

Geopolitical Landscape

The Guided Nations. This is an international defensive and economic alliance formed directly in response to Beccin expansionism following a recent global conflict. The core members are Harold-Ford, Arfrodin, the Athenaeum, and others. They maintain dual political headquarters located in Harold-Ford and the Athenaeum city of Delphi. The pact guarantees mutual defense if a formal declaration of war is issued against a member state. There is no massive, unified standing fleet. A rapid response force from neighboring allies could reach the Confederacy in less than a day. Mobilizing a full armada to repel an invasion would take significantly longer. This logistical delay is the exact window Iron Bash hopes to exploit by destabilizing the country from within first.

Confederacy of Half Height (The Economic Linchpin) The capital city is Apsley. The entire nation essentially exists as an artificial economic construct and a massive free-trade zone. It functions much like a fantasy equivalent of Taiwan regarding mainland economics. The larger mainland nations maintain absurdly high import tariffs. Global trade naturally flows through Apsley to bypass those costs and launder goods into the broader market. The city itself is built directly into a staggering coastal cliffside, literally living up to the name Half Height. The wealthy elite and foreign embassies sit on the sunlit upper tiers. The working class laborers, rebels, and sprawling WTC warehouses rot in the shadowed lower docks. Their economy relies entirely on Wolgari shipping contracts and maybe some covert Beccin trade.

Iron Bash (The Southern Threat) They are separated from Apsley by a highly contested channel of water. The international community currently views the Empress as a loud nuisance rather than a severe global threat. She has a history of attacking isolated islands instead of mainland targets, lulling the Guided Nations into a false sense of security. However, she possesses a powerful and deeply motivated navy. She justifies her expansion through an ancient and fiercely held ancestral claim. Her royal bloodline originally ruled the entire southern archipelago before foreign powers arbitrarily carved it up to create the CHH trade zone. She views her impending invasion not as an act of conquest, but as a righteous reclamation of stolen land.

The Beccin Empire (The Sleeping Giant) Bec is a massive superpower far to the east. The Beccin intelligence headquarters is an impenetrable fortress isolated deep within their borders. They view the Guided Nations with open contempt. Beccin diplomats regularly mock the alliance in the global press while pretending to cooperate on minor international trade deals to keep up appearances. They do not share a close border with the Confederacy, and civilian travel between the two is virtually nonexistent. Because they cannot act openly, they are operating entirely through proxies and shadow diplomacy in this region to secure their buffer state.

Wolgari and the WTC (The Corporate Third Pillar) Wolgari operates entirely outside the jurisdiction of both the Guided Nations and the Beccin Empire. They are a sovereign corporate powerhouse. The Wolgari Trading Company maintains a massive footprint in Apsley. They occupy a heavily fortified corporate district right in the middle of the city's commercial sector. The working class rebels have a highly volatile view of the WTC. The rebels know Wolgari money is the only thing keeping the island's economy from total collapse. At the same time, they violently resent the WTC because Wolgari private security forces operate with total legal impunity. The Wolgari treat Apsley like a corporate playground, completely ignoring local laws.

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