


# Nepleslian Reds

One of the historic [Nepleslian](#) cultural groups, the Reds are primarily associated with the ancient cloning factories of old [Planet Nepleslia](#). While the [Greens](#) chose to work for or with the [Uesureyan Star Empire](#) in the past and primarily served as soldiers for the Uesureyan war machine, the Reds rejected for reasons that devolved into one of personal freedom and engaged in many campaigns against the Greens. Between [YE 39](#) and [YE 44](#), they havd been considered largely inactive in the affairs of the sector. But they are currently re-surging to claim a destiny of their own.

Nepleslian Reds	
	
Capital	<a href="#">Fujiko, Shenhong City</a>
Population	20 million
Head of State	No Official Head
Head of Government	Chief Executive Sun Horatio
Government Type	Corporate Republic
Formation	First Founding: Pre-YE 01 / Second Founding: <a href="#">YE 44</a>
Current Year	<a href="#">YE 46</a>
Currency	KS

## History

### Pre-Exile History

The origins of the Nepleslian Reds lie with the old [Tymian Empire](#), its fall to the [Uesureyan Star Empire](#), and the [Tre Empire](#)'s response to it centuries before the establishment of the [Yamatai Star Empire](#). The Tre Empire begun sponsoring various criminal and terrorist organizations in an attempt to weaken the Uesureyans by having to deal with the increased activity. They then expanded begin sponsoring elements within the [United Empire Forces](#) dissatisfied with the Uesureyans to instigate all-out rebellions. By the time the Tre were discovered to be the source of the Reds, the Reds had already become a cohesive faction and capable of funding their activities against the Uesureyans.

The territory that was once the Tymian Empire was the first target for the newly unified Reds. Betrayed by the Uesureyans, its liberation would be a defining strategic victory against its betrayers and provide relief for their former sponsors. That was the belief from the rebellious elements of the faction that found their way into positions of leadership. While the Reds were capable of capturing the territories on Nepleslia, they failed into their attempts to prevent the fall of the Tre Empire. Absorbing what Tre forces they could, the Reds gained enough power to stand up against the Nepleslian Greens that made up the forces of the Usureyan Star Empire. For the next couple of centuries, the Nepleslian Reds and Greens would remain locked in combat with each other as the Reds attempted to liberate all of Nepleslia from Usureyan influence and the Greens defending their homes and obeyed the orders of Usureya.

While the Reds were capable of invading and holding onto [Kennewes](#), much of their effort was dedicated to holding and retaking [New Detroit](#) as it was the symbolic city of the Nepleslians. Over this time period, the Greens would repeatedly push the Reds back to Kennewes only for the Reds to rebound again and retake their former territories once more. But the real cost of the fighting was many Reds beginning to forget the purpose of their actions and why they were fighting. Nepleslian Red clones eventually in their sleep training were just taught they they needed to fight, dropping the propaganda of why the Uesureyan Star Empire was a threat to instill more comprehensive fighting skills and an urge to distrust authority not earned and of the community.

To make matters worse for the Reds, the repeated surges and changes of the war had created disconnected cloning centers that had to be designed to be quickly disassembled and moved to prevent their capture/destruction. No longer interconnected, various sub-factions and ways of thinking began to emerge. While having tactical leaders only being able to think in only one way and unable to adjust is bad, having too much flexibility in thinking is equally as bad.

Cohesion among the Reds began to erode with each new "iteration" of clone and the sleep education they received. The combined effects of the evolution of the Reds finally was felt in [YE 01](#) when the Greens finally (and for good) regain full control of New Detroit and renaming it as Funky City as an insult to the Reds. The Reds had become a shell of their former glory, ready for destiny to discard them to the trash bin of history. For being able to fight against the Uesureyans and their Greens for so long, the price was for the Nepleslians as a whole to forget about the fate of their brethren that remained behind at the aftermath of the [Black Claw Star Empire](#).

In a strange twist of fate, despite becoming aback foot, the Reds had a minor effect on the Greens as some had become tired of external influence. Even as they gradully pryed more and more territory from the losing Reds, elements of the Greens begun thinking more and more as the Reds once did. For the rare Red that still had education about the beginning of the Reds (thanks to the efforts of some individuals over the centuries), the final death nail of the Reds in Nepleslian space was also when the "mantle" was assumed by the Greens to stand on their own two feet as all Nepleslians should.

In [YE 28](#), Nepleslians [seceded](#) from the Yamatai Star Empire due in part to fears of the [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#). No longer concerned with the motivations of the Yamataians, the Greens could focus on finally removing the Reds once and for all by moving on Kennewes.

## The Nepleslian Red Purge

In [YE 29](#), the Greens launched an [offensive](#) against the Reds' final stronghold of Kennewes. The Reds,

having formed a defense fleet from what remained for their forces, prepared to counter the new Star Army of Nepleslia. While they certainly fought valiantly to defend their last bastion in Nepleslian space, the Reds were ultimately totally defeated. Afterwards, in a fit of rage to end the Reds once and for all, the Greens began a genocidal purge of the population of Kennewes. To further make the attempt permanent, Nepleslia banned cloning to prevent more Reds from being created.

This would have been an end of the Reds if not for the Yamatai Star Empire decided to open up their borders to the few remaining Reds capable of escaping. Offering them settlement on in the undeveloped but rich in resources systems of [Fujiko](#) and [Rufusland](#), the Yamataians stuck a figurative knife into the side of the Nepleslians for their succession and impeding their aims to eliminate the Reds. Due to the Reds forgetting their origins, the Yamataians also gained a very grateful labor force to finally exploit the wealth within those systems.

## Interlude

By [YE 34](#) many did not consider the Reds to be a significant political organization. Many took up work in the new mining industry or went on to become pirates in the [United Outer Colonies](#) after it broke away from the Yamatai Star Empire in the same year. Nepleslian Reds were bred for war and conquest, some just were never again to take on that energy into more productive means of survival. And survival was the name of the game now.

A divide between the common Red and former military leadership at the head of the Reds began to grow at this time. In traditional Red fashion, the Red leadership (known as the Old Guard) began plotting and scheming on how to get their revenge on the Nepleslian Greens for their exile in Yamataian space. The Reds established numerous shell companies within the Yamatai Star Empire to launder money towards the faction leadership. But this process had been slow as the shells have largely dealt with in common goods save for [Second Chance Salvage Corporation](#) (secretly working with the Reds) and [Nepleslian Research and Manufacturing](#).

But as time grew longer and further away from their flight to Fujiko, the population began to question what was the point. As the old propaganda of the “Greens being their number one threat” began to ignore, more individuals began to question why their quality of life was not improving since their arrival. Many of the [militias](#), initially ready to fight the Greens once more, began to either disband themselves to look for a better life or focused their attention on the safety of their own local communities.

## Reformation

In [YE 43.6](#), the Reds (via their proxies in [Halna](#)) were given military aid by the [Star Army of Yamatai](#) to (in theory) act as a buffer against the [Kuvexians](#). Still obsessed with the Greens, the Old Guard instead wanted to use the first real military grade equipment that had in awhile to re-establish the Red Star Army as the Red Volunteers and stage a raid on [Breaker's Point \(Urghaflu\)](#) (and likely have a minor vacation) to show the Greens that they were still alive and kicking.

A growing number of reformers and “defective clones” were tipped off to this by an anonymous source. Knowing that 1.) they were nowhere near on parity with the Greens and 2.) the Yamataians would slam down on them before they even carried out the raid, a group of young militia officers met on Fujiko to

coordinate their actions. Collectively in YE 43.7, they evoked an ancient clause in the only real political document the Reds hold any respect (but heavily fragmented), the Charter of Canton, for to call for the impeachment of their leadership.

Another group of young militia officers and employees at Nepleslian Research and Manufacturing had also gotten tired of their insane and corrupt CEO Dr. X. Seeing the coup as an opportunity, they also launched their own coup to restore the corporation back to its “glory days” of actually making products.

A whole slew of evidence of wrong-doing by the Old Guard within [Dr. X \(Ravi Mendoza\)](#)'s records was transmitted to the masses once the now disgraced CEO uploaded himself into the net to escape. Among them was the true account with millions of KS they had been hoarding instead of investing into NRM.

Fighting for their lives and wealth, the Old Guard gathered their supporters and loyalist militias (about 10% of the population) to directly crush the “Red Reformation Movement” by force. Fighting broke out on Fujiko, Rufusland, Ukmirt, and the Black Moon of Halna late in the 7th month of YE 43. Over three months, while the Rebels were successful in routing the loyalists off of Fujiko, Rufusland, and Ukmirt; they were less successful on the Black Moon where the vast majority of the Red Pirates liked the status quo. By [YE 44.2](#) most of the the active fighting had ceased and street violence returned back to normal.

A weeks long trial on Fujiko took place to judge the actions of the surviving Old Guard leadership. Every fault, act of incompetence, and disgraceful behavior was laid to bare to the public. Where people were once rallied with the call to “Get the Greens”, they were now rallied by the call of “Manifest Destiny” made popular by a prosecutor yelling at one of the Old Guard that “You have stolen our ability to manifest destiny!”

Once they were (inevitably) found guilty, the Old Guard were promptly loaded onto shuttles (with heavy guard and escort) and banished to the far side of [Nell](#) with nothing more than a basic survival kit missing cutting tools. Whether they survived, died, or were rescued by the Pirates of Halna really didn't concern the “New Reds” all that much.

Now with a power vacuum, a number sub-factional leaders left gathered in Red Sands City's Edo Dance Hall on 44.3 to not only party, but also discuss how to shape the future of the Reds. On more than one occasion between the crazed danced sessions over the month a new nation-state was suggested and new documents written by the least inebriated.

At the beginning of YE 44.4 when the celebrations were over, everyone involved met to formally sign the “Compact of Rights” once someone was able to properly write the alcohol-induced philosophical ramblings in a more “legalese” manner. For all recognized the one obstacle to their plans of manifesting their destiny and showing the Greens they can rule just as well: the Yamataian Star Empire.

Since YE 28, the Yamataians had centralized their military under the Star Army of Yamatai. Since a military force would be needed to defend themselves when they inevitably desired to expand outside of Yamataian space and strike out on their own, as all nation-states should. But there was a solution that presented itself in the form of the [Ryu Keiretsu](#).

Wishing to establish a presence within the region to economically develop Fujiko, Rufusland, and Ukmirt; the RyuK was looking for a way to coordinate their efforts (govern) the systems since the Reds historically had no real local governments and the Yamataian presence was weak at best.

After discussions between various defacto system governors and the president of the RyuK, it was decided to create the [Fujiko Development Corporation](#). As it was meant to function as a provisional government, it gave the Reds cover to establish their shadow “Federal Union” with proper “corporate security” defense forces. The price? They are the partner of someone with a 51% stake in the corporation and an unknown agenda.

## Culture

Historically those that identify as Reds was someone of a culture whose roots lie in ancient cloning machines and bred to fight and pillage. They had an individualist mindset and generally were an anti-government, materialistic, and fatalistic. Historically the Reds saw the Greens as wrongly putting themselves in charge of all of [Nepleslia](#). The exact reason for this has been lost over time due to their internal fighting and fighting the Greens for centuries.

Today this is still largely the case. But due to the distance and lack of interaction with the Greens now, younger generations (iterations in the verbiage of the Reds) have had time to learn from those that have came before them and reflected on why the Reds are in the current situation that they are in. Compared to their older counterparts, younger Reds are far less fatalistic and focused on improving themselves and their communities as well as creating a better future for the Reds. Some believe it comes in the form of tighter integration with the Yamataians. Others believe it lies in the distant stars where they can do what they were born to do, fight and conquer.

As they have not been in constant combat due to being too busy working, younger Reds have learned to focus their need for war by channeling it into a need to carry out justice for those that cannot (normally the few remaining [humans](#) and to an extent the few remaining [plebeians](#) due to their perceived treatment). This comes often comes in the form of anti-piracy mercenary groups, private security firms, being vigilantes, and even joining the [Star Army of Yamatai](#). Naturally they often clash with older iterations of individuals, deeming them to be too “inflexible”. In return, the older iterations have learned to largely accepted this. Though they deeply pity them for losing sight on who the true enemy is: the Greens.

There is a very thin veneer of xenophobia among the Reds. Being primarily made of cloned individuals (some of the exact same individuals and others more akin to siblings to keep the genetic pool strong), they see themselves as the last bastion of humanity in a world that is increasingly “wiping” out humanity by intermixing or with synthetic bodies mimicking organics fully. [Mutants](#) gain an automatic dislike due to their nature and synthetic species such as the [Nekovalkyrja](#) are kept at an arm's distance unless they commit to resleeving into a “true organic” body. Red's reaction to non-human species has been non-consistent, however.

Not being human also grants an automatic dislike, but being useful or embracing Nepleslian Red ways fully (such as being clonable by the Reds) will gain kinship among them before others (something mutants are incapable of achieving). An example are the [Helashio](#) with the Reds starting to clone them in [YE 46](#). Other species such as the [Elysian](#), [Kodians](#), [Separa'Shan](#) has gained a favorable status among the Reds due to their close interactions over the years.

## Typical Occupations

Most Reds are involved in industrial jobs, arms manufacturing (gunsmithing), [smuggling](#) and piracy (largely older Reds), mining, and salvaging (mainly those of the old Red Star Army) for their professions. A happy Red is someone getting hands on and creating something. Pre-[YE 36](#) Red clones have a tendency to trend towards professions such as pirates and mercenaries due to their in-grained need for combat and what they call “true” freedom.

## Fujiko Reds Cultural Group

*“Maybe constantly trying to defeat the Greens wasn't a great idea after 200 years.”* Random Citizen of Fujiko

The Fujiko Reds are a group that have been forced to live in close quarters with each other due to the environmental hazards of the world they settled on. To maintain order, they have learned to sacrifice a portion of their individualist nature and accept a minimum level of “order” for “the common good”. This has allowed them to not rip each other apart in constant internal warfare seen in similar cramped conditions such as [Funky City](#), though settlements are just as corrupt though.

Fujiko Reds prefer to settle all matters at the lowest level before, begrudgingly, involving an authority figure to solve the issue.

## Halna Reds Cultural Group

*“We are the last true Reds! Let's flip off the Greens before stealing their stuff.”* Random Netizen Comment

When people think of Reds as criminals, pirates, and generally bad people, they are more often than not they are talking about the Reds of Halna's Black Moon post [YE 35](#). While some of the former Red Pirates in the UOC that didn't get eaten by the [Mishhuvurthyar](#) were willing to turn a new leaf with their cousins to the “south”, the vast majority were unwilling to give up their lifestyle and went to Halna.

With recent reforms around Fujiko, even more strain has been placed due to their “Live and Let Live” attitude, criminal activities, absolute hatred for authority. While they have not outright cut off communication with those around Fujiko, they have not exactly been answering communications or falling into line with them as well.

## New Bernese Reds Cultural Group

*“Today we christen the establishment of Johnsville. May the Great Machine bless us today!”* New Bernese Village Head after the 13th Migration

The remnants of the traitors and deserters knowing the true result of the Green/Red Civil War, the New Bernese Reds have eked out a new life trying to survive on a new world. Their old hatred for the Greens

briefly manifested when New Bernese was discovered and colonized by Nepleslia. But after being (inevitably) defeated, they have largely abandoned the ancient tradition in favor of continuing to survive and preserve what is left of their culture. Even to the point of fighting alongside the Greens in the Triple Front Offensive during the [Kuvexian War](#).

They are a close-knit group that desire to keep to themselves and are not open to accepting outsiders into their midst unless they have demonstrated their conversion. They prefer to leave in peace (after all of the defeats they have suffered) to find a new place to live. But they are quite willing to defend themselves violently if they must. Something pirates have been dealing with and paranoid Greens only contained.

## Ukmirt Reds Cultural Group

*"Look at them and their drones. They have no respect for the land for no one can own it. But you can certainly rent it from me if you don't want people constantly stealing your harvest."* Local Red Militia member

Ukmirt Reds differ from their neighboring Fujiko cousins due to being the most "collectivist" of the Reds. Not wanting to be on the chilly tundras and temperate rainforests of Fujiko, a number of groups who were agricultural specialists moved to the then unincorporated Ukmirt before [YE 39](#). They managed to remain underneath the attention of the NMX thanks to their minimalist communes in the swampy rain forests of the tropical archipelagoes.

When the planet was annexed in [YE 39](#), the Reds already on the planet shrugged their shoulders. With the number of Fujiko Reds and Yamataians that have moved to the planet, Ukmirt Reds have become more sensitive than most Reds to anything they deem a threat due to their "sovereign" right to forge their own path in life.

## Recruiting

All players are welcome within the Nepleslian reds. Please review any Active Plots (top of the menu on the left) to see what best fits your interests. You can also strongly encouraged to RP as an independent, spin up your own plot, or participate in an Open RP thread at any time.

Below are some quick points of regarding the Reds:

- All Reds have some sense of 🇺🇸 [Libertarism](#). The current dominate philosophy is 🇺🇸 [Classical Liberalism](#).
- Reds have a strong sense of individualism and a strong dislike for excessive authority.

## Join Us!

- [Creating a Nepleslian Red](#)
- [Random Nepleslian Red Characters](#)



# Information

Below are details about the Nepleslian Reds.

## Current Jobs Wanted

- Private Ship Captains
- Police Officers
- Firefighters
- Scientists
- Doctors
- Educators

## Incorporated Species

The Nepleslian Reds largely consists of [Nepleslians](#). There there are efforts to mass produce and mass adoption of most (if not all) [Zhenren Human Upgrade Package](#) augmentations and the introduction [Lily Type Artificial Nepleslian](#) to supplement (and eventually replace) their existing types of clone Artificial Nepleslians created by [Nepleslian Research and Manufacturing](#). But the Reds have become accepting of some non-human species and even have begun to incorporate some into their fold.

For non-human species, the [Separa'Shan](#) make up the majority the species that have embraced being a Red. Consisting of individuals that were displaced from the [Essia System](#) by the [Kuvexian](#) occupation of their homeworld, they are primarily found on Ukmirt A-2. Their native culture making them fairly libertarian in nature, these displaced Separa'Shan Reds took to Nepleslian Red culture very well.

The Nepleslian love for cybernetic augmentation (the Reds are no different) to improve their bodies has attracted a number of [Kodians](#) looking to explore the world over the years. Their expertise in cybernetics, genetic engineering, and love for alcohol has made them welcome additions to the the Red communities they have decided to become a part of.

[Helashio](#), embracing a life of freedom once they are freed in Yamatai space, also make up a sizable portion of non-human Reds. Helashio Reds are found primarily on Ukmirt A-2, where they live on farming communes working the land with the Nepleslian Reds and local ethnic group. Though Helashio can also be found on Fujiko and Rufusland working within the many industrial and resource exploration occupations. With the introduction of cloning of Helashio, they are expected to surpass Separa'Shan numbers by YE 55.

Former [NMX Nekoalkyrjas](#), unable to get adapt to mainstream Yamataian culture, are the only NH-series lifeforms that have officially been incorporated into the Reds. Found anywhere within the Nepleslian Red "territories", former NMX Nekos have taken to calling themselves "Fujiko Nekos" to distinguish themselves from outside Neko groups. To accomplish this, most change their hair color to silver, onyx, or red as a mark of the Nepleslian Reds. It is not uncommon for a Fujiko Neko to resleeve into an Artificial Nepleslian body based on their genetics to feel more connected to the culture.



“Fujiko Nekos” found on the Black Moon of [Halna](#) are often employed by criminal elements while those in the Fujiko Region are often found serving in Red Militias. Anywhere they can form a new team/group to belong to, there will almost always be a Fujiko Neko there.

Finally [Elysian](#) have been known to associate with the Nepleslian Reds since their arrival during the [Second Mishhuvurthyar War](#). Feeling like their homelands had lost what it meant to be “Elysian”, a number of [Patrician](#) and their [Caelisolan/Plebeian](#) followers moved to Fujiko. The lack of education system within the region gave them the impression that they could mold the Nepleslian Reds into a new canvas which they could impart and raise with Elysian values. Needless to say, their efforts have been less than ideal with a majority of Elysians identifying themselves as Reds.

## Government

Located within the Yamatai Star Empire, the Nepleslian Reds officially represent themselves as a regional government taking the form of [Fujiko Development Corporation's Territorial Administration Services](#). The Reds are threading a thin line between maintaining their independence and receiving support from the Yamatai Star Empire to bolster their prospects as a faction.


Technically an arm of the corporate security of the Fujiko Development Corporation, the [Fujiko Self-Defense Force](#) (FSDF) was formed to skirt the line between not having a military as close as they can (in traditional Red fashion). The FSDF has a primarily defensive posture by nature, though it is theoretically capable of limited offensive actions outside of Yamatai space aimed at addressing threats to Red commerce and ship moving outside of Yamatai space. The Reds also have a quasi-diplomacy corps taking the form of the [Fujiko Trade and Cultural Exchange Office](#).

## Treaties and Diplomacy

While they exist within the Yamatai Star Empire, there is no official treaty or form of diplomacy. In the eyes of the Yamataians, the Reds are either citizens or permanent residents allowed to live and work within the region. There are no real effort to solidify the arrangement into a treaty.

## Territory

Not a unified faction, the Nepleslian Reds technically do not have territory. They, however, can be found on the following locations:

- System of [Fujiko](#), an industrial system with a massive subarctic and tundra-like “Garden” Planet,
- System of [Rufusland](#), an industrial system with a massive “Garden” Planet covered in deep oceans.
- System of [Ukmirt](#), an agricultural system with a massive  [superhabitable](#) world.
- [The Black Moon](#) in the System of [Halna](#), a Pirate Haven and home of Old School Reds.
- Planet [New Bernese](#) within the [P1-6 "Freemud"](#) System, home to deserters and traitors of the Reds during the final days of the centuries long fighting with the Greens.

# More About This Faction

The following articles are related to the Nepleslian Reds:

## Corporations

The following corporations are affiliated with the Reds, both openly and covertly:

- [Nepleslian Research and Manufacturing](#)
- [Second Chance Salvage Corporation](#) (Old Red Star Army))
- [Fujiko Development Corporation](#)
- [Bravemart](#)

## Historical Articles


The following articles are old articles used to represent the Reds. Most are still valid and applicable only to [Second Chance Salvage Corporation](#).

- [Red Military](#)
- [Reds: Military Equipment](#)
- [Red Military Uniforms](#)
- [Reds: Finances](#)

# OOC Notes

Article originally made by [Wes](#). [Demibear](#) started working to update this article on 2022/07/25 05:35.

Approved <sup>1)</sup> on 2022/08/18. Brought up to faction template standard on 2022/12/28.

Factions	
Description	One of the historic Nepleslian cultural groups, the Reds are primarily associated with the ancient cloning factories of old Planet Nepleslia. While the Greens chose to work for or with the Uesureyan Star Empire in the past and primarily served as soldiers for the Uesureyan war machine, the Reds rejected this in favor of personal freedom and engaged in many campaigns against the greens, despite typically being outnumbered and outgunned. As of YE 44, they have been largely inactive in the affairs of the sector.
Flag	
OOC	
OOC Manager	<a href="#">Demibear</a>
OOC Thread	<a href="#">OOC Thread</a>
Last Checked	2024/03/23

<sup>1)</sup>

<https://stararmy.com/roleplay-forum/threads/nepleslian-reds-update.68968/#post-427006>

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