



EARTH DEFENSE FORCE



"Another invasion?"



- *Yes, Comrade Secretary General, this is our conclusion.*
- *I see. What do your agents tell you. Is President Wells on it? How many of their cadres are compromised?*
- *We have not found any information that would indicate other agents so far, Comrade Secretary General, but I have the regret to report that we have only been able to pierce the identity of three members of the Inner Council so far. The truth is that we don't know where to look for accomplices.*
- *I see. Well, I believe that we have let this situation last long enough. We will announce the next step of the Plan within two days."*

(transcript of a Chinese Politburo meeting)

When the Delphi Council offered membership to the People's Republic of China, China's Politburo had already accepted the Kanawa plan, along with North Korea, and South Korea was about to follow suit. For the first time in recorded history, China, Japan and Korea were allied against a common enemy.

The offer of the Delphi Council was considered carefully, knowing that it came with US strings attached, and was about to be rejected politely when the results of the investigation landed: Quinn Sebastian didn't exist. He was not an alias. He was not an ambitious politician. He was not the army veteran that he looked like. As far as any of the Intelligence Services of the Pan-Pacific Alliance could ascertain, he was not a Covert Operative, or the director of a shadowy US agency that had managed to slip under the radar. His trademark baseball hat came from a brand that simply didn't exist. His accent was subtly wrong. Quinn Sebastian came from another universe.

This raised numerous alarms among the heads of the Pan-Pacific alliance. So far, the Invasion attempts had been military (in the Living Land, Aysle, Tharkold, the Nile Empire) or supernatural (in the Cyberpapacy, Pan-Pacifica and Orrorsh). Quinn Sebastian's Delphi Council proved that another form of Invasion was under way: the Covert Invasion. The plan was clear: if sufficiently many countries handed their Intelligence operations to Quinn Sebastian, or to his hidden master, this would make the Delphi Council the de facto ruling body of the entire planet.

With unprecedented speed, leaders from Japan, China and both Koreas signed an agreement that gave formal birth to the Pan-Pacific's joint Intelligence Agency, the Earth Defense Force.

MEMBER AGENCIES

By opposition to the Delphi Council or the Bureau des Tempêtes, the Earth Defense Force is, first and foremost, an alliance. In particular, it does not share a single governing body and a single hierarchy. This means that each EDF group of Operatives will generally be composed of representatives of a single nation, and that any exchange of information or technology needs to be cleared at high-level.

This has let each member Agency work at pre-Invasion level, without the chaos that is the Delphi Council but without the impossibly harmonious merge that is the Bureau des Tempêtes. This also means that, with the Law of Intrigue, many of the cells of the EDF will be busy spying upon each other, both between countries and between agencies of the same country. The fortunate side-effect that is that parts of the EDF dedicate themselves to keeping tabs upon Kanawa Corp.

The EDF is composed of:

- People's Republic of China's Zhōnghuá Rénmín Gònghéguó Guójiā Ānquán Bù (Ministry of State Security) and People's Liberation Army Strategic Support Force.
- Japan's dozen of Agencies, including the Defense Intelligence Headquarters.
- North Korea's Reconnaissance General Bureau and its secret police, the State Security Department.
- South Korea's National Intelligence Service and Defense Intelligence Agency.

What is left of Taiwan's agencies, including the Guójiā Ānquánjú (National Security Bureau) are in the process of being absorbed by Japan's government.

Laos, Vietnam, Cambodia, Philippines, Thailand, Indonesia, New Guinea have all been invited as junior members but need to content themselves with scraps of information.

Kanawa Corp is *not* a member Agency and is, in fact, strongly distrusted by the EDF. Despite this, Kanawa Security Services are often called upon as specialists for specific missions, in particular wherever Jiangshi are concerned, and Kanawa Labs have secured an exclusivity contract to deal with the Infection itself.



Similarly, while individual Agencies may have their own working relations with the Yakuza and/or the Triads, these organizations are not part of the Earth Defense Force. In fact, part of the mandate of the EDF is to fight against both Yakuza and Triads.

NUMBERS

- Full-time Employees: $\geq 120,000$ (roughly half of whom are in PRC).
- Yearly Budget: $\geq \$80$ billions.
- Agents of Influence: $\sim 3,000$.
- Operatives: $\sim 6,000$.
 - Storm Knights: ~ 300
- Lamplighters: $\sim 8,000$.
- Non-field Cobblers: $\sim 2,000$.
- Non-field Hackers: $\sim 10,000$.
- Analysts: $\sim 20,000$.

- Clairvoyants: 8.

Storm Knights per status:

- in training or probationary: ~250.
- alpha clearance: ~40.
- beta clearance: ~10.
- gamma clearance: none yet.

ONE YEAR LATER

- Clairvoyants: 15.
- Storm Knights: ~800.
 - Core Earth: ~150.
 - Aysle: 0.
 - Living Land: 0.
 - Nile Empire: ~20.
 - Cyberpapacy: ~50.
 - Orrorsh: ~80.
 - Pan-Pacifica: ~500.
- Per status
 - in training or probationary: ~350.
 - alpha clearance: ~150.
 - beta clearance: ~90.
 - gamma clearance: ~20.

CURRENT PRIORITIES

The main objective of the Earth Defense Force is to win the war.

1. Ensure stability of the Pan Pacific Alliance member states. This includes stamping out rebellious movements in People's Republic of China and investigating rumors of a Black Boardroom.
2. Fight the Infection. Preliminary reports from Kanawa Labs point out that the Infection is likely to have been created on an invading realm, likely either the Cyberpapacy or the Nile Empire. While

Kanawa Security handles outbreaks and Kanawa Labs deal with the Infection itself – as per the Kanawa Plan – the EDF is in charge of locating terrorists who spread the Infection and investigating the Cyberpapacy and the Nile Empire, looking for the source of the disease. Despite the Kanawa Plan, EDF does have its own teams double-checking the work of Kanawa Labs.

3. Counter the Covert Invasion represented by the Delphi Council.
4. Keep trade routes open.
5. Reconquer Chinese land lost to Orrorsh.
6. Mobilize for the likely war against Tharkold.
7. Fight the growing influence of both Yakuza and Triads.

ONE YEAR LATER

The priorities of the EDF shift somewhat by the end of Year 1 and the revelation that Kanawa Ryuchi is behind the Infection. Ongoing operations against the Cyberpapacy and the Nile Empire become targeted towards acquiring research capabilities within these Cosms to fight the Infection. The secondary plan is to find Kanawa Ryuchi and his accomplices alive, wherever they may be hiding.

Mixed Orrorsh/Pan-Pacifica zones spawn new horrors in South China but the government is too busy to even attempt to fight these on top of the ongoing civil war.

Finally, the advent of "larger Infected" has prompted the EDF to create a new branch nicknamed Kaiju Research. The EDF is racing against time, attempting to build offensive forces on the scale of these monsters. All options are considered, including a bid through Kanawa Industries, the Cyberpapa-

cy's GIAST¹⁴ and Nile Empire Weird Science laboratories, attempts to build covert laboratories within Tharkold territories, and even trying to hire Reality-rated or Talisman-equipped Aysle Dragons. In particular, the EDF is developing a mobile nuclear artillery capability¹⁵, initially imported from the Cyberpapacy.

AUTONOMY OF AGENTS

The Law of Intrigue ensures that no member Agency wishes to let agents be too autonomous. Every team, regardless of nation and member Agency, is handled by a Loyalty Officer. In theory, every team should request permission for any action from their Loyalty Officer. In practice, this is not always possible, so this is a constant source of tension between Operatives and their Loyalty Officers – doubly so when said Operatives are hardboiled agents – triply so whenever Loyalty Officers are playing longer games of vengeance or ambition against their own Operatives.

The Loyalty Officer is responsible for allowing or forbidding breaking and entering operations, kidnapping, murder, torture and exchange of information between teams of the same member Agency. In turn, the Loyalty Officer needs clearance from higher officers to allow transmission of informations to other member Agencies. Transmission of informations to other parties is strictly forbidden – in other words, if this ever happens, Operatives must make sure that their Loyalty Officer never hears of it.

Loyalty Officers will, of course, debrief extensively any team of Operatives returning from a mission.

¹⁴ "Groupement des Industries de l'Armée du Seigneur sur la Terre" or "Lord's Terrestrial Army Group."

¹⁵ Tech Axiom 23: https://en.wikipedia.org/wiki/Nuclear_artillery.

ONE YEAR LATER

As the Chinese government collapses, many Chinese agents need to pick a side between the Communist Party and the rebellious movements across the country. Many groups in EDF find themselves without clear line of command or support.

Despite protocol, this leads to the creation of mixed EDF teams combining agents from several nations. Such teams have complex relations with their multiple Loyalty Officers.

PRISONERS

The Earth Defense Force is well-equipped in secure facilities and interrogation personnel. Kidnapping is perfectly acceptable, as long as validated by the Loyalty Officer, as are torture and execution. What is not admissible is having witnesses.

Loyalty Officers from PRC or North Korea, of course, are going to have an easier time granting a license to torture and execute than Loyalty Officers from democracies, especially Loyalty Officers who were originally in less covert organizations.

DIPLOMACY

Most countries in the world are in awe of China's (and by extension Pan-Pacifica's) economic power. Very few countries will want to disagree with Pan-Pacifica.

DELPHI COUNCIL

The Delphi Council is still attempting to convince the EDF to join forces. They are very friendly, although they insist that the



High Lord of the Pacific hasn't been found yet.

As time progresses, the Delphi Council will grow desperate for help from Pan Pacifica and will correspondingly do its best to get on Pan Pacifica's good side.

BUREAU DES TEMPÊTES

The Bureau needs to demonstrate its independence from the Earth Defense Force but will otherwise do its best to remain on friendly terms with Pan Pacifica.

FEDERATION OF SALADIN

While the Federation rates much lower than the Invasion on the EDF's radar, it quickly becomes clear that the Federation intends to do something about the Uyghurs of People's Republic of China.

There are no formal contacts between these Agencies and any action by the Federation could be interpreted as a declaration of war.

SHIELD OF ATLAS

The Shield of Atlas attempts to be on friendly terms with everyone.

MEDIA

Pan-Pacifica media have clearly understood that it is in their best interest to collaborate with the EDF – even in traditionally highly democratic countries. This does not mean to say that hardboiled journalists aren't investigating ties between local officers and yakuza or triads or Kanawa, of course. Just that these journalists can expect to wake up in a very deep cell. For the time being, the EDF prefers keeping its own activities quiet.

Media out of Pan-Pacifica are generally not even aware of the existence of the EDF. This will all change once Kaiju-size monsters appear. At this stage, EDF will decide to take a more visible role.

STRENGTHS

The main strength of the EDF is the appearance of power of its member states. At the start of the Invasion, China is a very good contender for being the Savior of Earth. The situation of the Chinese government will degrade as the Invasion progresses but the apparent prosperity of the region will only increase, consolidating the influence of Pan-Pacifica and the EDF around the world.

The EDF has also access to limitless resources, advanced technology – which only gets more advanced thanks to Pan Pacifica's higher Axiom – and, in large cities, a Panopticon that makes it difficult for any outsider or potential traitor to disrupt the peace without being found out.

ONE YEAR LATER

As the means of production of North America are engulfed by the Living Land, Pan-Pacifica has become the near-monopolistic provider of manufactured goods – with only the Cyberpapacy for competition, and what little remains of Germany's exports. This gives Pan-Pacifica a power of life or death over most countries.

It has taken about one year, but automated surveillance and data extraction has concluded that too many cargo crew, EDF agents, diplomats or troops tend to be *reduced to what ifs* whenever they leave the subcontinent. Thanks to the Reality War briefings shared by both the Delphi Council and the Cyberpapacy, EDF has concluded that the region has been transformed, as surely as Orrorsh.

The Panopticon available to the EDF has been repurposed to finding Stelae, Maelstrom Bridges, traces of invisible invaders. Keeping secrets in Pan-Pacifica has grown more complicated – but if you have money and contacts at Kanawa Corp or in the underworld, you will find a way.

WEAKNESSES

The EDF's main weakness is the corrupting influence of Kanawa. While the apparent prosperity of Pan-Pacifica increases on a daily basis, private and criminal pressure over the EDF increases even faster.

The other weakness is the Law of Suspicion. The EDF will not share information, not even with itself. Most of the knowledge gained by individual gents comes, in one way or another, from the Delphi Council or the Bureau des Tempêtes. Many Operatives or cells who wish to make a difference will find themselves with no choice but going rogue.

ONE YEAR LATER

By now, the influence of the Black Boardroom has grown beyond that of any government of the Pan-Pacific Alliance. EDF agents are silenced or murdered if they dare cross path with mega corporations or large criminal organizations.