

Project: Cold Front - The Continental War

7/12/2026

OVERVIEW

Cold Front - The Continental War is a military sci-fi alternate-history novel set on the fictional planet Erda (which is 1.5x larger than Earth, and hosts humans and anthropomorphic mammals, such as Martens, Ferrets, Deer, Canines, and Felines). It is inspired mostly storywise by the **Ace Combat** series of video games by Bandai Namco Entertainment and **Arma 3** by Bohemia Interactive. The story is presented not through the lens of a single protagonist, but in a multi-POV documentary style. Years after the Continental War (2005-2010), a journalist seeks the full, unfiltered truth about this war that ravaged the world. Across his journey, he interviews soldiers, civilians, partisans, pilots, and people who witnessed the war firsthand. Each interview transitions into a narrative chapter depicting that person's experiences in the war.

This project combines grounded military fiction with science-fiction elements, featuring near-future weapons and technologies, including the spotlight superweapon: The Volcanic Control System. Although inspired by “power-fantasy” media such as Ace Combat, not every battle will end favorably.



GOALS

1. Craft a memorable yet grounded military sci-fi experience that truly sticks with readers after they finish it.
2. Have it feel like a full-feature war film, but don't make it like a superhero film. Some battles will be lost. War will be depicted as not always fair.
3. Build a believable world with its own cultures, history, politics, and conflicts that feels authentic enough.
4. Balance large-scale combined-arms battles with some moments of reflection, or intimate character moments, to build the emotion we want with this story.
5. Develop an iconic cast of characters that are colorful and unique, with their own personal backstories before the war.
6. Develop a narrative with themes of sacrifice, propaganda, patriotism, and the consequences of war.

SPECIFICATIONS

Genre: Military Sci-Fi, War-Drama, Political Thriller.

Setting: Planet Erda, events set in 2005-2010, but Documentary framing set several years after the conflict.

Narrative Structure:

- Present-day interview conducted by a journalist, about a decade after the end of the war.
- Each interview transitions into a narrative portion that depicts the interviewee's experiences.
- Return to the interview before moving on to a solo and short reflective portion that leads to the next interview and chapter.

Plot:

- Prelude:

Set in an alternate-universe world with a familiar geography, but an alternate history, Cold Front is set on a super-earth planet called Erda, populated by Humans and Anthro mammals (Deer, Canines, Felines, Martens, Ferrets), which may co-exist peacefully at times.

Centuries of warfare have raged on Erda. Be it for power, resources, a feud between royalties, or independence. After the devastating Great European War against the Vostokian Reich between the 1940s and 1950s, a Cold-War emerges between two superpowers. The LFR (Luparan Federal Republic) and the UCSS (Union of Communist Sarmatian States).

Proxy wars and decades of political warfare and espionage followed for most of the 20th Century. By the dawn of the 21st Century and the new millennium, a crisis emerges that would plunge the world into another war. The remote arctic supervolcano of Saint Dennis Island erupts, causing a mass-famine across the Northern Hemisphere. The world struggles to survive, while the LFR and its ADTO allies of the West try to alleviate the situation.

The UCSS tests a nuclear weapon on the neighboring nation of Parthia, forcing international sanctions on the already-struggling communist economy. The leader of the UCSS also dies of a heart-attack, and is replaced with a much more extremist leader: Maxim Sokolov.

A surprise invasion of Vostokia and most of Europa occurs, starting the infamous Continental War of 2005.

- Modern Day:

It is 2020. About 10 years after the end of the Continental War. Although he was a child during the war, Jan Artyom Kalenski experienced some of it firsthand. During his later coverage a few years after the war, he was only handed government-sanitized after-action reports, censored ORBATs, and redacted and blacked-out photographs. Jan works for an independent news agency and wants to do a documentary piece on the Continental War, also known as “The War that almost ended the World.” He seeks to uncover the full truth about this obscured conflict, from the people who experienced it firsthand. His journey takes him to enemy officers and combatants, to partisans and civilians, and ace pilots from both sides,

MILESTONES

Announcement

Hand out the project proposal to the public Pax Studios Discord server for audience feedback.

Drafting

Create a rough-draft of the novel, and send it to beta-readers for feedback and fixes.

Further refinement

Use feedback to refine the novel to a final draft state. Check for errors and other undesirable defects.

Publishing (DEADLINE: Around 2027-2028)

Begin publishing online on vendors such as Wattpad or other applicable platforms (And prepare PDF versions for download).

(Note there isn't really a strict deadline so, yeah.)

TEAM

The team for this project is as follows:

- Project Lead: PaxRomana22
(WIP still)

MEDIA

A list of Cold-Front Related Media for viewing pleasure.





Federation of Alpacha (Federação de Alpacha)

The Federation of Alpacha (Federação de Alpacha) was formed in 1872, after Native and Mestizo revolts against the Iberican Government forced the creation of a state for these people. In the 19th and 20th centuries, following its independence from Iberica, it transitioned from a monarchy to a democratic republic in 1910.

By 1922, however, the LFR had provoked the Alpanchan Federation by placing troop garrisons dangerously close to the border. Alpacha fired the first shot in defense around November 10, 1922, starting the Lupara-Alpacha war that ended in a stalemate in 1925. It was the first conflict to employ widespread trench warfare, dreadnought-class warships, and aircraft strikes. This would strain Alpacha-Lupara relations until the 1980s.

During the 1970s, Alpacha lived under a fascist regime under military leadership. However, in the 1980s, Alpacha underwent a three-way civil war between the Pro-Democracy, Pro-Communist, and Pro-Regime factions. Ultimately, the Pro-Democracy factions won the civil war in 1989, with the communists entering a low-insurgency state, and the fascist regime dissolving entirely.

UXOs (Unexploded Ordinance) such as mines, artillery/mortar shells, and bombs from aircraft are still lodged in a lot of the areas where fighting occurred, and UXOs are still an issue, with most injuries and deaths of youth and adults in the countryside resulting from those unexploded munitions. Humanitarian organizations and EOD divisions of the Alpanchan military attempt to alleviate this issue, however.

Corruption is a high factor in Alpanchan politics and military society. Most generals of the military are bribed by the cartels, and politicians take a blind eye to the cartel's activities. Despite this, the LFR and Alpacha have a close alliance, as the LFR had backed the democratic revolution in the 80s. Alpacha is a member of the ADTO Alliance.



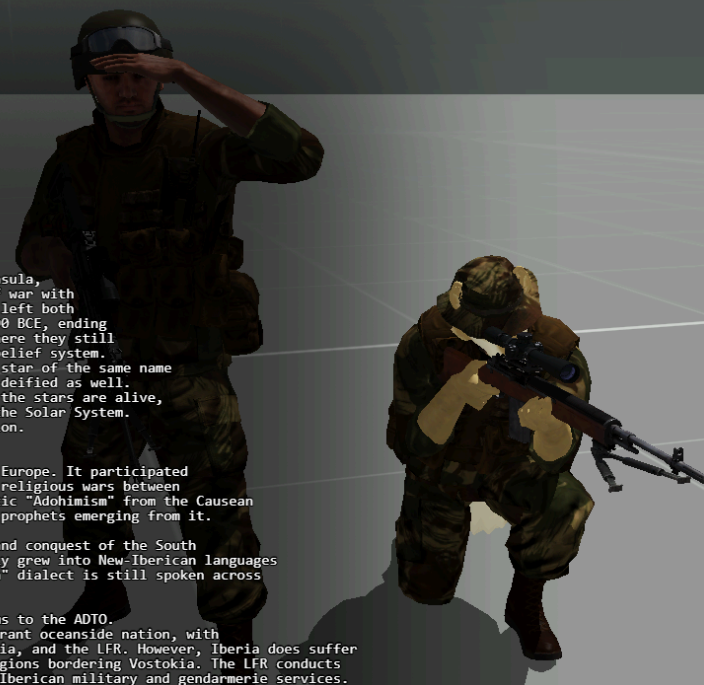
Kingdom of Iberica (Regne d'Ibèrica)

The Kingdom of Iberica (Regne d'Ibèrica) was an ancient power, rivaling the Pontic Empire. It was formed from merchant-kings from the Sol Islands west of Iberica, who settled onto the peninsula, seeing it fit for their seafaring-merchant capabilities. A brief war with the Pontic Empire, known as the Iberican Wars (150 BCE- 90 BCE) left both powers in stalemate. Eventually, both emperors formed peace in 90 BCE, ending the Iberican Wars. The Ibericans also have a unique religion, where they still worship a Pantheon of gods, which were derived from the Pontic belief system. The main goddess, "Hestia", was represented by the orange-dwarf star of the same name that Erda orbits around. Other stars and celestial objects were deified as well. This religion is called "Estrellanism". The main belief is that the stars are alive, and that Hestia, leader of these gods, created Erda and all of the Solar System. Most Iberican citizens adhere to the Orthodox sect of the religion.

During the Medieval Period, Iberica controlled sea-trade across Europe. It participated in some wars, notably the 200-year war (1092-1340), a series of religious wars between Estrellanist-adhering nations, and the newly-emerging Monotheistic "Adohimism" from the Causean region, which they considered a holy-land due to many Estrellan prophets emerging from it.

Afterward, by the 16th Century, Iberica had led the expedition and conquest of the South Luparan Continent. It left traces of its language that eventually grew into New-Iberican languages spoken by most of the continent, though the common "Old-Iberican" dialect is still spoken across the mainland.

During the Great European War, it stayed neutral but supplied arms to the ADTO. It later joined the ADTO as a member in 1955. Today, it is a vibrant oceanside nation, with a nice Mediterranean climate. Its military is supplied by Vostokia, and the LFR. However, Iberia does suffer from communist insurgencies inside its brushland and mountain regions bordering Vostokia. The LFR conducts joint-airstrikes and counterinsurgency operations alongside the Iberican military and gendarmerie services.





Republic of Sudenland (Republika Sudenland)

The Republic of Sudenland - Also known as Montavia, was founded in 1560, with the Union of Sudenland. King Jan II of Montavia had unified the rest of the Sudenland kingdoms into one union, effectively ending a century of warfare for control of the region.

In the late 19th Century however, Sudenland was faced with a growing Vostokian threat. The Vostokian Reich had just annexed Gallica (West Vostokia), a country west of Vostokia. Eventually, Vostokia invaded Sudenland in 1943. The country's outdated military forces were quickly overwhelmed by the far advanced Vostokian military, which was equipped with new assault-rifles and fighter-jets. Resistance continued against the Vostokian occupiers however, and an ADTO push into Vostokian territory in 1950 had given the people of Sudenland hope.

Eventually, Sudenland was liberated following the capitulation of Vostokia to the ADTO coalition, following the subsequent Battle of Leibsburg in 1952 and the Atomic Bombing of a major city nearby.

Sudenland had won its independence again, reforming into a Republic in 1953. Today, the vibrant country is prosperous, having recovered from the scars of the Great European War. It is a member of the ADTO, having joined in 1953 following its independence and liberation.



Kingdom of Vostokia (Königreich Vostokia)

Formed in 1424, after the merging of the Von Stauffberg and Von Hellenia royal families from two of the most prominent kingdoms of the medieval period in Central Europa, the "Königreich Vostokia" expanded across new frontiers, especially during the conquest of the newly-discovered North Luparan and South Luparan continents between 1561-1780. It was a fierce rival of the northern Union of Albion across the channel, clashing with their interests in the New World.

Eventually, during the late 19th Century, the Kingdom of Vostokia became more far-right and militaristic. The annexation of West Vostokia (Known as Gallica to the rest of the world) in 1872 was the first taste of blood for Vostokia's growing imperial ambitions. Eventually, Vostokia wanted more. They invaded the neutral southern republic of the Sudenland (Montavia), sparking a global world-war, known as the Great European War between 1943-1952. The war employed assault-rifles, jet-aircraft, and many other new technologies for the first time in warfare.

However, eventually Vostokia was cornered by the newly-formed ADTO alliance, led by Albion and the LFR. Their industrial centers were bombed by the coalition, and the LFR had just used the first nuclear weapon on a major industrial city in Vostokia's heartland, just a few dozen miles from the capital of Leibsburg. The attack forced Vostokia to surrender. Afterwards, Vostokia adopted a democratic constitution, while still having the monarchy in power. Today, Vostokia is a capable ally of the LFR and ADTO, opposing the neighboring Sarmatia. Though, now tensions are rising across the Sarmatia-Vostokia border, and now question whether the Cold-Front will go hot.





The Federal Republic of Lupara (LFR)

Founded in 1739 after Vostokian and Albish settlers on the North Luparan Continent gained independence following a short revolt lasting from 1739-1746 and the withdrawal of the Albish military from Lupara, the LFR became a military superpower in the 1950s; following the Great European War (1943-1952) against the Vostokian Reich, it was locked in a cold-war with the Union of Communist Sarmatian States (UCSS), and fought Communist revolutions across the globe, influencing civil-wars (such as the Alpachan Civil War in the 1980s; as an example) to prevent the UCSS's influence from competing with the LFR and its allies. The LFR leads the ADTO - Atlantic Defense Treaty Organization - which was initially formed in 1943, following the Vostokian invasion of Sudenland (Montavia). After the European War; the ADTO's purpose shifted into the containment of the UCSS and its sponsored communist revolutions across the globe.

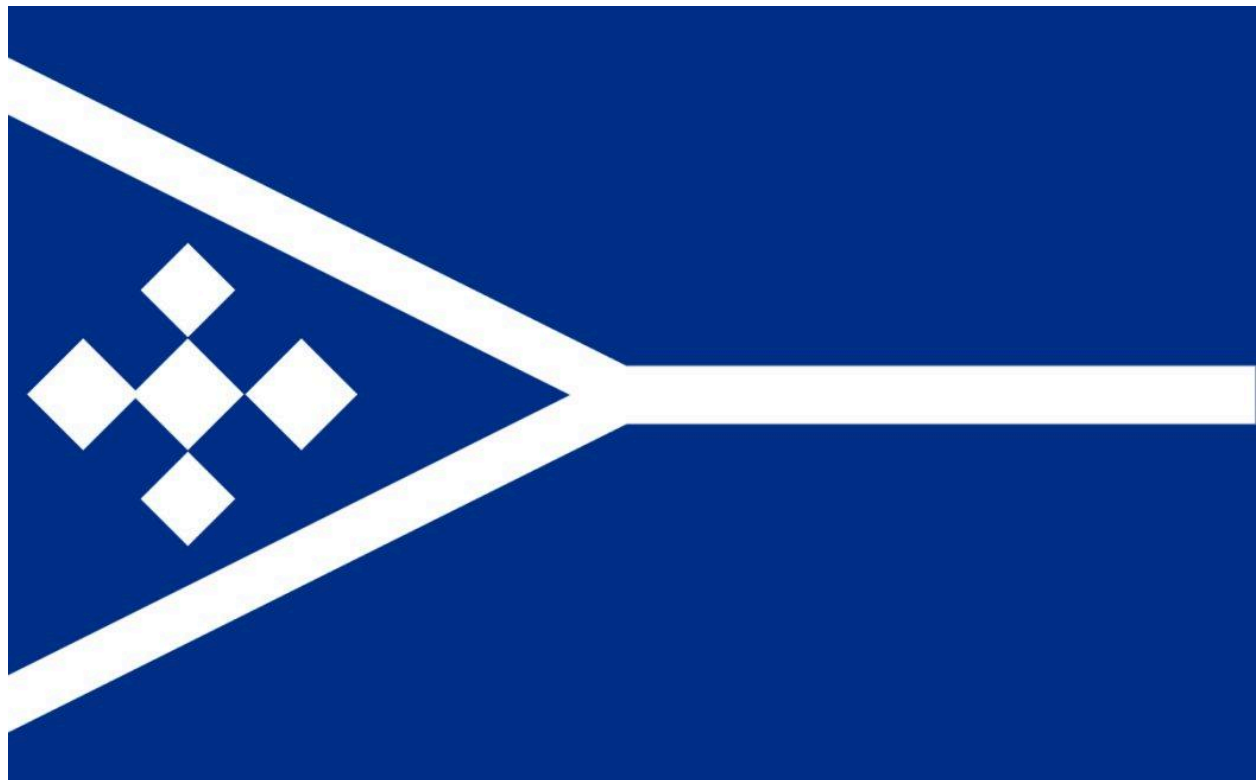
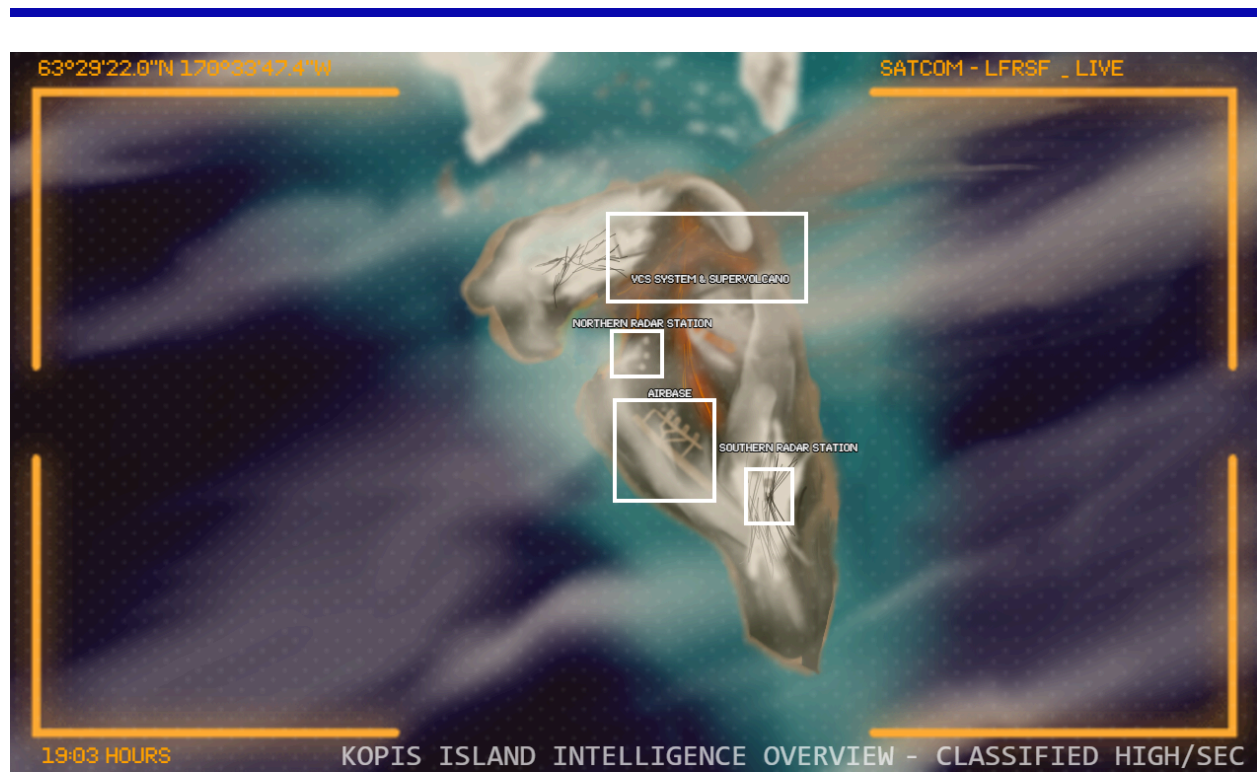
It has a capable military force - One of the most capable, rivaling Sarmatia's military capabilities. The LFR has experimented with next-gen military capabilities - Wearable computers, helmet-mounted display HUDs, data link communications, Unmanned Combat Air Vehicles, Unmanned Ground Vehicles, and digitized command-and-control systems.





THE CONTINENTAL WAR

A Novel by PaxRomana22





BRIEFING

NOVEMBER 5, 2005

11:00 HOURS

Yesterday evening, Sokolov addressed the Sarmatian people and announced what he called a "Liberation Campaign" to free Europa from Western oppression. Within minutes of the broadcast, hundreds of tanks, infantry fighting vehicles, helicopters, and strike aircraft crossed the border without warning. Frontier garrisons were overwhelmed before organized resistance could be established. By the fourth hour of the offensive, Vostokia disappeared from the international communications network entirely.

Colonel Johannes Erichhart, commanding elements of the Vostokian 3rd Motorized Brigade, has gathered what remains of his formation alongside scattered survivors from neighboring Vostokian Army units and several Luparan Army non-commissioned officers caught inside the country during joint training operations. Their force no longer possesses the strength to contest the invasion. Ammunition is limited, armored vehicles have been abandoned due to fuel shortages, and reliable intelligence has become impossible to obtain. Remaining in central Vostokia would only guarantee encirclement. Your objective is not to win this battle. It is to ensure that someone survives to fight the next one.

The surviving column will move north through the forests and coastal highways of the West Nordfalen Region while avoiding all contact with advancing Sarmatian forces. Intelligence indicates enemy spearheads remain focused on capturing major cities and transportation hubs further inland, leaving a narrow window for escape. Every unnecessary engagement increases the likelihood that the evacuation corridor will be cut off before friendly naval forces arrive.

At the northern shoreline, the IX Littoral Combat Flotilla of the Albion Navy is establishing a temporary evacuation zone across the channel. The flotilla cannot remain indefinitely. Once the first confirmed Sarmatian coastal artillery or anti-ship missile batteries are detected moving into range, the Albion task force will be forced to withdraw. If Colonel Erichhart's survivors fail to reach the coast before then, they will be trapped behind enemy lines.

Today is not about holding territory. There are no objectives to capture, no counteroffensives to launch, and no glorious last stands to make. Preserve your men. Stay off the main roads whenever possible. Keep your radios silent unless absolutely necessary.

ADTO

Atlantic Defense Treaty Alliance

V.118 - MERFORD-WAYMAN TACTICAL SYSTEMS CO.

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