Suppression Rating:** High

**Suitability:** Moderate

**Recommended Action:** Staged/Partial Reorganization

The Philippine Islands collapsed into anarchy soon after Nihon withdrawal in 2103. As one of the earliest Nihon conquests, the Philippines had no organized government to fall back on, and so the removal of the organized Nihon military structure resulted in the rapid degeneration of the Philippines into one of the most problematic Disrecognized Zones. The sheer number of islands in the archipelago makes the suppression of the entire zone practically impossible. However, it also facilitates the staged reorganization of the region, in that islands can be occupied one at a time. Unfortunately, this presents a similar problem to that of Middle China, as many factions in the Philippine Islands possess fairly advanced military hardware, and some rogue cyberships are rumored to be operating in the southern areas of the archipelago. Some more troublesome islands could simply be eradicated with strategic weapons, but this would undoubtedly lead to ecological and political repercussions, and so should be considered a last resort. However, it is perfectly within our means to perform a staged reorganization of the Zone, using tactics similar to those with which we established outposts in the Aleutian and Northwest Coast Islands. The resurrection of the "fortress island" concept raises several practical questions, however. Chief among these is the economic viability of devoting troops and resources to the creation of military bases inside essentially hostile territory. This tactic did not work well during the Pacific Civil War, though granted, the Pacific States Alliance was a considerably more formidable foe. Nevertheless, great caution should be exercised in the Philippines. The inhabitants tend to be militant and very individualistic, and will most assuredly resist even humanitarian efforts.



# THE WORLD

## SECTOR-DIVISION MAP

ACCORDING TO THE 2241 GLOBAL PARTITION AGREEMENT  
BETWEEN THE PACIFIC STATES ALLIANCE AND  
THE GREATER VANCOUVER-SEATTLE CO-PROSPERITY SPHERE

ANTARCTIC SECTOR



**AFTER THE LAST WAR ENDED  
AFTER THE SUPERPOWERS DIED  
AFTER THE GOVERNMENTS COLLAPSED  
AFTER EVERYTHING FELL APART**

It has been nearly a century and a half since the Last War destroyed the great superpowers of Nihon, Paneurope, China and the Combine. From the fragments of the Factory States Era, new powers are emerging and colliding, and the world is on the verge of yet another great change.

Southeast Asia was hit hard by the infamous "Crash of 2100." Once the site of the vast domains of the Chinese Hegemony and Nihon Empire, the Southeast Asia of the 23rd century is a very different place. War, strife, economic collapse and social stagnation have all taken their toll on the nascent nation-states of the region. Even more troublesome are the six immense "Disrecognized Zones," barbarian wastelands where anarchy holds sway and the people still live in chaotic misery.

This book takes a look at the political, social, cultural, economic and military issues facing this troubled part of the world, at a time when everything is changing, and a new world order is about to emerge.

**THIS IS THE START  
OF A NEW ERA**

