

Saint-Domingue Armed Forces

Narrative Design Document

Evan Ramseur

3/20/2026

Overview

The SDAF is the primary military force of the Caribbean nation of Saint-Domingue, tasked with maintaining national security and enforcing the authority of the Transitional Presidential Council. In a politically unstable and economically fractured state, the SDAF begins as a weakened, underfunded military force that primarily performs police duties, guarding the capital city of Princeville and defending it against the various gangs that control the three key regions of Saint-Domingue.

Historical Background

The SDAF has roots dating back to the founding of Saint-Domingue. Back then, Saint-Domingue was a French colony. The local militia tasked with protecting the colony was known as the Saint-Domingue Guard Nationale. It was mainly comprised of White Saint-Domingue Citizens who were loyal to France, and their mission was to keep the Black majority population from rising and kicking out the French colonizers. However, the Black majority created the Indigenous Army to launch attacks against the Garde Nationale. This led to a brief but bloody civil war on the island.

The Indigenous Army ended up winning the civil war thanks to guerilla tactics and overwhelming support from the Black Majority. This led to Saint-Domingue gaining independence and expelling the vast majority of the French. With independence established, the Indigenous Army became the Saint-Domingue Army, and the Garde Nationale was absorbed into it.

After the Moize Regime, the Saint-Domingue Army was renamed the Saint-Domingue Armed Forces.

Branches

The SDAF comprises three main branches: the Army, the Navy, and the Air Force. In the game, elements of the army and air force are primarily who the main character will be interacting with, with the Navy being mostly destroyed. The Army and the Air Force are small at the start of the game, with the Army mainly guarding Princeville and the Air Force mainly based at Princeville International Airport.

Command Structure

The SDAF is currently under the control of the Transitional Presidential Council of Saint-Domingue, a council of ministers that took power after the most recent President, Jerome Moize, was assassinated. A Lieutenant General leads the SDAF as Chief-of-Staff with his council consisting of Major Generals, Brigadier Generals, Colonels, and Lieutenant Colonels.

Equipment Doctrine

The SDAF uses a mix of Cold War and modern equipment. This is due to the economic and political instability of the current regime and the subsequent war against various gangs. They can receive only small-arms and vehicle orders from other nations at the start of the game due to budget constraints. The SDAF also has to make do with the weapons left by the previous regime. This results in inconsistent logistics, maintenance challenges, and a lack of standardization across units.

Standard Weapons

Their main weapons are:

Rifles

- Taurus T4



- PTR-91



- ACE 22



Shotguns

- Mossberg 500



Sniper Rifles

- Tikka T3



Support Weapons

- M249 SAW



- Milkor MGL



- Carl Gustav Recoilless Rifle



Light Weapons

- M/45 Submachine gun



- Taurus TH9



For Gadgets, the SDAF uses a variety of grenades ranging from fragmentation grenades, stun grenades, to incendiary grenades and EMP Grenades. They also make use of auto-turrets.

Special Forces Equipment

The Saint-Domingue Armed Forces' Special Forces make use of:

- T-91 Assault Rifle



- M72 LAW



- FN FAL Marksman Rifle



- M240 LMG



- MP5 SMG



Vehicles

The SDAF uses a variety of vehicles, from technical and supply trucks to armored vehicles with light to heavy armor. These include:

- Toyota Land Cruiser Technical



- Cadillac Gage Commando Armored Car



- International MaxxPro



- M35 series 2½-ton 6x6 cargo truck



- M113 Armored Personnel Carrier



- ACV-15



- Sabrah Light Tank



- M60T



The SDAF also uses outdated equipment in its air force, including the T-28 Trojan propeller plane,



the Dassault Mystere,



the F-100 Super Sabre Fighter/Bomber Jet,



and the AC-47 Spectre Gunship.



For helicopters, the SDAF utilizes Scout Helicopters such as the MD500,



Utility Helicopters such as the UH-1 Huey and H-34 Choctaw,



and some Attack Helicopters such as the AH-1 Cobra.



Role in Gameplay

The SDAF is the main character's ally during their fight against the brutal gangs in Saint-Domingue. In the beginning, the SDAF is under-equipped and on the defensive in Princeville, maintaining a limited vehicle presence. As the player works to liberate the three regions of the country from gangs, the SDAF can be seen regaining control of territory, including manning liberated outposts, battling hostile gangs throughout the countryside, and having friendly vehicles appear on the roads. During the late game, the SDAF will run military convoys on the roads, patrol the skies with helicopter convoys, maintain a presence at locations outside the outposts, and conduct full military operations, including a few missions for the protagonist.

The player will also be able to recruit different soldier types as "Guns for Hire". These Guns for Hire will be able to fight alongside the player during various missions and during combat in the open world.