

# Abwehran Expansion Doctrine

With the [Abwehran Star Empire](#) undertaking the largest period of expansion and colonization in its nation's history, it is our duty as living, sentient beings in the universe to limit ourselves and respect the wishes of other sentient beings. Therefore, we state to ourselves and the universe at large of our ideals that we shall follow during this great age in Abwehran History.

## Article I: Exploration

With the majority of systems in the galaxy yet to be explored and possibly dangerous, it is our duty to explore each system thoroughly before preceding with colonization efforts. Therefore, a set exploration policy shall be implemented in order to protect Imperial citizens from celestial dangers.

1. The [Abwehran Armed Forces \(AAF\) Weltraumflotte](#) will provide a minimum of one Scout and two Escorts to explore Unknown Solar Systems discovered.
2. Said Exploration Force should include several Science Personnel to study any and all planets, whether habitable or not.
3. The Exploration Force should include several Medical Personnel to study any unknown bacteria and microbes found on any planet.
4. Full Biological/Chemical/Environmental Hazard precautions should be taken before, during, and after planetary landings.
5. Any artifacts or ruins of other civilizations, whether ancient or not, shall be recorded and a beacon placed in its location for future research.
6. If civilization currently reside in system in question, please follow First Contact Scenarios.
7. If said civilization is already on record and has an established colony, exploration is deemed moot.
8. If said civilization is already on record and has no colonies, diplomatic proceedings are needed to negotiate on plans for the System.

## Article II: First Contact Scenario

Though many systems are probably uninhabited, there is a case where a system that is explored maybe inhabited by a civilization. At this point, usage of First Contact Policies are needed to ensure the rights and safety of the civilization in question. Before a decision for contact is made, a Exploration Force Commander must be sure as to what type of culture they are dealing with. The following Sub-Articles will define levels of society and the policy necessary for each one.

### Sub-Article II/A: Primitive Societies

A Primitive Society is defined by the Great Imperial University as a civilization that has yet to reach the ability to split atoms and/or use Fission Technology what so ever. Because of this, the [Abwehran Star Empire](#) has mandated that such civilizations are to classified as Protectorate Civilizations. The following

Policy is then put into effect.

1. The System containing a Primitive Society is deemed a no-fly zone for anyone except a Protectorate System Defense Force.
2. The Protectorate System Defense Force is to avoid flying within a 5 AU distance of planets containing Primitive Societies.
3. Military Bases for the Protectorate System Defense Force shall be placed within the Comet Clouds of a System to avoid primitive means of detection and are only allowed [Frontier Asteroid Bases](#) instead of using standard Military Stations.
4. Any civilians or vessels from other nations breaking the no-fly zone of a Protectorate System are to be disabled and boarded so crews can be arrested and tried.

## Sub-Article II/B: Sub-Modern Societies

A Sub-Modern Society is defined by the Great Imperial University as a civilization that has achieved Fission Technology and at least Sub-Orbital Flights. Policies with such societies are more lenient than those with Primitive Societies as contact with them are less likely to result in affecting their cultural growth.

1. Exploration Force Commanders are to be cautious in their approach of Sub-Modern Societies and are to limit contact to sensor scans for a trial period of at least three months.
2. After a three month trial period and a linguistics study, first contact can occur at first by entering planetary orbit and broadcasting a radio signals to the Local Governments.
3. If reactions are hostile, then use of the Primitive Society Policy is required with the amendment that any hostile actions taken by the Sub-Modern Society are to be ignored by Protectorate System Defense Forces unless their command is in real danger.
4. If reactions are non-hostile, diplomatic negotiations can begin on whether the society will be a Protectorate or an independent civilization within our territory.
5. Negotiations involving technology are to be limited to non-military technologies.

## Sub-Article II/C: Modern Societies

A Modern Society is defined as a civilization that has achieved Faster-Than-Light travel. First Contact with such civilizations are not to be limited by very many policies due to being considered on an equal.

1. Exploration Force Commanders are to determine whether or not said Modern Society has a colony located within system or not.
2. If the civilization has no colony, then diplomatic negotiations are required to determine whether use of the system will be with the [Abwehran Star Empire](#), the other civilization, or a joint venture.
3. If the civilization has a colony in system, then diplomatic proceedings should lean more towards Alliances, Non-Aggression Pacts, and the like.
4. Any hostile actions taken by a Modern Society are to be met with defensive actions and a request for cease fire.
5. If cease fire requests are not answered, then Exploration Force Commanders are allowed to defend their commands as appropriate before yielding the system.
6. If a Modern Society is considered a threat to the security of the Empire and its citizens, a picket is to

be placed on the edge of the system to ensure no hostile actions are taken against Imperial Territory.

## Sub-Article II/D: Super-Modern Societies

A Super-Modern Society is much harder to define than any other civilization, since such civilizations are extremely rare. The Great Imperial University has then defined a Super-Modern Society as a civilization with abilities far greater than the Abwehran Star Empire. Though our nation is technically sub-Modern to nations like the [Yamatai Star Empire](#), it is better we as Abwehrans define Societies based upon our own.

1. Exploration Force Commanders are to not show any form of hostile intention.
2. Diplomatic Negotiations with Super-Modern Societies are limited to Non-Aggression Pacts, International Trade Agreements, and Treaties of Neutrality.
3. Any requests to join a Super-Modern Society are to be politely refused.
4. If hostile actions are committed by a Super-Modern Society, an Exploration Force Commander is to escape on eight random Hyperspace Fold Jumps before returning to Imperial Territory.
5. If Captured in a hostile action, all computer systems are to destroyed via acid wash and/or explosive sabotage. Keeping the location of the homeworld a secret is top priority.

## Article III: Colonization Procedures

Once Exploration and/or First Contact Scenarios have all been completed, we can then move on to the colonization phase of expansion. Though this is only if a system is empty or yielded to us. The Exploration Phase is by far the most time consuming and resource intensive of all and due to the Abwehran Star Empire's current population level and resource level, it is predicted that we are only able to colonized a most four systems at a time. Even then, we are only able to colonize a total of at most twenty to thirty habitable planets without stretching our population too thin.

### Sub-Article III/A: Initial Colonization

Initial Colonization is a period of time where population is at its lowest and infrastructure is being built up. This is a part when the Colony is at its weakest and must be protected at all costs.

1. A System Defense Force is established first to protect our holdings, this means the construction of a Military Orbital Station.
2. Once defense are in place, construction of a Civilian Orbital Station occurs to provide initial living space and an industrial base for a system.
3. The first wave of colonists arrives after completion of a COSS and construction of planetary facilities begins, their numbers usual around one - three million.

### Sub-Article III/B: Build-Up Colonization

After the initial colonization of a system, the build-up colonization occurs. During this time, industries and

cities are built up to their full capacity to handle every day life. No new colonists are sent during this time.

## **Sub-Article III/C: Finalized Colonization**

At this point, residential and industrial areas are completed and inhabited. Finalizing a colony is the creation of a System-wide Government through election and election of National Representatives to be sent to the Capital during Parliamentary Meetings. This is when a Colony becomes a Member World.

## **Article IV: Annexation**

Though it is unlikely, there is a possibility that the Abwehran Star Empire will meet an species that wants to join as a member of the Empire. The most likely scenario of this would be a Sub-Modern Nation looking for instant gratification of more advanced technology and/or better economic opportunities. While it would be difficult to merge two cultures and societies together, there is also a possibility for the Empire to benefit from this as well. But the potential member state must have the following requirements to join as a Trial Member for a minimum of one of their local years.

### **Sub-Article IV/A: Trial Members**

A trial member is a civilization that has joined the Abwehran Star Empire on a test case basis in order for both parties to get used to each other.

#### **Requirements**

1. The potential Trial Member must be at a technological level high enough to produce Fission Energy.
2. The potential Trial Member must be willing to follow Abwehran Law and the Imperial Constitution, there will be no negotiations.
3. The potential Trial Member must be willing to provide at least 1% of it's population for the military, pacifist nations will be exempted.
4. The potential Trial Member must be willing allow a period of one of their local years before they are allowed to elect representatives into government positions.

#### **Benefits**

1. Trial Members receive all the same rights as all Abwehran Citizens.
2. Trial Members are able to apply for jobs within the Empire without need of work visas.
3. Trial Members receive all the civilian technologies of the Empire.
4. Trial Members receive protection from the Abwehran Armed Forces.

## Sub-Article IV/B: Members

After going through their trial period, Trial Members become Member Worlds within the Abwehran Star Empire.

### Requirements

1. Must have gone through the Trial Period.
2. Must have developed at least two FTL capable vessels of their own or one technological device the Empire doesn't have.

### Benefits

1. All the Benefits of a Trial Member.
2. The ability to elect Government Officials and Representatives.
3. The ability to have Nobles of their own.

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