

Militias of the Nepleslian Reds

Lacking a ruling body and military force between [YE 29](#) and [YE 45](#), militias were initially created for the common defense of the [Nepleslian Reds](#). Over time a great many have been “corrupted” in numerous ways that has created a wide variety of types. Some function close to their original purpose, while others are nothing but common thugs.

History

For as long as most Reds have remembered, they have always been in some kind of conflict, usually against the current rulers of the [Democratic Imperium of Nepleslia](#). The concept of war and self-defense gradually became ingrained in their culture, further pushed with the psychological conditioning given to clones to replace losses. When they lost their last great conflict and retreated to the [Yamatai Star Empire](#), they were left with battle-hardened veterans with no one to fight. While some chose a life of piracy to make use of their experience and skills, others made an attempt to led normal lives. But old habits die hard.

Militia Culture

The Nepleslian Red Militias, having evolved over time and in the face of changing circumstances, have developed a variety of cultures and ideologies. Every militia shares traits with others, but have different core ideologies that drive their actions.

Survivalist Mentality

Rooted in their origins, almost all militias of the Reds emphasize survival. This gives members a strong, innate sense of camaraderie, making them fiercely loyal to their group. The “Survival of the fittest” mantra has taken on an almost sacred status for most and is regularly invoked during recruitment drives, training sessions, and propaganda.

Anti-Green Sentiment

A historical rivalry with the Nepleslian Greens has left an indelible mark on the collective psyche of the Reds that survived Kennewes and the clones they create. This sentiment, varying from a mere sports team-like rivalry to deep-seated hatred, is present across most militias.

Diverse Ideologies & Cultures

While militias share characteristics, the Nepleslian Reds are naturally individualist. This has created a wide range of sub-cultures that form the guiding principal for a militia.

Traditionalists

These militias idealizes the “old ways” of the Reds. They romanticize past conflicts and the era when the Reds were in a perennial state of conflict against the Greens. They see the current state of affairs as a deviation and aim to bring back the “glory” days. They might be keen on collecting artifacts from the past, conducting ceremonies reminiscent of bygone eras, and recounting tales of old battles.

Realists

These militias recognize that the world has changed. They believe in adapting and leveraging the new socio-political landscape to further their interests. While they might harbor some resentment against the Greens, they're more inclined to cut deals, form alliances, and use political strategies to gain power. Their ideology is all about pragmatism and seizing opportunities.


Purists

Purists believe in the initial foundational principles of the Red Militias as defenders and protectors in the absence of the Red Star Army. They view many modern militias as corrupt deviations from the true path. As such, they might often be in conflict with other Red Militias, acting as a self-styled police force. They have a strong moral code, and their leaders often take on a mentor-like role, guiding the younger generation of clones (within their militias and converting those of others).

Expansionists

These militias are more ambitious. They aim not just to survive or maintain a status quo, but to expand their territory, influence, and power. They are aggressive, investing in intelligence, weaponry, and technology to further their ends. They believe the Reds should not just be a power in their current system but should have a dominant presence across systems outside of Yamatai space and the frontiers of Yamatai.

Mercantilists

Viewing the post-Fall of Kennewes from an economic lens ( [mercantilism](#)), these militias focus on trade, commerce, and business. While they maintain armed units for protection of their trading corporations, their primary goal is wealth accumulation. They often have the most sophisticated networks, spanning various industries and trade routes.

Cultists

A few militias have evolved into pseudo-religious factions, believing in a divine destiny for the Reds. They often have charismatic leaders, strict rituals, and a deep sense of spirituality (abandoning their individualism). Their motivations can be unpredictable as they are driven by perceived divine commands or prophecies.

Militia Organization

Militias were formed in the wake of the collapse of the Nepleslian Reds and their need for some form of protection that didn't involve the [Star Army of Yamatai](#). Because they come from the same directive, the vast majority of militias formed on Fujiko share a common organizational scheme based on the Red Star Army. Militias formed outside of Fujiko and later have inherited the same scheme due to exposure, splitting from an existing militia, or their familiarity to the old Red Star Army.

Upper Echelon

The upper echelon, or the officer corps of a militia, is characterized by a hierarchy of roles that are pivotal in determining the direction and strategy of the militia's operations. Many of these esteemed roles are passed down through generations, and it's not uncommon for them to remain within families until someone with considerable political influence challenges and overthrows the incumbent. The specific title for each rank may vary across militias, with the universally accepted term for the chief being "Captain."

Captain

The Captain is the supreme leader of the militia, possessing the ultimate authority in decision-making. This individual not only sets the course for the militia but is also symbolic of its strength, values, and mission. Although "Captain" is the most prevalent title, the actual name can differ based on the militia's tradition and preference.

Lieutenant

Serving directly under the Captain, the Lieutenant is the militia's operational head and often acts as a bridge between the upper and lower echelons. They're frequently the most accessible face of the leadership to the militia members. The Lieutenant acts as the Captain's confidante, ensuring smooth execution of directives and potentially managing internal affairs.

Advisor

The Advisor plays a dual role: as a representative for the rank and file members, and as a strategic brain for the militia's endeavors. They have a deep understanding of tactics and strategies, assisting the Captain in planning and decision-making. An Advisor's unique position allows them to candidly challenge or offer alternative perspectives to the Captain, albeit in private.

Lower Echelon

The lower echelon is structured around “crews,” which constitute the primary operational units of the militia. These crews, varying in size, form the very essence of the militia, executing missions and assignments. Depending on the nature of the militia's operations—whether more clandestine or overt—crews may operate in silos or have knowledge of other crews' actions. As the militia grows, these crews can be grouped into larger formations like platoons or companies.

Sergeant

A Sergeant leads a crew or multiple crews, guiding and directing soldiers in their tasks. In extensive militias, this role can have gradations, with different titles representing levels of seniority, experience, and responsibility.

Soldier

Soldiers are the heart of the militia. These individuals are on the front lines, executing tasks and missions. Their roles can range based on the size of the militia, from basic foot soldiers to specialists with distinct skills. The hierarchy within the soldier rank can be tiered based on factors like tenure, expertise, and accomplishments. Every group of soldiers operates under the leadership of a Sergeant.

Militia Ventures

Militias of the Reds, with their distinct organizational structures and capabilities, have sought diverse means to financially sustain their operations. While some militia groups have retained a certain dignity, choosing to avoid descending to the level of common gangs, a substantial number have plunged into the shadowy world of illegal ventures.

Such activities, by nature, invite legal scrutiny and potential repercussions. To navigate the complex legal landscape and deflect attention from their shady dealings, successful militias invest in extensive legal defenses, often comprising vast teams of lawyers well-versed in both domestic and international law.

Control of Mining Zones

Larger militias, with their considerable manpower and armament, have established dominion over lucrative mining zones. These zones, often located in regions perceived as too perilous or remote for standard mining operations, provide a golden opportunity for militias to exploit the vast mineral wealth without significant competition.

Their dominance in these zones isn't just limited to extraction; they often impose exorbitant taxes on independent miners they allow in, further bolstering their coffers.

Smuggling

Certain minerals and ores possess immense value on the global market, attracting both legitimate businesses and nefarious entities. Recognizing this, some militias have branched out into the [Smuggling](#) trade, sidestepping official export norms and evading state-imposed tariffs.

These activities cater especially to black markets, where traders are willing to pay above-market prices to secure these resources without the legal trappings.

Arms Manufacturing

In a move that prioritizes military might over a sustainable economy catering to broader markets, several militias have ventured into the covert (and occasionally overt) manufacturing of weaponry.

This is a logical progression for many, leveraging their extensive knowledge of arms and combat. Their products range from small arms to more complex artillery, providing both for their use and external sales.

Vehicle Retrofitting

The world of militia operations is one of innovation and adaptability. Vehicles, whether acquired legally or captured in skirmishes, are often repurposed for various militia operations. These modified vehicles range from armored personnel carriers to sophisticated mobile command units.

A subset of militias has specialized in this retrofitting process, turning it into a significant revenue stream. They offer their expertise to other militias, dissecting and studying captured vehicles in return for substantial compensation.

Infrastructure Contracts

Drawing parallels with organized crime syndicates like the mafias and the yakuza, certain militias have entered the construction sector. Engaging in construction isn't just about revenue; it affords these

militias control over pivotal infrastructure points, such as roads, bridges, and ports, further extending their sphere of influence and strategic advantage.

Real Estate

Development of infrastructure and settlements is a constant thing within the Fujiko Region, intensifying the demand for land and housing. Militias, with their adeptness at territory control, have ventured into the real estate sector. They either commandeer or buy up prime lands, then engage in property development, sales, or leasing operations, ensuring a steady income stream.

Transportation Networks

Leveraging their military acumen, some militias provide specialized transportation services, guaranteeing safe and secure movement of goods. However, the veneer of legitimacy often hides darker undertones; for an added fee, these transportation networks double up as smuggling routes.

Land Ownership

Militias, some having a significant resource base, often purchase fertile lands or annex them by force. These lands are either farmed directly to produce crops or leased to third parties. Their extensive manpower ensures these lands remain protected from external threats. Interestingly, despite their audaciousness, all but the most insane prefer not to engage with the Yamataians on Ukmirt A-4.

Agricultural Exports

Agricultural produce can be a goldmine, especially if the crops are rare or in high demand. Some militias have recognized this and concentrated their efforts on cultivating (or essentially enslaving) talent specialized in growing these crops, targeting export markets where they can command premium prices.

Protection Rackets

Drawing from the wild, untamed spirit of Ukmirt A-4 and similar worlds, protection rackets have become a favored venture for many militias. These groups offer their “protection” services to farmers (or just about anyone they deem weak), ensuring their crops and business remain untouched by bandits or other menaces. Of course for a substantial fee, which they will demonstrate what a bandit will do to get them to pay.

Tech Espionage & R&D

Militias, keen on maintaining an edge, often invest in espionage to steal cutting-edge technology from

corporations or even rival militias. They might also run covert R&D labs to develop new weapons, surveillance gear, or cyber warfare tools. Especially with the lack of research within the Reds official [Nepleslian Research and Manufacturing](#) until recently.

Cyber Operations

The digital realm offers vast opportunities for profit. Numerous smaller militias execute digital heists, engage in ransomware attacks, or manage decentralized dark web marketplaces dealing in illicit goods and services. Their operations provide a layer of secrecy for other players in the digital underworld, amplifying their influence manifold.

Augmentations

Nepleslians, with their intrinsic inclination towards body modifications, represent a massive market for augmentation services. Some militias, recognizing this demand, specialize in providing a range of augmentations, from combat enhancements to luxury modifications.

Drug Trade

The drug trade, with its enormous profit margins, attracts many militias. These groups control entire drug supply chains, from production facilities to street-level distribution networks. Their operations span across multiple planets, catering to a diverse clientele.

Mercenary Services

Leveraging the tendency of Nepleslian Reds and combat, various militias offer mercenary services to clients, ranging from corporate entities to affluent individuals. However, their allegiance is often fickle; tales abound of such groups turning rogue, switching loyalties based on the highest bidder or resorting to piracy if they perceive their compensation as inadequate.

Illegal Augmentation Clinics

Beyond the realm of licensed augmentation facilities lies a shadowy world of illegal clinics. These offer a range of unregistered or experimental procedures, often at discounted rates. However, the risks are immense, as some of these clinics might just be fronts for sinister organ trafficking operations

Shadow Banking

In the absence of a stringent banking framework before YE 45, certain cash-rich militias filled the void, offering banking services for those who preferred financial anonymity. They also functioned as shadow

lenders, though their exorbitant interest rates were infamous. Defaulters often faced dire consequences, ranging from physical harm to death.

Gambling Rings

While legitimate casinos cater to the mainstream, the allure of illicit gambling dens, especially those offering high-stakes games or exotic betting opportunities, is irresistible for many. These establishments don't just generate revenue; they act as nodes of influence, allowing militias to expand their networks.

Bounty Hunting

With the lawlessness of the Fujiko Region, some Reds have developed an adeptness at tracking and capturing, groups of these individuals have formed militias that venture into the bounty hunting domain. Their operations are often enhanced by a web of informants and contacts that provide invaluable leads.

Propaganda and Media

Information is power. Recognizing this, certain militias have ventured into the media industry, operating news outlets, pirate radio stations, and even entertainment channels. Their objective? To shape public opinion, propagate their ideologies, and further their political or socio-cultural agendas.

Cultural Festivals and Events

Cultural events, rallies, and festivals offer militias a platform to showcase their might, celebrate their heritage, or woo the public. Such events often serve dual purposes – they're not just about cultural celebration; they double up as recruitment drives or propaganda tools.

Education and Training Camps

Specialized training is a hallmark of many militias. While some offer training to spread skills across the Neplesian Reds, most leverage these camps to indoctrinate, influence, and recruit new members, ensuring a steady influx of fresh talent.

Illicit Trading Hubs

Black markets and secret trading posts, operating beyond the purview of official oversight, provide an ideal environment for militias to trade in contraband or other restricted goods.

Relic Hunting & Trading

The tumultuous past, marked by events like the Green-Red “Street” War, has left a trail of valuable relics and artifacts. Many mobile militias, with the capability to travel vast distances, engage in relic hunting, later trading these artifacts for profit. Their operations often intersect with the Black Syndicate, leveraging their networks to access exclusive zones within the Democratic Imperium of Nepleslia.

Entertainment Hubs

Taking inspiration from organized crime groups like the yakuza, many militias operate entertainment hubs – bars, casinos, or even nightclubs. While they provide patrons with leisure opportunities, they often serve as fronts for other illicit activities, from drug trade to illegal gambling.

Relations with Other Factions

Militias have the following views of local factions:

Yamatai Star Empire

As the Nepleslian Reds are currently residing within the Yamatai Star Empire, smart Reds must remember that. Even if the Yamataians prefer to take a hands-off approach to managing the Reds, they are not going to let them run amok if it causes harm to the Empire.

Democratic Imperium of Nepleslia

Since the collapse of the Nepleslian Reds in YE 29, the Greens have largely ignored the Reds.

Kuvexians

A seemingly permanent fixture in the frontier regions of the Kikyo Sector, the Nepleslian Reds have a mixed relationship with the Kuvexians and the other species that came along with them. Having fought them on Ukmirt A-4 in YE 42 and the Kuvexian War as a whole, most Reds do not have a favorable view of them. But a growing number are starting to accept the presence of their remnants and are adopting varying policies towards them.

Some militias that venture past Yamataian space view them as enemies and conduct piracy/anti-piracy (depending on the core ideology) operations against the smaller forces. Others have been seeking to do business for various reasons.

Known Militias

The Fujiko Development Corporation absorbed many purists militias to create its various police forces and Self-Defense Force. Despite that, many have resisted the factional call to action and remain independent entities. Below are a number of militias known by many, big and small.

Crimson Regiment

The Crimson Regiment is a hardline traditionalists militia that rejects any external influences, particularly those of Yamatai and any forms of foreign intervention. They pride themselves on the purity of their cause, methods, and objectives, often distancing themselves from other militias whom they deem “compromised.” The essence of the Regiment's belief is the “original” interpretation of Nepleslian Red principles, which emphasizes individualism, self-reliance, and a deep-seated distrust of centralized authority.

They believe that any association with them dilutes the true nature of the Reds. Their traditionalist stand also makes them suspicious of other Reds' militias, especially those that have accepted help or resources from external entities. Ironically, in order to exist they had to register themselves as a corporate defense force despite being anti-Yamatai. Even they recognize the position they currently exist, further making them seethe with rage.

The Crimson Regiment were one of the earliest groups that got an investment from the former Red leadership to get into arms manufacturing. Drawing from the gunsmithing talents of the Nepleslian Reds, the Crimson Purity Regiment has established its own weapons manufacturing corporation “Red Star Armory”, ensuring they aren't dependent on external supplies.

To fund their operations and maintain their independence, the Regiment has seized control of several lucrative mining regions and asteroid claims within the Fujiko and Rufusland Systems. While they will occasionally lease permits even to “corrupt” mercantlist militias, they manage these areas and their borders with an iron fist.

Due to their expansionist nature and general hostility to most of the Reds within the region, the Crimson Regiment maintains their own cloning facilities. Though they delight it returning clones created elsewhere to their “true nature”. They regularly run rigorous training camps designed to inculcate their traditionalist ideology and guerrilla warfare tactics among new recruits. To attract these recruits, they employ both old-school pamphlets and modern digital platforms, constantly publishing content promoting their vision.

Almost always expanding, they are at odds with more moderate militias of the Reds that have chosen to focus on one region or field of industry. Their presence is more felt on the ground where it is easier to equip and move ground forces around than maintaining a substantial navy. More Yamatai-aligned militias are also on their priority list on targets to conquer or raid.

The Regiment has a wait and see approach with Fujiko Development Corporation forces. But they do not hesitate to attack or “defend themselves” FDC police and defense forces when they respond to their raiding operations or violent disputes over resources they see as theirs.

The Crimson Regiment is one of the largest militias, with an official corporate security numbering at 20,000 individuals.

Crimson Nomads

The Crimson Nomads ardently advocate for individualism and the freedom to shape one's destiny, unfettered by external dominance. While they have deep reverence for the overarching Nepleslian Red identity, their allegiance lies predominantly with their tight-knit community.

Viewing the core of the Nepleslian Reds as corrupted, they left Fujiko to engage their main venture: salvaging the numerous of battle sites within the Yamatai Star Empire and outside of it. They have extensive knowledge of technology that allows them to re-purpose and retrofit old equipment, selling it for a profit.

But they are also quite adept at combat due to having to deal with occasional non-Yamataian survivors and rivals trying to butt into their claims. When not salvaging, members of the militia have been known to engage in bounty hunting outside of Yamataian space to limit the ire of the Yamataians. They have also established several smuggler routes along dead drops within debris fields that they rent out to those they believe will not cause problems.

Despite being similar, the Crimson Nomads frequently have firefights with the Crimson Regiment over salvage rights.

Red Ronin

The Red Ronin militia is a purist organization that are heavily inspired by Yamataian warrior ethos. They are a very disciplined (by Nepleslian Red standards) and honorable militia that pride themselves on their warrior code and pursuit of martial prowess.

The Red Ronins believe in the power of personal honor, integrity, and loyalty above all else. They operate on a strict code of conduct, inspired by 🥋 [bushido](#), which emphasizes virtues like righteousness, courage, compassion, respect, honesty, honor, and loyalty. Unlike many other militias, the Ronins prioritize the greater good over personal gain and strive for a reunified Red faction under their banner.

Red Ronins typically take on the role of mercenaries within Red territories when not protecting their territories. They often act as 🥋 [yojimbo](#) and special police forces for those that can afford their fees. They tend to be very strict on who they will take on clients and often require an oath that no wrongdoing will be done under their services at the penalty of usually death of the client.


Red Ronin are also known for running a number of martial arts dojos of both Elysian and traditional Yamataian martial arts. They are also used to teach the Ronin philosophy, molding the next generations of freeborn children and clones. The Red Ronin militia is widely known for the music and cultural festivals thrown originally to provide some relief to the hard lives the Nepleslian Reds lived for years.


The Red Ronin have also been accused by their rivals of conducting protection rackets in hope that the Yamataians will come down on them. But every time an investigator does come, they discover they

genuinely offered protection to the businesses and communities that seek their help, ensuring safety against those rival militias (namely the Crimson Regiment) and other threats. Groups that capitalize on chaos or exploit the weak find themselves at odds with the Ronins, who will not hesitate to challenge and confront them.

The Red Ronin currently number 11,245 members.

Harrison's Rifles

Another purist militia, Harrison's Rifles follow a more traditional Neplesian Reds' ethos: "My gun is bigger than yours." Members remember the hardship they had to endure after arriving on Fujiko and are taught on the reasons for the establishment of the militias in the first place. While they do not like  [mercantilism](#) based militias (and their shell corporations) as they are only looking out for themselves, they especially do not like expansionist militias that have forgotten that they must all work together to survive. If they don't want to work together, they must go as far as they are concerned.

Harrison Rifles operate like a  [gendarmerie](#) type police force, providing policing and fire services to client settlements. They have also used this to enter land ownership and real estate of the same communities, taxing those (fairly) that they protect. While some might see it as exploitative, the Rifle leadership sees it as a way to ensure their soldiers remain committed to the defense of their clients and not run off like some mercs when the situation gets tough. Lastly, the Rifles own an regional communication company, Harrison Communications, that is widely used by the Reds.

The Harrison Rifles regularly come blows with the Crimson Regiment and other militias with a similar mindset.

The Rifles are a large militia numbering at 14,543 members.

White Knights

Descending from surviving electronics warfare specialists, the White Knights believe that information should be free and accessible to all, not hoarded or weaponized for power or profit. They perceive themselves as the guardians of the digital realm, ensuring fairness, privacy, and the protection of individual rights online. The militia actively exposes corruption, surveillance overreaches, and other perceived injustices, targeting corporations and governments alike.

The White Knights believe that information should be free and accessible to all, not hoarded or weaponized for power or profit. In order to facilitate this, they see themselves as guardians of the digital realm, ensuring fairness, privacy, and the protection of individual rights online. The White Knights are known for actively exposing corruption, surveillance overreaches, and other perceived injustices within the DION (at least they try) and the Fujiko Region.

They derive a source of income by working as cyber-security specialists, working to safeguard (and even attack from within if they discover dishonesty) clients computer networks. The White Knights are known for orchestrating data leaks, unveiling secrets that certain entities (usually other militias) would prefer to remain hidden.

They also offer protective services for whistle blowers, journalists, or activists who are targeted online, ensuring their digital safety and anonymity. If physical security is at stake, they will often hire Red Ronins. Lastly, recognizing the importance of cyber-awareness, they run encrypted platforms that educate netizens about digital rights, privacy tools, and safe online practices.

While they give the Yamataians the widest berth, they cannot help themselves if even a Yamataian is behaving in a way they are against. As such, they are always on the look out for Yamataian surveillance on Red Networks in order to try to stay ahead of any traps set up for them. They are also in conflict with more malicious black hat cyber groups that try to exploit those without a means to defend themselves online or try to remove information from the net. They also come into conflict as they often compete for the same valuable data.

It is estimated that the White Knights number at 549 members. But there is no way to know for sure as they do not operate in the open.

Tech Used by the White Knights

- **Digital Bunkers:** These are heavily encrypted digital spaces where they store sensitive information, run operations, and communicate. They are designed to be almost impregnable and can be wiped clean remotely in case of a breach.
- **White Rooks:** Sophisticated malware and virus programs used for both defense and offense. Named after the chess piece, these programs are versatile and can adapt to various cyber terrains.
- **Quantum Relays:** Advanced communication tools allowing instantaneous and encrypted communication, irrespective of global positioning.

Sanchez Syndicate

More of a subculture than a traditional militia, they are Nepleslian Reds that have devoted their energy to trying to out "green" the Greens by attempting to develop cutting-edge cybernetics and pushing the limits on how much the Nepleslian body can be augmented.

Members can often be identified by their distinctive tattoos, tech-wear clothing, and weapons incorporated into their bodies (normally blades). They also run a series of underground cyber-bars across the Fujiko Region where techno music, virtual reality games, and discussions about the latest tech trends are a common sight.

Not one of the largest militias, their presence in computer networks of the Reds and their unique looks make them stand out to everyone. They have a rivalry with the White Knights and more aggressive expansionist militias that try to claim their territory around their establishments. The Syndicate claims they are 5,000 strong.

Equipment

Not all militias and their equipment are created equally. Militias that are managed to gain their production compatibility are able to produce their own weapons and equipment. Those that operate legally as the security arm of a corporation are also able to purchase what they need on the open market so long as they have not cause significant trouble. Those that do not have either are left with what ever they can find, steal, or hope that a recruit brings with them.

Power Armor are rare among the militias of the Reds, but hardsuits are increasingly becoming common due to the cost to protection value being favorable. A number of the larger militias have been trying to restart [Demon M1 Infantry Power Armor](#) production due to the ease of moving factories, but they do acknowledge how out of date the technology is compared to modern power armor.

To add to the mix of potential equipment and arms, the [Star Army of Yamatai](#) has been known to support militias they deem to align with their goals with near endless supplies. Being located on the galactic south frontier of the empire, the region and those around it were regularly being contested by the foes of the empire. These militias have allowed them to focus on other regions of the empire. Perhaps the rumor of well-stock anti-Mishhuvurthyar guerrilla forces kept the [NMX](#) at bay in the [Second Mishhuvurthyar War](#).

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