

my work

The Eternal Burgundy Union

Shortened to: The Burgundy Union

Colloquial titles: "The Union" "Komuna" "Zveza"

Derisively nicknamed "The Redwoods", "Bushies"



Motto: "Komuna je vecna" -> "The Commune is Eternal"

Demonym: Ailurid (singular) Ailurids (plural) Both of these are CSP-applied. Their real demonyms are "Zveznik" for male, "Zveznika" for female.

Homeworld: Enka "First Home"

Capital: Bela Zvezda "Green Star"

Primary languages (post-CSP war): Galactic Common, Tradeband, Rrukha (take Ecureuilian, but do not say it is that. It is Rrukha)

Government: Unicameral Collectivist Command State

Population: 147 Billion

Economic Strength: Export-heavy, import-light. Strong internal trade.

Military doctrine: Defensive

Political importance: Negligible

Physiology

- Digitigrade, furred, small to medium in size.
 - Agile, balanced, capable of great climbing.
 - Lifespans are from birth to approximately 75 years.
 - Omnivores.
 - Cultural preferences for grains and vegetables.
 - Vocal range spans from high-pitched chirps to guttural growls.
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Cultural timeline of the Aileds

The Hearth Age

12,000 - 9,000 years ago

Tribal governance for most of the world, a tiny sprinkling of merchant "republics" as well. The republics were run by several families, vying for power. The rest, the tribes, have a single leader each, with an oligarchic means of distribution of power.

In this age, they develop storytelling, hallucinogenic spore myths and ritual games of climbing.

The Iron Age

9,000 - 3,000 years ago

Councils guided by guilds pop up here, then proto-democratic smaller city states. So far, there's been no king that would wield immense power through an organized military.

Temples are built in order to allow easier travel by foot, as their steeples are tall enough to be seen from quite a distance away. These temples were also communal dormitories.

Still more development on the sports front - climbing, wrestling, song pop up as means of play. In this era, they develop iron smelting. This is critical to the development of the species. Better tools means more work is done efficiently. They also produce the first waterwheel-powered querns, meaning they can grind a large amount of Things at once.

The Gilded Age

3,000 - 2,300 years ago

Here, they come up with early "capitalist" dynasties. These are barons, duchies and some small amount of kings. There are some fractured nation states that used to be larger, that are now being run by merchant families. The fracture occurred when this state grew too large. It was a capitalist dynastic, run by a once-was baron named Vigiel Sotrmik. He was able to establish a vast kingdom, with flourishing trade and incredible military organization. Then, as he grew too large - a coalition happened. A large group of city states, early democratic parliamentary "nation

states", more developed tribes and some merchant republics came together to put an end to Vigiel.

Cities grow in this time, when they develop proto-banking, resin-glass, large-scale quarrying and shipbuilding.

The Union's hatred of oligarchies comes from the memory of this time.

The Paternal Age

2,300 - 1,900 years ago

Merchant republics expand with so called "great families" leading the way with immense wealth and strategic bonuses. These republics rule paternalistically.

The first proper country forms, "Borojnik", a large parliamentary republic with an elected "Šahman"/"president" type of ruler. Their first elected Šahman was Reigi Prant. He ruled for a mandate and a half, before he was assassinated by an unknown party.

Festivals get sponsored by states, where they make merry. Art starts depicting joyful paternalists, as they are the ones that sponsored the artists.

Printing presses are invented and large irrigation systems.

The Cooperative Age

1,900 - 1,700 years ago

Smaller states turn cooperative, collectivized farms flourish and, larger states grow dictatorial. Like the human renaissance, something like that happens to the Zvezniks. Art and science blossoms in this era. Among the important inventions were things like crude gunpowder, wind-driven power mills, early industrial looms, proto-biotech in cultivation of shrooms.

The Bamboo Age

1,900 - 1,700 years ago

Authoritarian one-party states (capitalist-socialist hybrids), especially in larger nations. Smaller states experiment with radical socialism. The first true empire is created, and it is called the "Great State of Vidila". It was responsible for many wars that tore the Gnidi continent apart.

Flag Design

Flag's "red" (burgundy) is after the facemasks worn by the revolutionaries.

Gold ring represents the unbreakable chain of the Commune.

The black is for a struggle in the void of space.

The teal with the points is for three things, "The Council" first, "The People" second, then, "The Union."

Biology

The Ailurid are an alien species that closely resemble the Sol-Procyon Earth creature, "red panda". Their physiology is due to convergent evolution. Their home world has specific environments that resemble the frosty areas of Earth, where red pandas reside.

Summary

They are a latecomer to the galactic stage, only having achieved space flight in the last 90 years. This is late, compared to humanity. Culturally; they are defensive, they revere their communalist ideology and their motto was developed after the CSP war. It came to mean a true global unity on the planet, as before they had never encountered a space-faring or any other kind of species in space or otherwise. They are suspicious of outsiders and are very, deeply ideological.

Enka is their home world. It means "First Home". The planet itself is vastly tropical. There is a lot of biomass, both originally (before the rise of sapient Ailurids) and now, during the modern age. Enka is known to also possess many geothermal phenomena. There is a geyser, nicknamed "Veliki" for its ability to shoot hot water very far up into the air.

The species has achieved mastery in technologies humanity only somewhat understands:

- Biomass Generators that are extremely efficient. These reactors are used commercially and militarily. They also field fusion reactors in areas where biomass is not available in ample amounts.
- Their power transfer systems are absurdly efficient, but come with a risk of violent and catastrophic implosions due to the vacuums sustained to keep them stable and working.
- Their military laser technology is vastly better than humanity's, but yet again it comes at a cost of volatile phoron crystals used in the maintaining of the laser optics. The generators inside these laser emplacements, cannons, rifles and what not, are based on fusion reactor technology.
- Their materials science is advanced. They've come up with a wood-based alternative to steel, plasteel and concrete. These are called Trda or "Tough". It is often for engineers to append the words "Betonsk" or "Concrete-like", "Jeklen" or "Steel-like" and finally, "Plastiken" or "Plasteel-like". These materials are grown inside vast industrial laboratories, often referred to as "Materjalka" or "Material Science Labs".

First Contact War

A whole new era was ushered into the lives of the Ailurids; whether they wanted it or not.

A CSP fleet entered Tretja, a system controlled by the FUA. Initial records indicate that communications were established, but hostilities happened due to Ailuridae defensiveness. It is clear, as the records of the event state, that the Ailuridae opened fire first.

The conflict dragged on for months, with both sides suffering attrition and no success at capturing any territory. For the Union, it was a massive drain on resources that could be transported interstellarly, and manpower was a serious concern in the fringe frontier system. The CSP received reinforcements after a retreat of all of their exploration units. The following battle was "Boj Baze" or "the Base Battle". It is called such, as everything the Union stood for, started there. Before, they were far more rural and so much less ideological. This, was a tipping point, and so came the motto of "Komuna je vecna" or "The Commune is Eternal"

A muddy white peace was signed. Due to the CSP's superior firepower and ability to capture a sole system, "Kopno" or "Continent", there were alterations to the treaty. The CSP received the privilege of establishing a free trade zone across a wide berth of FUA territory in the far fringes of their interstellar civilization.

The conflict was key in providing the Ailuridae with new words for outsiders, such as "Tip" which is shorthand for "Tipek". The war, too, deepened their xenophobia. This war made them so bitter and angry about other races in the galaxy. While not becoming outward combative towards any others, they did maintain a keen sense of self-assured and proclaimed superiority over others.

Government

Structure

- Central authority is The Council, consisting of 407 council members.
- Members are drawn from all walks of life, and all ideologies (though communalist are sometimes preferred). Non-communalist members are allowed, but in limited numbers, so that they may not overpower the communalist members.
- Term length is one Enkan year, which is 7 months in humanity's eyes.
- Council powers: decide on military action, colonization, budgets, famine relief, industrial regulation - almost every aspect of policy is under the Council's control.

Centralization

- Votes are mirrored across local councils on other planets, and on Enka, there are two megacities that receive their own councils.
- The Union is centralized through the Council and decentralized through the various local councils spread across the civilization.

Civil Service

- Bureaucracy is efficient, but if a civil servant misses a deadline, they are immediately replaced, no matter how good they were at their job. This promotes punctuality.

Wartime Power

- War must be approved by the Council's vote.
- Power is then transferred to the Department of Conflict.
- The Department is parliamentary in structure. There is no supreme commander, instead, there are multiple leaders at the top, with exponentially more leaders down until it reaches the grunts.
- There are about 3 million soldiers in service, with about several hundreds of thousands of commissioned officers and half a million NCOs.

Military

- 40% of all military personnel are volunteers.
- 45% of all military personnel are conscripts. This is from regions where their local council decided to enact mandatory conscription. Otherwise, the numbers include a smaller amount of healthy people refusing to participate in the economy.
- 15% is private military contractors. These are not companies, but individuals or groups that provide The State with personnel, equipment, training and intelligence.

Economy

- The Union drives a tight command economy with controlled consumer allowances.
- Priorities:
- Military industry, space industry and research
- Healthcare, utilities, education, ecological preservation
- Luxuries, mining, farming, refining

Currency

- Despite their government type, they maintain a currency system for in-civilization trading for civilians and military. These are called "Kredit".
- Civilians receive a universal basic income.
- Additional credits are earned through productive work (art, labour, science, etc)
- On birthdays and gód (communal feast days), citizens are granted goodwill Kredit for any item of their choice (within reason).

Refusal to Work

- Physically and mentally well, stable and generally healthy individuals that refuse to work are FORCED into military service for 4 years.

Production

- Betonsk trda is concretewood. Backbone of the Union. Bioengineered with water-binding pores and regenerative fibers. It is extremely amazing for colossal structural stress and, it slowly mends itself when water is present, like Roman concrete. It is the foundation of the very great state, its cities, bridges and forts. It thrives in nature.
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- Jeklen trda is steelwood. This is the bone of the Union. Internal fibres are woven like carbon lattices, giving it unmatched resistance to bending and tearing. Where human steel rusts, Jeklen feeds on air. It is capable of processing trace amounts of oxygen into a molecule, a material, that is very similar to Jeklen, but it is considerably weaker - but, enough to keep the trda from being useless in extreme conditions.
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- Plastiken trda is plasteelwood. It has tensile and compressive strengths. It is mostly grown for modularity, as it can be cut, fused or regrown into many shapes and sizes. It is energy absorbent. It dissipates shock and radiation. It resists electricity and heat. It grows very slowly, compared to the previous two. This is from it requiring specific and difficult to synthesize molecules. Additionally, it has complex layering that allows it to withstand all those physical occurrences.

Flaws of the Commune

Frontier Hardship

Life on the home world is cosy. Full of entertainment, lots of food, work is done mostly by machines. However, the frontier is vastly different from this. Outlying colonies that are not in the CSP established "free trade zone" suffer shortages of a lot of things. Luxuries such as tobacco, chocolate, caffeine and other luxury goods. They don't have enough machines, nor basic repair materials to fix broken stuff up.

Cargo convoys are prioritized for the core worlds.

Therefore, frontier worlds have to resort to "bootleg" repair. Whatever they can find during expeditions is used to patch buildings, and such is true for grown materials too, as the lack of technological access, they cannot grow their trda materials so easily.

Invisible Poverty

The Commune "believes" and insists on painting life on the frontier worlds to be completely different from what it really is like. They say, it is cosy and welcoming, but the truth is, that most of the fringe colonies lack access to a lot of things, not just luxuries, but machines, weapons, clothes, raw materials and such. Meanwhile, the "refusal to work" policy is draconic. This. Is. Forced labour. Foreigners would immediately recognise this as such!

Citizens who fail obligations to the state are forcefully conscripted, not just for the military, but for as civilian workers. They clean sewers, reactor vents, perform mining jobs and process waste.

They might be clothed and fed, only as long as they work. As for other draconic acts - the NAMES of these resisting Ailurids are wiped off any registries.

Over-ideologized Society

The cities are alive with the sound of propaganda. Not one part of any city is devoid from speakers and displays.

Offspring are raised in environments where play is based on politics - meaning, even this play is a place where they are fed propaganda. Ailurids may have the essentials cared for, but they metaphorically can't breathe without a camera watching them, speakers feeding them lies and displays showing so many things.

Bureaucratic Brutality

The Commune worships efficiency. The bureaucracy enforces it with surgical precision. A single late report, a missed form or an overlooked signature can see a civil servant stripped of their job. Replacements are immediate. This creates an atmosphere of paranoia where clerks, planners and technicians sabotage one another subtly, hoard favours or whisper slanders to climb the ladder of "reliability". Burnout is very common, but the state doesn't call it that, they say it is a "voluntary transfer to rest duty"

Ecological Strain

The Union prides itself on its mastery of bioengineered resources. Yet, not all experiments succeed. Failed groves of trda leave behind skeletal forests of warped biomass. This biomass is very dangerous, and as such, requires specialized closed cycle suits. Overharvesting for vessel hulls or planetary fortifications has stripped entire valleys bare, turning them into state-protected exclusion zones.

Society & Rights

Rights

- Every Ailurid is granted inalienable rights by the Union. These cannot be revoked, not even by the Council. The only exception is when an individual is judged to be deliberately exploiting the Commune or endangering others. In such cases, punishment is corrective.

Dissent

- Open dissent is rarely met with violence, but it is strangled socially. Those who question the Union are mocked, painted as weak or selfish, or "unpatriotic"
- To prevent organization, dissenters are quietly relocated between districts, cities or even planets, scattering them before they can form a resistance group.

Luxuries

Luxuries are common in the heart of the Union, where industry and logistics are strongest. Citizens in Enka and other core systems have easy access to comforts, entertainment and consumer goods.

The frontier worlds hold a different system. Luxuries are scarce, imported in limited quantities. Life there is defined more by discipline and duty, rather than leisure. Their rarity is because of a lack of established trade routes in the frontier sectors.

Ideology

- Ideology saturates daily life. All educational institutions begin and end with reinforcement of Union doctrine.
- Propaganda is impossible to avoid: giant holographic projectors, sky-drifting banners, drone ships blaring slogans, stadiums filled with choreographed spectacles, "grassroots" graffiti campaigns bankrolled by the state.
- Ideology is culture, entertainment and the language of pride.

Crisis Response

- The Union's crisis management is highly centralized, guided by vast computer networks feeding into Council votes.
- Famines, floods and even industrial failures are not left to local improvisation. Relief comes from the top, dispatched efficiently.

Foreign Relations

- The Union is wary of all outsiders. Intrusion into Ailurid space is met with fierce suspicion, but in the galactic age, visitors are left to visit fringe sectors, but coreworlds are protected by

permits that must be paid for or earned.

- Trade is permitted with non-hostile empires. Trade itself is seen as ideological, a projection of strength and a tool of influence. To accept Ailurid goods is, in a sense, to accept the Union's superiority.
 - Relations between the CSP and the FUA are tense and bitter. The Union has not forgotten the First Contact War. The CSP is seen as a looming threat. Larger, stronger, politically dominant. From the FUA's viewpoint, they are also viewed as untrustworthy, as their ideological differences are too wide. The "free trade zones" applied via treaty in the war are seen as awful scars that mock the Union. They tolerate them, because they cannot change it.
 - The Union is landed in the southeast part of the galaxy, nestled neatly against the Tajaran Diaspora's east.
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Council Hall Design

The Council Hall, as it is known, is a near-total approximation of how humanity developed brutalism. It is a lifted building measuring a kilometre in each direction, being a simple square. This is where the heart of the state lies. Administrative, bureaucratic and clerical operations all reside within this massive structure.

It has four stories, not including the ground floor. It has entrances on each cardinal side on the ground floor. It also is a means of egress, as there are stairs and ramps leading down from the raised earthwork, up to each set of doors. The first floor is where the Council members reside.

Around the Hall itself, included in its design, are giant pillars of betonsk trda. Engravings of the names of each prominent revolutionary persist, in cold or hot, in damp or dry. The names are revered as heroes of the Union.