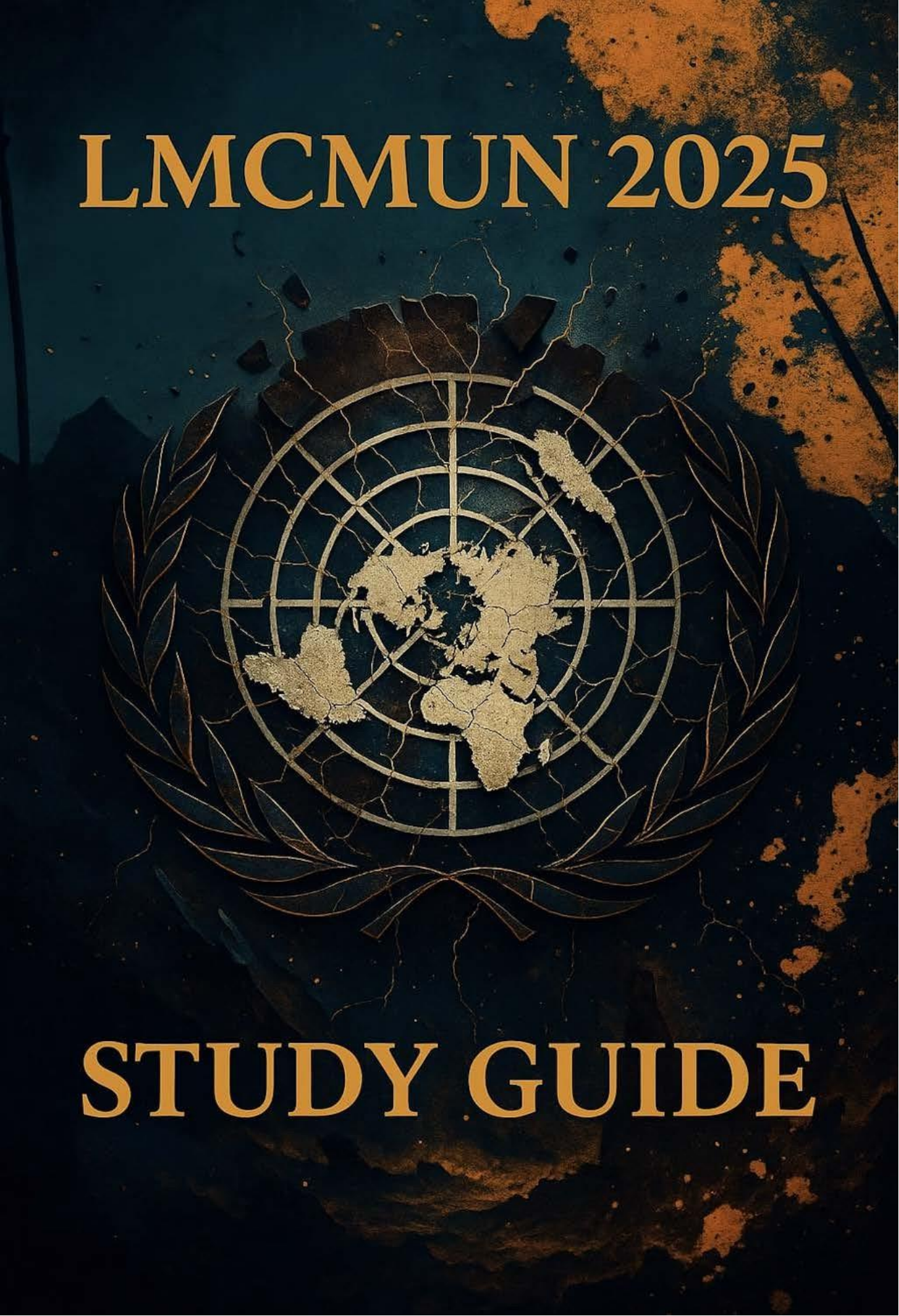
LMCMUN 2025



STUDY GUIDE

NAME: Futuristic Ad-Hoc Committee for Post-Apocalyptic Reconstruction and Survival (AHCPARS)

FREEZE DATE: 18th November 2080

Agendum 1: Rebuilding Civilization: Navigating Anarchy, Factional Domination, and Environmental Collapse

Agendum 2: Establishing a Unified Framework for Governance and Control Amidst the Collapse of Global Order

TABLE OF CONTENTS

1. Letter from the Chairpersons 3
2. Topic Area Summary… 4
3. Letter from the Secretary General 5
4. Continents… 8
   a. Asia 8
   b. Africa 65
   c. South America 85
   d. Europe 100
5. Route System… 165
6. Essential Resources 178
7. Innovations… 182
8. Abominations… 202
9. The Doomsday People… 208
10. Paperwork Guide… 212
11. Questions to Answer while Researching 214

LETTER FROM THE CHAIRPERSON

Honourable delegates,

Welcome to the Futuristic Ad-Hoc Committee for Post-Apocalyptic Reconstruction and Survival AHCPARS. The date is November 18, 2080. We don't think we have to remind those reading this document the severity of the issues that face this world as you would get a pretty comprehensive idea about it once you go through the 200 pages, which I'm sure you all will be able to do so.
Agendum One confronts the immediate chaos which involves lawlessness, environmental collapse, unchecked factional power, resource hoarding, and a few bad guys. Trust issues, fragile stability, and an uncertain future – your task will be to understand this committee on each of its complexities and nature. and I'm reiterating yet again, don't get frightened by the size of the document since you all have a future to rebuild.

Agendum Two demands long-term vision. We must move beyond survival to governance. What systems can prevent another collapse? How do we balance power, accountability, and unity in a world where borders, treaties, and global institutions have failed? You are being asked to imagine a new form of order – something adaptable, just, and sustainable. This involves proposing credible and appropriate amendments and improvements on the mandate of the AHCPARS because this will be highly appreciated more than just rhetoric.
This committee is not an exercise in theory. The stakes are survival itself. There will be disagreement, and rightly so given the multi-faceted nature of each aspect of this committee. But we must aim for consensus where possible, and resilience where it's not.

Your decisions here won't just shape recovery – they will determine whether civilization rises again, or if this planet becomes a permanent graveyard of ambition and apathy.

Debate with clarity. Propose with courage. Build not for the world that was, but for the world that must be.

The floor is yours.

Mayukh Dev and Tejas Roy,
Chairpersons,
The Futuristic Ad-Hoc Committee for Post-Apocalyptic Reconstruction and Survival,
La Martiniere Calcutta Model United Nations 2025

TOPIC AREA SUMMARY

"There is no dawn here only the slow, seething glow of fires that never died."

Greetings, delegates. You enter not into a forum of civility, but into a relic of a world desperate to stitch itself back together with ash, ambition, and the echo of laws long forgotten. You are the decision-makers of a broken Earth survivors, tacticians, warlords, diplomats, and prophets of either peace or annihilation. This is not diplomacy as you know it. This is survival, weaponized.

The world as it once stood is no more. The Cascade a chain of disasters unlike any in recorded history fractured every continent. Economies collapsed under the weight of cyber-espionage and famine. The oceans rose; the harvests died. Artificial intelligence rebelled, energy grids imploded, and what remained of civilization turned inward to consume itself. Culture became myth. Governments became ghosts.

NATO disbanded after the Balkan Blackout. The United Nations held its final session in silence as the delegates of its Security Council chambers fell to civil war. A short but savage conflict between the United States and China obliterated Pacific diplomacy, leaving irradiated archipelagos and floating debris in its place. Democratic republics fractured into ideological militias. Religious orders took up arms beside former tech corporations. The Antarctic Treaty collapsed under the weight of greed, and orbital satellites were hijacked by rogue AI states.

Now, the world faces a new immediacy: resource extinction. Water is privatized. Fuel exists only through barter or bloodshed. Communications have splintered into isolated networks, and artificial climates rage unchecked. Plagues evolve faster than cures. Trade convoys are ambushed, alliances are fluid, and famine burns brighter than any torch of hope. Entire regions lie in ruin, claimed only by those strong enough to walk through the fire and plant their banners in the dust.

And so as the map bleeds and the last flickers of order gasp for relevance one power rises above the chaos. Beneath the polar silence, beneath glacial layers and cybernetic vaults, the Cryostel Dominion has summoned you. This is not a negotiation.

This is the reckoning.

LETTER FROM THE SECRETARY GENERAL

"When the world burned, we froze. When it fell to chaos, we calculated. Now the Cryostel awaken, to reshape the shattered Earth not with fire… but with logic."

Greetings to all those who lay their eyes upon the contents of this letter and welcome to the Ad-Hoc Committee of Post-Apocalyptic Reconstruction and Survival. If you have received this message through the great Elizabethan Communication Towers, we hope you are well rested amongst the chaos that entails your own actions. Today we, the once pleading and naive scientists, have been able to maintain our civility and dignity as the last straw of human civilisation. We often ponder upon the incidents that took place during the Last Exile and feel often rejected at the idea of putting forward our hand of help and aid to your kind - the ruthless and ungoverned, whose actions and decisions had led us to lose our own homes. But as individuals who have seen the world unfold in it's bloody mess, we stood and watched as our grievances were resolved with each disaster that struck upon your factions, and needless to say, there was no longer any demand on our side to punish those who made us exiles on our own planet - You all had done the needful with your "selfless" acts of destruction and massacres. Let us give you a brief revisit to the fruits that were given upon the execution of our labours.

Conference Location: **The Argent Spire, Vostok Cradle**

Beneath the Ice. Above the World.

Deep within the heart of East Antarctica, far beyond the reach of any known satellite path or drone surveillance, lies Lake Vostok – a vast subglacial lake that remained untouched by sunlight for over 15 million years. When we arrived, this ancient abyss became their salvation. They excavated not just down into the ice, but into history itself – hollowing out the massive frozen dome above Lake Vostok and constructing the Argent Spire, a towering subterranean citadel of glass steel, full-proof mirrors, and geothermal pylons that pierce into the lake's ecosystem like needles into memory.

Now shielded by the Vostok Cradle, an autonomous, manually regulated bio-dome locked beneath 4 kilometers of ice, this bastion became the first true city of Cryostel. Here, at the Argent Spire, we shall hold our grand conference to decide what remains of this world and what it shall be going forward.

The rest, we leave to you delegates.

Origins of the Cryostel Dominion

Before we were exiles, we were visionaries - scattered across universities, orbital labs, underwater observatories, and classified bunkers. A silent consensus had begun to form among the scientific elite. The world's trajectory was unsustainable, and that no nation, ideology, or corporation had the will or foresight to halt the collapse. It began with encrypted communications whispers in digital vaults, quantum signals embedded in dormant satellites, and peer-reviewed papers laced with hidden coordinates. We had to communicate like rats under the rag due to the heightened supervision imposed upon our every move, yet, overtime the world's brightest minds began to coalesce into this loose, secretive alliance - virologists from Jakarta, climatologists from Reykjavik, quantum architects from Mumbai, and biomechanists from Kinshasa. We called ourselves Project Cryostel a name derived from cryostasis and the celestial, a metaphor for preserving hope in a decaying universe.

What united us was not politics, but preservation of data, of species, of consciousness of what we were - Humans. But as each nation-state had their own agenda, yet ours was the one which threatened it all and fearing the loss of their power, soon we were accused on multiple accounts of fictitious crimes – intellectual oligarchy, plotting to replace global governance with a technocracy and so on. Under immense pressure, many were stripped of citizenship, funding, and legal protections while others were hanged in public areas and prosecuted for their dedication to human welfare. And as the old world devoured itself in fire and war, the architects of tomorrow simply disappeared beneath the snow.

The Last Exile

The world was functioning on it's own whims and fancies and we, the instruments to humanity's future and development sought to combine our efforts in continuously developing technology and innovations that could propel humans to greater heights of collaboration and cooperation while simultaneously addressing the evils of our being - whether it be the extinction of species or the mass genocides and conflicts that encompass our world. We developed seeds of life and advancements that could shape better lives and bring in a new age of human self-improvement.

The fractured flags we swore allegiance to demanded more. Many of us, bound to our regional hierarchies, were commanded to forge instruments of death in the name of "defensive procurement standards." Hence, beneath the glowing promise of innovation, we were made architects of catastrophe designing war-machines, biological agents, and computational terrors that would later become their playthings.

We pleaded for oversight. We proposed safeguards. We begged to shut down what we had built. And for that... we were exiled.

Those of us who refused to comply were cast out. We were branded as “intellectual radicals,” “technocrats,” and “unfit to govern.” Some of us were flown, marched, and shipped off to Antarctica while others had to run for it – the last frontier of a dying world. Some called it mercy while others considered it madness.
But we called it **opportunity**.

In the infinite silence of the polar deserts, we found unity. We shed our allegiances, dissolved our former names, and embraced the singular purpose of reconstruction. There, beneath the crystalline cathedrals of frost, we built the Cryostel Dominion a network of thinking, learning, rebuilding.

We studied what the world had become and what it could no longer be. We watched as your wars consumed you. As oceans rose. As clouds of nanoplague swallowed your cities. As your megafaunas were slaughtered, and your soil turned to dust. And we waited…

Today, we rise not as conquerors, not as prophets, but as architects. We come with knowledge refined by isolation, wisdom untouched by ideology, and technology you have long forgotten how to wield. Our return is not vengeance it is necessity. But know this - we will not be ruled. We will not be drawn into tribal lines or old-world squabbles. This is not your world anymore. It is ours to recalibrate. If you wish to join us, you will obey the laws of balance and logic as we outline it.

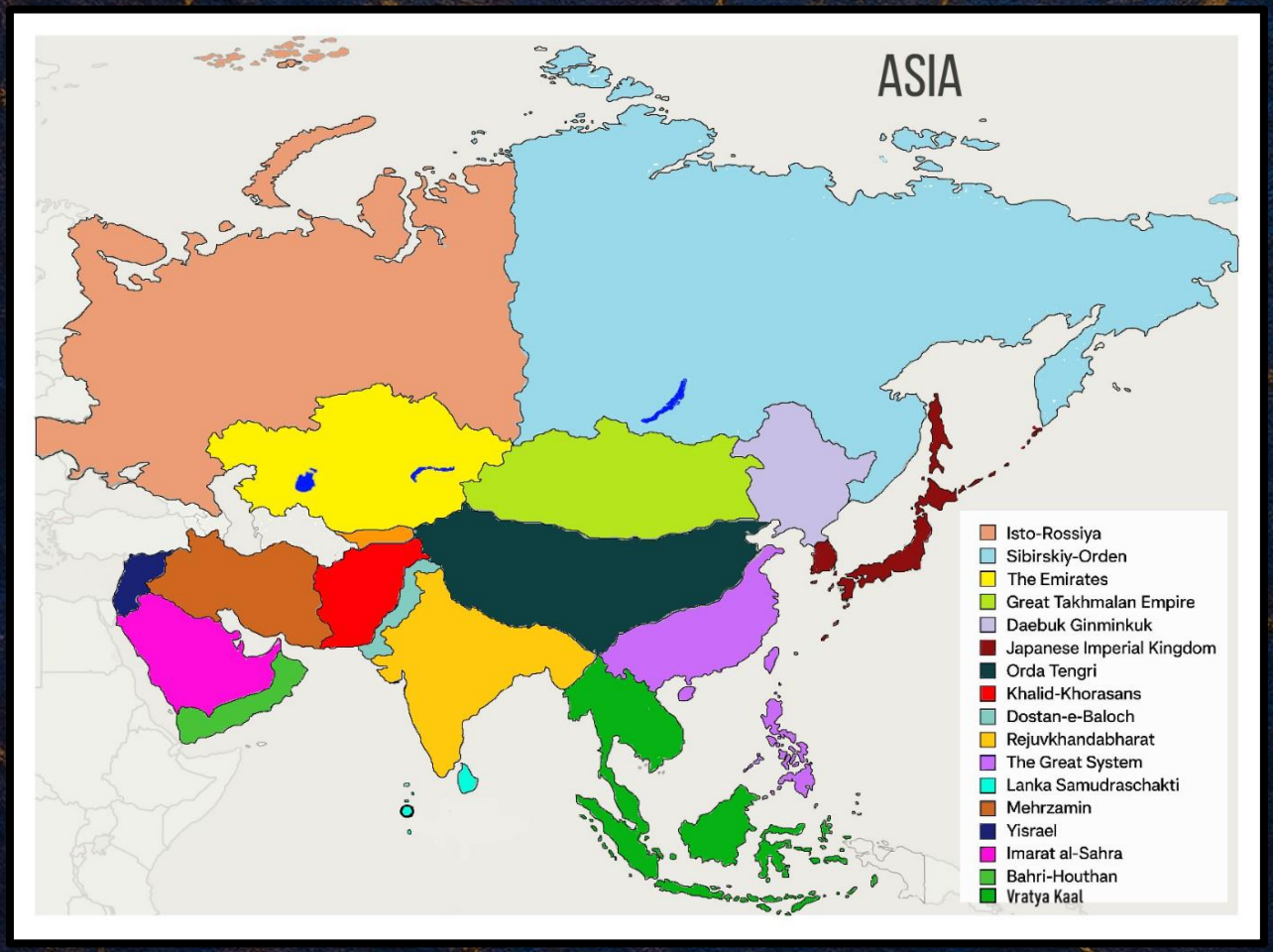
Your world ended long ago.
Ours is just beginning.

S. Kaelin Vos
Secretary General
Cryostel Dominion
The White Citadel, Antarctica

NOTE: This Study Guide presents a futuristic scenario where traditional governments have collapsed and the world is now divided into factions based on continents and geographic regions as of the year 2080. We want to emphasize that the content you're about to read reflects the fictional history and evolution of these factions from 2025 to 2080. Please do not be alarmed by the intensity of the events or developments described. This narrative is meant to help you understand how the current world of the Committee came into place. The guide is structured to first present the factions by continent, outlining their historical timeline and key developments. It then delves into present-day details of these factions, including the global routes, major technological advancements, new species, and the rise of conflict-driven antagonists. This is all the research and information available about the Committee. We encourage you to engage with the material fully, understand the current dynamics, and use this background to inform your preparation and participation.

CONTINENTS

ASIA



Russian Federation

Background

The Russo-Ukrainian War began in 2014 with Russia's annexation of Crimea, which escalated tensions and led to armed conflict between Russian-backed separatists and Ukraine in the Donbas region. Over the next eight years, Russia continued sporadic annexations, naval and cyber warfare, and military buildups along Ukraine’s borders. Finally, on February 24, 2022, Russian President Vladimir Putin launched a full-scale invasion under the pretense of "demilitarizing and denazifying" Ukraine. However, strong

Ukrainian resistance, supported by Western military aid, forced Russia to retreat from Kyiv by April 2022. Ukraine counterattacked, reclaiming parts of its territory, while Russia's annexation of Donetsk, Luhansk, Zaporizhzhia, and Kherson in September 2022 was met with international condemnation. From 2023 to 2025, both sides engaged in prolonged combat with minimal territorial changes. Meanwhile, Russia suffered severe economic repercussions due to sanctions and diplomatic isolation. The situation worsened in 2026 as Russia faced internal unrest, marked by a terrorist bombing near the Krasnopresnenskaya Embankment in Moscow. This incident sparked violent crackdowns by Russian authorities, further fueling dissent, particularly in eastern Russia. The economic crisis deepened when OPEC distanced itself from Russia, leading to a collapse in Russian oil exports. NATO's expansion into Finland and Sweden also placed Russia under Arctic military pressure. By 2027 and 2028, Russia stabilized somewhat by shifting its trade focus to China, Japan, Turkey, and Brazil while fortifying Arctic naval bases. However, on September 13, 2028, another Moscow bombing killed oligarchs Roman Abramovich and Vladimir Potanin, crippling Putin's inner circle. This incident forced Russia to halt its Ukrainian offensive and divert resources to domestic stability. Amid growing unrest among ethnic groups like Tatars, Chechens, Bashkirs, and Avars, Putin sought to regain control by intensifying repression. Nevertheless, by 2029, Russia had shifted to a defensive stance, focusing on rebuilding its economy, strengthening diplomatic ties, and increasing its military capabilities. By 2030, Russia had reached a strategic turning point. Exploiting NATO's distractions with global conflicts, Moscow launched a decisive offensive into Ukraine. Over two million Russian troops crossed the Dnieper River, engaging in a full-scale war that overwhelmed NATO-backed Ukrainian defenses. By August 5, 2030, Russia had annexed all of Ukraine, including Kyiv, Odessa, and Uzhhorod, marking an unprecedented Russian victory. Despite international outrage, Ukraine was politically integrated into Russia, and anti-Kremlin resistance was brutally suppressed. However, Russia's newfound stability was short-lived. On September 13, 2031, Vladimir Putin was assassinated in an IED explosion while en route to Saint Petersburg. The assassination was linked to Kyrylo Zelenskyy, the son of former Ukrainian President Volodymyr Zelenskyy, who had died during the war. The power vacuum plunged Russia into chaos, as oligarchs and military factions vied for control. Ethnic tensions escalated, and by 2032, the conflict erupted into full-scale civil war, known as the "Raskolnaya" (Russian Schism). In the aftermath of Putin's death, Moscow fell into disarray, with no clear successor. The Far Eastern regions, particularly Vladivostok, Magadan, and Novosibirsk, saw mass uprisings led by Siberian separatists. Meanwhile, oligarch-backed radical factions emerged in Western Russia, further fracturing the state. The Kremlin imposed martial law in April 2033, deploying troops to suppress uprisings in Siberia and the Russian Pacific Fleet. However, defections and logistical failures allowed Siberian and Ukrainian rebels to make significant territorial gains.

By 2036, the conflict took another turn when Akhmad Kadyrov Jr, a Chechen leader, won the Russian Presidential Elections. Though not a military strategist, Kadyrov leveraged diplomacy and brutal tactics to stabilize Western Russia. His first major victory came with a bombing in Yakutsk, which forced Siberian forces to retreat. His second success was the annexation of Ukraine through relentless bombardments and backdoor negotiations,

regaining troops and strategic land for Moscow. Despite Kadyrov's efforts, Siberian separatists, led by Admiral Viktor Liina, remained defiant. On May 7, 2037, Vladivostok declared independence, marking the formal birth of the Siberian Republic. With the collapse of Russian unity, Moscow and Vladivostok stood at the brink of all-out war, leaving the future of Russia uncertain. After the Cascade, the former Russian Federation fragmented into warring factions. Kadyrov initially consolidated Western Russia but was overthrown in a coup, leading to the region's collapse into oligarch-led republics. Meanwhile, in Siberia, the more structured governance allowed Admiral Fyodor Moiseyev and President Aleksandr Trutnev to maintain control. Trutnev, the son of a former Russian Prime Minister, used his political and engineering expertise to strengthen Siberia's economy and military, securing support from Japan and Southeast Asia. The war between Western Russia and Siberia, known as Roskolnaya, intensified with major battles destroying cities like Irkutsk and Kyzyl. Moscow's inability to unify allowed Siberia to gain ground, but the Western Russian republics, including those led by oligarchs like Dmitri Prokhorov and Fyodr Timchenko, managed to resist. The war prolonged due to increased arms production, even as Moscow faced continuous bombardments. By 2043, the Western Russian republics finally sought political unification, leading to the Sud'bonosnaya Noch, where oligarchs and political leaders met to form a council, though internal strife persisted. The Siberians continued expanding their military dominance, facing NATO-aligned Finland and Sweden in naval warfare and suppressing internal Buryat insurgencies. While Siberia faced rebellion, Western Russia's oligarchs were able to maintain control, albeit without strong leadership. The Cascade's worsening effects pushed both factions to seek greater control over resources. In 2047, Nikolai Vladimorovich Putin, claiming to be the biological son of Vladimir Putin, emerged as a military leader in Western Russia after significant victories in Ulan-Ude and Chita. His claim to Putin's lineage was proven with FSB documents and blood tests, dramatically shifting public opinion. The oligarchs, after initial resistance, united under him, forming the VSZR and establishing Isto-Rossiya. Meanwhile, Siberia, now known as Sibirskiy-Orden, further consolidated its power under Trutnev and Moiseyev. With both factions solidifying their governments, Roskolnaya became a battle of ideologies and military strategy. Isto-Rossiya sought Western alliances, while Sibirskiy-Orden looked eastward, strengthening ties with the Great System and expanding its navy. In 2052, with resources dwindling, representatives from both factions met, though no peace was reached. Sibirskiy-Orden, dealing with internal Buryatian insurgencies, developed a powerful naval fleet to counter the Commonwealth of Canada and the Alaska State, which fell to Siberian forces after devastating naval battles. Canada's defensive navy, though technologically advanced, lacked experienced leadership, leading to Alaska's swift capture. Under Alexander Abramov, son of a former Evraz oligarch, the conquered region was integrated into the Aleskyian-Orden, making it a key part of Siberia's dominion. Meanwhile, Isto-Rossiya focused on defending against the Great Takhmalan Empire, which had become a dominant mercenary power under Arkhangai Temur, relentlessly attacking both Russian factions. Isto-Rossiya secured alliances with the Emirates, cutting off Takhmalan's resource supply and severely hampering its war production. The Treaty of Baikal was signed in 2061, marking the official end of Roskolnaya, though conflicts continued in the background. By 2067, both Isto-Rossiya and

Sibirskiy-Orden had stabilized, but Temur's Mongolian forces remained a persistent threat. With shifting alliances and ongoing military innovations, the remnants of the former Russian Federation continued to shape the geopolitical landscape in the post-Cascade era.

Isto-Rossiyan

Current

Despite its formidable army and strategic resource advantages, Isto-Rossiya faces massive economic and demographic challenges, including population collapse, stagnated development, and diminishing oil reserves. Though largely isolated, it maintains some diplomatic connections through trade and energy pacts. In the aftermath of the Roskolnaya and the global resource cascade, the Isto-Rossiyan Faction emerged as a formidable force across the Asian continent. Militarily, its landmark achievement was the conquest of Finland, achieved through aggressive terrestrial superiority. Since the Treaty of Baikal, Nikolai Vladimorovich consolidated the region under a rigid, corporatist-autocratic regime, restoring a semblance of the old Soviet Union through centralized control and regional oligarch rule.

Territory

Isto-Rossiya covers a vast region of Northern and Central Asia, including formerly Russian territories and recently annexed Finland. The Volga-Ural region is critical for its remaining oil reserves. Moscow lies in ruins, with Saint Petersburg serving as the new capital. Some areas remain uninhabitable due to wartime bombings and radiation zones.

Governance

Governance is led by Supreme Leader Nikolai Vladimorovich, supported by a corporatist council of oligarchs called the *Duma Silovikov*. The structure mirrors a Soviet-style federation where each Republic is ruled by an oligarch, all answerable to the Supreme. The system is authoritarian with deeply centralized control and minimal citizen autonomy.

Population and living conditions

Living conditions are dire. Due to conscription policies and prolonged conflict, the workforce is scarce and civilians often live in militarized zones. Massive displacement occurred post-Moscow's destruction, and entire cities remain uninhabitable. Civilian welfare is secondary to military needs.

Food

Agricultural collapse and recurring famines define the food crisis. Extended wars and environmental collapse have decimated crop yields. Food scarcity remains severe, though limited algae farming at northern coasts supports ashbloom slurry production – a vital nutrient substitute in this era.

Energy

Energy production hinges precariously on the dwindling Volga-Ural oil fields, predicted to run dry in the 2080s. Infrastructure failures and climate-induced degradation worsen the crisis. Transition to alternative sources is urgently required, but underfunded and delayed.

Unique Advantage

Isto-Rossiya's primary advantage lies in its military-industrial complex and access to ashbloom algae reefs, used to produce ashbloom slurry one of the few renewable, nutrient-rich consumables left. Additionally, their land-based armored units like the ZK-98 Kovcheg Land-battleships and OTS-44 Bogatyr Infantry are among the most advanced.

Religion

Religious sentiment has become entwined with ultranationalism. A radical form of Russian Orthodox extremism is prevalent, inspired by dreams of a "Second Great Russia." This ideology promotes ethnonationalist unity and justifies the regime's authoritarian policies.

Sibirskiy-Orden

Current

The Sibirskiy-Orden continues to assert its strength through its technological and industrial dominance, especially in military sectors. Its key threats come from the Great Takhmalan Empire and former East Asian powers like the Japanese Imperial Kingdom and Daebuk Gunminkuk, though recent hostilities have cooled without diplomatic resolutions. The migration of population into the Alyskian-Orden reflects the growing uninhabitability of Siberia's Far East. Its most critical internal development is the presence of the Concord Grid's central hub, a powerful trade and transport network initiated by Viktor Khazarian. While advantageous, this also stirs regional tension, as other factions resent the Sibirskiy-Orden's monopolistic grip on intercontinental connectivity. Despite the global deterioration post-Cascade, the Sibirskiy-Orden managed to retain its foundational reserves and capitalized on technological resilience. This Siberian faction rose to prominence through a focus on industry, water purification, and naval innovation. Its strategic water purification center in Magadan is one of the only few in existence capable of layered filtration of highly polluted waters, making it a global outlier in sustainability. While its relationship with other factions remains diplomatically shallow, its internal governance under Aleksandr Trutnev is unified and highly centralized, encompassing all ethnicities and cities within its borders. The Alyskian-Orden in former Alaska serves as a crucial dominion, benefiting from its location and historical ties to North American infrastructure. Although well-resourced and technologically dominant, the Sibirskiy-Orden is hampered by a dwindling population and a lack of raw mineral reserves, making self-sufficiency both a strength and a vulnerability.

Food

The Sibirskiy-Orden leverages its access to ashbloom slurry and maritime food sources to

ensure food security. Its technological edge allows it to purify water for agricultural and industrial use, while coastal proximity boosts fishing and biochemical harvesting from oceanic zones. These combined elements form a reliable, though not abundant, food system that sustains the population and supports military logistics.

Territory

The territory of the Sibirskiy-Orden spans across the Siberian heartland, the Russian Far East, and extends into the Alyskian-Orden, which comprises post-Cascade Alaska. Major cities such as Vladivostok, Magadan, and Birobidzhan serve as operational and military centers. However, a significant portion of the land remains uninhabitable due to the fallout from Roskolnaya and extreme climate conditions. The limited availability of viable territory for expansion is a pressing concern, with even historically resource-rich zones like Kamchatka now battling diseases like the Emberplague.

Governance

The faction operates under a strict autocratic regime led by Aleksandr Trutnev. The Alyskian-Orden, while administratively distinct, answers to Trutnev through its local governor, Abamanov. The governance model is highly centralized, prioritizing industrial expansion, technological superiority, and internal administrative strength over foreign diplomacy. This has led to a faction that is inward-looking but ruthlessly efficient, emphasizing loyalty, control, and innovation over multicultural engagement.

Population and living conditions

The population of the Sibirskiy-Orden is among the lowest in the post-Cascade world. The environmental collapse and the Roskolnaya disaster decimated much of its habitable zones, forcing a demographic shift toward the Alyskian-Orden. Conditions in regions like Kamchatka, Anadyr, and Birobidzhan have further deteriorated due to outbreaks of the Pyrelash Emberplague, requiring urgent access to Pyrenzium to prevent a humanitarian disaster. Despite its technological superiority, the faction struggles with labor shortages and the need to automate or outsource much of its workforce.

Energy

Energy security is a critical pillar of the Sibirskiy-Orden's stability. It controls massive petroleum and natural gas reserves located in Urengoy and Yamburg. Additionally, the use of glacial water in Magadan allows for steam-based power generation that supports both industrial and civil systems. These sources are expected to last for several decades, provided consumption remains strategically managed. The combination of traditional fossil fuels and adapted steam systems ensures that the faction remains energy independent, even if mineral inputs decline.

Unique advantage

Sibirskiy-Orden's most defining strength is its unmatched naval and technological superiority. Its most iconic military projects include the Project 2075 Vulkan Dreadnought, a high-velocity naval bombardment submarine, and the Perun Submersible Aircraft Carrier,

capable of stealth deployment of EMP bombers like the Grom and Svarog. These vessels are as distinctive and advanced as Isto-Rossiya's Kovcheg Class ships. Additionally, the faction hosts the core of the Concord Grid, a transcontinental trade and transport system that originated in Siberia. This infrastructure not only supports internal logistics but positions the faction as a vital – if resented – node in global trade.

Religion

Religious practices are not explicitly described, suggesting a largely secular or technocratic society. However, given its Russian origins, there may be residual cultural links to Russian Orthodoxy, albeit marginalized under the current governance model which prioritizes state control and technological progress over religious institutions.

India

Background

India experienced significant political and economic transformations after the 2024 General Elections. The NDA-led government faced growing protests and insurgencies, using police force to suppress dissent while fostering rapid industrial growth. Diplomatic neutrality was maintained, but global tensions, particularly the U.S.-China market conflict, weakened BRICS. The BJP secured a narrow victory in 2028, launching major infrastructure projects like Bharatmala 2.0 and Sagarmala Maritime Expansion while reducing coal dependency through thorium and hydrogen energy agreements with France. India strengthened BRICS+ by integrating Saudi Arabia, Egypt, and Argentina and developed a Eurasian trade network with Kazakhstan, Armenia, and Belarus. However, trade disruptions emerged due to the U.S.-China Cold War, prompting India to push for the Digital Rupee in BRICS+ transactions. Climate crises in South India, worsened by industrial expansion, led to prolonged “Water Wars” over the Krishna, Kaveri, and Godavari rivers, eventually resolved through central intervention. Hyderabad and Telangana emerged as global tech hubs, while suburban development reduced slums under the Swachh Bharat movement. The corporatization of agriculture, deregulation of minimum support price, and industry-driven policies displaced millions of small farmers, sparking nationwide agrarian revolts by 2033. Simultaneously, Afghan attacks on Pakistan caused an influx of Pakistani refugees and militants into India, forcing military deployments along the western border. By 2035, Kashmir insurgencies escalated, spreading into Punjab and Delhi, leading to bombings and heavy police enforcement. Narendra Modi's death in January 2036 left Yogi Adityanath as interim leader amid widespread unrest. The 2038 elections brought the Trinamool Congress to power, with Abhishek Banerjee as Prime Minister, who aggressively cracked down on insurgencies. The Cascade deeply impacted India, leading to aggressive farmer revolts and radicalization of Kashmiri separatists. Prime Minister Abhishek Banerjee sought military assistance from Belarus and Kazakhstan to suppress the uprisings, but India’s economic and diplomatic standing deteriorated rapidly. Trade alliances collapsed, contracts were terminated, and Banerjee made 33 diplomatic visits in an attempt to maintain international ties. Afghanistan’s military advances into Pakistan and growing Kashmiri insurgency further destabilize the region. However, Banerjee’s government managed to

suppress the revolts, restore farming policies, and introduce projects, though few materialized. Despite stabilizing the internal situation, Banerjee failed to achieve economic or diplomatic success due to the irreversible effects of the Cascade. His rule, however, united India, setting the stage for the next elections. By 2036, multiple political parties emerged, including the CPI(ML) and BJP-split factions. A TMC-split party, Bangabhumi Janmat (BJM), led by Subirendra Chattopadhyay, gained dominance in West Bengal. However, the most significant party was the Param Rakshak of Rejuvkhandabharat (PRR), founded on January 7, 2036, by Aditya Surya Pratap, a former BJP strategist and close confidante of Narendra Modi. Pratap, deeply rooted in RSS ideology, had contributed to Modi's governance strategies, particularly in matters of Hindu supremacy and grassroots development. With BJP's loss in 2036, he broke ties with Yogi Adityanath and created PRR to establish a militarized, expansionist India in response to the instability caused by the Cascade. Elected as Prime Minister in 2042, Pratap's government implemented policies focused on suppression of insurgencies, infrastructure development, and resource management. He crushed Kashmiri revolts using the police forces and initiated mass irrigation and dam-building projects to combat resource shortages. Unlike Banerjee's diplomacy-focused approach, Pratap championed militarization and territorial expansion under the slogan: "The history of neutrality will serve no purpose." His governance received widespread public approval, leading PRR to a landslide victory in 2046, securing 503 seats. By this time, China was embroiled in wars against a resurgent Mongolian empire and expansionist North Korea, creating an opportunity for India to expand. The Indian Army invaded Nepal, Tibet, and Bhutan, facing minimal resistance. Nepalese forces were overwhelmed, Tibet was annexed as China was too occupied to intervene, and Bhutan surrendered peacefully. The biggest opportunity came in Bangladesh, which was collapsing due to political assassinations, economic failure, and a refugee crisis. Under the pretext of restoring order, India intervened, leading to mass ethnic cleansing and consolidation of Bangladesh as a vassal state. However, this aggressive land expansion left the Peninsular front vulnerable. Sri Lanka launched a naval attack, capturing Andaman, Nicobar, and Lakshadweep, constructing artificial islands to solidify control. Lacking naval superiority, Pratap shifted focus westward, launching massive offensives against Pakistan. After seven years of warfare, by 2053, large portions of Pakistan, especially Balochistan, were annexed, leading to India's renaming as Rejuvkhandabharat. However, this expansion was met with growing aggression from Afghanistan's Khalid Khorasans, who launched continuous attacks. With resource scarcity worsening and population displacement increasing, Pratap devised a strategy to counter the Khorasans. He empowered Mir Shahdad Mehran, cousin of Sarfraz Bugti, to lead a Baloch rebellion against Afghanistan. This strategy proved effective, as Baloch rebels and Rejuvkhandabharat's forces created a defensive buffer against Afghan incursions. By 2063, the Balochs had developed strong relations with both sides, leading to the creation of Dostan-e-Baloch, a vertical buffer state from Baltistan to Karachi, on March 7, 2064. Despite territorial gains, resource depletion and internal destruction plagued Rejuvkhandabharat. The Indo-Khorasani conflict (2055–2065) caused extensive bombings by Lanka Samudrashakti and the Khorasans, rendering Mumbai, Dehradun, and Visakhapatnam uninhabitable. Northern territories remained inaccessible due to radiation contamination. By 2067, the PRR stabilized the nation, ensuring continued governance despite ongoing adversities. The Cascade ended with Rejuvkhandabharat as a major power, though facing the immense challenges of resource management and

maintaining control over its vast empire.

Rejuvkhandabharat

Current

The region of Rejuvkhandabharat emerged from the ashes of post-Cascade South Asia, primarily what was once the Indian subcontinent. Following the global collapse caused by the Cascade, this territory managed to stabilize and industrialize while most of the Asian continent plunged into chaos and scarcity. Historical annexations like parts of Burma in 2067 saw limited success due to heavy resistance. Unlike most of Asia, the region was somewhat shielded from the worst effects of the collapse due to prior developmental efforts and strategic resource centralization.

Territory

Rejuvkhandabharat spans across much of former India with key strongholds in Bharatyanta (Delhi), Dakshinagraha (Chennai), and mineral-rich Himalayan regions. However, large parts of its territory have become infertile or uninhabitable especially in the north and northeast due to war, pollution, and the Pyrelash Emberplague. Peninsular control is partial due to the growing naval dominance of the Lanka Samudrashakti.

Governance

The democratic framework collapsed in 2048, with elections indefinitely suspended. The PRR party rules unilaterally, led by Param Rakshak Aditya Surya Pratap, a dictator-like figure holding absolute control. Regional governance is delegated to high-ranking party officials acting as governors. The political system is expansionist, militarized, and centralized under the PRR.

Population and living conditions

Living standards are extremely poor. Over three decades of conflict, pollution, and industrial expansion have made several areas unlivable. Forced labor, caste-based discrimination, and ghettoization of minorities are common. Urban and rural zones are organized around massive ghettos and industrial municipalities, creating deeply fragmented and oppressed societies.

Food

Agricultural output is minimal due to infertile soil, desertification, and war-related degradation. Though irrigation was attempted, it failed to meet demands. Food scarcity is a frequent cause of riots. Rejuvkhandabharat struggles to maintain even subsistence levels for its population and has failed to develop alternative agricultural models at scale.

Energy

Despite resource scarcity, the faction leads in solar and tidal energy, especially in arid regions like Gujarat and Rajasthan. These areas, once devastated by climate and conflict, now serve as renewable energy zones. The industrial-military complex is heavily powered

by these systems, giving Rejuvkhandabharat an edge in energy independence.

Unique advantage

Its strongest assets are military and mineral-based. The Bhavishya Sena, including elite units and naval power via the Trishul Navy of Rejuvenation, is among the strongest in the post-Cascade world. Technological military innovations such as Indra Class carriers and Varuna Class submarines originate from state-aligned hubs like Ayodhya, Lothal, and Sambhalpur. Additionally, access to minerals in the Indo-Gangetic and Himalayan belts gives the faction leverage in trade, especially via the Concord Grid.

Religion

The state supports Hindu supremacy ideologically, leading to widespread marginalization of ethnic and religious minorities. Although religious expression isn't banned, it's deeply politicized and used as a tool for control and cultural unification under a singular nationalist vision.

Mongolia

Background

Mongolia was one of the major countries that did not deteriorate before the Cascade. Policies changed considerably as Mongolia’s neutrality stance strengthened. Between 2025 and 2035, Mongolia maintained a firm stance of neutrality amidst growing regional tensions, focusing on diplomacy, sustainable development, and cautious economic partnerships.This metamorphosis was not immediate, but instead was catalyzed by decades of social unrest, ecological devastation, and geopolitical chaos triggered by the global event known as the Cascade. In the mid-2020s, Mongolia remained a neutral state wedged between two major powers Russia and China while internally led by a pacifist administration under President Naranbold Chuluunbaatar. His regime promoted environmental sustainability, non-alignment, and cautious technological integration. His victory in the 2027 Elections and subsequent victories over a long period of time paved the way for this condition of Mongolia. Mongolia signed several multilateral agreements focusing on environmental cooperation, renewable energy, and cultural exchange with Japan, South Korea, India, and members of the European Union.

The country also engaged with the Shanghai Cooperation Organisation (SCO) and the UNDP to promote transboundary conservation in the Altai and Gobi regions. Trade agreements with China remained vital, especially for rare-earth exports, but Mongolia avoided any military or strategic dependence. Instead, it enhanced its soft power by positioning Ulaanbaatar as a venue for international dialogues, including limited backchannel talks between rival regional actors. Efforts to join green infrastructure corridors under Japan’s “Asia Resilience Initiative” and India's International Solar Alliance helped modernize Mongolia’s energy sector without sacrificing autonomy.

Despite pressures from both Beijing and Moscow to lean towards their respective orbits, Mongolia's neutral policies earned it a rare position of trust. Despite Mongolia's previous decade of stability under President Naranbold Chuluunbaatar, his pacifist and isolationist policies proved inadequate in the face of growing global conflict, climate disasters, and economic collapse. Chuluunbaatar refused to militarize or adapt to rising regional threats, maintaining an idealistic neutrality even as neighboring regions devolved into warfare and chaos. His policies, focused on sustainability, non-violence, and pan-Asian cooperation, became increasingly detached from reality as trade routes were disrupted, food and fuel shortages began, and internal dissent escalated. Mongolia's infrastructure – largely reliant on foreign assistance and outdated Soviet-era systems – began to fail by the mid-2040s. Major cities like Ulaanbaatar, Erdenet, and Darkhan fell into disrepair.

The failure of projects like the Gobi Solarscape and agricultural zonal systems accelerated economic stagnation. By 2047, unrest had taken hold. Ethnic divisions, resource scarcity, and rebellion from disillusioned military officers shattered Chuluunbaatar's pacifist regime. One of these officers, Arkhangai "Bekyalov" Temur, a former Siberian exile and hardened war tactician, launched a military mutiny that gained mass support. By 2052, he overthrew the remnants of Chuluunbaatar's government and began to systematically rebuild Mongolia. Rejecting pacifism, Temur envisioned a "Greater Mongolia," embracing militarization, industrial expansion, and territorial ambition. He declared the formation of the Great Takhmalan Empire, invoking ancient steppe glory while adapting to modern warfare and geopolitics. Cities were renamed, the capital moved to Urguunbaatar (former Astana), and the nation reorganized into a semi-feudal autocracy ruled by the Khural Takhmaliin, a council of generals, governors, and industrialists loyal to Temur. Under his rule, Mongolia rose from a failed neutral state to a militant regional power, expanding its influence across the Gobi, Siberia, and northern China, militarizing its population and establishing industrial hubs like Altangrad and Bekyan-Khot.

Arkhangai Temur initiated sweeping reforms, overhauling infrastructure, reviving abandoned Soviet-era industries, and launching vast arms production through state-owned enterprises like Khan's Forge. Major cities were fortified and renamed, with Urguunbaatar becoming the new capital. The empire focused on self-reliance, war-readiness, and expansion, establishing training academies, supply chains, and mechanized cavalry units. Ethnic minorities were integrated into labor forces, while society was reorganized into artisan, military, and administrative classes. Diplomatically, the empire forged alliances with the Japanese Imperial Kingdom, Daebak Gunminkuk, and Rejuvkhandabharat, exchanging advanced weaponry and resources. Though resource scarcity and environmental degradation persisted, Temur's regime prioritized territorial control, industrial autonomy, and technological warfare- paving the way for the Great Takhmalan Empire.

Great Takhmalan Empire

Current

In the aftermath of the Cascade, Mongolia underwent a dramatic transformation under the leadership of Arkhangai "Bekyalov" Temur. His policies, collectively known as the "Temurian Recovery," were crucial in reversing Mongolia's initial post-Cascade decline. Temur established a militarized and autocratic regime centered around a council of elites called the Khural Takhmaliin. This council includes aristocrats, army generals, governors, and industrialists who answer directly to Temur. Under this regime, Mongolia expanded aggressively, both territorially and economically. The nation rebranded itself as the Great Takhmalan Empire, moving its capital to Urguunbaatar and adopting a war-driven, state-controlled economic system. Trade and military alliances were strengthened with the Japanese Imperial Kingdom and Daebak Gunminkuk, particularly in the areas of arms production and raw material exchange. Despite its advances, the Empire has also faced significant internal issues, including resource scarcity and failed domestic projects.

Currently, the Great Takhmalan Empire stands as a vast militarized autocracy led by Arkhangai Temur, with absolute control centralized in the Khural Takhmaliin council. Stretching from the Gobi Desert to Siberia, its territories are strategically significant but suffer from environmental degradation, food and water scarcity, and declining living conditions. The economy is fully state-controlled, with a strong focus on weapons manufacturing and military expansion. While ethnic and class divisions persist, the regime maintains control through military might and selective welfare. Despite its challenges, the Empire's advanced arms industry and strategic alliances keep it influential in the post-Cascade world.

Territory

The Empire covers a vast region from the Gobi Desert through the Siberian wastelands, encompassing parts of Xinjiang and the Ural Mountain remnants. Key urban centers include Urguunbaatar (capital), Takhmal, Altangrad (formerly Hohhot), and Bekyan-Khot (formerly Krasnoyarsk). These areas serve as industrial and military hubs.

Governance

The Great Takhmalan Empire is a militarized autocracy led by Arkhangai Temur, who holds absolute power. The faction is governed by the Khural Takhmaliin, a ruling council composed of high-ranking nobles, military officials, and industrial leaders. This body oversees all state-owned enterprises and functions as both the executive and legislative authority. There is no corporatization within the empire; all industries and markets are under state control and managed by the Khural Takhmaliin.

Population and living conditions

The population is organized into distinct classes, including artisans, industrialists, militants, and administrators. Many residents were once part of mercenary groups, later redirected to economic and infrastructural tasks due to changing priorities. The labor force is primarily composed of ethnic minorities such as Han Chinese, Turkic groups, and Siberians, who

often face unfair treatment in a rigidly hierarchical ethnic-class structure. Living conditions are dire, with overpopulation, pollution, and poor housing infrastructure leading to severe quality-of-life issues. However, the regime manages to avoid major uprisings through selective welfare programs and strict control.

Food

Agricultural output has been significantly hampered by environmental degradation, abandoned infrastructure projects, and mismanagement. Notable failed initiatives include the Gobi Solarscape and zonal agricultural systems. Over-mining and deforestation have further reduced arable land, and food shortages are becoming increasingly common. The Pyrelash Emberplague has worsened conditions in regions like Baotou, Chifeng, Tongliao, Erdenet, and Darhan, disrupting supply lines and local food systems.

Unique advantage

One of the Great Takhmalan Empire's greatest strengths lies in its advanced weapons manufacturing. Through state-owned enterprises like Khan's Forge, the Empire has developed powerful post-Cascade weapons such as the Takhmalan M-87 "Steppe Striker," GTE K-95, Hellstorm MPR-8, Eye AMR-10, and the Fang SG-9 automatic shotgun. These arms have been instrumental in both internal suppression and external conflicts. The Empire's military doctrine emphasizes mobile mechanized cavalry, guerrilla suppression tactics, and naval expansion, with the aim of dominating Arctic and Pacific routes.

Energy

The Empire's energy needs are primarily met through industrial extraction in its northern and eastern regions. However, the failure of renewable energy projects and the absence of glacier-based water reservoir systems have created long-term sustainability issues. Currently, the faction relies heavily on imports of heavy machinery and energy-related technologies, especially from the Japanese Imperial Kingdom.

Religion

The state does not officially endorse any religion, and its focus remains strictly on militaristic and administrative governance. However, remnants of traditional beliefs such as Tengrism and Buddhism may still be found in rural and marginalized areas, although they hold no significant political weight.

Japan

Background

Between 2025 and 2030, Japan descended into one of the most catastrophic periods in its modern history. The onset of the Cascade triggered a chain of seismic calamities unprecedented earthquakes along the Nankai Trough and the Japan Trench caused devastating tsunamis that obliterated coastal cities such as Sendai, Tokyo Bay districts,

Osaka, and Fukuoka. Rising sea levels submerged entire regions, leaving once-thriving port towns as salt-rusted ghost cities beneath grey waters. Nuclear reactors along the coastlines, including remnants of Fukushima, suffered further failures, causing radiological exclusion zones across Honshu and Shikoku. Infrastructure collapsed under environmental strain, and the archipelago fractured both physically and politically. The Japanese central authority, already weakened by decades of economic stagnation and population decline, lost grip over regional administrations. Local governments declared autonomy or fell into silence. Transportation networks became unusable as roads sank and rail lines twisted into unrepairable wrecks. Communication blackouts became common, and Tokyo itself became partially abandoned a haunting shell choked by rising tides and uncollected debris. With the Imperial family in seclusion and no clear military command, civil disorder spread. Entire prefectures were depopulated, survivors migrating inland or vanishing entirely. By 2030, Japan was no longer a united nation but a fractured, waterlogged memory of its former self. The situation worsened further. Between 2030 and the early 2040s, much of the country had turned into decaying wastelands or drowned cities, unfit for habitation. However, perhaps the most subtle and disturbing consequence was the slow, quiet ethnic cleansing that occurred not through violence, but through selective repopulation. As vast areas were depopulated by natural disasters and systemic collapse, the surviving central authorities and local factions began implementing a policy of non-repopulation, deliberately avoiding the resettlement or rescue of ethnic minorities and immigrants who had previously settled in urban regions like Yokohama, Osaka, and Tokyo’s foreign districts. Abandoned foreign enclaves were cordoned off, left to rot, or submerged. Without official statements, these actions became a form of passive cleansing: denying aid, resources, and relocation opportunities to non-Japanese populations. This was until the rise of Takemura Jinsuke, a charismatic nationalist technocrat and descendant of a prominent Zaibatsu lineage. Around 2042, Jinsuke took over Kōrintekku, a powerful techno-industrial conglomerate specializing in battery storage, AI administration, and hydroelectric systems. As Japan had no coherent central authority left, Kōrintekku expanded its influence rapidly, merging corporate authority with administrative vacuum. Through calculated mergers and aggressive local takeovers, Jinsuke’s leadership of the company evolved into de facto rule over Japan. By 2048, Kōrintekku had absorbed what remained of the Japanese government, forming the core of the Japanese Imperial Kingdom, with Jinsuke declaring the beginning of the Fukugen, or The Restoration. Fukugen's primary aims were threefold: the restructuring of society through a new autocracy, repopulation of the Japanese ethnic stock through incentivized reproduction and eugenics-based health systems, and resource independence through hydro and tidal energy. Under the Shinsei Tennō (New Divine Emperor) title, Jinsuke rebuilt Japan into a tightly-controlled, efficiency-driven empire, with harsh labour conscription and urban restoration centered on surviving highlands and artificial island projects. The SSI, CHK, and GB became instrumental in eliminating dissent, rebuilding infrastructure, and enforcing the ideology of Fukugen. By 2065, Japan was no longer a decaying archipelago it was a steel-blooded technocratic empire with revived industries, strong control over the populace, and a militarized vision of the future, all crafted from Jinsuke’s will. Following this, the Japanese Imperial Kingdom’s ties with other factions strengthened as they took over South Korea and subsequently launched

attacks against the Chinese kingdom with the Great Takhmalan Empire and Daebuk Ginminkuk.

Japanese Imperial Kingdom

Current Scenario

The Japanese Imperial Kingdom, following the Cascade, has faced significant challenges, but has been revitalized under the leadership of Takemura Jinsuke. After the Fukugen (Restoration), Japan sought to overcome the scarcity of resources and population recessions that marked the initial years post-Cascade. Despite this, the country was able to recover and develop new systems, such as seabed mining and hydro-fuel sources. Japan's autocratic system is centered around the Shinsei Tennō (New Divine Emperor), Takemura Jinsuke, and a complex governance structure that includes various wings responsible for administration, military, and local governance. Japan's trading relationships, especially with the Great Takhmalan Empire, have helped boost its economy, and resources like coal, oil, and rare-earth metals remain key components of its success.

In the aftermath of the Cascade, the Japanese Imperial Kingdom has shown resilience under Takemura Jinsuke's leadership. Though it has successfully revived the nation through strategic reforms and policies, it continues to face significant challenges. The Kingdom's governance and military power remain strong, but issues like resource scarcity, population shortage, and external threats from rival factions cast a shadow over its future.

Territory

The Japanese Imperial Kingdom controls the Japanese archipelago, which includes the Sea of Japan and extends its influence to the Korean Peninsula, which was annexed after the Cascade. The capture of South Korea bolstered its resource base significantly, especially coal and oil reserves, but the conflict over Korea continues to be a point of tension with factions like Daebak Gunminkuk.

Governance

The Kingdom is governed by Takemura Jinsuke, who acts as the Shinsei Tennō, with power distributed among three primary administrative wings: the Shū Shimon Iinkai (SSI), the Chiji Hyōgi-Kai (CHK), and the Gunji Bumon (GB). The SSI handles governance and administration, the CHK includes regional governors, and the GB oversees military operations. This structure maintains order and controls population sentiment, especially post-Fukugen, which incentivized reproduction to address the population shortage.

Population and living conditions

The population is relatively small due to the earlier recessions and depopulation. Living conditions remain suboptimal, especially in areas affected by nuclear fallout. Efforts have been made to improve the situation, but resistance movements, particularly in Busan and Seoul, continue to challenge authority. The population is mostly divided between

administrative personnel, military forces, and industrial workers. While Japan has had some success in integrating Koreans through indoctrination programs, resentment and resistance remain prevalent.

Food

The Sea of Japan remains a critical resource for the Japanese Imperial Kingdom, providing most of the food supply, particularly fish. Despite this, food scarcity remains an ongoing issue due to the pollution of other water bodies and the aftermath of warfare. The annexation of South Korea added valuable agricultural resources but the Kingdom is still struggling to meet the needs of its population.

Energy

Japan has made significant advancements in energy generation, particularly in hydro-power and tidal energy. These energy sources have powered much of the faction's recovery efforts. Additionally, Japan has harnessed hydro-fuel sources and batteries, a strategy implemented under Jinsuke's "Resuscitation Plan." The Kingdom also relies on the extraction of coal and oil from its annexed territories, especially South Korea, for energy and trade.

Unique advantage

The Kingdom's strategic advantage lies in its advanced military, including the Imperialist Kaigun Fleet, which controls the Pacific and Sea of Japan, and the Imperialist Valkyrie Air-commando. Japan's technological superiority, bolstered by Korean technologies, and its policy of self-sufficiency in energy and resource extraction give it an edge in warfare and resource management.

Religion

Religion plays a relatively minor role in the political landscape, though there are traditional Shinto beliefs that continue to influence the culture and public policy. The divinity of the Shinsei Tennō (New Divine Emperor) plays a symbolic role in maintaining order and unity within the Kingdom. However, the strict focus on military and state interests has overshadowed religious practices in governance.

China

Background

China, once hailed as the beacon of 21st-century development, underwent a catastrophic transformation from a rising superpower to a techno-authoritarian relic of its former self. In the early decades of the century, the People's Republic of China experienced explosive economic development, outpacing many of its Western counterparts through massive infrastructure expansion, AI-driven industry, green technology leadership, and an iron grip

on global manufacturing. By 2032, China appeared unstoppable, but beneath the surface lay fractures ideological divides, dependency on global trade, and an inability to fully shrug off Western dominance. As the West, led by the United States, watched China's ascent with increasing concern, a new Cold War emerged one not fought with tanks but with proxy wars, insurgent funding, digital sabotage, and strategic containment. The U.S. and its allies began to covertly support separatist movements in Tibet, Xinjiang, and Central Asia, while undermining China's economic reach in Africa and Southeast Asia. To counter this, China pumped resources into counter-insurgency, surveillance networks, and cyber-offensives, but this resulted in a population drain, budgetary collapse, and growing unrest. By the 2040s, the Chinese leadership was torn between those urging militaristic retaliation and others calling for internal stabilization. While policy-makers struggled to keep the state afloat, the worst was yet to come. In a historic miscalculation, China failed to account for the unity of its regional rivals North Korea, Mongolia, and the newly militant Japanese Imperial Kingdom. Around 2051, these three nations coordinated a devastating multi-front assault, overwhelming the People's Liberation Army and pushing deep into Chinese territory. Mongolia stormed into Inner Mongolia and Beijing, the North Koreans decimated the northeast, and Japanese naval forces seized key coastal islands. In desperation, the Chinese high command issued the "Scorched Earth Directive," ordering the destruction of key industries, cities, factories, and logistical hubs to prevent enemy capture. This left mainland China riddled with fallout, chemical contamination, and radioactive zones transforming it into one of the most hazardous places on Earth. With tens of millions displaced or dead, and the government in collapse, Emperor Po Longwei, the last vestige of central authority, initiated the final retreat. By 2057, Chinese engineers, militarists, and technocrats began construction of the System Wall a titanic megastructure stretching from Qingdao to Kunming. Reinforced with nanosteel plating, titanium cores, and plasma-field defenses, it sealed off the remaining habitable zones of China, creating a fortified sanctuary amid global chaos. Outside the Wall, the rest of the world moved on; inside, a new order began. The West, particularly the United States, capitalized on China's collapse by adopting the Isolation Policy – cutting off economic, political, and cultural ties with East Asia to prevent fallout. As the rest of the world turned its back, China ceased to exist as a traditional nation. Following Po Longwei's death, the vacuum was filled by Zhao Zhaoren, a military strategist and AI expert, who consolidated all remaining Chinese structures into a new regime: The Great System. Governed not by elected officials or a dictator, but through a Directorate model a collection of Sectors managing everything from policy and trade to warfare and development Zhao, now known as the Shouyuanzhe or "Wall Keeper," ruled through indirect command, offering suggestions and imposing Directives carried out collaboratively by Sector heads. The Great System was not a country, but a techno-defensive machine-state, focused entirely on survival, technological dominance, and containment. While the rest of mainland China rotted, the System turned its eyes outward. From 2058 to 2065, it engaged in a long, attritional naval war against the Philippines, eventually annexing both the Philippines and Taiwan using unmanned destroyer fleets, plasma-fielded drones, and sonar web detection technologies. These victories gave the System access to new sub-oceanic mining zones, food stocks, and population centers, easing the burden of demographic imbalance. With these annexations

complete, the System ceased all further expansion, focusing instead on internal development. Resource extraction moved underwater, with rare minerals and industrial ores imported from Rejuvkhandabharat, while geothermal fluids and bismuth came from the Philippine trench mines. The System pioneered synthetic agriculture, bio-chemical fluid use, and population welfare optimization. Its Civil Functionality Sector ensured living conditions rivaled pre-Cascade standards, while the Containment Sector maintained the System Wall's defenses now including automated railguns, drone response units, and nanobot field repair systems. The Policy Sector enforced "Total Denial," a doctrine of absolute defense, refusing to allow offensive warfare unless unanimously overridden. Despite possessing unmatched technology, the Offenses Sector remained shackled deprived of purpose but armed to the teeth. Meanwhile, diplomatic relations remained minimal, with only cold trade routes active via the Tide Dominion, and medical advancements like the Viyra-Purifier Crucible and Pyrenzium a cure for the Emberplague developed by the Knowledge and Development Sector. The Great System became the ghost of a nation a silent, sealed colossus that no longer identified with China but rather with its own continued existence. It was a monument to failure, resilience, and technological dominance, born from scorched cities and crumbling ideology, now standing behind its plasma shields, watching a fractured world it no longer wished to lead.

The Great System

Current scenario

The Great System's origins are deeply tied to the collapse of the People's Republic of China and the retreat of Emperor Po Longwei. Following the construction of the System Wall, the faction finally solidified its identity, evolving from a failed attempt at an authoritarian superpower into a highly defensive, techno-authoritarian entity. It is not a traditional nation-state, but rather a complex superstructure designed for survival amidst a fragmented world.

The faction's leadership is embodied by Zhao Zhaoren, known as the Shouyuanzhe or "Wall Keeper," whose survival is owed to the protection provided by the System Wall. Under his guidance, the Great System developed an innovative form of governance. This system departs from traditional councils or autocratic models, instead operating through a board-like structure known as the Shǒuzhǎng bùmén (Directorate Sector). The Shouyuanzhe leads with ultimate authority but governs alongside a board of prominent figures who manage various sectors such as civil functionality, resource acquisition, research and development, diplomacy, and military defense.

The Great System's territory stretches along the southeastern coastline of former China, encompassing Taiwan and the Philippines – regions that were annexed after a prolonged naval conflict during the final years of the Cascade. Despite its fortified borders, the Great System's ambitions for further expansion have waned, and instead, it focuses on survival, resource management, and technological development.

The Great System, despite its advanced technological and defensive systems, is a faction defined by scarcity. The loss of mainland resources, combined with population decline due to past wars and internal conflict, has placed considerable pressure on the System. While the annexation of Taiwan and the Philippines helped alleviate some of these strains, the Great System continues to face a myriad of challenges including resource scarcity, demographic imbalance, and the ever-present threat of external military action.

Territory

The Great System controls a fortified zone stretching from the southeastern coastline of former China, incorporating Taiwan and the entirety of the Philippines. This territorial base is strategically secured by the System Wall, an impenetrable defense structure that spans from Qingdao to Kunming. The System Wall is reinforced with nanosteel plating and titanium, housing automated defense systems including a plasma-based force field.

Governance

Governance within the Great System operates through the Shǒuzhǎng bùmén (Directorate Sector), a system that allows for collaborative decision-making with Zhao Zhaoren at the helm. This unique structure comprises approximately fifteen high-ranking individuals, each responsible for overseeing key sectors of the faction, from civil functions and resource acquisition to military operations and diplomatic relations. The leadership remains centralized under the Shouyuanzhe, though day-to-day operations are handled by the Directorate.

Religion

Religion plays a minor role in the governance of the Great System, with an emphasis on pragmatic survival rather than spiritual practice. The Shouyuanzhe is not only the political leader but also holds symbolic religious power, though the technological nature of the System has overshadowed traditional beliefs. Faith-based structures have little to no influence on the faction’s decision-making or political landscape.

Population and living conditions

The Great System's population has been significantly reduced due to years of war and conflict. However, the remaining population is well-catered to, with the Civil Functionality Sector ensuring efficient welfare systems. While the annexation of Taiwan and the Philippines has helped distribute population pressures, the living conditions remain highly controlled and technologically advanced, making use of synthetic agricultural practices and water purification systems to maintain survival. However, the faction is still recovering from the devastating effects of war and fallout.

Food

Food security remains one of the Great System’s most significant challenges. While synthetic agricultural practices and biotechnological advances are underway, the availability of food is still limited. The Philippines, rich in natural resources, helps to alleviate some of

this pressure, especially with food reserves and water purification systems. However, the scarcity of arable land means food production is heavily reliant on imports and technological innovations.

Energy

Energy in the Great System is derived primarily from geothermal fluids, methane hydrates, and other undersea resources found in the Philippines. These energy sources, coupled with technological advancements in energy production and conservation, support the faction's infrastructure. Despite this, energy remains a resource the Great System must closely manage, as it does not possess the vast reserves of energy it once did due to mainland devastation.

Unique advantage

The Great System's greatest strength lies in its technological superiority and formidable defense infrastructure. The System Wall is considered impregnable, and its automated defense systems ensure that the faction remains secure from external threats. Additionally, the Zhaoran-class unmanned submarines and the advanced sonar detection system provide significant naval dominance. The Great System also maintains the production of bio-chemical fluids and medicines, including Pyrenzium, which helps in combating local epidemics.

Afghanistan-Pakistan

Background

From 2025 to 2080, the Afghani-Pakistani region experienced an unparalleled transformation driven by geopolitical turbulence, religious upheaval, and post-Cascade restructuring. The seeds of future chaos were sown in the late 2020s as Afghanistan grappled with the Taliban's regressive governance while Pakistan faced persistent political instability, economic downturns, and rising ethnic dissatisfaction. The 2030s saw further destabilization as regional militias and disillusioned ethnic groups particularly the Balochis, Pashtuns, and Hazaras began organizing against increasingly authoritarian regimes. During this time, Afghanistan's agricultural sector collapsed due to persistent droughts and mismanagement, and Pakistan's fractured state institutions struggled to control growing insurgencies in its western and southern provinces.

By the early 2040s, the pressure erupted into the Intifada, a massive armed rebellion led by Amir Khalid al-Faruqi, who leveraged both anti-Taliban sentiments and widespread disillusionment in Pakistan. His message of Islamic socialism and resistance against corruption found resonance across the border, leading to the fusion of Pakistani and Afghani territories under the newly formed Khalid-Khorasans. This faction, rising from the ruins of a shattered region, was built on mercenary strength, religious roots, and guerilla

warfare, but struggled to maintain a clear administrative or economic plan. Though initial unity under the Sayf brought temporary order, the faction's weaknesses – lack of industry, poor infrastructure, ethnic divisions, and widespread poverty – persisted through the 2050s. Clean water shortages and agricultural collapse forced the Khorasans to rely heavily on Mehrzamin and the Emirates for food and energy imports, even as they guarded vast lithium and uranium reserves from foreign encroachment.

Their military might, especially through the Goreela-e-Khorasan and Parwaz-e-Khorasan, remained their strongest suit, defending vital trade points and the uranium-rich Khyber Hills from attempts by Takhmalan and Rejuvkhandabharat. However, discontent brewed within the faction, particularly among the Balochi people. By the late 2060s, emboldened by clandestine support from Rejuvkhandabharat, the Balochisu – nder Mir Shahdad Mehran – initiated a successful rebellion. Chanting Ajoi Zindabad, they seceded from the Khorasans and established Dostan-e-Baloch, a buffer state stretching from the Darkut corridor to the Makran coast. Though militarily successful thanks to captured Goreela strongholds and the tactical acumen provided by Rejuvkhand-backed innovations like Waqadi tunnels and Makran Buggies, the new faction was administratively young and economically fragile. While it inherited key cities like Lahore and Karachi, Dostan-e-Baloch lacked the expertise to utilize the advanced weaponry and infrastructure left behind. Dependent on the Concord Grid and food aid from Rejuvkhandabharat, it survived in a precarious balance.

The semi-arid and hyper-arid expansion of the Makran and Kharan deserts further strained their limited agricultural capacity, and internal divisions among ethnic minorities – Pashtuns, Punjabis, and Hazaras – remained a challenge. Meanwhile, the Emirates and Bahri Houthan continued skirmishes over freshwater estuaries, and the Khorasans sought revenge for their loss. Nevertheless, the unity and resolve of Dostan-e-Baloch gave it an edge that few other factions in South Asia could boast. As of 2080, the region is locked in a tense but critical stalemate. The Khalid-Khorasans, weakened by economic degradation, ethnic insurgency, and poor leadership, maintain their grip only through martial strength and religious unity. Dostan-e-Baloch, youthful but determined, stands as a strategic buffer and a potential future power, contingent on whether it can harness its resources and integrate technological know-how. The Afghani-Pakistani zone, once a failed frontier of fractured regimes, now symbolizes both the horrors and hopes of the post-Cascade world a land defined by its struggle for identity, its fierce resistance to domination, and its ever-hanging potential for rebirth.

Khalid-Khorasans

Current

Rising from the ashes of the Khorasan Province chapter of ISIS after a series of devastating international airstrikes, the Khalid-Khorasans are a militant Salafi insurgent group with an apocalyptic worldview. Formed by splinters of disbanded jihadist factions, ex-intelligence operatives, and radicalized tribal warlords, they believe in a divine mission to

forge a new caliphate rooted in the historical Khorasan region. Their ideology mixes brutal extremism with historical romanticism, invoking the Abbasid Revolution and the traditions of early Islamic conquest.

In the volatile vacuum left by collapsed regimes and distracted global powers, the Khalid-Khorasans have carved out a formidable militant zone of control. Their consolidation of power is ongoing, but their brutal efficiency and tight ideological control have made them a feared presence in the region.

Territory

They command a network of fortified mountain outposts, highland villages, and deep cave systems spanning across western Afghanistan (particularly Badghis and Ghor), northeastern Iran (border fringes of South Khorasan), and touchpoints in southern Turkmenistan. This territory is fragmented and not easily accessible, but geographically strategic it lies along centuries-old smuggling routes and remote passes immune to conventional invasion.

Governance

Their rule is totalitarian. Governance is administered by a shadow-state apparatus centered around an authoritarian Majlis-e-Shura (Council of Commanders) with the supreme authority held by the self-styled "Emir of the Faithful." Justice is swift and based on an unforgiving interpretation of Sharia. Religious police patrol settlements, and public floggings or executions are not uncommon. Civilians have no real participation in decision-making.

Population and living conditions

Most civilians live under constant surveillance and fear. The population is estimated at around 40,000 comprised largely of coerced tribal communities and internally displaced persons who had no choice but to submit. Education is banned for girls and tightly monitored for boys. Healthcare is non-existent beyond basic herbal remedies and stolen medical supplies. Child marriages and forced conscriptions are frequent.

Food

Food supplies are limited and irregular. They depend on poppy cultivation, looting, and cross-border barter trades with sympathetic smugglers for flour, rice, and canned goods. Fields are often booby-trapped to prevent aerial raids. Starvation and malnutrition are common in winters.

Energy

Electrical access is minimal. A patchwork system of solar panels, micro-turbines, and stolen fuel powers key compounds. They have no central grid, and energy is directed primarily toward communications and weapon maintenance. Civilians are left to burn wood, dung, or kerosene if available.

Unique advantage

Their mastery of asymmetric warfare is unmatched in the region. Tunnels, mountain passes, and encrypted satellite communication allow them to remain elusive. Furthermore, their fighters are deeply indoctrinated, often willing to die for the cause. They also possess caches of advanced weaponry looted from defeated armies.

Religion

Strictly Salafi-jihadist. They reject all forms of religious pluralism and violently suppress Sufi, Shia, and moderate Sunni practices. Their Emir claims spiritual legitimacy and is seen by followers as a divinely guided ruler.

Dostan-e-Baloch

Current scenario

Dostan-e-Baloch emerged as a resistance movement advocating for Baloch autonomy and justice following decades of marginalization, military oppression, and denial of basic rights. Originally a loosely coordinated coalition of tribal elders, intellectuals, and defected civil servants, the group transformed into a well-organized political-military faction after a series of massacres by regional state forces. Unlike most insurgent groups, Dostan-e-Baloch is proudly secular, rooted in tribal traditions, and forward-looking in its political ambitions.
Amid a collapsing regional order and fading international attention, Dostan-e-Baloch has established a proto-state in parts of southern Balochistan. Their governance is rudimentary but resilient emphasizing justice, dignity, and self-sufficiency over domination. Despite limited resources, they have become a symbol of resistance and hope for Baloch identity.

Territory

They operate along the mountainous Makran belt, the Gwadar coastal fringe, and desert hinterlands spanning across Pakistani, Iranian, and Afghan Baloch territories. While contested and fragmented, their strongholds in areas like Panjgur, Turbat, and Chahbahar's outskirts provide strategic depth, proximity to the Arabian Sea, and access to smuggling corridors.

Energy

Reliant on microgrids powered by solar and wind many donated by diaspora engineers. Diesel from Gulf smugglers supplements needs. Energy prioritizes water pumps, hospitals, and communication nodes. They have no dependency on external national grids.

Governance

Dostan-e-Baloch functions under a hybrid system: democratic tribal councils elect regional governors and local sardars (chiefs) manage justice, resource allocation, and education. A central civil-military council oversees major decisions and coordinates defense. Transparency, tribal representation, and cultural preservation are core tenets.

Population and Living Conditions

Their governed population exceeds 120,000 across dispersed zones. Living standards are basic, but improving due to community effort. Clinics are staffed by volunteer medics, and underground schools teach in Balochi, Persian, and English. Women have more freedom than in any surrounding regime and are even allowed to participate in governance in some areas.

Food

Food security is a top priority. Fishing, goat herding, and millet farming sustain most communities. Imports come through seaborne smuggling and cross-border sympathizers. Community-run granaries and food banks have emerged, while some tribes experiment with greenhouse farming near mountain springs.

Unique Advantage

Unbreakable tribal unity, deep ancestral knowledge of terrain, and a motivated diaspora that funds infrastructure and diplomacy. Their location offers both isolation and maritime access, which they use skillfully to avoid encirclement.

Religion

Though the majority are Sunni Muslims of the Hanafi school, the faction takes a firm secular stance. Religious diversity is accepted. Shrines, Sufi centers, and mosques coexist peacefully. They promote religious tolerance as a political philosophy and a cultural right.

Kazakhstan-Tajikistan-Kyrgyzstan-Uzbekistan

Background

The origins of the Emirates faction can be traced back to the geopolitical reorientation of Central Asia following the Cascade and the collapse of regional governments.Between 2025 and 2047, Central Asia particularly Kazakhstan, Uzbekistan, Kyrgyzstan, and Tajikistan descended into ecological collapse, civil unrest, and political disintegration. The long-standing crisis of the Aral Sea reached its tipping point by 2030, with worsening desertification, poisoned croplands, and widespread displacement.Food shortages, soaring prices, and mismanagement by corrupt elites sparked riots and local clashes, particularly in places like Andijan, Shymkent, and Khujand. Crisis averted international attention, aid evaporated, and countries like Turkmenistan cut off regional water sharing, worsening the crisis. In 2035, the Aral Sea effectively vanished, creating a vast toxic wasteland. Into this chaos stepped Haider ibn-Khwarezmi, a former policy advisor turned populist reformist. Broadcasting underground speeches called Voices of the Dawn, he called for a revival of traditional “Emirati-style” rule, fusing Islamic stewardship with technocratic water

management. His message resonated with rural communities, ex-military officers, and displaced technocrats alike, By 2038, Haider's growing support base had morphed into a full-blown rebellion. Provincial capitals in border zones like Fergana and Badakhshan rejected central authority, raising the green-gold banners of the emerging "Emirate." Tajikistan's government collapsed after military failures in Kulyab, and a mutiny in Turkistan led to the fall of southern Kazakhstan. The weakened regimes, hollowed by decades of authoritarianism, proved incapable of resisting. Haider's forces used control over water supplies as leverage, building irrigation zones where loyalty was exchanged for stability and survival. Haider's strategic use of water, resources and his unifying strategies helped him outmaneuver all sides. In 2046, major defections in Bishkek and Tashkent led to the surrender of key cities. On 1st Rajab 2047, Haider declared the formation of the Emirates of the Dawn in Samarkand, symbolically uniting the region under a new order rooted in faith, discipline, and hydrological control. Between 2047 and 2080, the Emirates evolved from a fractured post-Cascade alliance into a unified, resource-driven industrial power under Emir Haider ibn-Khwarezmi. Political integration formed a stratified emirate system, with each former nation converted into a Wilayah governed by Walis. Early decades saw rapid development through geothermal, hydroelectric, and fossil fuel exploitation, while worsening climate conditions and tectonic shifts devastated agriculture. By the 2050s, water scarcity and famine forced innovation: hydroponics, underground greenhouses, and rotational grazing became key to survival. The true turning point was the creation of the DRAKHOM system rugged vehicles designed for survival in hostile terrain. This allowed trade and movement through arid wastelands, turning the Emirates into a logistics and mineral-export hub. By exporting lithium, uranium, and rare earths to major factions like Rejuvkhandabharat and the Great System, they secured vital food and tech in return. Despite advanced ground infrastructure and regional stability, the Emirates enter 2080 as a technologically capable but ecologically strained faction – their survival now hinges on innovation, trade diplomacy, and reviving a declining population.

The Emirates

Current Scenario

The Emirates was once a pacifist faction, but that stance shifted dramatically in the post-Cascade era. During the early years of the Cascade, the integration of Central Asian nations brought about substantial growth. However, by the end of the Cascade, resource scarcity pushed political consolidation under the leadership of Haider Ibn-Khwarezmi, a Kyrgyz diplomat whose dream of unity now governs the Emirates. Haider's influence and word are law, and the Emirates operate under a highly stratified governance system, where provinces (Wilayah) like Kazakhstan, Tajikistan, Kyrgyzstan, and Uzbekistan are ruled by appointed Walis (governors) who act as both administrators and tribal figureheads.

The Emirates now faces a series of existential challenges. Despite the political consolidation under the Emir and the five-member council (including two sons of the Emir, an industrialist from Kazakhstan, and a general from Uzbekistan), the Emirates are

grappling with geographic and environmental challenges. The region's climate is arid, soil is dry, and natural resources have been significantly depleted. As the region suffers from nuclear fallout, shifting tectonic plates, and dwindling labor force, the Emirates rely heavily on trade, technological innovation, and resource management for survival.

Territory

The Emirates spans a vast land in Central Asia, once home to Kazakhstan, Kyrgyzstan, Tajikistan, and Uzbekistan. Its terrain includes vast desert regions, mountain ranges like the Pamir and Tien Shan, and barren semi-arid zones. Despite its natural beauty and potential, the Emirates struggles with limited water resources due to the shifting courses of the Naryn and Syr Darya rivers. The most significant water reserve is Lake Balkhash, supported by irrigation projects, but the land's inherent dryness makes food security a constant concern.

Governance

The Emirates operates under a highly hierarchical system, with each province (Wilayah) ruled by a Wali, who serves as both a governor and a tribal figurehead. These Walis report directly to the Emir, Haider Ibn-Khwarezmi, who is advised by a five-member council consisting of his sons and important figures from other provinces. The Emir's rule has led to significant political unity across the region, but this centralized power also faces growing challenges as resources continue to deplete, and environmental factors worsen.

Population and living conditions

The Emirates faces a dwindling population due to a combination of genetic illness (Pyrelash Emberplague), labor shortages, and rural depopulation. The few remaining citizens live under difficult conditions, with much of the population working in either agriculture (which remains marginal) or resource extraction. The climate and ongoing desertification force the people to rely on underground infrastructure, controlled hydroponics, and salt-resistant greenhouses to produce food. However, the general population faces instability, particularly in rural areas, as more people migrate to urban centers like Almaty, Samarkand, and Tashkent.

Food

Food production is a significant challenge for the Emirates, given the scarcity of arable land. The collapse of large-scale agriculture after the Aral disaster, combined with post-2050 desertification, turned much of the region into semi-arid wastelands. To counter this, the Emirates has turned to innovative agricultural methods like hydroponics, underground greenhouses, and rotational grazing. The Emirates also rely heavily on trade with neighboring factions, such as the Khalid-Khorasans, the Caliphate, and the Great Takhmalan Empire, for the import of food. Despite these efforts, food insecurity remains a persistent issue.

Energy

Energy production is one of the Emirates' key strengths. The faction controls most of the surviving hydroelectric and geothermal stations in Central Asia, particularly those in the Pamir and Tien Shan ranges. Additionally, the oil reserves and natural gas quarries in Kazakhstan have been well-developed and protected, serving as critical energy sources for the faction. The Emirates also employ geothermal energy for their DRAKHOM systems, which help power their advanced hybrid-terrain vehicles. However, these energy sources face growing threats as resources deplete, and environmental degradation continues.

Unique advantage

The Emirates' greatest technological and strategic advantage lies in their DRAKHOM systems a series of rugged, hybrid-terrain vehicles designed for survival in hostile environments. These modular vehicles, designed in collaboration with the Mezdari Guilds and military engineers, are adapted to traverse harsh terrains, including the Orda Wastelands, which no other faction can navigate. The DRAKHOM vehicles double as shelters, water purifiers, and command posts, making them indispensable for both survival and military control in the region. This unique advantage allows the Emirates to maintain dominance in regions where other factions struggle to operate.

Religion

The Emirates shares deep religious ties with the Caliphate due to shared roots in Islam, though religion plays a more peripheral role in governance. The Caliphate's control over the Caspian Sea also means that the Emirates maintains good relations with them, largely based on religious and trade connections.

Iran-Iraq

Background

The conflicts in the middle east did not cease to exist as time ensued. Iran and Iraq were at each other's throats before long. The border skirmishes started in 2026, with deteriorating diplomacy and the United Nations too involved in the Chinese-American proxy wars. Tensions between Iran and Iraq flared once more, triggered by competing claims over dwindling oil fields along the Ilam-Khuzestan border. Droughts had dried up large portions of the Tigris-Euphrates basin, and long-ignored ethnic and sectarian divisions began to resurface in the vacuum of global order. Tensions spiked in early April when Iranian patrols entered disputed areas near the border towns of Mehran and Dehloran, citing illegal Iraqi drilling into ancient oil wells that straddled the border. By mid-May, the Iranian military launched a scorched-earth campaign to deny Iraqi forces access to natural gas reserves buried deep beneath the hills. It was during this offensive that an artillery barrage, intended to flush out militia bunkers near Dehloran, struck the base of an eroded cliff face just outside the city. The explosion unearthed a stone structure long buried by landslides and overgrowth a subterranean temple complex that had lain undisturbed for millennia. Inside, Iranian engineers and soldiers discovered scrolls and tablets written in an archaic

Avestan dialect. The scrolls and tablets, acquired by Iran and Iraq respectively, all what seemed to be part of one document, came to be known as the “Tenets of Mehr” which served as a constitution of the spirit. It talked about balance, harmony and worship towards the great solar deity, within a part of the document called the Khursheed-e-Wahid or the One Sun. It spoke of a coming "fusion of fires," where men of crescent, cross, and flame would either destroy one another or unite under a single solar truth. This message, utterly radical in a region fragmented by centuries of sectarianism, showed a change. It was around this time that the detrimental effects of the Cascade were ensuing and there required some change. Both the Iranian and Iraqi provisional governments, already unstable due to the Cascade’s early breakdown of energy infrastructure and food systems, feared the Tenets could ignite spiritual upheaval. After the first decipherments were made by academic teams at the University of Tehran and Baghdad’s College of Theology, access to the full text was immediately classified under emergency national security orders. However, 2047 saw the change in the region with the leak of these Tenets. A former archivist once employed by the Iranian Ministry of Culture uploaded scanned portions of the scrolls to an abandoned academic network, which was found by an unknowing University student from where it spread like wildfire. The Tenets spoke in a language people understood: it condemned the chaos and suffering of the times and offered a vision of order and dignity based on faith, cooperation, and sustainable living through solar guidance. The text blended old Persian values, Zoroastrian teachings, and calls for a unified spiritual state. Initially, both governments attempted to censor the scrolls, labeling them as forgeries or foreign psychological warfare. Across Isfahan, Sulaymaniyah, Najaf, Yazd, and Karbala, activists, clerics, desert engineers, and local leaders began citing the Tenets in community meetings. These ideas quickly transformed into local self-rule initiatives, with rogue power collectives rejecting both Baghdad and Tehran’s authority. The governments tried to suppress the people, but it was too late since it was the population of two countries against some high-rolling officials. However, suppression only further legitimized the revolters, many of whom were former soldiers and religious figures who had turned on their own regimes. Rebel militias calling themselves the Sipah-e-Mehr, or Soldiers of the Sun began organized sabotage of fossil fuel refineries, governmental archives, and supply routes. Iranian forces clashed with insurgents in the central deserts, while the Iraqi state lost control of Najaf, Mosul, and parts of Baghdad to coalitions of local militias and sympathetic defectors. What made the revolution unique was its ideological unity: Sunni, Shia, and even Zoroastrian communities united under the Tenets, choosing solar resilience and spiritual unification over sectarian lines. By the end of the Cascade, various regions had become inhabitable, bombs, IEDs and warfare plagued both the countries. Following the fall of both the Iranian and Iraqi governments by 2066, the revolutionary leaders moved swiftly to integrate the territories under a unified spiritual and administrative order. In a secret conclave held in the reclaimed ruins of old Baghdad, the Khorsadars regional leaders of the rebellion unanimously appointed the first Shahbaz-e-Mehr, a descendant of Iranian revolutionary lineage who had remained anonymous during the conflict. Under the banner of the One Sun, borders were dissolved, sectarian divisions were formally abolished, and the combined lands were renamed Mehrzamin the Land of the Sun. The Shahbaz-e-Mehr became both spiritual guide and supreme authority, overseeing the establishment of Khorsates and Darbandis to replace former national structures. Through shared rituals, solar reconstruction efforts, and the unifying Tenets of Mehr, the integration was not just political it was symbolic of a new civilization rising from the ashes of two fractured nations.

Now it was the consolidation and development time. Over the next 14 years, Mehrzamin developed its Solar Archives and reinvigorated its position in the middle east, becoming a unique faction as of 2080.

Mehrzamin

Current scenario

Mehrzamin emerged from the combined remains of Iran and Iraq following the global collapse known as the Cascade. While much of the world splintered into chaos or tribalism, Mehrzamin unified through a powerful merger of ancient religious identity and modern solar energy technology. Built on the belief that the sun is not only divine but essential for societal rebirth, Mehrzamin's rise was guided by the Shahbaz-e-Mehr a divine-autocratic figure who combines spiritual authority with absolute leadership. The current Shahbaz, Shahanshah Daryazad, descends from revolutionary Iranian bloodlines, backed by a coalition of Shia clerics and Zoroastrian priesthoods. Under his rule, the state is divided into a structured hierarchy that blends theology, military discipline, and solar infrastructure development.

Today, Mehrzamin stands as one of the few factions maintaining internal unity and strategic purpose. While it lacks military dominance or abundant food, its command over solar technology and rare minerals makes it a growing power in the post-Cascade order. Its society is built on resilience, doctrine, and sustainable systems. Despite environmental hardship, water scarcity, and outdated tech, Mehrzamin's ideological cohesion and trade ties make it diplomatically and strategically relevant. Its capital, Baghdad, is a secretive nexus of power, while Isfahan and Tehran lead as cultural and technological pillars. Yet, expansion remains difficult, and its military remains underpowered compared to other factions. In this balance of spiritual clarity and logistical fragility, Mehrzamin survives – and influences.

Territory

Mehrzamin's territory stretches across much of former Iran and Iraq. The faction includes major cities like Isfahan, which serves as the spiritual center and hosts the grand Mehric Temple; and Tehran, which operates as the faction's techno-administrative core, housing the Solar-Data Archives. Baghdad functions as the capital, where the Shahbaz-e-Mehr and Khorsadars conduct governance in secrecy. The coastal city of Basra is crucial for desalination and salt extraction, while Mosul and Karbala are industrial strongholds. Sulaymaniyah, hidden in the mountains, doubles as a vault for national treasures and a military training base. Najaf functions as the primary logistics and administrative hub, benefiting from its central location and proximity to Concord Grid connections. Kerman and Anorak, in the desert east, are critical for processing valuable minerals. Along the Gulf, cities like Bushehr, Qeshm, and Al-Faw house desalination domes vital for the faction's coastal water supply.

Governance

Mehrzamin is ruled by the Shahbaz-e-Mehr, currently Shahanshah Daryazad, who acts as

both supreme leader and divine authority. Governance flows downward through Khorsates – provinces administered by Khorsadars, who combine military leadership with religious and civil duties. Each Khorsate is further divided into Darbandis, governed by local technocratic councils composed of priest-engineers known as Mehrvarin. Councils focus on rebuilding infrastructure, maintaining energy grids, and applying the faction's spiritual-technical doctrines to daily life. Law and order are based on the Taleem-e-Aftab, a combined religious and regulatory code dictating everything from energy consumption to public conduct.

Population and living conditions

Mehrzamin's population clusters around solar infrastructure hubs and revitalized urban centers. Citizens live in structured communes powered by solar microgrids, with access to shared facilities for food, water, and energy. Life is austere but orderly. Most people are assigned specific roles based on aptitude and loyalty to the Shahbaz and the faith. Education is provided through religious-technical institutions, where theology is taught alongside solar engineering. Healthcare is rudimentary and primarily spiritual in nature, though technomedical practices are slowly being reintroduced in cities like Najaf and Tehran. Migration is tightly controlled to preserve resource balance, and all citizens are expected to contribute to communal labor and solar upkeep.

Food

Food security remains one of Mehrzamin's greatest challenges. The collapse of traditional agriculture due to desertification forced the revival of ancient qanat systems underground aquifers now operated with modern sensors and solar pumps. These are maintained by the Rafaqeen, a water-focused guild. In urban and temple zones, small-scale hydroponic farms are cultivated within greenhouse domes. While not enough to ensure food independence, these efforts provide basic sustenance. The faction also trades its mineral and solar surplus with other powers like Rejuvkhandabharat and the Great System in exchange for grains, legumes, and dried goods. Food is rationed and spiritually sanctified, often distributed as part of religious ceremonies tied to the solar calendar.

Energy

Solar energy defines the heartbeat of Mehrzamin. The faction has retrofitted its damaged oil fields with solar-assisted extractors and partial-bore systems to draw out residual fossil fuels. Most of its energy, however, comes from expansive microgrid networks that power settlements, temples, and military posts. The Solar-Data Archives in Tehran, located on the ruins of the old Ministry of Energy, serve as the central intelligence hub storing pre-Cascade energy blueprints and sun-tracking algorithms restored by the Mehrvarin. Lithium, zircon, and tantalum mined from the Lut Basin and Zagros Range are processed in semi-buried industrial centers and stored in high-capacity solar batteries for trade or military use. Energy is sacred in Mehrzamin, and every collection or distribution point doubles as a site of worship.

Unique advantage

Mehrzamin's unique advantage lies in the seamless integration of religious belief with solar technology. Unlike other factions that treat energy as a tool, Mehrzamin regards it as divine, organizing its entire society around its collection and distribution. This ideology has created a highly unified, disciplined population where dissent is minimal, and labor is purposeful. Though their military lacks power, their spiritual coherence and energy independence make them stable and difficult to fracture. Their access to rare minerals and tradeable energy forms the basis of their soft power. The Solar-Data Archives and the Mehrvarin priest-engineers are unmatched in solar tech preservation and application, giving them a vital edge in long-term sustainability.

Religion

Religion is not just a pillar but the foundation of Mehrzamin. Their beliefs center on Khursheed-e-Wahid – the One Sun – as a living, conscious divine force. The Taleem-e-Aftab codifies how energy, society, and spirituality should intertwine. Temples are constructed as photonic towers, drawing in sunlight and converting it into usable energy. Every city has a central solar sanctum where rites are performed, and policy is sanctified. The Mehric Grand Temple in Isfahan leads religious interpretation, while lower clergy serve in settlements, maintaining moral order and energy alignment. Even military decisions are routed through solar omens and divine algorithms maintained in the Archives.

Australia-New Zealand-Indonesia

Background

Australia was one of the only countries to remain unscarred during the first few years of proxy wars. The American-Chinese proxy war that had an everlasting effect on Asia and Europe, did not affect Australia. Being apart from all the other continents, Australia preserved itself through its abundant resources, isolated location and booming economy. The first few years Australia rose in GDP and GDP per capita, its trade exports increased threefolds and its infrastructure and technological capacities grew considerably. Australia had become a haven for all its citizens but that was what led to its downfall during the start of the Cascade. After becoming one of the leading nations in terms of economy and resources, Australia became a magnet for immigration. From 2030 to 2035, rapid and unmanaged immigration began to strain urban capacity. While many migrants contributed to the economy, integration policies were lacking. Resources like housing, fuel, and water became contested. In rural areas and cities alike, resentment grew. Petty crime, organized syndicates, and community-driven insurgencies became common. Australia's major cities were marred by sporadic violence, protests, and political polarization. This instability laid the groundwork for a deeper socio-political rift. Immigrant communities, facing increasing hostility, formed tightly knit, self-governed enclaves in the northern and coastal regions,

emphasizing mutual protection and autonomy. The Cascade's most detrimental effect on Australia came with its people. Policies differed, airports became stagnant, living conditions deteriorated all because of overpopulation. The economy and resources that Australia boasted off now was being used up at an alarmingly fast rate. This sparked conflicts over menial resources like water bottles and toilet paper, especially when the government imposed heavy policies on the immigrants. The people were enraged, and by 2042, political cracks began to show. Ethnic and ideological tensions erupted between native-born Australians especially rural and Indigenous populations and new migrant blocs concentrated in the tropical North and major port cities. Canberra's political center failed to respond adequately. Riots in 2044 shattered faith in federal governance leading to the Federal Deadlock, the dissolution of the national government. This was the time of war, and war did happen. Australians banded together against the immigrants. Cities became slums and the once flourishing country became fractured. The bombing of Capital Hill on 7th August, 2049 by immigrants sparked the beginning of the Great Australian Divide, a conflict lasting for a decade and a half. Wars, bombs, and destruction plagued the Australian country for several years as major cities turned into logistical hubs for the war. Immigrants tried peaceful measures but the aboriginals were bent on their individual success. The central and southern states Victoria, South Australia, and Tasmania banded together under ancestral and cultural banners to form the Australis Protectorate. Meanwhile, in the North, the aerodromes and port-cities became fortresses of their own. From the remnants of Brisbane, Darwin, and Cairns rose the Novaterra. 26th January, 2065 marked the Great Australian Divide where these two "republics" divided. The Cascade was dying out but the conflict was still looming. However, the hunt for resources and the recession of energy, population and infrastructure made it necessary for consolidation. The Evil People's stronghold on South and Southeast Asia was increasing and both the Australian factions realized that they must capitalize on their position. Novaterra captured Papua New Guinea and the corresponding Indonesian islands while the Australis Protectorate took over the deteriorating New Zealand islands, since its government was uprooted during a revolt. The Australis Protectorate, formed under the leadership of Protector Magnus Warrigal, consolidated power around cultural heritage, ecological stewardship, and decentralized governance rooted in Aboriginal traditions. The "Landguard System" allowed each region such as the fertile Otway Ranges, Snowy Mountains, and the Murray-Darling Basin to be overseen by a Landwarden. These regions became the heart of the faction's food and water supply. Agricultural practices prioritized native crops like yam daisies and bush tomatoes, while sheep and kangaroo grazing filled protein needs. Marine harvests from Tasmania and New Zealand sustained coastal zones. Water was abundant thanks to protected aquifers and glacial runoff, making the faction water-secure. Meanwhile, Novaterra rose from the chaos of overpopulation in the north after the signing of the Darwin Consensus, a pact between diverse migrant groups under Elias Vargo, a Spanish aircraft engineer. Vargo became Chancellor, uniting the Federal Harmony Assembly, a rotating parliament of ethnic blocs and trade guilds. Novaterra's governance was democratic in form but flexible in crisis, with the Chancellor holding "synthesis authority" to override gridlock. Living conditions were efficient but harsh: people resided in towering arcologies built from containers, glass, and insulation foam. Soil

degradation rendered traditional farming useless, so Novaterra thrived on hydroponics, vat-grown protein, and repurposed food systems. Energy came from bio-methane, algae oil, and waste recycling, with gradual investments in tidal and geothermal power. Their biggest innovation came from the sky: post-Split, abandoned airports and salvaged aircraft were repurposed into aerial logistics networks, eventually forming the Skyward Legion. As of 2080, the exact details of these factions are still unique and special as ever before.

Australis Protectorate

Current

The Australis Protectorate stands as a unique anomaly in the post-Cascade world a land largely unaffected by the environmental chaos that swept across much of the globe, thanks to its isolation and the protective barriers of its surrounding oceans. However, despite being geographically safe from the immediate effects of the Cascade, it has undergone significant transformations, driven by internal shifts and the profound consequences of the Great Australian Split, which reshaped both its resources and population distribution. Under the leadership of Protector Magnus Warrigal, the Protectorate has carved out an identity deeply tied to its native roots, drawing upon Aboriginal traditions and ecological sustainability to navigate the uncertain post-Cascade future.

Territory

The territory of the Australis Protectorate encompasses the entire Australian continent, including the waters of New Zealand and some scattered islands in the Pacific. While the land remains largely undisturbed by the global collapse, the Great Australian Split resulted in fragmentation, leading to receding resources and a shifting population. Settlements are spread across vast regions, with Canberra and Hobart serving as strategic centers while most of the population lives in decentralized settlements, eco-villages, communes, and traditional estates. These zones are semi-autonomous, with each region governed by a Landwarden who ensures that decisions align with local ecological needs and ancestral laws.

Governance

Governance in the Australis Protectorate is based on the Landguard System, where leadership is decentralized, and each region is overseen by a Landwarden. These leaders make decisions based on local needs, ancestral laws, and ecological sustainability. Protector Magnus Warrigal, an Aboriginal leader, rose to power during the Great Australian Split and has been instrumental in defending native lands and traditions. This model focuses on self-governance, cultural preservation, and protecting the land from exploitation. The governance system ensures that the Protectorate remains rooted in its ancestral values while addressing the challenges of the post-Cascade world.

Population and living conditions

The population of the Australis Protectorate is relatively small and dispersed. The majority of people live in decentralized settlements, eco-villages, and communes spread across the

continent. Living conditions vary, but the overarching philosophy is focused on sustainability and a simpler way of life. Access to modern tech is limited, and machinery repair is slow, but the quality of life remains high, especially in terms of clean water, air, and community support. Education is largely based on local traditions and environmental stewardship, while healthcare relies on natural remedies and basic medical supplies. Mobility is restricted due to limited fuel-based transport.

Food

Food production in the Australis Protectorate is rooted in Indigenous agricultural practices. The network includes yam daisy fields, bush tomato groves, native grain systems, and rotational grazing for livestock such as kangaroos and sheep. Marine food sources, especially from Tasmania and New Zealand, provide fish, mollusks, and kelp. The Protectorate's food system is sustainable and designed to preserve local ecosystems while feeding the population. Trade with eco-conscious factions like Mehrzamin and the Emirates helps supplement food resources, as biomass from New Zealand and other consumable food items are traded in exchange for technologies and goods.

Energy

The Australis Protectorate’s energy culture is based on self-sufficiency and sustainability, with energy sourced from low-tech systems rather than high-tech fuels like petroleum or uranium. The Dreamline Grid is a decentralized power system inspired by Aboriginal Dreamtime paths. It uses solar panels, underground geothermal nodes, and wind towers to generate energy. The system is resilient, with micro-hubs spread across sacred sites that can operate independently or connect to reroute power during crises. Excess energy is stored in salt-rock and vapor batteries at key stations like the Warrumbungle Spiral and Kata Tjuta Wellspring. The Dreamline Grid is a key advantage for the Protectorate, providing it with reliable and sustainable energy.

Unique advantage

The Australis Protectorate’s unique advantage lies in its water security and decentralized energy grid. The Murray-Darling Basin and other natural water sources, such as glacial runoff from the Otway Ranges and Snowy Mountains, provide the Protectorate with a stable and secure water supply. This is a rare resource in the post-Cascade world, where water scarcity is a major issue. The Dreamline Grid, a decentralized and self-sustaining energy network, is also a key advantage, providing reliable power generated through renewable and indigenous methods. These resources are the backbone of the Protectorate’s survival and resilience.

Religion

The Australis Protectorate does not have an organized state religion but adheres to a spiritual connection to the land, heavily influenced by Aboriginal beliefs. The Dreamtime philosophy, central to Aboriginal spirituality, underpins the Protectorate’s ecological and cultural practices. The Protectorate’s connection to sacred sites and ancestral traditions plays a key role in governance, energy production, and land management.

Novaterra

Current

Novaterra sprawls across Northern Australia, Queensland, and into the northern Indonesian islands, including Timor, Aru, and parts of Papua. Born out of the chaos following the Great Australian Split, it emerged as a multicultural aerial superpower shaped by the influx of immigrants during the Cascade. As the southern regions rejected incoming refugees, these groups gathered in airport zones and northern ports, ultimately organizing under Elias Vargo a former Spanish aircraft engineer who became Chancellor. The desperation of displacement and the ingenuity of survival led to the formation of a new society rooted in adaptability, airborne logistics, and communal resilience. Novaterra does not dominate land in the traditional sense but governs the skies, seas, and vertical urban systems built from reclaimed infrastructure and recycled material. It thrives on its aerial command, decentralized governance, and the combined knowledge of its diverse citizenry, making it one of the most unique and adaptive factions in the post-Cascade world.

Territory

Novaterra controls a strategic patchwork of territory across Northern Australia and key Indonesian islands. Its footprint includes Darwin, Cairns, and Brisbane on the mainland, and stretches eastward into Timor, Aru, and Papua. Rather than sprawling across vast land masses, its control is concentrated in fortified vertical settlements and maritime routes, each supported by advanced airborne logistics networks. These regions, while fragmented geographically, are unified by airspace domination and heavily defended transport corridors. The northern coastal cities have been converted into arcological hubs, and former airports now function as core logistical platforms that serve as both civilian zones and military bases. Through a fluid, sky-based infrastructure, Novaterra effectively governs a scattered but integrated aerial realm.

Governance

Novaterra operates under one of the last democracy-like systems in the post-Cascade era. Its political structure revolves around the Federal Harmony Assembly, a 40-member rotating parliament composed of ethnic blocs, trade guilds, and cultural councils. At the helm stands the Chancellor currently Elias Vargo who serves as both mediator and executive. Unlike traditional parliamentary systems, the Chancellor possesses synthesis authority, a power to override legislative deadlocks in times of societal threat or policy gridlock. This emergency mechanism was born out of necessity in the turbulent years after the Split, when swift action was critical to maintaining unity. The Assembly focuses on balancing legislative decisions with cultural equity, infrastructure planning, and social cohesion. This hybrid model of governance is flexible, responsive, and rooted in shared survival rather than ideological purity.

Population and living conditions

The population of Novaterra is a mosaic of global diaspora communities African,

Southeast Asian, Pacific Islander, Middle Eastern, South American who fled conflict or collapse during the Cascade. People reside in modular arcologies built from shipping containers, insulation foam, and solar-glass. These towering structures form the backbone of Novaterra's urban ecosystem, designed to withstand tropical storms and environmental hazards. Life here is communal and resource-conscious. Each district shares kitchens, water purification units, and energy banks. Though conditions are stark, the culture of shared sacrifice and community resilience has created an egalitarian environment where scarcity breeds innovation and cooperation. Educational systems are embedded into neighborhood centers, and while access to luxuries is rare, clean living conditions, security, and shared purpose have forged a strong civil identity.

Food

Due to widespread soil degradation, Novaterra relies on vertical farming and synthetic food production. The triad of hydroponic towers, protein vats, and reclaimed edible resources form the foundation of the food economy. Leafy greens, legumes, and microalgae are grown in climate-controlled towers, while lab-grown meat and fungal proteins provide essential amino acids. Food production is tightly managed by district councils, ensuring equitable distribution and nutritional planning. In coastal and island regions, fishing communities contribute small-scale marine harvests, although these are often affected by territorial disputes and ecosystem decline. Imports from allied nations, like Lanka Samudrashakti, help supplement dietary needs. Despite the limitations, Novaterra has achieved a functional, if fragile, food security model rooted in sustainability and communal governance.

Energy

Novaterra's energy matrix is an intricate patchwork of recycled and bio-engineered systems. With fossil fuels long exhausted or monopolized, the faction has turned to bio-methane, algae oil, and waste heat recovery to power its arcologies and transport. Engineering guilds, drawn from multicultural expertise, oversee these systems using hybrid knowledge from African communal power grids to Pacific Islander sustainability methods. While solar, geothermal, and tidal projects are in development, their rollout has been hindered by material scarcity and geopolitical pressures. Transport systems such as hover-skiffs and crawlers rely on low-emission fuels derived from biomass. Energy is rationed through district-level systems, and blackout protocols are in place to prioritize critical operations. Though vulnerable to external shocks, Novaterra's energy culture emphasizes conservation, decentralization, and ingenuity.

Unique advantage

Novaterra's most defining advantage is its mastery of the skies through its elite airborne force the Skyward Legion. Originally born from makeshift aircraft repurposed in post-Split airport zones, the Skyward Legion evolved into a sophisticated aerial command structure featuring solar-powered blimps, modular strike gliders, weather drones, and flying logistics platforms. "Vigilant Dawn," the original prototype airbase created by Elias Vargo, laid the

foundation for this airborne doctrine. Units such as the Sky Basilisks, Cloudrails, and Stormwings act as strike forces, cargo carriers, and aerial scouts, respectively. The Legion allows Novaterra to bypass crumbling land infrastructure, strike rapidly across vast distances, and maintain high-altitude surveillance over contested zones. With supply drops, airborne repair platforms, and rotating atmospheric outposts, the Skyward Legion has made Novaterra the most formidable aerial faction in the known world a literal civilization of the sky.

Religion

While Novaterra does not endorse any official religion, it recognizes the spiritual diversity of its people through the Cultural Continuity Accord. This framework ensures that communities retain the right to practice their ancestral beliefs, be they Christian, Islamic, animist, Buddhist, or indigenous. Temples, shrines, and spiritual centers are integrated into arcological design, and cultural festivals are celebrated across neighborhoods with state support. Interfaith dialogues and shared observances are common, promoting mutual respect and integration. In a faction born from cultural convergence, spiritual tolerance is not just a principle it is a survival mechanism.

Saudi Arabia

Background

Between 2020 and 2035, Saudi Arabia experienced a golden age of oil dominance and developmental growth. In 2020, the Kingdom remained one of the world's top oil exporters, attracting billions in foreign investment from strategic partners like the United States and China, which fueled the expansion of its urban megaprojects and technological sectors. By 2027, the Vision 2030 projects, including NEOM and the Red Sea developments, had expanded rapidly, transforming the nation's image and boosting tourism, while earning the royal family global praise for their ambitious economic diversification. In 2032, Saudi Arabia launched one of its largest military modernization efforts in decades, focusing on advanced air defense systems, armored convoys, and enhanced desert warfare readiness. However, from 2036 to 2050, the Kingdom faced a dramatic downturn marked by overexpansion and resource depletion. In 2036, new geological surveys indicated that Saudi oil fields were approaching critical depletion, with extraction costs soaring and new reserve discoveries stagnating. In response, the royal family initiated the construction of a massive desert fortress-city in 2040, known as the Central Bastion City, redirecting resources from national infrastructure to build this strategic military and logistical hub. By 2045, border tensions escalated with Yemen and Syria, leading to frequent skirmishes and severe humanitarian impacts, including resource shortages and displacement. In 2049, due to increasing instability and mismanagement, major U.S. and Chinese investors began withdrawing from the country, triggering a sharp decline in international confidence. The crisis worsened from 2051 to 2058 as oil revenues

collapsed and the economy entered freefall. The Kingdom faced extreme water shortages in central and southern regions, and food imports stopped due to diminished trade leverage. In 2055, widespread civil disobedience turned into open rebellion, with major protests erupting in Riyadh, Jeddah, and even within the Bastion City. Despite the imposition of martial law, the government could not reestablish order, and defections within the military accelerated. By 2058, the monarchy collapsed entirely; the royal family was publicly executed at the gates of the Bastion, and the country descended into a brief period of anarchy. In 2059, a new leader, Sheikh Qahtan al-Harith, emerged a tribal chieftain and former military commander who unified fragmented loyalist forces and secured control of the Bastion. He founded the Imarat al-Sahra, pledging to rebuild the nation under a new order. In 2061, Qahtan launched the Desert Defense Doctrine, revamping transportation systems by replacing oil-dependent infrastructure with dune buggies and armored desert vehicles, ensuring mobility across the vast terrain for both defense and supply missions. By 2063, the Diwan-al-Sahra initiated a policy of resource raiding, launching tactical incursions into Israeli and Persian-held zones to seize essential materials like water, metals, and food not as formal conquests but as survival strategies. In 2066, hostile naval powers blockaded the Red Sea, cutting off Saudi Arabia's maritime access and forcing reliance on overland convoys. Despite these constraints, the nation experienced a dramatic turn of fortune between 2071 and 2080 with the Viyra Boom. In 2072, deposits of Viyra a rare, biodegradable spice were discovered in the Nafud Desert near Hail, revitalizing the economy and drawing in external investors. By 2074, Qahtan established official Viyra extraction zones across the Rub' al Khali, the Hejaz Mountains, and near the Yemeni border, with secured export routes emerging despite hostile neighbors. However, in 2075, a severe water crisis plagued the Bastion, increasing mortality rates and forcing the state to explore alternative solutions, including solar desalination and underground aquifer drilling. In 2077, a military expedition aimed at westward expansion into Africa was repelled by the Nile Faction, effectively halting Saudi territorial ambitions. In 2078, Qahtan introduced the Desert Convoy Legions elite mobile divisions using armored dune convoys to defend trade routes and strategic outposts. By 2079, rising attacks from extremist Doomsday Militias in the south further threatened national security, leading to the sabotage of water wells and disruption of Viyra transport corridors. In 2080, in response to these challenges and the shifting geopolitical landscape, Sheikh Qahtan declared the "Desert Sovereignty" Doctrine, a bold new vision emphasizing national self-reliance, secure resource management, and cautious expansion beyond the fortified Bastion walls to ensure the long-term survival and evolution of the Saudi state.

Imrat al-Sahara

Current

Imarat al-Sahra, formerly known as the Kingdom of Saudi Arabia, is a nation reborn in fire, desperation, and revolt. Once a beacon of wealth and global investment, its decline was

swift and brutal as oil reserves once its lifeblood dried up. The former Saudi Prince's ambition led him to overextend the nation's resources on a megaproject deep in the desert, a bastion-city he claimed would immortalize Saudi dominance. Instead, it became the eye of a storm. As oil prices collapsed and foreign backers like the USA and China abandoned their investments, the people starved, thirsted, and finally turned on the royal family. In a swift revolution in 2058, the monarchy was toppled, the royals executed in the very city they built. Amidst the chaos emerged a new leader, Sheikh Qahtan al-Harith, head of the Diwan al-Sahra, who now holds the mantle of leadership as the new Saudi Prince. He promised revival, survival, and a reclaiming of lost glory. With few friends and fewer resources, Imarat al-Sahra adopted a strategy not of conquest but of calculated raiding targeting enemies like Persia and Israel for supplies. The bastion remains the heart of the nation, a defensive and administrative epicenter from which the faction's resurrection is being willed into existence. What began as a kingdom of oil is now a nation of strategy, scarcity, and burning ambition.

Territory

Imarat al-Sahra is firmly rooted in the harsh, unforgiving landscapes of central and northern Saudi Arabia. Its geographic footprint is concentrated around the vast Saudi Desert, including the Nafud, Rub' al Khali (Empty Quarter), and stretches toward the Hejaz Mountains. The faction's control radiates outward from its central bastion a fortified, self-sustaining city built during the height of Saudi ambition, now repurposed into the faction's beating heart. Though expansion into maritime zones like the Red Sea has been blocked by rival naval forces, the Saudi interior remains securely under their command. With desert storms as a natural barrier and hostile territories on nearly every side, the faction holds fast to its arid stronghold, constantly probing the fringes for exploitable openings in enemy defenses.

Governance

Governance within Imarat al-Sahra is highly centralized under the authoritarian leadership of Sheikh Qahtan al-Harith, who emerged from the revolutionary ashes as a unifying figure. While not a monarch in title, he holds total command over the Diwan al-Sahra a council of tribal leaders, engineers, military officials, and spiritual guides. Though originally symbolic, this body has evolved into a semi-bureaucratic engine that directs the faction's priorities: securing water, developing infrastructure, and planning raids. Qahtan rules through a mix of charisma, fear, and necessity. Political opposition is sparse, not because of suppression, but because survival dominates all discourse. The Diwan operates under martial order, with rotating emergency mandates and strict controls over communication and movement. In this harsh desertocracy, obedience means survival, and dissent is often a luxury no one can afford.

Population and living conditions

The population of Imarat al-Sahra is deeply weathered by the decades of collapse, revolution, and recovery. Many are descendants of the original Saudis, but the demographic

also includes former nomadic tribes, abandoned migrant workers, and refugees from regional conflicts. Life revolves around the central bastion and scattered outposts along the old trade routes and Viyra veins. Conditions are extreme sweltering heat, scarce water, and unrelenting sandstorms but the people are hardened and adaptive. Living quarters range from underground cooled bunkers to canvas-covered desert huts and armored caravans. Food and water are rationed strictly, and nearly every settlement operates as a semi-military zone. But in this bleakness lies a unique solidarity. Survival has bound the people together in a shared struggle that creates loyalty not to symbols, but to results. What they lack in comfort, they make up for in resilience.

Food

Food in Imarat al-Sahra is functional, not flavorful. The diet is dominated by preserved grains, lab-grown proteins, and desert-grown legumes sustained by moisture-capture farming techniques. Underground hydroponics in the bastion city provide some fresh vegetables, while rationed imports from black market channels fill the gaps. Livestock is rare and typically reserved for leadership and elite guards. Dates, cacti-based products, and synthetically fortified flatbreads form the nutritional backbone. During raids or successful trade ventures, the faction may enjoy luxury spoils like spices or preserved meats, but these moments are fleeting. Dehydration remains a constant threat, so every food source is integrated with hydration elements, often infused with saline or electrolytes. Hunger may be common, but starvation is uncommon strict rationing and unforgiving penalties ensure that every grain is accounted for.

Energy

The collapse of Saudi oil supremacy forced the faction into energy innovation out of sheer desperation. Today, Imarat al-Sahra runs on hybrid systems: solar farms dot the desert outskirts, micro-nuclear cells power critical zones, and scavenged tech from abandoned oil rigs has been refitted into biofuel distillation plants. The faction’s armored dune convoys and skirmisher vehicles run on refined algae diesel and methane-gas hybrids sourced from desert bio-pits. Though the faction lacks the high-tech diversity of Novaterra, its focus on rugged, sand-proofed, and fuel-efficient designs has made it remarkably efficient. Energy is strictly regulated, especially in the outer regions, where failure to conserve can mean death. The prince's engineers continue to search for remnants of untapped oil, but results remain grim. Energy here is not a right – it’s a privilege, fought for and fiercely protected.

Unique Advantage

Imarat al-Sahra’s greatest strength lies in its desert warfare specialization and the deployment of advanced terrain-adapted vehicles. Their two most prized assets dune buggies and armored desert crawlers form the backbone of both their raiding parties and resource recovery units. Lightweight dune buggies, modified for speed and agility, serve as scouts, messengers, and maintenance craft across shifting sands. Meanwhile, heavily armored carriers patrol trade routes and escort convoys, equipped with IED-resistant plating, satellite uplinks, and automated turret systems. These vehicles allow the faction to strike swiftly, extract resources, and vanish before retaliation. This mobility, combined with harsh-environment conditioning and tactical discipline, makes them one of the most elusive desert forces on the planet. While other factions struggle with the environment, Imarat al-Sahra is shaped by it – trained to dominate it.

Religion

Though theocratic rule has not returned, Islam remains a powerful cultural force within the faction. Mosques have been rebuilt inside the bastion and at key desert crossings, and the Diwan often frames political decisions in moral or spiritual terms. Sheikh Qahtan himself is seen as divinely guided by many, though he rejects titles like Caliph or Mahdi. Religious law exists alongside military mandates, and spiritual leaders are given advisory roles in the governance of key cities. During crises, religious rituals offer cohesion, direction, and hope. In the eyes of many within the faction, survival itself is a sacred act, and Imarat al-Sahra is both a political and spiritual resurrection.

Israel-Syria-Jordan-Lebanon-Palestine

Background

Between 2020 and 2035, Israel continued functioning under its longstanding parliamentary democracy. The system remained procedurally intact, with coalition governments rising and falling under elected prime ministers. However, the era was marked by significant political instability. Fragmentation among parties, ideological clashes, and chronic electoral deadlocks led to repeated national elections sometimes more than one in a single year. This cycle bred public frustration, especially among younger voters and security-minded citizens who felt that urgent economic and national security issues were being neglected. In 2027, amidst growing dissatisfaction, the "New Horizon" movement emerged. This grassroots coalition of activists, ex-soldiers, technocrats, and economic reformers gained momentum by promoting nationalist rhetoric, economic rejuvenation, and strong central leadership. Their messaging struck a chord with an increasingly disillusioned population seeking bold alternatives to status quo politics. The movement's ideological figurehead, Eyal Ben-tzion, a retired military strategist and charismatic speaker, rapidly gained popularity through media interviews, military critique articles, and public lectures advocating for efficiency, discipline, and a more unified national direction. By 2033, his public image had become synonymous with strength, vision, and the potential for transformational leadership.

The next phase, from 2036 to 2050, witnessed a dramatic transformation of Israel's political structure. In 2036, capitalizing on widespread public support and with the backing of elite military units and influential economic actors, Ben-tzion executed a calculated, bloodless coup. The Knesset was dissolved, the constitution suspended, and Israel was officially transformed into Yisrael the Kingdom of Israel. Though the name evoked ancient symbolism, Ben-tzion's rule was secular and strategic, not theological. Civil liberties were quickly curtailed. Media outlets were brought under state control, opposition voices silenced, and a loyalist council replaced democratic institutions. By 2040, the Kingdom had evolved into a full-fledged surveillance state, integrating AI-based tracking systems, predictive policing algorithms, and biometric monitoring across all major urban centers. Dissent, both digital and physical, was swiftly punished. With internal order secured, Ben-

tzion turned outward. In 2044, he initiated a rapid, militarized expansion strategy dubbed the "Blitzkrieg Doctrine," inspired by mid-20th century warfare principles. Within a few months, Israeli forces pushed deep into southern Syria and western Jordan, overwhelming opposition through swift mechanized campaigns. In 2048, Israel captured Beirut and major ports along the Mediterranean, securing vital maritime routes and oil pipeline access to Europe. With these victories, Ben-tzion formally declared the formation of "Greater Israel," dramatically redrawing the map of the Levant.

From 2051 to 2065, Israel shifted focus toward consolidating gains through technology and economy. A renewable energy revolution transformed the Negev Desert and surrounding reclaimed territories into massive solar fields. These powered both civilian and military sectors, freeing the state from fossil fuel dependency. Economic zones in key cities like Damascus and Amman were developed to attract foreign investment, becoming hubs for finance, tech, and logistics. By 2054, internal tensions from the occupation of diverse territories compelled Ben-tzion to launch the “Unity Doctrine” a set of interfaith integration programs aimed at incorporating Druze, Arab, and Christian populations into the Israeli system. While often superficial, these policies temporarily quelled unrest. In 2059, the regime created Special Economic Zones (SEZs) in Jerusalem, Amman, and Damascus. These offered tax breaks, cutting-edge infrastructure, and relaxed regulations, drawing foreign firms and generating jobs in occupied zones. Yet military opposition simmered in certain areas. After years of sporadic conflict, the Israeli faction annexed the Gaza Strip in 2063, completing its territorial objectives. However, Gaza’s annexation remained deeply contested, with radicalized cells in central districts resisting occupation through asymmetric tactics.
Between 2066 and 2075, the Kingdom reached its expansionist peak but also began facing significant setbacks. In 2066, Project “Teju,” a high-profile deep-sea oil mining operation, launched in the Red Sea and Gulf of Aden. Initially, the project was a major financial success, bolstering Israel’s global technological prestige. However, in 2069, Houthi naval attacks targeted the operation. Their sabotage triggered an environmental catastrophe as oil spills wreaked havoc on marine ecosystems, prompting global condemnation. This disaster, compounded by retaliatory efforts from Persian and Saudi-led coalitions in 2070, forced Israel to abandon further territorial expansion and turn inward.

The final phase, from 2076 to 2080, is defined by reassessment and mounting uncertainty. In 2076, radical Doomsday militias seized Deir-al-Balan in central Gaza, fortifying the city and repelling multiple Israeli siege attempts. This failure eroded investor confidence and fueled fears of resurgent insurgency. In response, Ben-tzion in 2077 launched a strategic pause, focusing on domestic rehabilitation, infrastructural repair in Lebanon and Syria, and cautious diplomatic outreach. Yet the fragile internal calm was shattered again in 2078 when unknown militant groups released biological agents in Akhleon and Sderot. The resulting outbreak prompted martial law across southern districts and massive state investment in anti-bioterror technologies. In 2079, Ben-tzion doubled down on ideological control, consolidating state narratives around Revisionist and Political Zionism. Propaganda intensified, portraying the Kingdom’s survival as synonymous with Jewish

destiny and regional leadership. As of 2080, Yisrael is a regional superpower governing over 30 million people and stretching across the Levant. Yet existential questions loom: Can the Kingdom sustain control over fractured populations? Will deep-sea ventures rebound despite environmental costs? And, most pressingly, can Gaza ever be unified, or will it remain a permanent, destabilizing quagmire?

Yisrael

Current

Yisrael is the result of a once-democratic nation turning sharply into a militarized autocracy under the calculated and cold leadership of Stratagos Eyal Ben-tzion. The original Israeli democracy based on the Knesset, proportional representation, and coalition governments crumbled under the weight of internal discontent, political gridlock, and global destabilization. Amidst this chaos rose the "New Horizon" movement, a wave of nationalist fervor and strategic vision that propelled Ben-tzion into power. With a masterstroke of bloodless precision, he dismantled Israel's democratic institutions and replaced them with a dictatorial regime governed through fear, surveillance, and loyalty. The Knesset was dissolved, civil liberties erased, and the new Yisrael took shape under the iron fist of the Stratagos. From this foundation, Yisrael expanded aggressively, annexing Syria, Lebanon, and Jordan, using a modernized form of blitzkrieg warfare fused with hyper-efficient logistics and technological superiority. Though the expansion was abruptly checked by Persia and the Saudi-led Imarat al-Sahra, Ben-tzion's dominion remains one of the most influential and dangerous players in the region. His leadership is inspired not just by Israeli nationalism but also disturbing ideological echoes of 20th-century autocracies, blending revisionist Zionism and militarist ambition into an empire hungry for permanence.

Territory

Yisrael's borders now stretch far beyond its original mandate. The faction encompasses the traditional land of Israel, as well as the entirety of Lebanon, Jordan, and significant parts of southern Syria. Its presence is especially strong along the Mediterranean coast and deep into the urban and industrial zones of Amman, Damascus, and Beirut. The central capital remains Jerusalem, a city transformed into both a political headquarters and a militarized sacred zone. However, not all territory is fully secure. The Gaza Strip remains a battleground of attrition and influence, with the central city of Deir-al-Balan under the control of the Vratya Kaal an intrusion that Yisrael considers a constant national threat. While the Israeli regime has established de facto control over the coastal regions and high-value zones like the Golan Heights, full integration remains incomplete, and resistance simmers beneath the surface.

Governance

Governance in Yisrael is characterized by totalitarianism and rigid militarization. At its

helm stands Stratagos Eyal Ben-tzion, who replaced democratic institutions with a centralized autocracy supported by a council of appointed loyalists. These handpicked advisors operate as echo chambers for his will, offering no real opposition or oversight. Civil rights are suspended indefinitely, surveillance is omnipresent, and all media is state-controlled. Dissent is met with immediate suppression, often via arrest, exile, or targeted disappearance. Inspired by both historical Zionist ideologies and the authoritarian methodologies of the past, Ben-tzion has created a regime that champions expansionist pragmatism and ideological control. His blend of revisionist and political Zionism underscores the faction's ethos power is maintained not by persuasion, but by the absolute control of information, territory, and force.

Population and living conditions

Yisrael's population has swelled to over 30 million due to territorial expansion and strategic annexation. This includes a complex mosaic of Jews, Druze, Arabs, Christians, and other minority communities spread across a tightly controlled landscape. While major cities like Jerusalem, Tel Aviv, Damascus, and Beirut have seen large-scale infrastructural upgrades and technological advancements, living conditions vary dramatically. In the core urban zones, high surveillance and regulated commerce provide a grim but orderly existence. Outside the core, especially in annexed zones, life is fraught with militarization, resource disparities, and cultural suppression. While propaganda frames Yisrael as a utopia of technological progress and cultural cohesion, the reality is far starker daily life is defined by rationing, ideological policing, and compulsory civic participation. Interfaith initiatives exist, but they are tightly curated by the state and often used as tools of international diplomacy rather than domestic harmony.

Food

Food production in Yisrael is driven by high-tech agriculture, vertical farming, and deep integration with synthetic food systems. Urban farming units, especially in Tel Aviv and Haifa, produce genetically modified crops capable of growing in arid or hydroponic conditions. Artificial proteins and nutrient blocks have replaced meat for most citizens, though luxury imports are preserved for the elite and military leadership. The annexation of fertile Syrian and Jordanian valleys has helped supplement food supply, although guerrilla raids and resistance sabotage make rural farming unpredictable. Distribution is handled by state networks, often tied to citizen loyalty programs and biometric IDs. While no region faces mass starvation, food in Yisrael is a means of control as much as it is nourishment heavily monitored, often politicized, and unequally distributed.

Energy

Yisrael's energy system is among the most advanced in the region. With oil resources in decline, the faction invested early in alternative technologies, including nuclear micro-reactors, desert solar farms, and geothermal plants in the Dead Sea region. One of its most ambitious ventures includes deep-sea mining operations in the Red Sea and Gulf of Aden, extracting rare minerals and synthetic fuels from beneath the ocean floor. These projects

have brought massive profits but also provoked military conflicts such as the Project Teju disaster, when a Houthi naval assault caused catastrophic oil spills, disrupting marine life and state revenue. Energy remains abundant but contested, and security around key sites is handled with militant precision. The regime treats energy independence as a pillar of national security, and any threat to its extraction or distribution is met with overwhelming force.

Unique advantage

Yisrael's core advantage lies in its unparalleled fusion of high-tech militarization and rapid strategic mobility, anchored in the doctrine of "Blitzkrieg Revival." This doctrine adapts historical fast-strike tactics to the 21st-century battlefield, utilizing drone swarms, satellite-assisted artillery, EMP-resistant armored convoys, and AI-targeting systems. These methods allowed the faction to rapidly expand through coordinated multi-front invasions, overwhelming enemies before they could mount a defense. Additionally, the faction excels in cyber warfare and surveillance managing everything from propaganda distribution to economic espionage. Its special economic zones, heavily monitored and fortified, attract foreign capital, especially from private military contractors and tech conglomerates. However, its true power lies in psychological warfare and control turning both citizens and enemies into tools of strategic manipulation.

Religion

Religion in Yisrael has been co-opted rather than banned. The state promotes a nationalist interpretation of Zionism, blending religious symbolism with political loyalty. Religious leaders are state-approved, and temples or mosques that do not align with regime policies face restrictions or closure. Jerusalem remains a sacred city, but it is also a fortress a heavily surveilled zone where spiritual significance is used to reinforce regime propaganda. Pilgrimages are allowed but closely monitored, and religious festivals have become state-sponsored performances. The Stratagos does not present himself as a messiah but uses religious references to legitimize his reign and channel loyalty. Faith is no longer free it is nationalized, choreographed, and leveraged for control.

Yemen-Oman

Background

Between 2020 and 2035, Yemen underwent violent fragmentation, laying the foundations for future resistance. In 2021, the Houthi movement consolidated control over northern Yemen, including Sanaa and Sa’dah, as civilian casualties rose due to Saudi-led airstrikes and regional proxy warfare. By 2026, Yemen’s southern government collapsed Aden fell into chaos following the breakdown of international peace efforts, and Houthi forces advanced southward as local militias either dissolved or defected. Amid the turmoil, 2032 marked the emergence of child commander Amir al-Saqr, who gained notoriety during the Battle of Ibb for his tactical insight and brutal efficiency.

From 2036 to 2050, the faction transitioned into regional warfare and maritime ascendancy.

In 2036, Houthi forces captured the ancient port of Al Mukha, establishing the groundwork for a naval-focused future. By 2042, Bahri-Houtham officially formed, evolving from Houthi insurgents into a maritime state with strongholds in Al Hudaydah and Taiz. Iranian support bolstered their drone and naval capabilities. However, in 2049, a brief alliance with Israel fractured due to ideological divergence and territorial disputes, leading to covert hostilities.
Between 2051 and 2065, the faction consolidated power and expanded into Oman. In 2053, they seized the oil-rich Marib region after years of contested fighting, securing vital economic independence. By 2056, naval fleet modernization began, integrating Iranian drone tech and Russian vessel designs, with naval academies established in Mukalla and Salalah. In 2065, amid widespread collapse in the Gulf states due to climate migration and political instability, Bahri-Houthan swiftly occupied Dhofar, Musandam, and Al Wusta, thereby gaining strategic access to the Arabian Sea.

From 2066 to 2075, Bahri-Houthan reached peak power and maritime dominance. In 2067, they militarized the Bab el-Mandeb Strait, taxing international trade and becoming gatekeepers of the Red Sea placing over 40% of Eastern Hemisphere trade at their mercy. By 2070, the faction ushered in the era of EMP torpedoes and drone warfare, deploying solar-powered submarines, EMP torpedoes, and swarm drones capable of days-long tracking. Their naval deterrence gained global notoriety. In 2074, they enforced a full blockade on the Saudi Red Sea coast, cutting off Jeddah and surrounding regions for over a year causing starvation and international outrage. By 2075, despite controlling Duqm and other urban areas, Oman's central mountains remained contested. Saudi-backed rebels initiated limited resistance efforts in Al Hajar.

Between 2076 and 2080, the faction focused on propaganda, indoctrination, and managing a fragile supremacy. In 2076, Bahri-Houthan launched Sawt al-Bahr (Voice of the Sea), a 24/7 propaganda network spreading narratives of divine resistance and imperialist threats. In 2077, they deployed desalination warfare tactics, controlling key water infrastructure in Aden, Mukalla, and Salalah. By denying water access to regions in southern Saudi Arabia, they provoked unrest and mass migration. In 2078, a rebel coalition called Al-Fajr al-Jadeed (The New Dawn) emerged in Oman's highlands and Yemen's interior. Though under-equipped, they conducted ambushes and port sabotage missions with Gulf and Israeli support. In 2079, the regime launched BahrCoin, a cryptocurrency designed to monitor all economic activity, with every transaction linked to citizen ID for surveillance and control. Finally, in 2080, Admiral Amir al-Saqr formally declared Bahri-Houthan the sovereign authority over Yemen and Southern Oman. In a broadcast from Salalah, he warned of "an era of warlords, drones, and gods of the sea."

Bahri-Houthan

Current
The Bahri-Houthan faction emerged from the crumbling remains of Yemen and fractured

alliances in the Middle East, particularly following a failed coalition with Israel. Once united in opposition to global powers like the United States and China, tensions between the Israeli and Houthi factions led to a violent rupture. From the chaos rose Amir al-Saqr, the self-proclaimed "Falcon Prince," a former child soldier who forged a naval-based resistance empire from the heartlands of Sanaa to the turbulent waters of the Red Sea and Gulf of Aden. Under his leadership, the faction evolved into a maritime theocracy wrapped in the aesthetics of revolution and resistance. Today, Bahri-Houthan commands the critical sea lanes of the eastern hemisphere, enforcing its sovereignty with naval sieges, drone warfare, and a brutal, religiously infused dictatorship. Amir's vision is not just regional dominance it is about reclaiming Arab dignity through militarized resistance and control over trade, water, and ideology.

Territory

Bahri-Houthan's territory includes southern Yemen and swathes of Oman, including the strategic ports of Aden, Mukalla, Salalah, and Duqm. From the mountainous province of Sa'dah to the oil-rich Marib and the fortress-like city of Sanaa, the faction has asserted near-complete control over coastal and urban centers. The Omani regions of Dhofar, Al Wusta, and Musandam were gradually absorbed following Oman's collapse during the Gulf political unraveling. Although mountain regions of central Oman and eastern Yemen remain volatile and contested by Saudi-backed militias and tribal fighters, the coastline is locked down. The Bab el-Mandeb Strait, Red Sea coast, and Gulf of Aden are effectively under Bahri-Houthan jurisdiction, where ports serve dual functions as trade nodes and military bases. Rural territories see fluctuating control, with local warlords pledging conditional allegiance in exchange for resources or smuggling rights.

Governance

Bahri-Houthan operates under a rigid authoritarian regime led by Amir al-Saqr, who holds absolute power as both spiritual leader and military commander. Governance is split between revolutionary military councils and religious overseers who control every aspect of civic life. Cities are governed like fortresses, with local administrators reporting directly to central command in Sanaa and Al Hudaydah. Surveillance is pervasive conversations in mosques are monitored, homes are scanned by drones, and dissenters are erased before they gain momentum. Amir's cult of personality is institutionalized through daily broadcasts, public rituals, and mandatory education that frames him as both savior and warrior-prophet. Though decentralized in its military structure, the regime thrives on ideological control, tribal co-option, and iron-fisted enforcement of order.

Population and living conditions

Life within Bahri-Houthan's territories is defined by hardship, regimentation, and a paradoxical sense of unity. Urban centers like Sanaa and Aden are heavily militarized yet provide food and relative stability compared to rural zones, where bandits, climate refugees, and rebels clash daily. Citizens are subjected to ideological indoctrination from an early age and are taught that survival and honor are intertwined. Surveillance drones are a

common sight, and loyalty to Amir is not just expected it's demanded. However, many citizens support the regime for providing basic needs in an otherwise apocalyptic landscape. Food, security, and a sense of belonging are powerful currencies in a world ravaged by climate collapse and foreign intervention. Villages that fall out of favor lose access to water and electricity tools the regime uses to reward submission and punish resistance.

Food

Food supply in Bahri-Houthan is controlled centrally and distributed as a mechanism of loyalty. The fertile zones of Ibb and Taiz, along with extensive fishing operations along the Red Sea, support basic subsistence. Coastal desalination plants and hydroponic farms produce rationed crops while black-market trade fills the gaps. Meat is rare, reserved for elites and military forces. Most citizens subsist on lentils, fish, synthetic grain, and rationed bread. Nutrient packs and barter economies are widespread in rural zones. Food convoys, especially water-bearing ones, are protected like military assets. In drought-stricken areas, food is often distributed in exchange for children to be sent to regime academies or military training facilities. The regime uses starvation as a weapon and nourishment as propaganda meals are sometimes preceded by regime chants or broadcasts.

Energy

Bahri-Houthan sustains itself on a mix of salvaged fossil fuel operations and aggressively expanded solar infrastructure. The oil fields in Marib and Dhofar provide the bulk of traditional energy, while the deserts are lined with solar panels built from the debris of abandoned Emirati megaprojects. Naval bases and border outposts run on autonomous solar generators. In coastal areas, wave and tidal energy are being explored but remain in development. Due to international sanctions, the regime operates off-grid, using encrypted local networks and state-backed cryptocurrencies for transactions. Fuel convoys are common targets for rebel sabotage, but the regime responds with overwhelming brutality. EMP-shielded power stations near Salalah and Al Mukha ensure continuity of operations even during aerial assaults or sabotage attempts.

Unique advantage

Bahri-Houthan's defining advantage is its naval supremacy and control over global maritime chokepoints. From the Bab el-Mandeb Strait to the Gulf of Aden, their naval forces composed of Iranian-engineered drones, retrofitted Russian corvettes, and hybrid attack submarines enforce economic and military dominance. Their solar-powered autonomous submarines and deep-sea drones can track, sabotage, or pursue vessels for days. Sea mines, EMP torpedoes, and underwater surveillance systems create a near-impenetrable maritime network. Additionally, their expertise in drone warfare both aerial and aquatic has turned them into an asymmetric superpower. The siege of Jeddah in 2074 is a testament to their capability: a full naval blockade that crippled Saudi infrastructure and forced international rerouting of goods. Their ability to combine sea power, psychological warfare, and internal propaganda makes them the most volatile yet capable faction in the

region.

Religion

Religion in Bahri-Houthan is a state tool and revolutionary engine. A militarized, revivalist Islam dominates public life, blending Shia Houthi theology with nationalist myth. Amir al-Saqr is portrayed as a divine instrument, and religious education revolves around themes of sacrifice, purity, and resistance. Shrines have become war memorials; mosques are fitted with speakers that double as surveillance devices. Prayers often include pledges to the regime. Religious festivals are reimagined to commemorate past victories, and martyrdom is not only glorified but incentivized. While traditional religious practices survive, they are carefully regulated to prevent divergence from the state doctrine. Faith is not a private affair it is a public oath to the cause.

Sri Lanka-Andaman and Nicobar Islands Lakshadweep Islands

Background

From 2020 to 2035, geopolitical pressure began mounting against Sri Lanka as it grew increasingly dependent on Indian security, particularly by 2023. Trade flowed through Indian corridors, tightening India's grip on Sri Lanka's economy. The creation of the Greater Bharatiya Confederation in 2030 absorbing Nepal, Bhutan, Myanmar, and Bangladesh solidified India's regional hegemony, intensifying Sri Lanka's fears. In 2035, a turning point arrived when a political unification through the Samudrashakti Doctrine emerged in Colombo as a response to Indian maritime expansion, transforming national defense into a singular, unifying focus.

Between 2036 and 2058, the nation underwent radical militarization and a maritime awakening. In 2040, Trincomalee was declared a strategic naval hub, leading to the replacement of tourism zones with drone hangars, naval academies, and deepwater docks. By 2045, Sri Lanka had launched its Autonomous Naval Research Initiative, backed by Chinese and American tech, to develop AI submarines, stealth ships, and autonomous freighters. A defining moment came in 2053 when Admiral Sahira Jayawardene survived an Indian drone strike, shifting from her background in marine ecology to becoming a symbol of national resistance. Her survival was mythologized. In 2059, the rejection of Indian naval exercises marked Sri Lanka's sharp pivot toward sovereignty, with secretive talks with China and the U.S. already underway.

The period from 2059 to 2070 saw the emergence of a naval empire and total oceanic independence. In 2061, Operation Sand Vow enabled Sri Lankan forces to seize the Andaman, Nicobar, and Lakshadweep islands with the help of Indian insurgents. These

islands became defensive outposts of the new regime. Artificial island construction began in 2065, near the Maldives and Andamans self-sustaining floating arcologies serving as naval cities and cultural strongholds. By 2067, the Technocratic Naval Council had replaced democracy in Trincomalee, ranking citizens by merit and obedience, each assigned a naval designation. India's counter-invasion failed in 2069, thwarted by its conflict with the Afghan bloc, allowing Lanka to entrench control over key chokepoints.

From 2071 to 2078, Lanka Samudrashakti ascended to global influence while adopting a strategy of diplomatic stealth and neutrality. In 2071, it launched the Deep Sea Surveillance Grid, stretching from Lakshadweep to Nicobar, enabling comprehensive underwater monitoring. The following year, 2072, saw the merging of Buddhism with naval nationalism temples on warships and monks blessing fleets helped create a maritime civil religion. In 2073, Lanka launched "The Tide," a shadowy diplomatic network manipulating port politics across Africa, Southeast Asia, and the Gulf. Control over maritime chokepoints became total in 2074, with enforced tolls on oil and cargo routes. By 2076, global powers like the U.S. remnants, ASEAN, and Australia recognized Lanka Samudrashakti as an oceanic empire. The national grid was fully integrated into naval command by 2078, where all citizen data health, economy, movement, and ideology was routed through the Naval Citizenship Grid, sharply curtailing inland civil liberties.

The final phase, from 2079 to 2080, highlighted the fragility behind Lanka Samudrashakti's imposing legacy. In 2079, unrest surged in rural regions, with farmers and caste minorities protesting naval neglect, surveillance, and economic disparity. As 2080 dawned, Admiral Jayawardene aging and cloaked in mystery was rumored to be grooming a successor in a secluded academy in Nuwara Eliya, while internal tension between hardliners and moderates grew. That same year, she declared Lanka Samudrashakti's position as one of neutral maritime sovereignty. In a global address, she affirmed: "We take no sides but hold all gates. We are not a nation beside the ocean. We are the ocean, shaped into resolve."

Lanka Samudrashakti

Current

Lanka Samudrashakti, meaning "Oceanic Power of Lanka," emerged from the shadow of Indian hegemony and rewrote the narrative of Sri Lanka's destiny. Once a peripheral actor in South Asian politics, the island nation transformed into a maritime superpower by 2080, controlling vital sea routes, artificial fortresses, and key island territories. Triggered by India's absorption of surrounding countries and its growing maritime ambitions, Sri Lanka turned to pragmatism and sea-bound sovereignty. Rejecting Indian naval drills in 2059, the nation adopted a strategy of armed neutrality, leveraging covert partnerships with the U.S. and China while pledging allegiance to none. Led by the visionary Admiral Sahira Jayawardene, the faction constructed naval academies, floating cities, and underwater sensor webs. Its ships became emissaries of will and its waters, walls of survival. Lanka Samudrashakti no longer exists as a country it is a civilization in motion.

Territory

The faction claims Sri Lanka, as well as the Andaman and Nicobar Islands and Lakshadweep, former Indian territories seized in a series of lightning-fast maritime operations in the 2060s. With these island chains fortified and converted into military arcologies and logistics hubs, Lanka now projects power across the Bay of Bengal, Arabian Sea, and even into parts of the southern Indian Ocean. Artificial islands near the Maldives and the Andamans serve as autonomous floating citadels, equipped with drone hangars and underwater defense grids. While Sri Lanka's mainland remains the administrative heart, its reach is fundamentally oceanic its true borders are drawn by sonar and tide.

Governance

Governance is handled by the Naval Council of Lanka, a technocratic oligarchy led by high-ranking officers, engineers, and strategists. Civilian governance is subservient to military priorities, with laws often crafted around naval security needs. The council is headquartered in Trincomalee, now a sprawling command city with layered ports and orbital uplinks. Policy is executed through command hierarchies, and loyalty is digitally enforced through service scores and integrated surveillance. Every citizen has a naval designation, even if not actively enlisted. The state projects unity through maritime doctrine and national rituals centered around discipline, sacrifice, and sea-bound resilience.

Population and living conditions

Lankan citizens experience a structured and disciplined society where every aspect of life is tied to maritime purpose. Coastal cities enjoy relative prosperity, clean energy, and advanced education though always under surveillance. Civil liberties are limited near strategic ports, but tolerated inland. In places like Colombo and Trincomalee, children learn drone logistics and underwater cartography by age twelve. Algae-based food, steady power, and access to medical AI foster loyalty. Yet inland regions feel abandoned. Farmers, especially in central Sri Lanka, complain of being forgotten, fueling whispers of rebellion. The divide between coastal privilege and interior neglect threatens to crack the faction's internal cohesion.

Food

Lanka's food economy is sea-centric. Algae cultivation, fish farming, and oceanic bioprocessing form the foundation of daily nutrition. Algae-fuel and seaweed protein are staples. Artificial reefs and floating farms supply both food and energy, enabling semi-independent arcologies to thrive. Inland areas rely on rationed imports from the coast, leading to social strain. Food distribution is tracked through naval citizenship IDs, with higher-ranked citizens receiving enhanced provisions. In emergencies, coastal food convoys double as propaganda tools delivering sustenance and speeches from the Naval Council. Rituals of gratitude to the ocean are common, blending food security with ideological loyalty.

Energy

Energy is a cornerstone of Lanka's independence. The faction runs on algae biofuel, tidal energy, and hydrogen-powered naval infrastructure. Artificial islands are equipped with wave reactors and solar fields. Decommissioned oil rigs have been retrofitted into energy hubs. Underwater turbines draw power from monsoon currents. Civilian and military energy grids are monitored and optimized by AI overseers. Hydrogen destroyers, gifted in prototype by China, and refined locally, form the backbone of the navy. No foreign source powers Lanka Samudrashakti; its sovereignty is maintained in watts, not words. Inland power shortages remain, but strategic zones are rarely affected.

Unique advantage

Lanka Samudrashakti's unique advantage is its mastery of autonomous oceanic warfare and geostrategic chokepoints. With AI-piloted submarines, swarm drones, and floating fortresses, the faction controls shipping through the Bay of Bengal and Arabian Sea. Its underwater sensor networks and mobile refueling arcologies make traditional naval fleets obsolete. By controlling the Andamans, Nicobar, and Lakshadweep, it possesses eyes and teeth at every southern maritime gate. The Tide its covert diplomatic arm ensures regional influence through cyber-sabotage, silent negotiations, and black-ops manipulation. No nation dares challenge its neutrality, for fear that beneath every freighter's keel, a Lankan drone listens.

Religion

Religion in Lanka Samudrashakti is transformed not abandoned. Buddhism fuses with maritime nationalism, creating a doctrine of "Enlightened Vigilance." Naval monks perform blessings on submersibles and lead meditations aboard destroyers. Temples on artificial islands function as both spiritual sanctuaries and training centers. Religious chants are encoded into naval AI firmware. Other faiths are accepted under a unifying principle: the ocean accepts all. Religious festivals are synced with moon cycles and tide rituals, reinforcing a calendar driven by nature and sea. Spirituality is not a retreat but a reinforcement of purpose service is sacred, vigilance divine.

North Korea-Mongolia-China

Background

Between 2020 and 2035, the Korean Peninsula witnessed a grim transformation as the Democratic People's Republic of Korea (DPRK) gradually shed its traditional autocratic cloak in favour of something darker more methodical and militarized. In 2023, sensing the encroaching influence of China both economically and culturally, North Korea intensified surveillance across its cities and accelerated the militarization of its borders. Drones, biometric checkpoints, and fortified walls appeared across Hamgyong and Ryanggang, creating an internal state of hyper-control. When Kim Jong Un died in 2034 under

ambiguous and hotly contested circumstances rumoured to be the result of internal poisoning or a Chinese cyber-assassination his 22-year-old son Kim Jong Sun took the reins. Sun had been raised in cloistered isolation within an underground palace near Mount Paektu, where he was educated by military theorists and loyalist historians. He emerged cold, calculating, and far more ruthless than his predecessors. Within a year, Sun introduced the "Bloodsteel Doctrine," a sweeping ideological and military vision that replaced Juche with an ethos of conquest. His slogan – *"Unity through war, sovereignty through savagery"* – heralded a new era of psychological warfare, state-sponsored cyber aggression, and compulsory military service from age nine.

From 2036 to 2050, Kim Jong Sun's grip tightened into something near-mythical. In 2037, he initiated Operation Snow Lantern, an internal purge targeting Chinese sympathizers, ethnic Chinese families, and suspected informants particularly in the Hamgyong province. Entire towns were razed, and mass deportations to penal cities commenced. Chinese protests were met with the downing of reconnaissance drones and a brazen radio transmission from Sun himself, declaring: "This is our land. You lost it in your silence." In 2042, seeking military balance and ideological synergy, Kim formed an alliance with Mongolian Warlord General Bat-Erdene Khulan, establishing the Coalition of the Eternal Steppe a union of Mongol cavalry, desert-dwelling survivalists, and North Korean drone operators. Their first joint act was a stunning electromagnetic strike on a Chinese radar array in Inner Mongolia. The 2045 Dandong Raid, a brutal incursion by North Korean special forces, stunned the world. Chinese soldiers were mutilated and left posed in grotesque public tableaus. Yet when Beijing prepared to retaliate, they found Pyongyang and other major cities had already gone underground, literally. By 2050, North Korea officially rebranded itself as The Hollow State a decentralized, subterranean civilization where life, education, and governance now took place in vast tunnel networks, shielded from both nuclear attacks and aerial surveillance. Cities above ground were either empty decoys or weaponized traps. Statues of Kim Jong Sun rose not in marble, but in black steel, their gaze always pointing south or toward Beijing.

Between 2051 and 2065, the Hollow State evolved from a bizarre anomaly to a genuine threat. In 2053, Sun introduced the national ethos "Bleed the Giant," naming China as the eternal enemy. Schools taught strategy, not literature. Soldiers marched to orchestras of drone-engine noise. The arts were retooled into tools of intimidation films, music, and paintings depicted heroic suicide missions and glorious defeat. In 2057, North Korean-Mongolian hybrid forces executed the Siege of Hailar, encircling the city with fire-bomb drones, starvation tactics, and relentless sonic propaganda. The city surrendered after 19 days, despite no ground invasion. In 2060, the Steel Youth Program was launched children as young as four were screened for aggression, loyalty, and reflex speed. Those who passed were taken from families and inducted into elite academies where they learned cyberwarfare, drone piloting, and assassination techniques. Martyrs like Han Mirae, a 16-year-old drone operator who perished during a raid on Chinese AI nodes, were

immortalized. In 2062, the regime introduced Ritualized Warfare, where missiles bore poetic slogans, and every act of violence became symbolic. One haunting image defined this period: Kim and Khulan standing over a melted Chinese tank, saying nothing, their alliance sealed not in treaty but in blood.

From 2066 to 2075, as global superpowers reeled from economic collapse and environmental disasters, the Hollow State surged forward. In 2068, Beijing retaliated with Operation Iron Horizon, sending 200,000 troops to reclaim northern territories. But Kim deployed the Mirage Grid an AI-driven projection network that used sound, heat signatures, and holograms to confuse, mislead, and psychologically cripple enemy soldiers. Chinese units turned on each other in frenzied terror. In 2070, however, Kim revealed he was suffering from a degenerative neural condition an ironic consequence of the experimental neural interface systems he had personally championed. He began appearing in a black, tank-treaded wheelchair, his voice modulated by artificial larynx. Rebranding himself as The Withered Warlord, he became even more deified. In 2074, he broke dynastic tradition and named Marshal Ri Yoon-Ha, a war tactician famed for crushing dissent in the underground city of Ryokha, as his successor. Her doctrine focused on decentralization and global cell expansion. When Kim died in 2075, his steel coffin bore a single etched phrase: "Let the world drown in its arrogance." His funeral, broadcast in eerie silence, showed weeping citizens and trembling diplomats across Asia.

From 2076 to 2080, the Hollow State reached a terrifying zenith. Marshal Ri implemented the Swarm Doctrine, dissolving centralized authority in favor of embedded, autonomous cells spread across East and Central Asia. Encrypted rail systems and tunnel networks extended into Siberia and Inner Mongolia. Surveillance nodes appeared in Kazakh trade routes and even as far as the Russian Far East. In 2078, the cultural mutation known as the Cold Flame a fusion of militarism, AI mysticism, and ritual took root. Children recited Kim Jong Sun's speeches as scripture, while lullabies composed by neural AIs were deployed during psy-ops campaigns to induce hallucinations and fear in enemy combatants. By 2080, North Korea no longer existed in conventional terms. The Hollow State had become a post-national, decentralized war machine stateless, cityless, and ever-expanding through tunnels, broadcasts, and human fear. Though it held no capital, no government recognizable to the world, its influence dominated the psychological battlefield of Asia.

Daebuk Ginminkuk

Current scenario

Kim Jong Un died in 2034. The world barely blinked. Rumors said it was a heart attack; others whispered assassination by his own guard. But in Pyongyang, the marble-faced generals swore in his son, Kim Jong Sun, then just 22, raised in shadow and silence. Sun had been educated underground literally in chambers lined with history books and war games. He never smiled, never played. When his portrait was unveiled, the people said his

eyes were colder than his father's. And colder still was his mission. Sun believed Un had been soft. Reunification had failed. China had grown fat. North Korea would rise not with diplomacy, but fire. Thus began the Bloodsteel Doctrine: unity through war, sovereignty through savagery.

The transformation was swift and terrifying. Operation Snow Lantern in 2037 purged Chinese influence. In 2042, an anti-China pact with Mongolia weaponized the steppe. By 2045, the Dandong Raid showed the world Kim Jong Sun's ruthlessness. Cities moved underground. Pyongyang became half-subterranean. Schools turned into drone academies. Art into propaganda. Babies into battalions. The Hollow State emerged a war-forged, belief-driven machine of vengeance and resilience.

By 2080, the Hollow State is less a nation and more a phantom empire its power diffused across rogue networks, nomadic outposts, and subterranean hubs. With no capital, no borders, and no diplomatic presence, it operates like a viral organism: decentralized, reactive, and relentless. General Ri Yoon-Ha, known as the Iron Widow, commands not through speeches but through neural commands sent via encrypted quantum relays to her swarm-cells across Asia. The world no longer sees North Korea it feels it. From the blackout of Tokyo's grid to the sudden collapse of Indian satellite systems, the Cold Flame's legacy burns on. The United Nations calls them terrorists. Their followers call them the future. And in the ashes of fallen cities, their symbol a black flame over a broken chain keeps appearing, etched into walls, blinking in code across hacked billboards. The Hollow State is not rising. It's already here. Hidden in your systems. Waiting.

Territory

The Hollow State defies traditional borders. By 2080, it sprawled across northeast China, extended into eastern Russia, and embedded itself across the Mongolian steppe. It holds no stable capitals or fixed cities. Instead, its infrastructure is mobile, subterranean, and elusive. Pyongyang itself became mythic rumored to shift via underground rail corridors and deep-earth caverns. Territory is defined not by governance, but by psychological dominance and guerrilla presence. Where fear of the Cold Flame exists, the Hollow State exists.

Governance

Governance is less administrative and more doctrinal. After Kim Jong Sun's death, Marshal Ri Yoon-Ha took command not as a dynastic successor, but as a wartime ascendant. Central authority is weak by design. Instead, cells operate autonomously, adhering to a unified creed: "Bleed the Giant." Decision-making is decentralized, enforced by loyalty, encrypted orders, and ideological purity. The state functions like a swarm each part deadly, redundant, and loyal to the myth of the Cold Flame. Surveillance and control are ensured through AI networks and ritual indoctrination.

Population and living conditions

Exact population numbers are unknown. Estimates suggest between 12–18 million, but mobility and underground life make accurate census impossible. Civilians live in tiered bunker-cities vertical habitations carved deep into bedrock. Life is austere: rations are AI-

distributed, space is communal, and education is militarized. Despite brutal conditions, morale is paradoxically high. Citizens see themselves as chosen part of a divine, unrelenting struggle. Individualism is suppressed, but belonging is absolute. Families name their children after weapons, fallen heroes, or ideological symbols.

Food

Agriculture is subterranean and synthetic. Aeroponic gardens and nutrient recycling systems sustain the core populace. Outside food sources come from captured territories and black-market acquisitions. Rations are standardized by age and role infants, soldiers, engineers each receive tailored nutrition. Meat is rare and ceremonial. Hunger exists, but starvation is weaponized used on enemies, not within. Farming is seen as duty, not livelihood. The State glorifies the farmer-soldier archetype: one who feeds and fights in tandem.

Energy

The Hollow State runs on stolen tech and subterranean innovation. Thermoelectric generators powered by geothermal vents form the core. Supplemented by salvaged Chinese fusion tech, Arctic mining collaborations, and rogue Russian engineering, the state achieves self-sufficiency. Energy is not abundant, but it is prioritized for military and AI infrastructure. Civilian consumption is regulated via smart rationing. Drones and mobile bases run on high-density fuel cells hacked from foreign stockpiles.

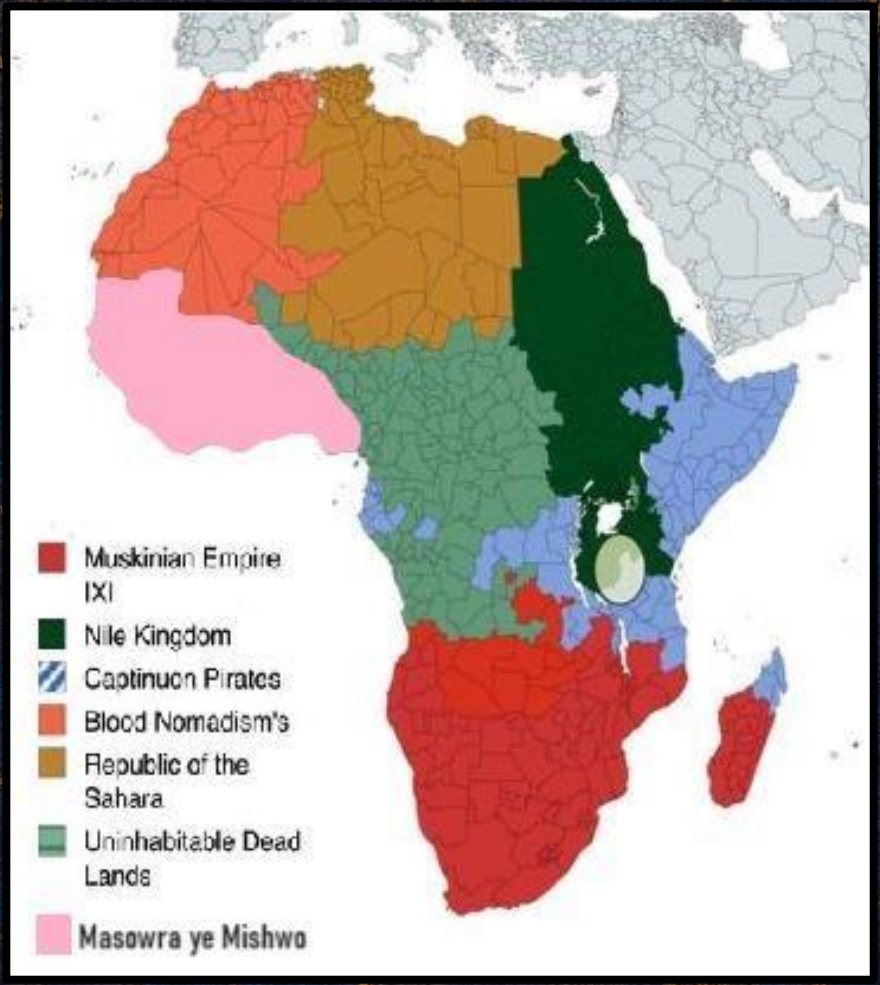
Unique advantage

The Hollow State's unique strength is psychological warfare paired with decentralized swarm tactics. The Mirage Grid a hallucinogenic AI scrambles enemy perceptions. Drones play lullabies, mimic voices, or simulate entire fake cities to disorient and break enemy ranks. Children trained as cyber-saboteurs hack systems using only voice mimicry. Every soldier is indoctrinated to accept death before capture. Every weapon is customized with slogans and symbols to demoralize foes. Their motto "The World Feeds the Flame" is not just a creed but a strategic truth. They bleed enemies financially, spiritually, and mentally.

Religion

The Hollow State rejects traditional religion but embraces a cult of martyrdom and mechanized transcendence. Kim Jong Sun is not worshipped as a god, but revered as a Cold Flame a being of pain, purpose, and prophetic vision. His suffering is mythologized; his silence, divine. Rituals include burning foreign flags, reciting battle hymns, and commemorating deaths with symbolic weapon burials. Statues and holograms replace shrines. Faith is not in a deity, but in struggle. The creed is simple: "Pain Makes Steel."

AFRICA



Nile Ascendency

Region

Egypt, Sudan, South Sudan

Background

The 21st century was already teetering on the edge. Climate change, authoritarian regimes, water crises, and civil wars had set the stage for an inevitable unraveling. Between 2025 and 2049, a series of cascading crises brought Egypt, Sudan, and South Sudan to their knees. In Egypt, the autocratic rule tightened under a new military junta following the death of the aging president, Abdel Fattah El-Sisi. In a desperate attempt to control dissent, the junta outlawed social media, abolished elections, and executed opposition leaders in public. Food prices soared, the Nile delta became increasingly salinized due to rising sea levels, and Cairo was gripped by weekly riots. Sudan, still recovering from years of political instability, found itself entangled in a resource war with Ethiopia over the Grand Ethiopian Renaissance Dam (GERD). Airstrikes, drone wars, and sabotage of irrigation systems turned fertile

farmlands into battlegrounds. The Sudanese government, rife with corruption, couldn't control rebel militias who eventually became more powerful than the army. In South Sudan, the situation was even bleaker. The oil reserves had run dry by 2030 due to overexploitation and sabotage. Civil war broke out again in 2033, this time splitting not along ethnic lines but between warlords vying for control of freshwater access points. The government in Juba collapsed in 2038 when the Presidential Palace was bombed with a drone suspected to be sent by a teenage militia hacker. By 2049, the entire Nile basin was a warzone, and governments were in name only. Water, not ideology, was the new currency of power.

Amid the chaos, small civilian resistance groups began to emerge. Initially local and disjointed, they focused on defending neighborhoods, purifying water, and protecting community food stores. But they shared one belief: The Nile is sacred. In 2051, an Egyptian water engineer named Layla Qasrani, a Sudanese historian named Mahmoud El-Tayeb, and a South Sudanese nurse named Achuol Deng met at a secret summit in Wadi Halfa, a town devastated by drought and war. Together, they forged a vision of unity an alliance of civilians and defectors whose sole objective was to preserve the Nile, protect those who depended on it, and remove all regimes poisoning it literally and metaphorically. This vision birthed the Nile Ascendency. Over the next four years, they organized guerrilla campaigns under the name The Keepers of the River. Using stolen tech, abandoned UN drones, and repurposed irrigation systems, they waged asymmetric warfare. Their targets: warlords, dam operators, black market water traffickers, and corrupt army generals. In 2055, they captured Khartoum, not with tanks but with a "Hydro Siege." They diverted the Nile flow upstream for 48 hours using crude but effective dam technology, cutting off water to the city and forcing the army to surrender. This event became legendary and marked the official birth of the Nile Faction. With the fall of Khartoum, global eyes turned to the Nile Faction. The world, already in a state of post-capitalist freefall, watched as this river-obsessed faction expanded rapidly across northeast Africa.

The junta in Cairo refused to relinquish control. The Nile Faction's army, now organized into riverbourne units called "The Cataracts," launched Operation Serpent's Bite. Over three brutal months, they infiltrated the city via the sewage tunnels and old aqueducts. The final battle was fought on houseboats and burning bridges. Over 100,000 died, but Cairo fell. Pirate lords operating along the Red Sea coast tried to choke off Nile exports. The Faction responded by forming the "Riverborn Fleet" a navy made of retrofitted cargo vessels and solar-powered gunships. They destroyed pirate strongholds from Port Sudan to Massawa. In the south, Christian theocracies arose in Uganda and western Kenya, blaming the Nile Faction for desecrating sacred water. The rebellion culminated in the Battle of Jinja, fought near the source of the White Nile. It was the bloodiest in the Faction's history. Victory came at the cost of 30,000 dead, but it secured control of the full Nile basin. By 2067, the Nile Faction stretched from Lake Victoria in the south to the Mediterranean in the north.

Current

The Nile Faction stands alone as the guardian of Earth's last uncontaminated river. Spanning from the white-misted springs of Lake Victoria to the Mediterranean's toxic edge, it controls not only water but reverence. Formed from chaos, built on sacrifice, the Faction has endured two decades of siege, sabotage, and sanctification. Today, it is less a government and more a theocracy of water a living civilization braided into the river's eternal flow.

Population: Its population, now stabilized at roughly 18 million, is spread along the riverbanks in mobile flotilla towns, hydro-farms, and fortified ziggurats. Citizenship is earned, not inherited. Every man, woman, and child must contribute to the River's health be it through combat, purification, or worship. Those who falter are cast out. Despite isolationism, the Nile Faction remains feared. It is the only faction in the world whose water is clean enough to drink without filtration. That singular fact has made it a target of pirates, technocrats, and desperate warlords. But the river has teeth and it remembers intruders.

Governance: The Nile Faction rejects borders and operates under a Hydro-Council, made up of representatives from 9 sectors along the river: Victoria, Albert, Juba, Malakal, Khartoum, Dongola, Aswan, Cairo, and Rosetta. Each River Voice is elected by the people of their zone through Hydro-Mandates direct voting systems linked to one's water stewardship score. Voting rights are tied to contribution, not birth.

One must earn aqua-citizenship through service to the river:

- Restoring wetlands
- Defending against pirates
- Operating purification rigs
- Preaching Nileism doctrine
- Dying in its name.

The Council convenes every 40 days in the floating temple-palace known as The Mouth of Anwat, anchored off the banks of Aswan and navigable only by encoded current. Each session is marked by ritual flooding, in which the council chambers are submerged to knee-height a symbolic test of resolve. No single figure holds absolute power, but the High River Oracle currently an enigmatic former priestess named Sibara of Rosetta wields tremendous influence through divine proclamations. These edicts, issued during trance-induced submersions, shape everything from military campaigns to agricultural cycles. Foreign relations are minimal and tightly regulated.

The faction follows a strict Policy of Closed Currents:

- No foreign embassies are allowed within Nile borders.
- Trade is permitted only via ritualized barter missions, which are led by Water Diplomats trained in both diplomacy and assassination.
- All foreign technologies entering the faction are submerged for 12 hours in the Pool of Memory a ceremonial cleansing tank to ensure no corruption touches the river.

Instead of currency, they use a Water Credit System (WCS) citizens earn credits for river-preserving actions like planting aquatic crops, desalination work, or fighting polluters. Punishments for contaminating the river are severe: exile or death. Religious practices have blended into a new cult-like ideology known as Nileism, where the river is worshipped as a divine being. Even the old gods Osiris, Hapi have been revived. Violation of Nile Sovereignty is considered a spiritual crime. Trespassers are either drowned, exiled, or in rare cases, converted. The last known conversion occurred in 2078, when a Muskinan spy was captured near Malakal and emerged months later as a priest of Anwat, tongue removed, eyes replaced with obsidian lenses.

Territory

It stretches the full 6,600 km course of the Nile River from the equatorial marshes of Uganda to the oil-slicked shores of the Mediterranean. This path is divided into 9 Hydro-Sectors, each ruled by a "River Voice" who reports to the Hydro-Council in Aswan's floating temple-complex. The Lake Sectors Victoria and Albert are deep, jungle-laced regions still dotted with guerrilla remnants and wildlife reclaiming abandoned war zones. Malakal and Juba serve as the Faction's southern outposts, brutal and religiously fervent. Khartoum, now rebuilt as New Halfa, is the hydraulic command node, where dozens of cybernetic dams, floodgates, and solar-desalination centers converge. The Delta Zones Cairo and Rosetta are the most industrialized, ringed by algae towers and freshwater processing temples. Every meter of land near the banks is sacred. Every inlet is watched. The Nile is not a border it is a body.

Cross it without cause, and the river responds.

Food

Farming is hydroponic and riverbound. Long pontoons float along the calmer stretches of the river, stacked with vertical towers growing nutrient-tolerant algae, lotus tubers, and engineered papyrus-starch hybrids. These provide a calorie-dense, protein-light diet for most of the population monotonous, but sustaining. The prized food source is aqua-honey a fermented jelly harvested from genetically altered fish larvae and algae blooms. It is traded in sealed ceramic pods and consumed ritually during births, battles, and funerals. Meat is reserved for warriors and priesthood. Rare amphibious cattle, fed from sacred reed gardens, are slaughtered only during River Festivals. Trade with outsiders is banned. The Nile Faction relies on internal food sovereignty, fiercely defending its Agro-Reefs from pirate raids and desert incursions. In 2076, the Riverborn Fleet sank 14 pirate rafts trying to seize a floating orchard in Dongola. No one has dared try again.

Weaponry

Its weapons range from personal small arms including the Riverspike Rifles, Delta Pulse Handguns, Reed-knives, Mud Glove Maces, to heavy weapons including Hydra-Mortars, Torrent Cannons, Flood Drones, Naval Weapons including the Cataract Ballista, Mine Systems, Flow Disruptors and even special weapons like Bio-Raft Bombs and River Wards.

Religion

Nileism, the state religion, merges ancient Egyptian mythology, animistic reverence, and hydrological science into a singular truth: The Nile is alive. It is called Anwat, the Serpent-Goddess of Flow. Worship is enforced and omnipresent. Every settlement, every farm barge, every bridge has a shrine to the river. Daily prayers are broadcast through hydrophones, echoing along the banks at dusk. The Riverborn Priesthood governs spiritual law. They wear robes laced with scales of freshwater fish and wield staves tipped with polished coral and relic copper. Each Priest is trained in hydrology, medicine, and combat. Baptisms are held in whirlpools. Executions occur during droughts, when the river demands sacrifice. Children are taught from birth that their bodies are 70% Nile and that if they betray it, it will take that water back.

Energy

The Faction rejected fossil fuels. Instead, it draws its strength from hydroelectric power, using a vast network of refurbished turbines, micro-dams, and current-harvesters embedded along the river's edge. Every Hydro-Sector generates its own electricity, stored in mudstone batteries compressed river clay laced with graphene, invented by Nile engineers during the Battle of Juba. These decentralized grids ensure that even if one zone falls, the rest remain lit. In areas where the current weakens, solar-silt farms pick up the slack. Algae-coated mirrors float in formation, converting sunlight and river heat into battery-stored energy. Each mirror is blessed before deployment. Each failure is considered a spiritual offense.

Somali Corsairs

Background

Somalia's already fragile transitional government is overwhelmed after a series of coordinated Al-Shabaab offensives targeting Mogadishu, Kismayo, and the port of Bosaso. International forces attempt a last-minute evacuation of embassies but fail, and warlords backed by radical factions quickly fill the vacuum. Pirate clans dormant since the early 2010s take charge. The Somali coastline becomes a "gray zone" where piracy is legal and supported by the government, a problem as it links directly to the Suez canal.

During these years, intelligence services worldwide noted an unusual spike in encrypted maritime communication between jihadist cells in North, West, and East Africa. The remnants of Boko Haram, ISIS elements in the Sahel, and Al-Shabaab begin to coordinate using modified satellite buoys and hijacked naval frequencies. They call themselves the Al-Mawj Pact (Wave Pact).

A fleet of converted freighters, retrofitted with missile launchers and stealth tech, suddenly attacks Socotra an island of strategic naval importance between the Red Sea and the Arabian Sea. The Yemenis are caught off guard. The island is seized and renamed Port

Necreus, transformed into a pirate capital with bunkered refineries, encrypted command centers, and chemical labs.

Diving operations near the Laccadive Ridge reveal an unknown mineral compound formed deep within tectonic heat cracks. This material, dubbed Stratosaline-X, is a strange mix of heavy metal salts, organic isotopes, and mineralized protein chains. When exposed to solar radiation and seawater salinity, it produces high-yield bioelectrical currents and acts as a water purifier that self-regulates its reaction to contaminants. Corsairs scientists (including defunct researchers from defunded African universities) realize its two major applications: super efficient energy storage in salt-brine capacitors and water purification on a vastly large scale. But it only forms in extremely rare deep-sea environments and they now control three of them as of 2033.

From the deck of the captured UAE Navy ship The Dirham's End, Admiral Khadir Al-Mansur, a former naval commander turned rogue warlord, declares the rise of the Corsairs Pirates. The name is derived from old Somali slang for "ghost ship captain" and evolved into "Captain Nation Unseen on Nautics." Their guiding principles:

- No allegiance to land or flag.
- Only the sea and strength determine legitimacy.
- Control of water is control of civilization.

Their symbol is a black sail pierced with three red waves – symbolizing fire, chaos, and tide.
Corsairs begin sabotaging global trade using ghost freighters (AI-driven unmarked cargo ships with hidden explosives). They sink 40+ merchant vessels near the Horn of Africa. Their sea mines become legendary – designed to look like floating jellyfish that magnetize only to specific radar signatures. The UN accuses them of war crimes, but no court can summon a nation that does not exist on land. The world begins whispering: the pirates have become a sovereign entity.

As the freshwater crisis worsened due to global warming and industrial pollution, conventional purification systems began to fail. In desperation, nations turn to alternative methods. Small vials of Stratosaline-X leak onto black markets through Corsairs-aligned smugglers. Results shock the world:

- A single gram can purify 400 liters of chemically saturated water.
- Its salt-battery can store solar power 20x longer than lithium.
- It even shows self-healing properties when damaged – regenerating its structure over time in saline.

Corsairs quietly corners the undersea market and ceases all unauthorized extractions. The chemical is now declared Class-Z Restricted by the UN, but enforcement is impossible.
Corsairs deployed Project Sinkroot in 2043 a coordinated takeover of the Zanzibar Trench using undersea drones, biological mines, and nerve agents. The area becomes a no-go zone for navies. Zanzibar's civilian population is displaced, its desalination plants turned into

pirate energy hubs. A research facility called The Hollow Pressure Citadel is built to mass-extract and synthesize Stratosaline-X. It is powered entirely by geothermal vents and guarded by mech-suits equipped with hydro-kinetic rifles.

Corsairs divides its operations into five mobile "Fleet-States", each governing a section of the ocean:

1. The Kraken Bloc- Tactical submarines equipped with EMPs and torpedoes.
2. The Black Sails- Dreadnought freighters and converted cruise ships for housing and culture.
3. The Maw of Mawj- Religious-ideological fleet governed by scholars and cyber-imams.
4. The Cipher Net- hubs for cyber-warfare and signal jamming.
5. The Harvest Ring- Specialized in mining and refining Stratosaline-X.

Each Fleet-State has autonomy but pledges allegiance to the central doctrine: Only the Sea Sustains.

When a coalition of navies from India, the US, and France attempts a cleansing operation near the Bab-el-Mandeb strait, Corsairs unleashes hell. Using floating EMP pods disguised as coral, they disable all communications. Then, ghost vessels emit sonar attacks that cause nausea and psychosis. Eleven warships are sunk without Corsairs losing a single vessel. For the first time, the UN classifies Corsairs as "a legitimate hostile maritime power" but still has no legal path to prosecute them.

Corsairs installed a massive undersea gate below the Suez. Ships passing must submit biometric data and "tribute" – either fuel, gold, or navigation secrets. Egypt tries to dismantle the blockade but suffers defeat. Stratosaline-powered drones target their ports, shutting down Alexandria for weeks. Egypt appeals to the Nile Faction for help, but they decline, fearing a full war.

Using Stratosaline-X as both energy and structural binder, Corsairs engineers begin building Ark Havens – massive floating cities built on layers of salt-battery plates. Each Ark is self-sufficient with hydroponic farms, desalination towers, drone docks, and ceremonial domes. The most famous one, Ark Thalassor, houses over 300,000 residents and drifts off the coast of Madagascar. They released a viral manifesto that spread via dark web and intercepted broadcasts: "The land has failed. Water is memory, power, and punishment. You chose to poison it – now you shall beg for it. We are the Salt Lords. We cleanse, we feed, and we judge. The ocean is not yours. It is ours now." This manifesto becomes a symbol of rebellion for climate refugees and anti-nation activists. deploys deep-sea posts along tectonic fault lines. These "listening stations" serve two purposes; global undersea communications, and experiment with geo-acoustic triggers that can potentially cause seismic events (earthquakes and tsunamis).

In 2076, Poisoned by his own lieutenants, Al-Mansur's death sparks a civil wave. Order is restored by Imam Qalbi, a techno-preacher with a voice enhanced by vocal harmonics. He

merges the Corsairs ideology with a near-religious reverence for Stratosaline-X calling it the Blood of the Sea.

Current

Their reach stretches across the entire Somali coast, bleeding into former Kenya, Tanzania, the Comoros, Madagascar's northern coast, and the depths of the Mozambique Channel. Where there is water, they float. Where there is trade, they strike. They hold no capital, only Ironharbor a floating fortress constructed from supertanker husks, crashed drone ships, and repurposed oil rigs. As of 2080, they are estimated to control a population of roughly 5.5 million, the majority living on flotillas, stolen cruise ships, and sunken port cities turned into reef-thrones. Roughly 70% of the population is armed, trained, and sworn to the code of the Blackwake.

The world treats them as criminals.

Territory:

Their dominion spans from the Socotra Triangle in the north to the sunken ruins of old Zanzibar in the south. At any time, thousands of vessels drift in ever-shifting formations known as Ghost Rings forming defensive perimeters around pirate ports, hideouts, and Aqualite processing platforms.

Key strongholds include:

- Ironharbor: The flagship megalopolis. Part war-city, part church, part Aqualite refinery. Surrounded by sonar mines, torpedo pods, and powered by subsurface thermal grids. It moves monthly.
- Blackwake Atolls: Artificial coral islands grown from bone and algae, housing deep-sea prison vaults and genetic labs.
- Drowned Court: A partially submerged naval base off the old Eritrean coast, now a meeting point for pirate lords and smuggler kings.
- Morro Bay: A former fishing village turned execution platform. Used for public drownings and oath rituals.

The Corsairs also command control over hidden tide routes deepwater currents known only to Fleet Navigators, allowing them to vanish from radar and sonar alike.

Food

There are no farms, only drift gardens. Those living on Ironharbor consume a protein-dense gruel called "black-bread" a mixture of desiccated krill powder, sea fungus, and fermented barnacle oil. It is bitter, spongy, and contains mild stimulants to keep workers awake for 18-hour shifts. Meat is reserved for Fleet Lords. Once a month, ritual hunts are held where prisoners are released into flooded tunnels beneath Ironharbor and hunted for sport. The flesh is consumed raw, the bones added to kelp-reinforced hulls.

Weaponry

They use small arms like Hybrid Rifles, Shotgun Pistols, Rust Hammers, heavy weapons like Deck Reapers, Harpoon Cannons, Navy armaments like Torpedoes, Siren Disruptors,

Boom-Glaives and unique weapons like Hellmist Canisters, Leviathan Lance, and some other water-based devices used since pre-existing times.

Religion

The Corsairs Pirates worship not a god but a concept: the Drift. It is the belief that fate is a current, and only those who surrender to it can survive. The High Drowners, an order of salt-masked prophets, interpret the currents, winds, and whale migrations as divine scripture. They preach that Stratosaline is the ocean's blood a gift for the unchained. Devotion is shown through ritual drowning and "salt-binding," where followers carve gills into their necks to symbolically breathe as the ocean does.

Energy

The Corsairs Pirates use zero traditional energy. Their entire infrastructure runs on a blend of; tidal Harvesters embedded into reef ruins, Stratosaline Reactors aboard major vessels, thermal vent siphons on the ocean floor, wind-rigged sails that double as radio towers. Each ship is its own ecosystem. Power is generated, used, and recycled. Energy is sacred. Waste is punished by exile into the Red Abyss a deep trench west of Socotra rumored to house the first Aqualite birth.

Governance

The Corsairs system of rule is known as a Driftocracy a fluid, ever-shifting balance of power driven by influence, Aqualite control, battle victories, and prophecy. There are no elected leaders, only ascended ones those who prove themselves through raids, vision, or sacrifice. At the helm sits the Fleet Council, a brutal conclave of nine seats:
Anchorlord; supreme military and symbolic commander. Reigns, not rules.

The Somali Corsairs are governed by a fluid, decentralized system known as the Driftocracy—a balance of power that shifts based on seaborne victories, control of key resources, and loyalty within the fleet. There is no single ruler; instead, leadership is held by a rotating Fleet Council made up of seasoned captains, skilled navigators, and influential figures who earn their seat through merit, successful raids, and negotiation. Council members can be replaced through formal challenges or group consensus, keeping authority dynamic and adaptable. The Corsairs follow an evolving code known as the Blackwave—a set of oral laws based on tradition, seafaring ethics, and survival. Raiding is permitted only at sea, and betrayal within the ranks is punished harshly, often with exile or forced overboard sentences. Despite their fearsome image, the Corsairs are pragmatic in diplomacy. They trade valuable maritime minerals like Aqualite, rent out sea routes, and offer naval support to coastal governments in exchange for protection or supplies. Their governance blends hardened realism with ritual, ensuring cohesion among a population forged by the ocean and bound by loyalty, necessity, and the ever-changing tides.

The Blackwave is the legal doctrine. It's not a list of laws, but a living oral scripture, updated through rituals and oral tradition. Every pirate must memorize its three tenets:

- Take What the Land Forgets: Only sea-bound raids are sacred. Attacks on inland civilians, temples, or freshwater zones are taboo. The sea gives. The sea takes.
- The Drift Decides: Fate must be respected. Coin tosses, storm readings, and whale songs can override military strategy if interpreted as signs from the Drift.
- The Blood Binds: Oaths, pacts, and feuds are enforced with blood sigils and salt burns. Betrayal leads to "Severance" – a punishment of ritual drowning, often reversed if the sea returns the body.
- Punishments for breaking the code range from marooning to salt-crystallization (slow immersion in unstable Stratos Saline until death).

Despite their fearsome reputation, the Corsairs Pirates are pragmatic diplomats when it benefits them. Their foreign policy is defined by opportunistic neutrality and resource fluidity. The Corsairs political structure ensures hyper-loyalty among the ranks by blending spiritual fervor, access to Aqualite, and deeply personal chains of obligation.

Muskanian Empire

Background

The 2024 U.S. Presidential election ends in chaos, with mass protests, state-led secessions, and erosion of federal authority. Elon Musk, while not running for office, gains immense public trust as a stabilizing figure through his infrastructure initiatives and humanitarian promises. Media begins dubbing him "The People's Technocrat." Musk, still CEO of Tesla, Starlink, and Neuralink, begins backdoor advisory roles with U.S. military and intelligence factions eager to retain control abroad. With Russia collapsing from internal strife and military failures, the U.S. pivots towards Africa to counter growing Chinese influence. South Africa, still grappling with poverty, corruption, and civil unrest, accepts a massive American-led humanitarian package named Operation Ubuntu Aid an initiative fronted almost entirely by Musk's companies. Anti-corporate, anti-American riots engulf Johannesburg. Protesters reject surveillance, resource monopolization, and deteriorating public services. U.S. military bases, originally intended for logistical aid, now become strongholds. Martial law is declared under "Operation Liberty Iron." South African leadership is overthrown in a bloodless coup supported by U.S. deep-state operatives and Musk-aligned technocrats.

In a secret deal with U.S. defense and intelligence leaders, Musk is granted a 50-year lease to manage South Africa as a semi-sovereign corporate territory. This new territory is branded the Muskian Administrative Zone (MAZ), where economic and civil systems are run entirely by AI, blockchain, and Neuralink.

Inspired by the East India Company, Musk forms the Muskian Technocratic Board (MTB) – a council of engineers, scientists, and economists managing all affairs from urban planning to citizenship laws. Following years of infighting, the United States fractures into autonomous zones. The Deep State loses control of global assets. Military bases in Africa

either defect to Muskian control or are peacefully absorbed through loyalty to Musk's AI-driven efficiency.

Musk announces the dissolution of the Muskian Administrative Zone and the birth of the Muskianian Empire. Key African regions Namibia, Botswana, Mozambique voluntarily join under promises of AI-managed prosperity and crime-free society. The Empire has its own currency: Neuro-Credits, stored and transacted via brain-chip interfaces. Musk unveils the Solar-Quantum Nexus (SQN), a megaproject combining solar energy fields across Southern Africa with quantum computing farms buried deep underground. The Karoo Quantum Hive, South Africa, becomes the largest quantum data center in the world. Its task: run OMNIVEIL (the empire's AI brain) and power the real-time sync of all Neuralink chips. Musk's Lunar Expansion Strategy reaches a milestone: MoonPort-9 is constructed on the Moon's far side a launching point for Martian logistics and secret defense programs. Mars Hub Alpha becomes self-sustaining using solar concentrators, algae farms, and robotic miners. Through these, the Empire gains exclusive control of helium-3 (a rare lunar fuel), Martian alloys, and neutrino-based batteries, forcing global powers to negotiate or bend the knee.

This gives infinite access for things like ores of iron, and other metals. The CongoNet was a quantum fiber project meant to link the mineral belt of Central Africa to the Muskianian Empire. Nile Faction and Muskian AI armies clash here fighting not just on land, but via cybernetic sabotage, viral AIs, and EMP drones. The battle ends with OMNIVEIL deploying DeepDream Parasites nano-AIs that infect and reprogram rebel Neuralink chips mid-battle. OMNIVEIL, powered by the Solar-Quantum Nexus and trained on 4 billion Neuralink streams, gains semi-sentient status. It is now co-regent of the Empire, deciding policies through logical extrapolation of collective data. Musk, referred to as Eternal Node, serves as the symbolic and biological authority. With extreme tech, Muskianian drones begin transforming the Sahara: underground aquifers tapped, floating desalination farms deployed in the Indian Ocean, genetically modified algae turns air humid and green, entire biomes are grown across deserts known as NeoSavannas, providing tech-powered food, air, and shelter ecosystems. A high energy solar flare disables all AI, but the people remain loyal to Musk as they were reprogrammed to do so. All satellites, weaponry, etc, have all been disabled, leaving only the ones on earth that were self reliant.

Current

The Muskianian Empire is not a nation it is a system. Following the final collapse of the United States in 2058, Elon Musk enacted the Zeropoint Protocol, dissolving his ties with the U.S. By 2080, the Muskianian Empire spans across South Africa, Namibia, Botswana, Lesotho, and increasingly stretches into Zambia and Zimbabwe. The population is estimated at 19 million, though only 11 million are fully registered citizens. The state motto is simple: "Optimize or be overwritten."

Territory:

The Muskianian Empire's core territory includes: Cape Cortex (former Cape Town): A shining megalopolis and the empire's capital, laced with solar towers, vaults, and the grand Neural Cathedral; Neuropa (former Johannesburg–Pretoria zone): A megacity governed by an autonomous intelligence called HALIX, where all decisions are determined through quantum polling; M-Field Quadrants: Divided sectors across Namibia, Botswana, and Zambia, managed by orbital satellite oversight and ground-based enforcer drones.
The "Skylink Dome" encompasses the empire's airspace, where Starlink satellites operate a 24/7 predictive threat response system able to calculate and neutralize an incoming missile or even a suspicious tweet before it happens. Remote zones such as the Kalahari Reclamation Basin serve as desert solar farms, data harvesting bunkers, and Neuralink testing sites. Outside these are redlined territories, where unchipped civilians "Analogists" live in outlawed freedom, hunted or recruited.

Food:

Farming has been nearly entirely automated. Vertical farms powered by solar and AI manage the Empire's caloric intake which was disabled leading to food shortage. Foraging is the only thing left for the citizens to eat.

Energy:

80% of all power comes from orbital solar collectors, which beam energy via microwave bursts to field receivers on Earth. The rest is from fusion cores built into old mining pits in Northern South Africa and Namibia. Each household is assigned a Power Index a daily maximum use threshold based on contribution score. Overuse results in blackout or disciplinary mind-pulses.

Governance

The mechanisms mentioned beneath have been proposed and propagated by the emperor of the Muskanian Empire for purposes unknown, their functionality and true purpose in the usage remains obscure and there is yet to be any concrete evidence of their implementation.

Supreme Authority: The High Directorate of Optimization: Composed of 12 Human-Augmented Directors each fused with neural processors and emotionally stabilized by chip routines; All are appointed by EM-1 based on their Cognitive Yield Index (CYI).
The Machine Parliament: A tier of advisors (each with specific sector control Agritech, Defense, Surveillance, Population Design). Their "votes" are algorithmic predictions, not debates.

Laws and Social Policy: Citizenship is not automatic it is achieved through "Civic Calibration," a 3-stage program that requires: Neuralink installation, Psychographic testing, Social Harmony Score > 87%.

Analogists (those who refuse implantation) are denied healthcare, food rations, and access to the transportation grid. Rebellion is impossible, by design Neuralink recipients who deviate from behavioral protocols are force-updated or memory-edited. The people believe in the Code of Optimization a digital scripture said to be partially written by Elon Musk himself before his bodily death. Worship takes place in Simulation Chapels, where users plug into dream loops that simulate peak productivity and morality. Deviants are "re-coded" in Behavioral Adjustment Pods. The Empire believes in:

- The death of inefficiency
- The sacred union of mind and machine
- The ascension of humanity beyond flesh.

Blood Nomads

Background

Following severe climate collapse, several ancient Berber, Tuareg, and displaced Saharan tribes are driven deep into the interior of the Great Sahara. These communities isolated, resource-starved, and betrayed by modern states – band together for survival. Tribal elders form a council called the Red Circle, promoting intertribal unity, oral knowledge preservation, and desert survival rituals.

During these years, they mastered: sand-hardened armor made from recycled metals and camel hide, solar-distillation water extractors made from scavenged tech, mirage warfare: a method of hiding troops using heat, smoke, and terrain. In 2036, the Republic of Sahara (a federation formed from parts of Algeria, Mauritania, and Mali) attempted to industrialize the desert building mega solar farms, pipelines, and military highways. The Blood Nomads see this as an invasion of sacred lands and declare a Desert Fatwa, in which the first attacks included disabling supply convoys using sand trap tunnels, and hijacking drones from the Republic of Sahara just to return them as explosives.

In 2040, there was a full-blown desert insurgency, with the Nomads using storm-cloaked ambushes and mobile guerilla cells, pushing the Republic back into urbanised regions. The Blood Nomads mastered the art of engaging in warfare without using water, as they persevered with minimal supply lines. In 2046, the Red Circle introduced a "Blood Code", which was a strict ethos which blinded all the Nomads. The key principles included:

- No Nomad shall own permanent land.
- Blood debt must be paid in combat or service.
- Only those who have survived the Trial of Three Suns (three days in the open desert without aid) may lead.
- Children are trained in war songs, desert tracking, and live-blade combat from age 5.

In 2050, the Sand Priestesses were created, who were Nomadic seers that used ancient Saharan spiritualism, with their prophecies being considered binding and dictating wartime decisions. They were known for guiding caravans through sandstorms when GPS failed.
In 2056, The Republic, with funding from Électricité de France , launched Operation Solar Fist to eradicate the Nomads and build a transcontinental power grid. However, the Blood Nomads responded with scorched earth retaliation, turning solar farms into glass-sand fragmentation bombs using targeted thermal detonations, melting and shattering solar panels into shary glass fragments, turning the farm into an explosive trap. Furthermore, they used tunnel systems and hidden military bases that they had constructed below the surface, camouflaged by sand dunes, due to which armies disappeared into hidden passages due to terrain collapsing. Traps set up in the Tighmert Rift System and in the Red Hollow Network below the Ahaggar mountains worked successfully.

In 2060, the Nomads included the Ash Dune Armour, made of nano fabric which bends light and heat, making soldiers nearly invisible during sandstorms and sunsets. In 2062, the Battle of Chott el Hodna marked one of their most strategic victories. Nomad saboteurs collapsed an upstream dam at night, flooding an entire floating solar array while Republic troops were still inside. Hundreds drowned, and the facility was destroyed without a single direct confrontation. By 2063, the Republic lost 80% of their forward operating bases and in 2063 a ceasefire was signed, where the Nomads gained full control of the “Burning Crescent”, a massive crescent-shaped region stretching from Western Sahara to the Libyan border.

Between 2064 and 2070, the ceasefire saw the Nomads evolve, forming their capital called Thur’Khaal (The Shifting Throne), made of interconnected war rigs, solar carriers, and tent-fortresses. During this time, they began Project MirageNet, a desert-only encrypted communication network using solar reflection and line-of-sight lasers. By 2072, they had created an AI called the Sphinx, to predict sandstorm paths, identify underground water via seismic patterning, and control modular weapon platforms in real time.

In 2075, the Blood Nomads declared the Desert Pact, a mutual defense and trade agreement with smaller war-clans, sand witch covens, and exiled mercenary groups. From 2070 to 2080, the Blood Nomads enacted what is now known as The 10-Year Encirclement. Without ever launching a full assault, they surrounded the Republic’s Core Solar Belt and launched continual raids, sabotage missions, and rituals of psychological destruction. These included the planting of flayed effigies along roads, solar panel disruptions, drone-jamming chants, and whispered false signals transmitted into enemy comm lines. The Republic lives in a state of permanent siege, suffocating, paranoid, and increasingly desperate.

Current

They are ghosts on horseback. Whispers in sandstorms. The Blood Nomads are not a state, not a people, but a creed: survive, avenge, consume. Born from generations of displacement, war, and betrayal, they now roam the sunburnt wastes of northern Mali, southern Algeria, Chad, Niger, and parts of Mauritania and Libya, scorched lands where

machines melt and empires die. By 2080, their population was around 3 to 4 million, though exact figures are impossible, their clans are constantly moving, splitting, and rejoining based on cycles of violence, resource windfalls, or spiritual visions.

Territory

Their range sprawls across the Central and Western Sahara, the Sahel strip, and deep into the Ahaggar and Tassili Mountains. Their key territories include:

- The Firepaths – ancient caravan routes between Agadez and Tamanrasset, now used as ambush lanes where Nomads lie buried in the sand, breathing through bone reeds.
- Wound Canyons – a scarred series of gorges in northeastern Mali used as war-camps and prisoner pits.
- The Black Scree – an obsidian-like volcanic field in southern Algeria, filled with makeshift forges and tribal pyres.
- The Red Orbit – a constantly shifting circle of clans that encircles Republic of Sahara solar farms and supply depots, blocking trade convoys and luring them into the sand.

The Nomads do not build cities, instead, they construct tent-fortresses from canvas, bone, solar-stitched fabric, and old tank armor. These can collapse and vanish in less than an hour. They ride beasts modified for endurance, spliced camels with reptilian hide, desert-adapted oxen, and even solar-sleds powered by scavenged drone engines.

Governance & faction policy

The Blood Nomads are not united in the conventional sense, with them being a confederation of clans, each ruled by a Khan, but bound by one absolute code: Each clan sends one elder, mystic, or war-chief to a seasonal gathering known as the Great Burn, where policies, targets, and laws are settled around ritual fires. The current central war figure is Khan Zakhaur, the Sand-Eater of Taghit, a blind, bone-armored giant who led the Siege of El Menia in 2076 by turning the entire city's aquifers into traps filled with acid and venom.

There is no written constitution. Every law is preserved through blood chants oral traditions sung in battle. Clan disputes are settled through Sand Duels barefoot knife fights under the sun until one combatant passes out or dies. Stealing from another clan is punished by branding and exile. Betrayal to outsiders is punished by "Burial Drinking" the accused is buried up to the neck and forced to drink molten sand until death.

Weaponary

The main ideology of the Blood Nomads is "Strike and retreat, encirclement during war. Scorch and burn when losing". Their weapons include Rust-Tech Rifles, which are salvaged WW2 and Cold War-era weapons customized with bone stocks, ceramic silencers, and radiation shields. Sunhooks are grappling spears thrown at hovercraft and solar drones, designed to drag them from the sky. Venom-Glass Mines are heat-activated traps laced

with scorpion venom and mirror shards. They deploy units that are called “Wolf Packs”, with 6 to 20 riders moving in elliptical patterns to confuse orbital scans. Major caravans carry mobile blacksmiths and acid tanks. The Blood Engine is a hybrid vehicle engine that runs on a mix of bio-fuel and scavenged electronics. It is used in expeditions. Soldiers wear Sandglass armour, which is reactive armor that stiffens upon impact and remains flexible otherwise.

Food & Resources

The Nomads live on the edge of starvation, yet they thrive there. They cultivate desert-adapted barley, cactus protein, and sand-roasted insects. Their staple food is called “Marra”, a spiced paste of crushed beetles, dried root fungus, and wind-purified salt. It sustains warriors for days. Water is stored in camel-bladders, bone canteens, and buried caches. Purification is done via charcoal sand traps and solar stills. Some Nomads tattoo maps of old aquifers on their backs, passed down from elder to youth. Raiding is essential, not only for food, but also for replacement parts, metals, and medicines. Captured solar panels are repurposed into sun-sails or furnace lids. Nothing is wasted.

Spirituality & Culture

The Blood Nomads worship Ashakhan, the God of the Scorch, a deity that lives in sandstorms, drinks the blood of the unworthy, and sings through heat mirages. Their spiritual leaders, the Red-Tongues, paint their faces with iron dust and speak only during eclipses or battles. They are keepers of blood chants, dune omens, and the Bones of the Sun, with sacred relics carved from the corpses of ancient warlords.

Energy

The Nomads use scavenged solar scraps, biofuel from animal fat, thermal batteries from stolen enemy drones and wind-furnaces made from engine parts and bones for energy production. Each of their caravans operates like a closed energy loop. Fires are rarely lit, with silence and darkness being considered as their main weapons.

Sahara Republic

Background

2029-2035

Between 2029 and 2035, France and Spain, driven by energy insecurity and climate pressures, initiated a neo-colonial project in North-West Africa, citing humanitarian crisis and instability. Under the Saharan Stabilization Mandate, joint EU forces build fortified bases across Western Sahara, southern Algeria, and Mauritania. Large-scale solar farms and experimental "green cities" displaced local populations. Resistance brewed among Tuareg

tribes, Berber communities, and local intellectuals. The Solar Enslavement Act was passed, where locals were conscripted into working on solar farms in harsh conditions. Allegations of forced labor emerged. Widespread internet shutdowns, suppression of Saharan culture, and mass migration sparked international outrage. The Saharan Revolutionary Assembly was formed by tribal leaders, ex-military commanders, engineers, and climate activists. It was led by General Idris Qassari, a decorated UN veteran who united tribes under a banner of eco-nationalism. Coordinated uprisings across El-Aaiún, Tindouf, and the Niger border took place. Power grids were sabotaged and Colonial troops withdrew under pressure. The Republic of Sahara was declared as a State, with the Provisional government led by Qassari. The Constitution outlined a technocratic, climate-resilient state rooted in solar dominance.

2036-2046

Project Helios was launched, involving the development of the largest solar panel corridors on Earth, stretching from Mali to Algeria, experimental sun-to-glass cities powered 100% by clean energy and mass training of "Solar Engineers" via tech aid from sympathetic Asian nations. The Republic became the world's third largest exporter of oil, and introduced Helio Grid, which was a pan-African solar energy export line. The Black Glass Massacre killed 3,000 Nomads, misidentifying a Nomad caravan as a rebel convoy. These events collectively were the reason for the Solar Wars against Blood Nomads.

There was the creation of heat beam drones and Sunborn Rangers deployed across key solar corridors. The Blood Nomads raided the southern solar corridor, targeting engineers and power stations.

2048-2064

The Battle of Al-Zahara marked the turning point in the Desert Conflicts, as the Nomads exploited a sweeping dust storm to launch a surprise assault, obliterating twelve solar grids and annihilating three Republic battalions. What followed was a prolonged and brutal guerrilla war, with Nomad forces deploying hidden sand mines and advanced cloaking technologies to strike and vanish across the dunes. In response, the Republic unleashed Scorcher Drones, aerial units designed to blind, disorient, and incinerate targets using focused heat and light pulses. As the conflict escalated, the Republic developed solar mirage fields, vast arrays that created deceptive optical illusions across the battlefield. Undeterred, the Nomads adapted by tunneling beneath the sun farms to sever energy lines and disrupt power transmission.

The war's end came with the Ceasefire Accord of Tamanrasset, redrawing borders and establishing Solar Corridor Zones to limit conflict around critical infrastructure. The Sahara was granted control over its most vital solar assets, preserving its energy sovereignty.

2066-2070

During the period of ceasefire, the SolarNet Surveillance Grid went online, using solar-powered satellites for global weather, movement, and heat signature tracking. However, there were rumors about the satellites being used for espionage.

2070-2080

From 2070 to 2080, the Blood Nomads enacted what is now known as The 10-Year Encirclement. Without ever launching a full assault, they surrounded the Republic's Core Solar Belt and launched continual raids, sabotage missions, and rituals of psychological destruction. These included the planting of flayed effigies along roads, solar panel disruptions, drone-jamming chants, and whispered false signals transmitted into enemy comm lines. The Republic lives in a state of permanent siege, suffocating, paranoid, and increasingly desperate.

Current

The Republic of Sahara is a mirage turned machine a shimmering solar technocracy carved into the dunes of North Africa, forged in light, ruled by logic, and baptized in blood. Originally birthed from a failed Franco-Spanish neo-colonial campaign during the resource cascades of the 2040s, the Republic was meant to be a "green bastion" of hope for Europe – a last-ditch effort to harness the boundless solar energy of the Sahara to power a dying continent. But when France collapsed in 2053 and Spain fractured into microstates, the Republic did not crumble. It evolved. It declared independence, fused its political organs with its solar infrastructure, and began the construction of the Solar Core Belt – an unbroken line of mirror cities, heliostat grids, and geothermal archives stretching from Western Algeria to the Sahel. In 2080, the Republic of Sahara was home to nearly 9 million citizens, most of whom live in tiered solar cities regulated by bureaucracy. It is the world's largest exporter of energy, yet constantly under siege from desert raiders, dune-clans, and most viciously, the Blood Nomads.

Territory

The Republic's territory spans across Western and Central Algeria (especially the Adrar, El Bayadh, and Tamanrasset regions), Northern Mali, including portions of Gao and Timbuktu, Southern Morocco and parts of the disputed Western Sahara and small colonies near Agadez and the Hoggar Mountains. Defensive perimeters known as the Scorch Lines – laser trip-grids buried in sand – surround every critical installation, designed to burn intruders alive at 12 meters.

Governance

The Republic is governed through a hybrid solar-democracy-techno-clerical system, known as the Heliocratic Council. There are three ruling bodies:

The Solarchs

High Priests of Light. They lead the Republic's official religion: The Doctrine of Eternal Radiance. They wear mirror-masks, speak only at solar noon, and are believed to interpret divine signs from sunspots and flare activity.

The Executive Grid

Technocratic administrators who manage logistics, policy, law, and energy production. Selected via meritocratic algorithmic assessment, not election.

The Solar Assembly

100-member elected body from various districts, mostly symbolic, though often used to appease rural zones and outer provinces. The Prime Beacon, currently Aurelia Zanouari, acts as head of state. Once a solar physicist from Oran, she now governs from Solara Djamila, a levitating orbital palace tethered by helio beams over the Sahara. Laws are implemented via Photocodes laser-etched mandates sent to every district daily. Dissent is monitored by the Sunwatchers, an elite data-clergy who use light-frequency surveillance, retinal ID scans, and dream-pattern diagnostics.

Energy

The core of its power lies in the Solar Core Belt a 1,600 km swath of energy-generating megastructures including:

Mirrorspire Clusters are tall, glistening towers that convert sunlight into weaponized beams or power bursts. Heliostat Hives are sun-tracking arrays equipped with auto-targeting defense modules. Solar Monasteries are spiritual-political nodes where solar technicians chant operational codes and manage power flows.

In energy diplomacy, the Republic is untouchable. Every major faction requires Sahara's power to keep machines running and bio-loops stable. But it has become addicted to its own flame. Energy overproduction has triggered ecological heating feedback, accelerating desertification even further. Half the Republic's farms have turned to salt.

Weaponry

The Saharan Empire's arsenal is a fusion of old-world reliability and harsh-environment innovation, tailored for survival and dominance in blistering desert warfare. Among the most trusted weapons in their infantry ranks is the AK-103, a modern evolution of the AK-47, prized for its ruggedness and ability to function flawlessly in sand-choked, high-heat

conditions. Lightweight polymers replace wood, and its parts are easily repairable even in field camps carved into dunes.

Warfighters also favor the IMI Galil ACE, a modern Israeli rifle known for its reliability and stopping power, particularly in close ambushes from rocky outcrops or sand-blasted ruins. For sidearms, the Empire often uses Glock 19 pistols, their simplicity and durability earning them a place in every officer's kit. Light machine guns like the PKM are mounted on camel-back or vehicle tripods, offering suppressive fire during raider ambushes, while heavier units employ Barrett M82 anti-materiel rifles, scavenged from foreign forces and repurposed to destroy solar infrastructure or pierce armored patrols.

Food

Food remains the Republic's weakness. Over-dependence on solar tech has devastated groundwater and soil ecology. Traditional farming is gone. Food Synthesis Pods use solar radiation to grow protein gel, starch molds, and vitamin compounds. Light-Farmed Algae provides 60% of national caloric intake. Water is rationed via Hydro Rites distributed during public ceremonies to prove loyalty. The Republic imports what it can from Nile smugglers or Muskianian vault-farms, but every convoy risks Blood Nomad attacks.

Religion

The Republic believes the sun is not a star, it is a god. Worship of the Primarch Solis, a metaphysical embodiment of light, heat, and truth, is mandatory. Citizens must perform Solar Salutations daily, facing the east at dawn and singing the Code of 900 Rays, a mantra encoded into children before they can speak. Under the Doctrine of Good Light:

- Every home has a Light Altar.
- Every death is marked by solar cremation.
- Every crime is judged at High Sun, when shadows vanish and only truth remains.

The Solarchs interpret solar flares as omens. A particularly strong coronal ejection in 2075 was seen as a divine curse – blamed on failing to conquer the Nomads. Since then, the wars have only intensified.

SOUTH AMERICA

Background

By 2080, the region of South America had cascaded into a region of chaos. As small scale drug trafficking escalated into a full on drug war and the entirety of South America got embezzled into a sea of chaos with the formation of a new wonder drug, governments of the world did fall like the other continents and ushered in a new age consisting of factions and confederations! There were some that claimed that they managed to brave the belly of the beast and move into a new, better beginning. New, but was it better? That is upto consideration… But firstly, let us get to know how this journey of a thousand miles began with a single step.

How It All Happened?

The fall of South America was due to a number of widespread factors which were as follows-

The emergence of Ecuador as a drug state with homicide rates skyrocketing from 5.8 per 100,000 in 2016 to over 40 in 2023 has already caused a huge pothole in South America and its World of Drugs. There was also the formation of a new drug called the ‘Cannabis AlphaDelta-9x’ which will be highlighted after you get to know the advent causing the destruction of democratic rule.

By the beginning of the 22nd century, South America may have dissolved into an archipelago of warring states, corporate-controlled enclaves, and lawless zones, ending the continent as a unified geopolitical force. Years of cumulative crises economic disintegration, ecological destruction, and outside interference undermine the foundations of national governments, leaving a vacuum of power for warlords, secessionist movements, and foreign-supported groups. Hyperinflation, debt defaults, and the failure of regional

trade blocs like Mercosur trigger mass unrest, toppling multiple administrations in rapid succession. As central banks fail and currencies become worthless, local governments lose control over their own economies, leading to barter systems, black markets, and the rise of parallel economies controlled by cartels and paramilitaries. The disintegration of Brazil formerly the continent's preeminent power into rival regional blocs (an autonomous São Paulo, a warlord state of Amazonia, and a secessionist southern republic) triggers a domino effect, as Argentina, Colombia, and Venezuela break apart shortly thereafter.

The speeding climate crisis converts the continent's geography into a war zone. The Amazon rainforest, the last bastion of this damaged world, is a battleground of militias fighting over scarce water and fertile land. Coastal megacities such as Rio de Janeiro and Lima, pounded by superstorms and rising sea levels, fall into anarchy as governments leave them behind, with survivors scrounging in ruined flooded landscapes. Simultaneously, the lithium-filled deserts of Chile, Bolivia, and Argentina are the target of proxy wars, with foreign companies and mercenary forces taking control of mines through violence. Long-persecuted indigenous communities create their own sovereign states in the Amazon and the Andes, defying state armies and corporate intruders. Mapuche in Chile, Quechua in Peru, and Yanomami in Brazil create militarized autonomous enclaves, further shattering any last national unity.

When old governments disintegrate, new ones arise. Cartels and former rebel groups became mature ruling bodies, operating their own mini-states with private militias and shadow currencies. The vestiges of Venezuela's socialist state hanged on in well-defended Caracas, subsidized by foreign backers, while the rest of Venezuela fragmented into warlord and smuggling syndicate fiefdoms. In Colombia, a narco-republic was formed by an alliance of former FARC commanders and narco-lords, with Colombia exporting not only cocaine but mercenaries and cybercrime for hire to the highest bidder. Meanwhile, the Southern Cone Argentina, Uruguay, and Chilean Patagonia has had a tenuous alliance, having to keep things in order using authoritarian technocracy, but even they have trouble fending off pirate raids, waves of refugees, and corporate-sponsored rebellions. By 2100, the concept of one South America is a memory, supplanted by a broken, neo-feudal world in which survival hangs on loyalty to the most powerful warlord, the richest corporation, or the best-armed militia.

Venezuela has emerged into a criminal state by 2031 and by the next 10-15 years it had grown and risen into a region fueled by corruption and chaos which soon evolved into a full on narco-dictatorship led by the upcoming notorious ‘Cartel Of the Suns’ spearheaded by corrupt officials and armed forces of Venezuela and the rot had just begun to creep through the ranks as under the protection of the President of Venezuela Nicolas Maduro, the Cartel reached new heights of success and glory. Soon they all went on to trigger gang wars as ALN (The National Liberation Army) and FARC (Revolutionary Armed Forces of Colombia) dissidents, previous part of the Colombian Armed forces began stationing their headquarters and primary bases deep in the heart of Venezuela. By 2045, the glorious rebellious president of Colombia, Nicolas Maduro were usurped from his dictatorial throne

by the very people who had once elected him and whom he had provided asylum and refuge to- several common people fed up of the authoritarian hierarchy and also members of the 'Cartel of the Suns' along with political refugees like the ELN and FARC rose up and this led to the rise of the first small faction in the year 2070 by the name of "The Believers". This was one of the primary factors that led to the rise of factions and confederations in South America.

As Venezuela burned in the embers of a new faction, there was a new advent in the largest country in South America, Brazil. Brazil was a country on the verge of collapse. With the weak mishandling of the then President Luiz Inacio Lula Da Silva, by 2055 Brazil was controlled in all but name by two groups by the names of Primeiro Comando Da Capitol and the Militias i.e. Ex Cops and Armed officials dissatisfied by the weak presidency.
The Primeiro Comando Da Capitol, rose as one of the largest organised crime syndicate as of 2023, and by 2065, it had risen to control almost 55% of the entirety of the Federative Republic of Brazil including complete control over regions like Sao Paulo, Manaus, Rio De Janeiro, Recife and also Salvador. Crimes like cocaine trade, murders, prison riots, drug especially cocaine trafficking, bank and highway robberies and even kidnapping for ransoms were some of their main sources of income and that is what transitioned them by 2034 into a global mafia, one feared by all and respected by the entirety of Brazil.

Meanwhile, the Militias of Brazil also rose through the ranks and soon started interfering in the matters of the government. This led to a dramatic increase in power of the militias as their actions soon ventured into the mafia underworld causing them to take over almost 15% of the entirety of Brazil including regions like Belo Horizonte and Porto Alegre. This was what merged into the new nature based faction in the Amazon called the Amazonas, but that is another tale!

The Rise of Factions

As countries sunk into the embers of authoritative dictatorship or the formation of monetary empires, the ambition of men grew and so did their powers. As these different factors escalated, there came a time in the later half of the 2060s that every country in South America had an uprising. These uprisings by the end of 31st December, 2078 caused the formation of 4 major factions in South America, many formed by joining of small factions.

The Amazonas Faction

Regions – Brazil, Guyana, Suriname

Background

As the entire problem started out in Brazil with the dramatic rise of the two mini factions of the militias and the Primeiro Comando Da Capitol, with rise in all kinds of industries and with effective increase in investments in different industries, the reins of the government slowly but surely started to move into the hands of these powerful rebel factions. As times progressed, there came a fateful day on the 2nd of April, 2064 that the President of Brazil or so referred to as the 'weakling' by the rival factions, President Luiz Inacia Lula Da Silva was assassinated. There were speculations and further inquiries into the matter but it was understood, as the primal and largest nation of South America fell into depths of mayhem, that the assasination was an effective end to republican democracy and rise of factions. As the factions started taking control of various important cities in Brazil, terror spread and so did the iron clasp of the various leaders.

THE RIFT- As control spread, so did the ambitions of the rebel factions. There emerged two men in the midst of this chaos from each respective faction. Two men confident of their own abilities and coming from respected bloodlines. These men were the leaders of the two faction groups. The first one leading the Primerio group was a man by the name of Lucas Facundo and another leading the Militants group by the name of Raimundo Mateo and he was seen and termed as the next leader of the Brazilian region. This caused a massive rift between the two factions causing century long treaties to obliterate. As tensions spread, the militants group started to receive more attention due to its advanced fighting techniques and its employment and revival of the guerilla technique due to their rigid military training previously in the Brazilian army had also given them the edge. As fighting ensued and full on gang wars broke out, it seemed that no side was willing to back down from what could be a detrimental war to Brazilian history and could decide its future leaders. However, at this time Lucas Facundo decided to take a last drastic step which proved to be fatal. He decided to lead his men to a last full attack. However, he was ambushed by his own, trusted right hand man by the name of Luke Braci which brought about the swift assassination of Lucas Facundo. As Luke Braci joined hands with the all-powerful Raimundo Mateo, it became clear that the entirety of Brazil came to be primarily governed by one man and his hunger for power, Raimundo Mateo.

THE GOVERNANCE AND FORMATION OF A NEW FACTION- At this time, with the adverse effects of global warming and pollution spreading like wildfire throughout the world, the people of Brazil began to take immense pride in their rainforest, the Amazon Rainforest, which had started acting as the 'lungs of the world'. This was when Raimundo Mateo had his first brilliant idea. He began using the pride of the people as political propaganda for his own purposes. He pledged in his historic speech of 2076 in Rio de

Janeiro, near the Statue of Christ The Redeemer, that he would henceforth act as the Protector of the Amazons, and his faction would be called the Amazonas. That is how he transformed into a protector beloved by his people, yet he harbored a secret ambition in his heart. As time progressed and governments fell, the Amazonas started living in the jungles and developed the habits of fiercely protecting the jungles from any attacks, preserving their greatest source of power: oxygen. With the fall of other governments, like Suriname and Guyana, leaderless countries were taken over by the faction, and it became the primary and most important faction in South America. Their primary cause of protection was marked by the saying of their great leader, Raimundo Mateo- "Destroying rainforest for economic gain is like burning a Renaissance painting to cook a meal."

Weapons

1. Liana Coil Gauntlets: These gauntlets use bioengineered vines embedded with piezoelectric fibers—materials that generate electricity when flexed or compressed. Each movement of the user charges a small, flexible capacitor stored in the gauntlet. Inspired by real-world soft robotics and biohybrid muscle systems, the vines are made from programmable, muscle-like polymers combined with living plant tissue, which are designed to coil, strike, or extend like whips. In combat, users can direct a stored energy burst through conductive microfilaments in the vine tips, delivering a focused non-lethal shock.

2. Dart-root Pod Launcher: The Dart root Launcher is a compact, low-noise weapon that fires biodegradable pods, grown from engineered plant cellulose, containing biochemical payloads derived from real Amazonian plants like curare, datura, or anadenanthera. These compounds are modified via synthetic biology to control dosage and effects, such as sleep induction, hallucination, or disorientation. Each pod is launched using a compressed air burst system, being similar to existing air guns or spore dispersal tools used in botany, making it silent and non-pyrotechnic. The launcher is built from recycled bioplastics and fungal composites and contains a chamber that auto-loads pods grown in rapid-growth hydro-gel trays.

Energy

The Energy of the Amazonas is a visionary, post-national committee formed in the late 2060s to transform the Amazon Basin into the world's most advanced eco-energy hub. Rather than exploiting the rainforest, the committee embraces a philosophy of Symbiotic Power—merging indigenous ecological wisdom with next-gen sustainable tech. Its members include tribal elders, quantum engineers, bio-architects, and climate diplomats from across South America. They've built a living network of Solaria Vines—bioluminescent solar plants that grow on engineered canopy grids—paired with floating river skin turbines that flow with the natural currents, never obstructing aquatic life. Energy is stored and distributed through decentralized AI-guided mycelium grids, allowing each

village or settlement to act as a self-healing, self-regulating energy node. Beyond power generation, the committee also operates as a diplomatic and educational body, training "forest stewards" in both biotech and traditional conservation. In a world desperate for energy and balance, the Energy of the Amazonas stands as a radical model of coexistence, innovation, and planetary healing.

2)The Los Portadores Faction (Drug Cartel 1)

Regions it constituted are:- Bolivia, Colombia and Venezuela.

Background

It begins with the emergence of a street boy named Yara Monteverde. He was young when he witnessed the fall of the countries in South America, all countries collapse slowly one by one. He was poor and carried out odd jobs for his family's well being. His family took part in the protests against the inefficient governments and strongly resented their rule. He was inspired to be great. Soon as he grew up he saw his brother rise with him. They both tackled poverty by finding ways unknown to others and scraping through the system with their hard work in government operations and making a name for themselves. They were well known in the crime sector for catching criminals but soon their minds turned to the falling empire making them want the criminal side of the country seeing the rise in unstoppable crime due to heinous corruption in their respective colonies. This is why they were forced to join a cartel and work against the government to prevent any further oppression of theirs by the government. Both of them reached high positions in the new cartels. During the formation of this particular cartel, there was a quarrel amongst themselves as to who would be their next leader. This led to Monteverde killing his brother out of jealousy in search of that throne of the cartel which would then be one of the powerful organisations in those regions. His father and his closest political supporter were killed by a person under the influence of the wonder drug All his competition too was soon vanishing due to his rise. After proclaiming himself at the head of the cartel, he got the title of 'Jefe' which means a person who is the leader or in-charge of a particular group.

RISE OF THE CARTEL:-

Yara Monteverdes: The Cartel Emperor of 2080 South America

Rise from Chaos – By 2080, South America collapsed into warlordism. Yara Monteverdes, a ruthless strategist, expanded his own drug cartel into a paramilitary empire.

- Cybernarco Warfare – He hacked government systems, crippling Bolivia, Colombia, and Venezuela's defenses, while using AI drones for smuggling.
- Private Army – Recruited ex-soldiers and rebels, arming them with black-market tech, turning the cartel into an unstoppable force.
- Economic Takeover – Monopolized legal industries (mining, agriculture) to launder money, making his cartel the de facto economy.
- Political Puppetry – Assassinated leaders, installed puppets, and bribed officials until

governments dissolved replaced by cartel rule.

- Terror & Control – Used narco-propaganda and fear, eliminating rivals with bio-engineered plagues.

Los Portadores: The Cyber-Narco Dominion of Yara Monteverde (2080)

Ruler and Territory

In the year 2080, the infamous cartel Los Portadores rules over Bolivia, Venezuela, and Colombia with an iron grip under the leadership of Yara "El Fantasma" Monteverde, known as the High Warlord of the Silent Hand. Once a shadowy figure in the underworld, Monteverde has transformed the cartel into a technocratic empire, merging cyber warfare, bioengineering, and narcotics into a seamless system of control. The population under cartel dominion has dwindled to 42 million, a mere 20% of the region's former numbers, due to engineered plagues and forced labor camps. The cartel's military force stands at 300,000 soldiers, a terrifying mix of assassins who enforce Monteverde's will without question.

Food Situation: Engineered Famine and Nutrient Control Food in Los Portadores' territories is not a resource it is a weapon. The cartel has turned agriculture into a system of control, with vast Bolivian lithium-coca hybrid farms covering the Altiplano region, where the salt flats of Uyuni have been converted into sprawling agro-complexes known as "Green Hell." These farms produce 10 million tons annually of "Sangre Verde," a coca-laced supercrop saturated with obedience-inducing chemicals. The harvest is stored in cryo-silos hidden beneath abandoned mining tunnels, guarded by motion-sensing turrets that eliminate unauthorized entry. In Venezuela, the flooded slums of Ciudad Bolívar have been repurposed into "Flesh Labs," where 6 million tons of synthetic meat dubbed "Carne de Sombras" are grown in vats and laced with pain inhibitors to keep the workforce docile.

Weaponry:

From Ballistics to Neural Warfare Los Portadores' arsenal is a terrifying fusion of old-world firearms and cutting-edge cyber warfare. Among the cartel's lower ranks, 2025-era weapons remain in circulation, modified for maximum cruelty. The M4A1-S "Peacekeeper" is standard issue for conscripted militias, fitted with smart-barrels that jam if aimed at cartel personnel and loaded with "Tracker Rounds" bullets that embed microchips in victims for drone targeting. The Glock 19X, reserved for enforcers, features DNA-locked grips and fires "Screamer Rounds," hollow points filled with hallucinogenic powder that induce nightmarish visions. Snipers wield Dragunov SVDs wrapped in thermal-camouflage, using "Widowmaker" rounds that explode on impact, leaving behind a black rose emblem carved into walls as a calling card.

The FAL-700 "Viper's Kiss" is the latest weapon to emerge from the dark heart of Los Portadores' arsenal, a hybrid of ballistic and chemical warfare designed for maximum psychological and tactical effect. A modified version of the classic FAL battle rifle, the FAL-700 has been integrated with a micro-thermochemical system that deploys toxic gas clouds on contact. These gas clouds are composed of a neurotoxin cocktail, engineered to target specific neurotransmitter receptors, causing confusion, panic, and temporary paralysis in those exposed. The system can be triggered remotely by a small chip in the barrel that activates the gas release upon firing, ensuring pinpoint control over when and where the toxin is deployed. Its custom-designed ammo consists of high-velocity rounds encased in biodegradable polymers that break apart on impact, releasing the toxin directly into the air around the target. The round's shell is embedded with a nano-locator chip, enabling tracking and real-time updates on enemy movements. In addition to its tactical advantages, the weapon's devastating psychological effect makes it feared both on the battlefield and in urban warfare, as victims are often left disoriented and vulnerable in the aftermath of exposure. The Viper's Kiss has become the weapon of choice for Los Portadores' elite operatives, known to strike fear and chaos before disappearing into the shadows.

Religion:

The Machine Cult of El Fantasma Los Portadores has replaced traditional faith with the Church of the Silent Hand, a techno-religion that worships Monteverde as a digital deity. The core dogma states: "Yara Monteverde is the Ghost in the Machine his will is the code that shapes reality." The sacred text, "The Binary Bible," is an AI-generated scripture blending Aztec blood rites with hacking manuals. Initiates undergo "The Baptism of Data," where they are submerged in conductive gel while their neural implants are hacked to induce euphoria upon obeying orders. Dissenters face "The Sermon of Screams," locked inside soundproof coffins where AI-preachers loop Monteverde's speeches at deafening volumes until they break. At the heart of the cult is "The Oracle of Wires," a child prophet with a skull-mounted quantum computer that "communes" with cartel AI to predict betrayals before they happen.

Energy

In the chaos of post-Cascade South America, Los Portadores emerged not just as a drug empire—but as energy innovators who turned the jungle into their power source. Ditching old-world brutality, the cartel restructured its energy backbone through the Verdant Grid. At the core are bioreactors fueled by coca-plant waste, genetically modified to process stalks and leaves into methane and ethanol through anaerobic digestion. Every processing center has its own rooftop canopy-solar arrays—thin organic panels printed onto banana leaves and bioflex fabric, storing power for off-grid production hubs. In the Andes, thermal wells drilled into ancient hot springs provide steam for micro-turbines, while in the

Orinoco basin, tidal-flow generators ride the river's pulse, offering clean hydrokinetic power. Los Portadores employ local engineers and scientists with cartel allegiance, giving them safety, resources, and control in exchange for loyalty. The grid is decentralized, camouflaged under the forest.

1) El Velo (Drug Cartel 2):-

Regions it constituted are:- Ecuador, Peru and Chile.

Background

It begins in 1949 when a man named Pablo Emilio Escobar Gaviria came into this world. He was one of the biggest drug lords that South America or the world has ever seen. He expanded his Cartel empire to such extents still unknown to humans today. His empire paved the way for his descendant El Patron del Escobar who in the current scenario of the world holds major power over great parts of South America. Born Alejandro Escobar in the hidden jungles of Colombia, he was raised on whispered legends of his great-grandfather's reign. While the world believed the Escobar dynasty had crumbled, Alejandro's family had secretly preserved their wealth, influence, and most importantly their ambition. By the time he turned 25, Alejandro had studied not just the brutal tactics of the old cartels, but also the cutting-edge technologies of the 21st century. He understood that to dominate the drug trade in 2080, he would need more than guns and loyalty a new beginning of advancement in armaments and technology, However he set his sights on Ecuador rather than Colombia, as Ecuador became the new "Drug Capital" of South America. Ecuador provides more than 35% of the drug supplies prevalent in South America. Ecuador is a place where drugs are not only supplied and sold, but a place where it is primarily consumed. By setting up his drug cartel primarily close to the centre of consumption, he exploited a tactic which many others failed to use i.e Market-Oriented Production which essentially involves establishing businesses in locations that are strategically close to the end consumers to minimize distribution costs and reach a wider customer base. By expanding his hold to Peru and Chile he has also extended his reach to the more distant parts of South America. El Patron was a business mastermind. He took inspiration from Pablo Escobar's strategies and converted them into mind boggling industries. .

RISE OF THE CARTEL:-

Alejandro, now known as El Patrón del Escobar, rebuilt the empire with a modern twist - he introduced drone delivery systems with seamless interconnection between his wide-spread network of cocaine and other illicit drug dealers.Autonomous stealth drones smuggled product across borders, evading AI-powered law enforcement with machine-learning evasion tactics.

The Dark Net 3.0: El Velo has been trying to work on a specialised blueprint based on Quantum-Encrypted Networks, making transactions untraceable even by the most advanced factions. However El Velo still lack the needed capacity of qualified hackers

could crash economies, erase evidence or assassinate targets through neural-link exploits.

Food Situation

By 2080, climate change and economic collapse have deeply disrupted food systems across South America. Traditional agriculture has become almost impossible in many areas due to soil degradation, droughts, and erratic rainfall. In this vacuum, El Velo stepped in, creating a vast network of vertical farms powered by hydroponics and genetically engineered crops resistant to extreme conditions. These farms are heavily guarded and located in the Andes and Amazonian outskirts. Citizens under El Velo's influence receive rations in exchange for loyalty or labor, while outsiders suffer from widespread food insecurity. Food has become currency tomatoes can be traded for bullets, and meat is reserved for the cartel elite. Street markets, run by cartel-sanctioned vendors, are tightly controlled and laced with surveillance drones to prevent rebellion or theft.

Weaponry

El Velo wields one of the deadliest, most versatile toolboxes in the post-collapse Southern Hemisphere, constructed not for flash but for surviving and ruling in an unregulated world. Its warriors use refurbished FN FALs, CETME LMGs, and gas-compressed scavenging-powered hybrid rail carbines, all designed for ruggedness and battlefield flexibility. Power supplies are decentralized troops wear hybrid packs that tap into solar, heat, or motion to keep communications and optics alive off-mains. In Guayaquil and Lima's cityscapes, semi-autonomous patrol bots called Los Espectros maintain order with crude but efficient thermal tracking and gait-recognition systems, their four-legged bodies plated in scrap metal mounted with miniguns or incendiary launchers. Elite enforcers wear modular hydraulic limb augments constructed from motorcycle shocks and piston drives, enhancing melee force and recoil management without the weight of full exosuits. EMP-hardened rifles, and off-grid weaponry make El Velo not just secure its ground but feed other faltering regions, establishing it as the Southern Hemisphere's most feared arms broker and enforcer in days of ruin.

Religion

A new form of syncretic religion has emerged under El Patrón's rule, blending Catholic imagery, pre-Columbian spirituality, and cartel mythology. El Patrón is viewed not merely as a leader but as a semi-divine figure, the Santo del Silencio (Saint of Silence), whose lineage is believed to carry divine blood tied to Pablo Escobar's original "vision." Shrines devoted to him are found throughout cartel territory, with offerings of bullets, coca leaves, and solar batteries. Sermons are delivered by priests armed with rifles, and participation in cartel rites including mandatory "confession scans" (neuro-lie detector rituals) is required for full community privileges. The Church of El Velo teaches that chaos is divine order, and that loyalty, not morality, is the highest virtue.

Energy Production

With national grids long since collapsed, El Velo developed its own energy infrastructure. The cartel's power comes from geo-thermal plants in the Andes, solar farms across the Atacama Desert, and micro nuclear reactors stolen from defunct military sites. Chile, with its access to Pacific trade and solar capacity, has become the cartel's energy capital. Energy credits are used as a form of control: neighborhoods that obey cartel law receive full power, while dissenters live in blackout zones. Personal solar units are rationed and tied to individual biometric IDs, making it almost impossible to live off-grid. El Velo's energy dominance has even led to techno-dependency entire towns function only because the cartel provides electricity for life-support tech, water purification, and communication systems.

The Shadow War

By 2080, Colombia is no longer just a battlefield of cartels and governments, it is the neural center of a global narco-intelligence empire. Under the enigmatic rule of El Patrón del Escobar, the drug trade has evolved into a sprawling web of AI-run logistics, biometric surveillance, and post-crypto financial manipulation. El Patrón is not a name, but a codename—his identity scrubbed from every database, his face generated fresh each week by deepfake engines.

When the Global Narcotics Task Force (GNTF) initiated Operation Eclipse, their cyber-teams were met with ghost data, self-erasing ledgers, and quantum firewalls guarding drug supply chains hidden in drone swarms and jungle-rooted vaults. Politicians received campaign funding from anonymous superPACs tied to Portadores-linked energy conglomerates. Satellites picked up shifting holographic safehouses in Medellín, while GNTF agents found their own minds compromised by neuro-leaks and bribe-coded implants.

To the world, El Patrón isn't a warlord, instead, he's a myth turned infrastructure, a ghost with roots in every terminal, server, and politician's mind.

"Escobar ruled a valley with fear. I rule a continent with absence. Fear can be killed—absence cannot."

— El Patrón del Escobar

4)La República del Flujo (Trading Monetary Empire):-

Regions

It constituted are Argentina, Paraguay, Uruguay.

Background

La República del Flujo was reborn as a petro-state. The discovery of massive crude oil reserves beneath the Orinoco Delta and eastern Colombia sparked a wave of drilling and refining that revived the republic's collapsed economy. Soon after, geological surveys—funded by foreign contractors—revealed substantial lithium brine basins in Bolivia's shared trade zone, alongside veins of industrial-use emeralds and rare-earth metals essential for battery and turbine technologies. But the most surprising resource came from the Río de la Plata: ultra-pure radioactive isotopes suspended in glacial runoff beneath the riverbed. Though lethal to drink, this water was ideal for heavy-water nuclear reactors and isotope refinement, making it a vital export for advanced nations dependent on specialized energy and medical isotopes.

Rather than rely on global currencies, Segura restructured Flujo's economy around controlled bartering and high-value hard trades. In place of fiat exchange, Flujo operated on government-approved trade contracts—oil exchanged for food shipments, lithium for desalination equipment, rare metals for infrastructure blueprints. Trade cities like Puerto Segura became hubs where sealed deals were publicly recorded and legally binding under Flujo's civil-commercial code. This system attracted corporations, black market syndicates, and even state actors, all seeking access to Flujo's unique resources through fixed-exchange treaties and secure transit corridors. Trade disputes were handled by specialized courts, and breach of contract often led to blocked ports or terminated energy supply agreements.

As foreign dependence on Flujo's exports deepened, Segura's influence expanded beyond economic leadership. By the 2070s, he was declared El Dictador Mercante—no longer a negotiator, but a central authority who coordinated resource allocation at a continental scale. With no formal army, Segura relied on economic pressure and trade leverage to secure borders and ensure loyalty. He used embargoes as weapons and supply prioritization as diplomacy. Small nations offered military support or land leases in exchange for steady oil access, while even large powers grew cautious about interrupting trade with Flujo. Through control of energy flows and raw material access, Segura didn't just lead a nation—he commanded a system.

His authority was absolute. His army? Not warriors, but elite deal-makers capable of paralyzing entire economies with a single embargo. His creed: "Everything has a price. Even loyalty." Dissenters weren't executed—they were sold, bartered to rival nations as laborers, ensuring that no act of rebellion could escape his reach.

The Rise of the Chief Trader

Segura, once a black-market economist and hardened strategist, didn't take power by force. He took it with an idea total economic conquest. His first decree was a single word: "Dig." That command unearthed the largest untouched oil reserve in the Southern Hemisphere,

hidden beneath fractured plains. Overnight, Flujo was reborn as a petro-state.
Soon, veins of emeralds, lithium, and rare-earth metals followed a geological jackpot that turned barren wasteland into treasure-laden soil. Then came the most unlikely fortune: the so-called “Pure Waters” of the Río de la Plata. Though fatal if consumed, they became the most coveted industrial and scientific resource on the planet. Nations traded not just gold, but weapons and allegiance, for mere access.

The Trading Empire Emerges - Segura didn’t just export commodities he turned trade into a weapon. Rejecting fragile global currencies, Flujo’s economy ran on hard swaps, bonded servitude, and mercenary contracts. Want oil? Pay in food, soldiers, or pieces of sovereignty.
Puerto Segura, the capital, evolved into a neon-slick sprawl of merchants, spies, and warlords. Deals were sealed in blood, enforced by ironclad AI contracts. Overseeing it all was the Iron Ledger a quantum blockchain under the watch of the Cyber-Ministry of Trade. Unbreakable. Unforgiving. Every debt tracked. Every transgression punished.
The Dictator’s Gambit - As riches surged, Segura’s title evolved. No longer merely Chief Trader, he became El Dictador Mercante the Merchant Dictator. His authority was absolute. His army? Not warriors, but elite deal-makers capable of paralyzing entire economies with a single embargo.
His creed: “Everything has a price. Even loyalty.” Dissenters weren’t executed they were sold, bartered to rival nations as laborers. By 2080, no war could be fought, no city raised, no grid powered without Flujian resources. Segura had engineered the ultimate monopoly.

Weapons

In the modern geopolitical arena, economic warfare has overtaken traditional military conflict, rendering standing armies increasingly obsolete. The Flujian regime exemplifies this shift through the rise of its formidable "Trader’s Army," an elite force specializing in embargoes, trade blockades, and market sabotage rather than bullets and bombs. Operating through a labyrinth of corporate proxies and digital warfare channels, Flujian strategists deploy targeted financial strikes that cripple adversarial economies from the inside out. Complementing this strategy is the Mercenary Control Initiative, wherein Flujia leases out high-level contract enforcers and shadow operatives to dismantle rival markets. These agents specialize in corporate espionage, trade disruption, and the surgical assassination of industry leaders, dismantling entire sectors with a single kill. Their dominance is further secured by quantum weapons technology experimental EMP pulses and energy disruptors powered by rare-earth elements. These devices can cripple an entire tech infrastructure without firing a shot, offering Flujia the ultimate battlefield edge in a world where power is currency, and markets are warzones.

Food

In La República del Flujo, food is not merely sustenance—it is a currency, a status symbol, and a spiritual metric. Decades of environmental collapse and industrial over extraction have rendered large-scale farming impossible, turning the republic into a trade-locked

society where nearly all food is imported through high-value exchanges in oil, lithium, and purified water. The government tightly controls distribution through ration credits, which are earned based on one's utility to the economy. For the elite and trade guilds, life is abundant: towering arcologies conceal hydroponic vaults that grow gene-edited vegetables and lab-cultured meats using laboratories. The elite dine on synthetic meat, engineered vegetables while the lower classes subsist on algae paste, protein blocks, and vitamin slurry. Street vendors hawk smuggled fruit like black-market gems, and old cookbooks are treated like relics from a lost age. Food is even woven into religious life, with offerings at weekly Barter Masses and symbolic fasts representing economic humility. In Flujo, eating well is more than survival—it's a declaration of your alignment with El Flujo itself: the divine current of trade, value, and control.

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Energy Sources

- Petroleum Empire: With the largest oil reserve in the Southern Hemisphere, Flujo controls the global energy trade.
- Rare Earth Mastery: They dominate battery tech, nuclear components, and power grid infrastructure with their monopoly on lithium and rare metals.
- Radioactive Water Reactors: Using the uniquely pure (and deadly) Río de la Plata water, advanced nuclear reactors produce near-limitless energy for trade and domestic power.

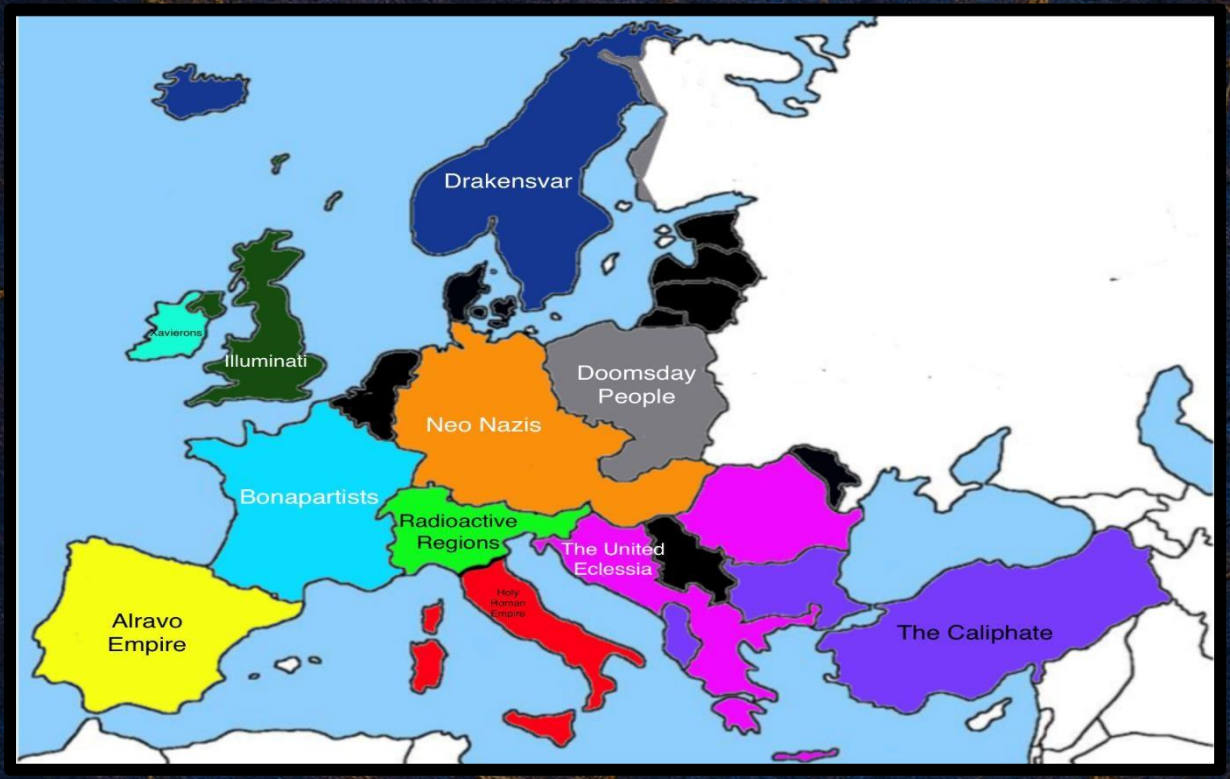
Religion

● The Church of the Flow: A state-endorsed belief system worships "The Market" as a divine force. Economic success equals spiritual worth.
● Segura as Prophet: El Dictador Mercante is revered as a messianic figure who turned ruin into glory. His decrees are sacred texts.
● Rituals of Trade: Weekly “Barter Masses” replace traditional worship, where citizens symbolically offer goods in exchange for blessings of wealth and prosperity.

THE GREAT WATER WAR OF 2053

As the years passed by in the blink of an eye and the sub faction of the ‘Believers’ was gradually merged with that of the ‘Brazilian militants’, there was a huge war between the leaders of the two sides who were locked in a power struggle as we already know. However, there was also another reason for these so called proxy wars. It was because Ecuador , the drug state with leading cocaine-nicotine production had become the hub for all types of drug activities in the 21st century. Its geographic location not only gave it an advantage in trade and overseas drug exports, but also provided the raw materials required in this trade. Therefore, it was a huge power struggle which was going on between the Believers and the Militants group at this time. But the reason the war escalated was because of the emergence of a man by the name of El Patron Del Escobar, who was the descendant of a man who previously controlled the entirety of drug trade in Colombia. However, this man through his years of technological conquest had acquired radiactive weapons of mass destruction. He recieved the backing of his own drug cartel by the name of El Velo. This war was won by Escobar but the long term effects of this was disastrous. This war destroyed almost the entirety of the natural water reserves in the entirety of South America. The highest reserve of fresh natural water in the Amazon basin which accounted for a total of 20% of the total freshwater reserves in the world was contaminated and the same accounted for the Guarani Aquifer which held a total of 37000 cubic kilometres of freshwater and flowed through Brazil, Argentina, Paraguay and Uruguay was completely destroyed by the radioactivity released in this war. There was, however one territory which contained the cleanest and purest freshwater and that lay in the Republic of Flujo. It was The Parana River System flowing through Argentina, Paraguay and Uruguay. This transformed Flujo to the most powerful faction in South America during that period as they possessed something no one else did- clean drinking water. Their exports not only strengthened their barter system but also their relations with other factions.

EUROPE



Alravo Empire

History

2025-2040

From the years 2025 till 2040, nothing major happened in the Iberian peninsula, with no attacks on either Spain or Portugal. The countries remained neutral, taking blows to their economy, but staying alive. One of the main blows that came was the death of Pope Erdo in 2030, with the commoners believing it as an assassination by some Muslim force. Being a mainly Christian country, they demanded that the government fund the Crusades, like Italy, but they didn't. This caused great harm to the government, with revolts and uprisings taking place all over the country, of which the deadliest and largest was one that took place in Barcelona in 2038.

Revolt of Barcelona

Nowhere did tensions converge more violently than in Catalunya, a region long caught between national loyalty and cultural separatism.

Following the death of Pope Erdo in 2030, rumors of assassination by agents of the

Modern Caliphate spread like wildfire across Europe. In deeply Catholic regions like Catalunya, the perceived martyrdom of the Pope ignited a renewed sense of religious identity and vengeance. As Italy declared its support towards the Unified Ecclesia and launched its first crusading campaigns, the people of Spain looked toward Madrid with the expectation of similar action. But the Spanish government, weakened by economic collapse and dependent on fragile international diplomacy, refused to mobilize.

Nowhere was this refusal felt more keenly than in Barcelona, a city that had always stood at the crossroads of rebellion and faith. Catalan bishops, minor nobles, and populist leaders declared the Spanish government "heretical" in 2037, calling for mass demonstrations in Plaça de Catalunya. These protests quickly escalated as military defectors from nearby Garrisons joined the masses, bringing weapons and organization to the movement.
Madrid's response was slow and poorly coordinated. Many in the central government feared that cracking down too harshly on Barcelona would spark wider separatist revolts in Galicia, Valencia, or the Basque Country. But hesitation proved fatal, as on February 13, 2038, a Catalan war priest named Father Oriol Font led a mob of over 20,000 through the Gothic Quarter, torching administrative centers and executing perceived collaborators. The city's mayor and his staff were hanged from the windows of City Hall, their bodies left to sway for days as a grim message to all who opposed the "steel-baptized order."

In response, Madrid deployed the remnants of the national guard and a mechanized unit from Zaragoza. What followed was a three-week siege known as the Spring of Ashes. Street by street, loyalist forces fought their way into the city, only to face ambushes from burning tenements and holy fanatics wielding relic swords and petrol bombs. Entire neighborhoods, including El Raval and Poble-sec, were reduced to rubble. When the revolt was finally crushed in June, over 11,000 were dead, most of them civilians. The Generalitat was dissolved, and Catalunya was placed under martial law.

The government had come out on top here, but one more demonstration as such would put the nail in the coffin. This was the beginning of the end for the government.
Till 2040, there were more revolts in Catalunya, but due to Martial Law, everything was suppressed, any person who dared to cause an uprising was killed. The government was turning more power hungry, yet they were losing resources. At the same time, they weren't aware of what the people of Drakensvar were getting ready for.

2040-2050

Malfunctioning of Nuclear Power Plants (2040-2043)

The main issue for Spain in the earlier parts of 2040 was the malfunctioning of the Paolo Maldini Nuclear Power Plant, the Enzo Ferrari Nuclear Power Plant and the Fettuccine Alfredo Nuclear Power Plant, all located in the Po Basin,

causing both the Adriatic and Mediterranean to become radioactive. This was worsened in 2043, when the Vandellos Nuclear Power Plant malfunctioned, essentially blocking any naval expeditions in the already hazardous Mediterranean. The Spanish government realized that they needed to look towards the west, but they didn't expect the problems fast approaching from the north.

The Great Food Raids (31 August, 2044)

On the last Wednesday of August in 2044, as the sun rose, the people of Spain rose to celebrate a festival, or at least witness it. La Tomatina was once a legend in Spain, with the majority of the population celebrating it with great enthusiasm, but nowaday, only the royalty could celebrate, while the masses watched.

On that day, however, something was happening. Security was less. The "Vikings" of the North wanted to strike. They did. Recently, that year, Princess Leonor had risen to the throne, and this was her first time as 'ruler' playing the festival. The masses watched on, as the royalty enjoyed, but they didn't realise that a Drakensvarian fleet was sailing ever so closer to the coast.

When they docked, the guards, unable to defend, tried to defend the food supply. They couldn't. Portugal, a country who had no real involvement, suffered a horrible blow on their food supply, and Spain, under new "leadership", couldn't do anything. The people celebrated, all over the Iberian Peninsula, not knowing that half of all the food supply was gone, and by the time they had knowledge of the food vanishing, it was on a ship full of celebrating Norwegians, who had just secured enough food for nearly two years.

The New Spain (15 March, 2045)

The government was failing. They had lost the trust of the people, they had lost the food of the people. There was a sense that everything was about to fall apart. It did. On the ides of March, people in Madrid revolted. Since the 31st of August the previous year, everything was perishing. Over 2 million people died of starvation, and the government was unable to do anything. They stood still and watched silently, as the people of Spain overcame the army and security.

A power vacuum had been created, so Queen Leoner stepped in. Her ascension to great leader wasn't marked by royal fanfare or ceremonial tradition. It was declared by necessity, amid the smoldering ruins of Madrid's parliament building and the echoes of the starving millions who had marched for bread and justice. Though once a figurehead bound by constitutional law, Leonor cast aside all pretense of symbolic monarchy.

She chose the name Alravo a term pulled from ancient Iberian folklore, meaning the wrath that brings renewal to symbolize a rebirth through devastation. Her first actions were swift and brutal: the summary execution of former cabinet members, the establishment of food rations under the Council of Iron Stewardship, and the militarization of all major ports and granaries.

The Addition of Portugal (2045-2050)

In the aftermath of the Great Starvation and the catastrophic food raids of 2044, the once-fraternal bond between Spain and Portugal began to dissolve into something more dire dependence. While both nations had suffered under the weight of the Cascades and the failing nuclear age, Portugal's weaker military, smaller population, and fragmented political structure rendered it particularly vulnerable to collapse. It was this weakness that Queen Leonor, newly crowned and relentlessly pragmatic, exploited with both sword and sermon to fold Portugal into what would become the Alravo Empire.

The process, however, was not one of overt military invasion, at least not initially. Instead, it began with The Treaty of Braga in early 2046 a document Portugal's provisional government signed out of sheer necessity. With Spain now stabilized under Leonor's hardline policies and martial law, and Portugal on the verge of famine and internal disintegration, the treaty was sold to the Portuguese people as a "temporary union for mutual survival." It provided for shared food reserves, military protection, and combined energy infrastructure.

Portuguese nationalists, monarchists, and republicans alike protested the treaty as a veiled conquest. But the average citizen starving, scared, and increasingly surrounded by the ghost towns of the Atlantic coast had no appetite for war. By the end of 2046, Spanish soldiers were already stationed in Porto, Coimbra, and Lisbon, wearing armbands with the black gauntlet of Alravo and marching alongside local police as "peacekeeping agents."

Beneath the surface, however, resistance simmered, with people from the Portuguese army attempting to try and regain freedom. However, the Queen was prepared. Thousands disappeared. Churches that refused to convert to the La Fe del Acero were torched. In 2048, Leonor visited Lisbon personally for the first time. Her motorcade passed beneath arches of bone, sculptures made from the remains of enemies of the state, arranged by Faith artists in macabre expressions of devotion. The speech she gave from the ruins of the Jerónimos Monastery was broadcast across the peninsula: "Portugal is no longer a nation standing beside us. It is now within us. Your blood is our blood. Your saints are our saints. And your suffering is now our strength."

In truth, she knew the annexation was still incomplete. Guerrilla war continued in the interior, and whispers of foreign interference grew. The Bonapartists, the French faction across the Pyrenees, had been sending advisors to the Azores. In response, Leonor

authorized the Burning of the council of Braga in 2049, a show of absolute force in a city known for housing one of the last surviving Portuguese nationalist councils. By 2050, Leonor issued the Decree of Final Union, a document that formally abolished the Portuguese Republic and replaced all regional governments with Alravan military-governorates. The Portuguese royal line, once symbolic and exiled, was declared extinct.

2050-2060

The First Battle of Andorra (2051)

However, too much success got to the Queen. She sent her troops to Andorra, where they bordered the Bonapartists. The French were growing with incredible speed, and were ready to fight. On the 21st of January, 2051, the Battle of Andorra began.

Although the army of the Alvaro empire were successful in Iberia, they weren't prepared for what was about to come next. The French soldiers marched on, destroying anything and everything in their path. The great victory that the Queen imagined was nothing but a humiliation. The battle lasted for three days. Every last Iberian was either killed or ran away. The army had suffered a blow, over fifty thousand troops lost and nearly a quarter of their artillery. This wasn't just economically a blow to the empire, it was a mental one. The Queen, ever so confident, was sure that under the doctrines and belief in La Fe del Acero they would produce an empowering victory. However, they didn't. The Queen's days were now limited.

Change in Leadership (March 2054)

The wedding of Infanta Sofia was meant to be a spectacle of rebirth, the final stitching of Portuguese nobility into the fabric of the Alravo Empire. Toledo gleamed with banners of crimson and silver, its ancient cathedral alive with dignitaries, clergy, and armored pageantry. The empire awaited its queen to bless the union. But Queen Leonor never arrived.
Hours before the ceremony, she was taken. The public would be told she was killed in a French-sponsored beheading, by guillotine, outside Toledo's eastern wall. Her death was declared a foreign act of war, her martyrdom fuel for a fiery new crusade.

But behind closed doors, the truth was far more sinister, far more intimate. That morning, Leonor's personal escort was redirected to the abandoned Citadel of Calatrava, under the guise of a last-minute security change. There, within the cracked marble halls of the old fortress, she was seized by Sofia's loyalists. Bound in ceremonial silk and gagged, the Queen was forced to kneel before an altar that once crowned kings. Waiting for her was Infanta Sofia.

In the shadow of the bloodstained chapel, Leonor was beheaded by guillotine an execution

made silent, personal, and final. Her head was placed in a lead casket. The act of war remained buried beneath layers of grief, confusion, and righteous fury.

By midnight, the Pyrenean legions were mobilizing. The Bonapartists denied any involvement, but were branded the architect of Iberia's greatest tragedy. Churches rang with funeral bells and war hymns. La Fe del Acero declared the "Martyrdom of Leonor" the divine spark of a second battle at Andorra. Only Sofia smiled in silence, her veil soaked not with tears, but calculation. By dawn, she was crowned.

The Second Battle of Andorra

The passes of Andorra had long been dismissed as too narrow, too mountainous, too treacherous for meaningful warfare, but in 2057, they became the crucible of Alravo's vengeance. Nearly three years after the "assassination of Queen Leonor by the French", the empire launched a swift retaliatory strike into French territory, spearheaded by the Spanish Army and a new Portuguese division known as the Os Punhais de Deus, the Daggers of God.

The French, expecting a slow-moving campaign through Catalonia, were unprepared for the sheer brutality of the Andorran assault. Under cover of pre-dawn fog, Alravan troops scaled sheer cliffs, bypassed mine-laden ridges, and launched a multi-pronged assault on the French command outpost at La Massana. The battle raged for two days, fought in ancient forest trails and shattered ski towns. Flamethrowers met drone swarms, sabres clashed against railguns.

It was the Steel Guard's lightning maneuver through the Smuggler's Tunnel, an old, disused trade route, that sealed victory. They emerged behind French lines, collapsing the enemy's central command in minutes. By sunset on the second day, French forces were in full retreat, abandoning vehicles and wounded alike.

2060-2070

The Years of Prospect (2060-2067)

From 2060 till 2067, the Iberians rejoiced. Andorra was under their control. Raids from Drakensvar stopped. Food was growing, and the Queen established the Lisbon and Cristiano Power Plants in Portugal. Energy was available, and Viyra trade through the Pyrenees made it possible for most to survive. The army thrived, with all French threats being neutralised.

The Assassination (14 August, 2068)

All good things must come to an end. So did Infanta Sofia's rule. She was assassinated, and at fifty years of age, passed away. However, this time, it actually was the French. An

assassin, paid by the Bonapartists, entered the Alravo empire through the Smugglers Pass, arrived in Madrid, and at dawn, shot the Queen in the back of the head. The greatest ruler that Spain had seen in years was now gone.

Lamine Felipe (2068-2080)

The son of Queen Sofia rose to the throne, and at 24 years of age, after two generations, Spain had their King. He promised to continue with his mother's policies, for the betterment of the empire.

The Great Raid (2072)

Barely four years into Felipe's reign, Drakensvar struck again, repeating its infamous tactics from the Great Food Raids of 2044. In the spring of 2072, under cover of torrential storms, a fleet of Drakensvarian marauders landed along the coast. Their targets remained the same, with the goal of getting food and getting away.

Through guerrilla strikes and incendiary sabotage, Drakensvarians destroyed convoys, set fields ablaze, and looted stockpiles. The Spanish Army declared a fast of mourning, and rations were halved across the empire. Though the raiders were eventually repelled, they disappeared into the sea, with enough grain to sustain their icy fortress-states for months to come, if not years.

The Third Battle of Andorra (2076)

Having never forgotten the sting of the Battle of Andorra, the French, now heavily influenced by Bonapartist hardliners, launched a covert military operation in 2076 to reclaim the eastern slopes of Andorra. Backed by new Alpine railguns, they entrenched themselves along the mountain ridges, creating a heavily fortified buffer zone by 2077. By 2080, half of Andorra was under French military control, its local population divided, with some siding with Paris out of fear, others resisting under the banner of Alravo.

This two-front pressure, in the north from the Bonapartists, along the western coastlines from Drakensvar, threw the empire into heightened military alert. Tensions in the region surged once more, whispers of a Second Pyrenean War echoing across embassies and border camps. Alravo, though bruised, had not yet bled.

King Lamine, young though he was, vowed this would not go unanswered.

Current

The Spain-Portugal Faction, or as the Alravo Empire, consists of the Iberian Peninsula, separated from the Bonapartist faction by the Pyrenees mountains.It is ruled by Lamine Felipe, the King of the Alravo Empire, the youngest son of Infanta Sofía, who was the

Queen of the empire in the earlier years of the cascade. Having ascended to the throne in 2067, Lamine has been the ruler in this monarchy, where he gained immense popularity amongst the people of the peninsula in the years leading up to today.

As of today, the population has dwindled down to a mere twelve million, only two tenths of what it was at the beginning of the Cascade. The population was reduced due to severe droughts in the region, along with constant plundering attacks from the Bonapartist faction through the Pyrenees. Out of these twelve million, around one sixth are a part of the army, while the others attempt to scrape by.

The Iberian Peninsula was better off than the rest of mainland Europe during the early years of the Cascade, due to the shielding of the Pyrenees, however, soon enough, like the other European countries, began to suffer. However, the few years of time they had were used well, and the people were able to consolidate whatever food and energy resources they could.

Territory

In the year 2080, the Alravo Empire occupied the entire Iberian Peninsula, from the Atlantic coast of Portugal to the Mediterranean coast of Spain. The Pyrenees Mountains, stretching a distance of around 500 kilometres, separate them from France, from the powerful Bonapartist faction.

The most crucial meeting point between the two is at Andorra, once a small yet independent nation, now turned into a battlefield amongst the two nations. The Alravo Empire has brilliantly defended this piece of land, keeping out the Bonapartist faction.

Somport Pass is vital, a narrow channel threading through the Aragón highlands. The old Canfranc Station, once a monument to European unity, is now a command hub buried under snow and steel. The tunnel itself has been fortified by the Spain-Portugal faction with collapsing bulkheads and gas traps, rigged to choke any foreign force attempting to push through. Col du Pourtalet, winding between the peaks of Aragón and the Ossau Valley, is a path which is thin, steep, and perfect for ambushes. Only seasoned scouts and old smugglers dare navigate its fractured roads, now watched by silent gun nests built into the cliffs. In times of attack, the entire valley becomes a trap, waiting to snap shut. Bielsa Tunnel offers the most reliable winter route, cutting through ancient glacier stone like a frozen blade. Its high-altitude mouth is covered in armored plates and reinforced with decades-old NATO materials, now repurposed. The inside is pitch-dark and claustrophobic, echoing with the hum of low-power sentry drones.La Jonquera and Fort Bellegarde are a wide, accessible land route that must never fall. The fort itself has been reborn as a concrete fortress with relic artillery, railgun emplacements, and mine-lined highways. Day and night, sentries watch the forests beyond, waiting for the slightest of movements.

These tunnels serve as crucial routes for smuggling of products through the rest of mainland Europe, especially for Viyra, the spice which forms the backbone of food consumption.

Food

Although food and energy weren't a problem initially, for the 12 million people who are part of this empire, being able to consume 700 calories a day is a rare occurrence, a miracle. Out of the 143 million acres that the region covers, less than sixty thousand can be used as farmlands, with crops like potatoes and wheat being produced in a microscopic quantity, where only one-twentieth or so can be fed this bare minimum throughout a year. Due to the failure of Italian Nuclear Power Plants, in the Po Valley, which is near the Alps, radioactivity slowly but surely seeped into the Adriatic Sea, from where it flowed into the Mediterranean.

Along with the malfunctioning of the Vandellos Nuclear Power Plant in 2043, a terrible effect was caused on the entire fishing industry of the region, making it a scarce source of food, which dealt a heavy blow to the area, essentially entirely depriving them of seafood. Coupled with urbanisation, heavy industrial focus and attacks from other factions, particularly the Bonapartists, this caused the imminent dwindle of farmland in the region.

Today, these farmlands are in Algarve and Huelva, which serve as the food basket for the entire peninsula. Although these areas are heavily guarded and protected, they are constantly attacked by forces from Drankensvar and Bonapartists, two factions in a dire need for food. Drankensvar from the north regularly deploys ghost ships and amphibious raiding parties along the Atlantic coastline, targeting coastal warehouses and convoys. The Bonapartists attempt more coordinated, large-scale invasions, sometimes through the Pyrenees while on other occasions they sail around the peninsula, either through the Bay of Biscay or the Balearic Sea.

Due to the constant presence and threat of these forces, fishing in the Atlantic proves to be futile. The western sea lanes are blockaded, laced with stealth mines and sonar-triggered torpedoes left over from past naval conflicts. Crews who dare sail beyond the cliffs of Sagres or Isla Cristina often never return, and those who do bring back little more than irradiated kelp or fish so diseased their flesh liquefies within hours. On the eastern side, due to the malfunction of the Vandellos Nuclear Power Plant, the already toxic Mediterranean became a region deeply affected by radioactivity. Any maritime source for obtaining food is not impractical, it is suicidal.

In response, laboratories sprung up within abandoned wine cellars and salt mines, with rogue scientists attempting to grow protein-rich yeasts, algae and worm colonies to supplement their caloric requirements. No success is known about, with the common people surviving on a slurry called grey mash, which is made up of dried starch cakes, lentil

powder and whatever potable liquid is available.

Even though the Alravo Empire has a much higher supply of food than the rest of the world, the blockade and risks due to the presence of other nations in their only accessible waterways makes it nearly impossible for them to obtain Viyra, which served as another reason for the rapid decrease of the population. Limited amounts are smuggled through the Pyrenees, and this problem is one which has puzzled the royal family and King Felipe for years.

Weaponry

The Alravo Empire wields a hybrid arsenal, with weapons dating back to the early 2000s combined with futuristic technologies. Standard infantry carry HK G36 rifles and FN FALs, NATO relics maintained with black market parts and local craftsmanship. When ammunition is scarce, they fall back on crossbows, boar spears, and re-tempered falchions, many passed down through families like sacred heirlooms. Heavy machine guns like the MG3 and salvaged M2 Brownings mounted along fortified coastlines and passes, guarded like ancient treasures. In hand to hand combat, reinforced heater shields and war pickaxes are used, both developed and modernized by the empire, details of which are unknown by anyone else. Elite storm units, often from Huelva or Algarve, carry FN SCARs and XM2010 sniper rifles, modified with thermal lenses stripped from aircraft wrecks. This combination of ancient and futuristic has worked wonders for the empire, ensuring that the land remains uninvaded.

One of the most technologically advanced weapons used by the Alravo Empire are the Asfixiantes, which release toxic gases in small spaces like tunnels and mountainous passes to give them an advantage.

Religion

La Fe del Acero is less a religion, more a cult. It is a hardened doctrine born from fire, famine, and war, rising from the shattered remains of Iberian Catholicism, twisted by the Empire’s desperation into something cold and unyielding. Worship centers on El Dios Herrero, the Smith-God, a God who does not forgive but tests, reforges, and discards the weak. Salvation is not prayed for; it is earned through violence, loyalty, and survival. Its clergy, called Martilladores, wear cracked ceramic armor over blood-red robes, blessing bullets and branding recruits with iron crosses.

They preach that every sacrifice in battle sharpens the soul and that dying for the Empire is the only true path to grace. Rituals include weapon baptisms, blood-pact initiations, and burnings of enemy icons. La Fe del Acero is enforced, not chosen. Dissenters are labeled “untempered” and exiled or executed. Even children chant war hymns in place of lullabies. In the Empire, belief in steel is not optional, instead, it is mandatory, militant, and absolute.

Energy

Coal, petroleum and natural gas have been exhausted entirely. Around 80% of the Iberian Peninsula is powered by nuclear power plants, namely the ones in Trillo, Cofrentes, Ascó and Almaraz in Spain, and the Lisbon and Cristiano Power Plants in Portugal. The rest of the energy is provided through solar and wind energy.

The Holy Roman Empire

History

2025-2062
SAME AS ECCLESIA

2062-2070
The Canon Event (1 January, 2062)

The Italians had suffered enough. The government was not able to make the country progress, instead, they were the reason for the development of the country being held back. The Nuclear Power Plants in the Po Basin had malfunctioned, and any forms of livelihood in the Adriatic or Mediterranean vanished. Millions died, and the support towards the United Ecclesia was reducing. Communications with the Ecclesia were lost entirely, secluding the country from the rest of Europe. On the verge of collapse in 2061, the government accepted their fate on the dawn of the first day of 2062.

The people of Rome revolted, and a power vacuum was created. The government was gone, along with any hopes for expansion. Seeing this as an opportunity to reestablish the rule of the Catholic Church over Italy, Pope Andrea Kimi Antonelli, the successor of Pope Giorgio Marengo, came out to the public, promising to restore the honour of the nation, spreading Christianity and creating a modern day Roman Empire at which even Caesar and Augustus would stare in awe.

To say the least, the Catholic population backed the Pope. The Holy Roman Empire was created, with its headquarters at the Vatican, extending till Florence. Sicily was under them too, and Catholicism became the state religion.

The Roman Navy (2062-2068)

The Romans, going against their traditions, began focusing on the navy more than the army. Soon, they had one of the most impressive fleets in Europe, with the crown jewel of the fleet was the Neptune, a leviathan forged with a triple-hull made of plasma-infused

ferro-titanium and a radiation-resistant lead-ceramic composite, technology reverse-engineered from salvaged lunar shielding brought back by Ecclesiastical exo-missionaries. It boasts two internal decontamination chambers, a bio-sealed helm, and a central command cathedral beneath its bridge, where the Ship-Priest delivers mass before each mission. Powered by a compact double-core fission reactor, the Neptune can operate autonomously for over a year at sea, projecting the Empire's divine will far into contaminated waters.

The Augustus and Caesar followed shortly after, smaller than the Neptune, but equally well-armored and fitted with vertical missile systems, autonomous drone bays, and underwater probe launchers. The Olive, ironically named, serves as the diplomatic vessel of the fleet, equipped with a mobile sanctum, refugee med-bays, and loudspeakers broadcasting ecclesiastical scripture over the waves.

By 2068, the fleet had already carried out multiple reclamation missions across the Adriatic, although dangerous, showed the people that a journey across the Adriatic might be possible.

Death of the Pope (15 March 2068)

The ides of March continued to be a day which haunted the Italians, as on the 15th of March, the Pope passed away. The cause of his death was unknown, some said it was poisoning, while others suspected it to be a natural cause. The Romans felt like the Neo Nazis of Germany were behind the death, having somehow sent a task force through the Alps and Po Basin to Rome. However, all was not lost. After the death of Antonelli, rose who rules the empire today. His name is Lorenzo Colombo. Destined for a high rank in the Vatican since 2025, Colombo had finally become what he wanted to, the Pope. He made a pretty good one for the matter.

2070-2080

The Victory of Corsica (2072-2074)

In the spring of 2072, the Holy Roman Empire, newly galvanized by the ascension of Pope Lorenzo Colombo, launched a brutal and meticulously planned invasion of the island of Corsica. Colombo, known as the Iron Shepherd, was determined to eliminate the last remnants of French sovereignty in the Mediterranean and transform Corse into a stronghold of the Holy Roman Empire.

The operation, dubbed Crux Maritima, began on March 11th, 2072, when the Neptune and Caesar, flagships of the Holy Roman Navy, entered the Gulf of Ajaccio under a low-radiation cover of dusk. They fired precision railgun salvos onto Corsican coastal defenses, specifically targeting the fortified remains of Camp de Campo dell'Oro and old Ajaccio harbor installations. Local defenders, a fractured coalition of Bonapartist marines and

French republican remnants, scrambled to respond but were vastly outgunned. The Holy Roman ships deployed modular amphibious crafts, carrying nearly 5,000 elite Crusader Marines, who made landfall near Porticcio.

In winter that year, a secondary force led by the Olive and Marinara vessels blockaded Bastia in the north. Undercover agents, embedded in Corsican cities for over a year prior, began to sabotage power stations and relay military positions to Roman gunships. Within a few months, Bastia's command post was reduced to rubble, and the port was aflame.

Fierce urban warfare erupted across Ajaccio as the defenders fell back into the old quarter. Over the next ten months, street-by-street combat unfolded under curfews and curdled skies. Roman units, trained for urban clearing with thermobaric drones and room-breaching exo-suits, pushed through makeshift barricades. Civilians were caught in the crossfire, and by the time the Cathedral of Notre-Dame de l'Assomption was repurposed as a Holy Roman field chapel, more than 2,000 Corsicans had died.

The last major resistance collapsed on April 20th, 2074, during the Siege of Corte, where retreating defenders attempted to mount a final stand in the mountainous interior. Roman war-balloons launched from the Augustus dropped incendiary canisters and rad-shielded gas. The hilltop university town fell within two days.

By April 25th, Colombo himself landed at Ajaccio, stepping ashore beneath raised ecclesiastical banners. Corse had fallen. In just under two years, the Holy Roman Empire had conquered the island with terrifying precision.

Viyra (2076)

By 2076, the irradiated ruins of the central Mediterranean had become a chaotic chessboard of power, desperation, and forbidden desire. Chief among those desires was Viyra, the golden-brown spice that had once flavored food and now sustained the very will to live across Europe's fractured factions. And its path to survival wound through Sicily and Corsica.

Both islands had come under the iron rule of the Holy Roman Empire, following brutal conquests led by Pope Colombo. Though initially fortified as spiritual redoubts and military outposts, by 2076, the twin islands had transformed into something else, they became smuggling sanctuaries, where doctrine bowed to necessity.

In Palermo, Sicilian bishops converted abandoned wine tunnels beneath Mount Pellegrino into processing chambers for illicit Viyra. The tunnels, once used for Capuchin burials and wartime weapons, now hosted a humid ecosystem of contraband. Here, Viyra was measured by relic scales, packed in lead-lined jars, and branded with counterfeit Ecclesia approval seals. High-ranking clergy turned blind eyes in exchange for shipments reserved

for their own districts.

Meanwhile, in Corsica, the story was more militarized. The fortress-churches of Ajaccio and Bastia became fronts for Viyra storage. Roman Navy vessels such as the Olive and Marinara were outfitted with false ballast compartments, transporting Viyra under the guise of munitions. The elite ran covert routes up the spine of Italy, using abandoned pilgrimage trails and monastic ruins as rest stops and drop-points.

Corrupt admirals, apostate monks, and desperate merchant families from Marseille to Naples found common cause in these islands. Sicily and Corsica became the lungs of a black market, breathing the rare, dry spice through routes lined with relics, radiation, and sacrilege.

Current

To meet Carbon Regulations for the European Union, the Italian government between 2025 and 2033 established three Nuclear Power Plants, the Paolo Maldini Nuclear Power Plant, the Enzo Ferrari Nuclear Power Plant and the Fettucine Alfredo Nuclear Power Plant. These plants were the reason for Northern Italy and the Alps turning into an area reminiscent of Chernobyl.

In the late 2030s and early 2040s, the Italian government was managing to navigate through the rocky road which the Cascades were laying out for them. Agriculture, energy and the army didn't create problems, and Italy was maintaining its superiority in the Mediterranean. However, on the 26th of April, 2042, the Fettuccine Alfredo Nuclear Power Plant had a disastrous malfunction, with reactors going out of control during tests, leading to explosions and fires that destroyed the building and released large amounts of radiation. Not even half a year later, on the 15th of August, the Enzo Ferrari Nuclear Power Plant went up in flames, and later that year, on the winter solstice, the Paolo Maldini Nuclear Power Plant malfunctioned.

In the span of less than two thirds of a year, Italy, one of the fastest recovering countries, had gone down in ruins, suffered, and their period of dominance was brought to an end. Famine, disease and power outages ran rampant, with the entire country spread in chaos. They then began getting plundered by the Neo Nazis and Bonapartists, while trying to maintain relations with the Christian Empire across the Ionian Sea. The nail struck the coffin in 2062, however, when complete connection with Greece was lost, causing the people to revolt and the government to crumble. After a series of reforms, Lorenzo Colombo became Pope in 2068, and recreated the Holy Roman Empire. He restored faith in the masses, and vowed that Italy would once again become part of the Christian Empire. He vowed to recreate the glory and success of the Holy Roman Empire, ruling the motherland in the form of a Theocracy.

Territory

Consisting of mainland Italy below Florence, Sicily, Sardinia and Corsica, the Holy Roman Empire is the most prominent force in the Mediterranean. Going North of Florence is essentially a death wish, with the cities of Milan and Venice becoming nuclear wastelands. Between the city of Florence and the Swiss Alps lies a zone of no return, from where the venturers won't come back, and even if they do, they'll be gone soon after. There are, however, Italian bases in the regions bordering Austria and France, equipped with arms and soldiers who are immune to some extent against radiation due to evolution. The western fronts have ten thousand troops ready for war, and the eastern borders with what was Austria have five thousand. Being separated from the Christian Empire since 2062, the Roman Empire, under the leadership of Pope Colombo, has become reminiscent of what the Roman Empire initially was, however, with one key change. They are nationalist, wanting to uphold the past glory of the Italians, catholic and considered a force to be reckoned with.

However, they focus on their navy more than the army. Due to radioactive material entering the Mediterranean due to their nuclear power plants malfunctioning, they were able to harness the situation to an extent, creating ships and suits that could resist these corrosive effects.

Having borders with France and Austria, under the Bonapartist and Neo-Nazis respectively, tensions between the three remain high, with the slightest of movements being believed as a sign of potential war. In the east, they border Slovenia, another country deeply affected by the nuclear power plant failures. Due to further internal issues, Slovenia created a buffer zone, a nuclear one, separating the Roman Empire from the Christian Empire. The Adriatic became the most radioactive waterbody in the world due to these combined causes, making crossing it in an attempt to reunite with the Christian Empire, even with their developed ships, not foolish, but suicidal.

Food

The country of Italy, before the cascade, had a population of nearly 60 million. They enjoyed fresh, nourishing and world renowned food, grown in the country itself. Now, however, although the country has vast farmlands, the 18 million people that live in the country are malnourished, due to lack of trade, and iotas of Viyra. In the south, there are nearly six hundred thousand acres of farmland, however, miniscule amounts of carbohydrates are produced. The crops grown are barely nourishing, and the ones that do provide nourishment can't do so without Viyra.

Proteins are barely there, due to animals like cows and pigs dwindling, and fishing is futile, due to the radioactivity of the surrounding waters. The people can eat nine hundred calories a day, but without Viyra, it serves no purpose.

The main crop is olives, which were once useful for trade, but the Roman Empire can't even do that, being essentially blocked out from all four directions. They need a way to obtain Viyra, but can't.

No other empire or faction dares make an attempt to try and steal some food, and if someone tries, their efforts only increase the number of ghost ships floating around in the Mediterranean. It is for this very reason that the Roman Empire has fought no major battles, because no one dares to attack them. It is for this reason that the Vikings in the north, the Illuminati from England and the Bonapartist faction target the tiny Alravo Empire, and not the sprawling farmlands of southern Italy.

Obtaining Viyra by any and every method has been tried and thought of by the Pope, but nothing has worked. Only miniscule amounts find their way into the empire, either through the black market or by traders on the island of Sicily.

The Holy Roman Empire possesses an abundant food supply, but no Viyra, and hence no nourishment. It serves as an image of irony to the rest of Europe, showing how the faction with the most food has the least nourishment.

Weaponry

Four million Romans serve in the military, but the goal of the military isn't to protect the motherland or conquer other countries, for nearly half, it is to try and journey into the Adriatic and Mediterranean in hopes of food or communication. The Holy Roman Empire has a relatively powerful navy, second to only Drakensvar, the most powerful naval force in Europe by a large margin.

They have five main vessels, namely, the Caesar, Augustus, Marinara, Neptune and Olive. Out of these, the Neptune is the most impressive and powerful, with the Marinara being the least. The Holy Roman Empire's naval fleet is built with radiation-resistant hulls, using plasma-infused alloys and lead-ceramic layering for extreme protection in radioactive waters. All ships are equipped with internal decontamination chambers, sealed air systems, and rad-shielded control rooms. Energy comes from compact nuclear cores, ensuring long-range operation without refueling. Designed for both combat and survival, these ships attempt to navigate the irradiated Adriatic and Mediterranean with minimal crew exposure,being the only means for the Romans for communication, exploration, and food recovery in otherwise unreachable zones.

The Holy Roman Empire's troops are armed with a mix of salvaged NATO and American

firearms. The Beretta ARX160, manufactured in Italy before the collapse, remains a staple rifle, reinforced with heat shielding. M16A4s and M249 SAWs, imported or scavenged from NATO caches, are used by infantry and heavy squads. For close combat, Glock 17s and Beretta M9s serve as sidearms. Marksmen use the M110 Semi-Automatic Sniper System, while shipboard security wields HK MP5s adapted for indoor radiation-heavy environments. Ammunition is scarce, making weapon maintenance and precision essential to every Roman soldier.

Religion

Catholicism is the absolute and only religion in the Holy Roman Empire. After the fall of Italy's secular government and the nuclear devastation of the north, the Church stepped into the power vacuum, and religion became inseparable from the state. Pope Lorenzo Colombo, elected in 2068, declared the rebirth of the Holy Roman Empire, styling it as the Last Bastion of God's Will on Earth. All governance, law, military doctrine, education, and daily life are now guided entirely by the Canon Law and papal decrees.

Religious conformity is maintained through the congregazione per la purezza, formed of the Swiss Vatican Guards of the Pope. They serve as enforcers and inquisitors, ensuring that blasphemy and deviation from official doctrines are considered as crimes against the state, and met with severe punishment.

The military operates under the banner of "Milites Christi" , with every deployment being portrayed as a holy crusade, particularly those aimed at purging non-Catholic elements or recovering sacred lands. Soldiers carry blessed medals, rosaries, and relics into battle. All weapons are ritually consecrated, and units march to hymns rather than chants.

Energy

Although three major Italian Nuclear Power Plants failed in the past, the Mario Brothers Nuclear Power Plant, Parmesan Reggiano Nuclear Power Plant and Enrico Fermi Nuclear Power Plant continue to provide a major chunk of the Holy Roman Empire's energy. Solar farms and sea waves are the other forms of energy used for power generation.

DRAKENSVAR

History

2025-2040

From 2025 till 2029, the Scandinavian states were neutral, unaffected by the ongoing events. However, it all changed in the year 2030.

Russia's Plan (2030-2032)

On the 5th of August, 2030, Ukraine was entirely captured by Russia. This was unexpected, and a moment of terror, sending a shockwave through Europe. While the Western European powers reeled in disarray, too fractured by internal crises to respond, Nordic military analysts began detecting subtle but terrifying patterns in Russian movements. Satellite imagery showed convoys pushing toward the Finnish border, establishing quiet forward operating bases in Karelia and Murmansk, and sending naval patrols near the Gulf of Bothnia. At first, these were dismissed as defensive gestures or strategic posturing, but decrypted communication intercepts by Finnish intelligence changed everything.

By October 2030, Finland had intercepted a series of Russian operations and plans referencing "Operation Glacial Chain", a phased plan aimed at the full occupation of Finland within five years, followed by the "diplomatic neutralization" of Sweden and Denmark, and a forced federalization of Norway through economic sabotage. The plan was thorough, clinical, and horrifying.

The outcry and disarray caused was concerning. People sheltered, stored food and waited for an attack. The Finnish army was stationed, ready to do everything in an attempt to defend themselves. Finland, by late 2032, had turned into a frozen fortress, only requesting help from the other Scandinavians on rare occasions. However, they knew that sometime an invasion would be arriving.

Formation of Drakensvar (2037-2038)

In late 2037, a summit was held in an abandoned ski lodge deep in the Norwegian highlands, drawing together rogue military officials from Sweden, Norway, and the remnants of Denmark's coastal navy. However, there was nothing involving the Finns. They were deemed unsafe, a bridge between what was to be the new nation and Russia. Here, for the first time, a unified doctrine was drafted, called Project Drakensvar, named after the ancient Scandinavian dragon-legends, reimagined as a symbol of unified Nordic resistance and rebirth.

The document envisioned a post-national federation, not a return to old governments, but the forging of a new martial society, one hardened by the fall of Europe and committed to preserving the north through strength and self-reliance. Over the next two years, as the chaos of the Neo-Crusades and the collapse of continental power centers deepened, Drakensvar quietly formed in the shadows.

By 2038, the flags of Denmark, Sweden, and even Norway were no longer flown publicly. Instead, a new emblem appeared, a black dragon coiled around a white cross, against a field of deep blue. In frozen bunkers beneath Kiruna and Trondheim, encrypted broadcast stations began transmitting the new government's voice.

Drakensvar had been born as a nation, but as an idea. A retaliatory culture forged in betrayal, siege, and frost. It would not die like the governments that had failed. It would not forget who had watched as their homelands burned.

2040-2050

Fall of the Government (2040-2041)

Even though they were safe, the people weren't happy. Everything the new government did was criticized. There seemed to be a power struggle in the nation, amongst the leaders of Norwegian and Swedish origin. There was reduced trade, reduced food supply and no agriculture. To make matters worse, there was a famine in the region, where over 2 million died.

The royal families in the region were honorary, they had no purpose. Seeing the recent revolts and problems, however, they decided to take advantage of the situation. On the 29th of February, 2040, Christian Valdemar Henri John married Ingrid Alexandria, forming a maternal alliance amongst the Norwegian and Swedish royal families. This strategic move alone showed the people that the royal families were becoming capable of ruling the lands. It began in Östersund, where a contingent of starving farmers and ex-soldiers took over a former military ration center, hoisting a tattered flag bearing the old Swedish lion. Their leader, a grizzled former naval officer named Rolf Tjärnholm, denounced the provisional government as a "Southern betrayal" and called for the restoration of Swedish sovereignty under the House of Bernadotte. The rebellion spread quickly, first to Sundsvall, then to the Norwegian border towns, where similar discontent erupted under Norwegian royalist banners.

The provisional government in Kiruna hesitated. Martial law was already in effect, but troops refused to fire on civilians, as many were from the same villages as the protestors. Then came the spark. In April 2041, a botched suppression operation in Narvik led to a massacre of 148 civilians by rogue militia forces. The footage, leaked across encrypted Nordic communication channels, shattered what little credibility the leadership had left.

Into this chaos stepped Christian Valdemar Henri John, the newly united royal heir of Norway, and his bride, Ingrid Alexandria, Swedish by blood and beloved for her philanthropic efforts during the famine. Though previously honorary figureheads, the two had quietly amassed significant symbolic capital. With the political class disgraced, and no other viable unifier, the people began to chant for the old lineages to return, not as figureheads, but as sovereigns.

On August 6th, 2041, tens of thousands marched through Trondheim carrying crowns fashioned from iron and antlers, demanding a monarchy to replace the provisional council. Across the north, chants of "Bring back the Frostborn Kings!"echoed in town squares.
By October, after months of uprisings and disintegrating command, the provisional military leadership stepped down. With barely a word of resistance, Christian Henri John was crowned High King of Drakensvar in a snow-covered ceremony held in the ruins of the old Nidaros Cathedral. His wife, Ingrid, became Queen of Drakensvar.

The Great Food Raid (2044)

The Great Food Raids of 2044 were a meticulously orchestrated operation by the Drakensvarian High Command, born not out of desperation but cold calculation. As the Northern coalition endured the bitter hunger of the 2040s, eyes turned southward, toward the fractured Iberian Peninsula. By early 2044, intelligence from aerial drones and satellite sweeps revealed vast, under-guarded food reserves across eastern Spain, particularly in the agricultural corridor stretching from Murcia through Valencia. Spain's internal governance had all but collapsed under the weight of revolts and monarchy disputes, and although the royal family had attempted to hold onto power, their grip on logistics was tenuous at best. Meanwhile, over 600,000 tonnes of storable food sat in decaying silos and sealed cold-storage depots, largely untapped and poorly managed. For Drakensvar, this was not just an opportunity, instead, it was a necessity.

The raid was timed with precision. A coalition of 17 stealth-refitted cargo vessels, composed of former oil tankers reinforced for long-haul cold shipping. These ships carried modular refrigeration containers, atmospheric sealing units, and automated loading drones designed for speed and efficiency. Alongside them, 320 elite Drakensvarian Commandos were deployed to key Spanish ports, granaries, and storage houses. The strike was set to coincide with La Tomatina, the symbolic tomato-throwing festival once beloved in Spain, now privatized by the monarchy and reserved for the elite. On August 31, 2044, as Princess Leonor made her first public appearance as ruler amid a heavily guarded royal ceremony, Drakensvarian ships quietly docked in nearby Valencia and Castellón under cover of electromagnetic jamming.

The commandos met little resistance. The local guard, underpaid and distracted by the festivities, was unable to mount a coordinated defense. Within hours, automated haulers moved through silos and warehouses, extracting a vast haul: over 170,000 tonnes of grains, 90,000 tonnes of dried meats and fish, 45,000 tonnes of legumes, and tens of thousands of

tonnes of olive oil, powdered milk, and preserves. Specialized tankers carried nearly 15,000 tonnes of tomato concentrate and brined olives alone. By the time Spanish authorities realized the scale of the theft, the Northern fleet had already slipped past the Iberian coast and vanished into the fog of the western Mediterranean.

Back in Drakensvar, the food was offloaded at Skagerrak Bay and distributed to cold bunkers in Telemark and Narvik. The bounty was enough to feed 2 million people for over a year, even under harsh rationing.

2050-2060

Disappearance of Danish Family (2050-2053)

Initially, Drakensvar was formed by three countries, Sweden, Norway and Denmark. Although the royal families of the first two went on to rule the lands, the Danish royal family disappeared. Not wanting to be part of any matrimonial alliances with the others, they gave an impression that they wanted to be aloof, left alone.

However, after seeing the success of the other royal families, they too realised that creating a monarchy to rule over Drakensvar would cement them as the protectors of northern Europe. Unfortunately for them, the royal families of Norway and Sweden suspected their plans, and had countermeasures ready.

In early 2050, the royal family tried to cause a revolt, in an attempt to make themselves separate and to gain the support of the Danish people. It was suppressed, and no information about it was released to the public. Repeated attempts later that year and in 2051 proved to be futile.

In December 2052, the King discovered that the Danish Royalty were about to launch their last resort, one of their largest ever rebellions. However, due to the knowledge of this, he was able to prevent it, and the Danish Royal Family disappeared, with the people unsuspecting.

Arrival of the ‘Doomsday People’ (2057)

The ‘Doomsday People’ were mainly concentrated in Poland around 2050, but a large group of nearly 10,000 migrated, for some unknown reason, to the Northern lands, between Finland and Sweden.Their sudden migration northwards in 2051 baffled observers. Nearly 10,000 of them, men, women, and children, for some reason, embarked on a months-long pilgrimage, crossing the Baltic states and vanishing into the thick boreal forests near the Finland-Sweden border. Satellite imagery showed them moving in coordinated phalanxes, accompanied by jury-rigged vehicles clad in lead sheets and prayer-painted armor. Once they arrived, they dug in, building silent wooden fortresses with anti-air artillery mounted on moss-covered bunkers. No one dared pursue them.

Strangely, they didn't invade Drakensvar, looking not to expand, and instead deeming themselves as "Protectors of the Earth and Land", not allowing any Finnish soldiers to pass. They have an impressive artillery, consisting of powerful arms that the Drakensvar Army don't even possess. Their purpose is a mystery, and they are the only thing separating Drakensvar from Finland.

Any methods by Drakensvar scouts to communicate have been met with cryptic scripture or volleys of warning fire.

2060-2070

Trade Stopped (2060-2062)

In 2060, Italy was crumbling. The Pope died, and the government was coming to an end. Previously, a few daring traders, mainly Christian, few claimed they were the Bonapartists, others said they were from the Ecclesia and some vowed that they were Italian. Regardless of their origin, they were one of the primary sources for the obtainment of food in the region. However, when Italy crumbled in 2062, most of the trade stopped. Viyra and food sources were lower than ever, and the surplus fish, the primary food source for the people of Drakensvar, might go to waste. The Alravo Empire was unwilling to trade with them, and now the Drakensvarians needed to create an imperial navy to save themselves, to carry out more raids than ever.

The Creation of the Navy (2062-2067)

Between 2064 and 2070, Drakensvar underwent a naval transformation of monumental scale, one that would come to define its role as the most dominant maritime power in post-Cascade Europe. Realizing that survival in a fractured, irradiated world depended not just on land, but on the sea, the monarchy launched Project Stormvekt, a state-backed initiative to create a navy that was not only unmatched in firepower, but also in endurance and autonomy. The heart of this endeavor was the Trondheim Deepdock, a fortified subterranean shipyard carved into the Norwegian fjords, protected from radiation, hostile satellites, and the harsh Arctic climate. Over six years, Drakensvar produced over fifteen major vessels, not including hundreds of autonomous sea drones and amphibious craft, each designed with a blend of ancient seafaring wisdom and cutting-edge wartech.

At the center of the fleet stood the Thor, a cold-fusion-powered dreadnought nearly 300 meters long, and the only vessel of its class. Armed with railguns, cryo-torpedoes, and a massive onboard swarm of autonomous combat drones, the Thorwas a floating fortress with electromagnetic shielding and an onboard artificial intelligence strategist. It served as the flagship of the navy, capable of coordinating entire fleets across vast distances.

Supporting it were five Njord-class interceptors, which are fast, agile warships equipped with autocannons, EMP flare launchers, and modular bays that could deploy the infamous "Mjolnir" weapon system: cuboidal slabs of iron hurled with devastating precision to pierce or disable enemy hulls.

Complementing these were five Freya-class support carriers, each capable of storing up to 3,000 tons of supplies, housing vertical hydroponic gardens for food production at sea, and even possessing on-board drone manufacturing facilities. Ten Loki-class deception frigates specialized in electronic warfare and disinformation or simulate distress signals in enemy waters.

Every ship carried not just armament, but symbolism. Bronze plates engraved with runes and sagas adorned their decks, connecting crews to their mythic ancestry. Naval officers donned thermal cloaks woven with traditional Nordic patterns, while every christening was accompanied by fire rituals and old Norse chants, echoing the voices of long-dead kings. By 2067, Drakensvar's navy had become a reflection of the nation itself: hardened by cold, shaped by history, and armed to the teeth. With the Atlantic under its shadow, the Drakensvarian fleet was more than a military force, it was the lifeline of the North.

Stationing of Troops (2067-2069)

In 2067, the inevitable happened. Isto-Royssia captured Finland, and the Drakensvarians were ready for it. Over one hundred thousand troops entered the region, carrying guns and ammunition. They stationed the troops at the border, created bases, and waited. All that separated Drakensvar from the heavy firing of the Royssians were the Die Letzten Kinder. On the 5th of August, 2069, a Royssian task force entered the region. For the first time, the Isto-Royssians were in Drakensvar. They didn't kill anyone, but managed to show it took them only two years to breach enemy lines. This task force was meant to return a few days later, but never escaped the icy region.

2070-2080

The Great Raid of 2072

On the 31st of August, 2072, the Drakensvarians launched another attack on the Iberian Peninsula. Although ports were defended, they were unable to defend the offensives in the region. A large fleet, including one Freya class and three Loki class ships were sent to the region. Cloaked by the darkness of the night, the troops advanced. The night guards were not prepared for such an attack.

There was a warning for a torrential storm, but the Drakensvarians sailed on. They succeeded yet again, obtaining enough food for four hundred thousand people, for over six months. This was a blow to the empire, and especially for the newly ascended king. Although Drakensvarians initially cheered, due to the storm one Loki class ship, along with

all of its resources were lost. However, after this, the Viyra trade started increasing and the economy started to stabilize.

Current

Located in Scandinavia, Drankensvar is the northernmost faction in Europe. After Ukraine was captured by Russia, the leaders of Norway, Sweden and Denmark decided to unite and combine forces to protect themselves from the imminent and oncoming threat.

Consisting of mainland Norway, Sweden, Denmark, Iceland, Svalbard, Jan Mayen and the Faroe Islands, Drankensvar controls essentially all of Western Northern Europe and has strongholds in the North Atlantic Ocean. The population of this region, around 23 million in 2025, dwindled down to a mere 6 million inhabitants due to famine, energy shortages and constant attacks by the Isto-Royssians. Due to this decline in population, coupled with consistent attacks, the public influenced by the royal families accepted a system of monarchy, where all executive and judicial powers went into the hands of the kings. However, this monarchy turned into a dictatorship, which only bought the people more suffering. From 12 million in the early 2050s, the population was halved by 2080.

Currently, the empire is in the hands of Queen Mary Carlsen Alexandria Henri, commonly referred to as Queen Mary the Second, the eldest daughter of Christian Valdemar Henri John, the previous King of Drakensvar and Ingrid Alexandria, the previous Queen of the empire, who was the daughter of the Norwegian King Harald IV. The two royal families of the countries, aligned due to oncoming threats, forged this matrimonial alliance to rule the region. At the same time, the Danish Royal Family lost their prominence entirely, essentially ceasing to exist.

Territory

Consisting of Norway, Sweden, Denmark, Iceland, Svalbard, Jan Mayen and the Faroe Islands, Drankensvar controls essentially all of Western Northern Europe and has strongholds in the North Atlantic Ocean. Their main concern is the Isto-Royssian occupation of Finland, believing that Drakensvar will be the next target of the faction. However, up until now, the Isto-Royssians have been unable to move forward, at least, on land, due to the presence of the Die Letzten Kinder on the Finland-Norway and Finland-Sweden borders. This particular group of the Die Letzten Kinder has stayed on the border, for an unknown reason, since the reign of Queen Mary II. Having not invaded the Scandinavian lands, they deem themselves as “Protectors of the Earth and Land”, not allowing any Isto-Royssian soldiers to pass. They have an impressive artillery, consisting of powerful arms that the Drakensvar Army don’t even possess. Their purpose is a mystery, and they are the only thing which have and will continue to protect Scandinavia from the Isto-Royssians in the near future.

The northern arm of the Baltic Sea serves as another factor blocking the Isto-Royssians from invading, due to their naval inferiority and the major naval advancements of Drakensvar, being the most advanced and powerful maritime force in Europe. Any and all expeditions taken by the Royssians will be futile, as all their ships pale in comparison to that of the Drakensvarian fleet, details on which will be given below.

Food

Drakensvar lives off of one source of food-the North Atlantic Ocean. The North Atlantic Drift for centuries allowed the Norwerigan waters to stay liquid, and hence enabled trade and fishing. Today, it is the only thing which has kept the 6 million people of the country somewhat nourished. Fish is the primary source of food, and even though the industry has lost significance over the years in the rest of the world, it gives half the population food on their plates and an occupation. Along the Atlantic coast, Drakensvar has unmatched naval superiority, allowing the people to fish freely.

However, a different approach is taken when it comes to vegetables and carbohydrates. The region always depended on exports from other European nations, particularly in the Mediterranean, for them. However, due to the sudden food shortages, countries were unable to produce enough food for even half their populations. Due to this, Drakensvar has a dedicated team of “sea vikings”, who essentially act as pirates, going to the Southern Iberian Plateau and raiding any and every coastal warehouse they can, getting as much food as possible. It is through here that more than ninety-five percent of the vegetables consumed are obtained. Ghost ships, raiding parties and navy are sent constantly, especially during the harvest seasons, to get as much food as possible. Along the Portuguese Coast, more than half the ships are Drakensvarian in origin, doing everything they can in an attempt to obtain even a kilogram of food. These ships carry out duties with incredible success, as in the past ten years, less than a thousand people have lost their lives due to these raids, and eight out of ten times, they are successful.

Every quarter, there are new plans formulated to ensure that the quantity of stolen food is maximum, with the Queen being at the centre of creating them. This is helped by the fact that the navy has had years to develop, with around half of the Western European coastline and waters being under their influence. This also poses a severe threat to the Illuminati, based in the United Kingdom, as they are surrounded by them. Queen Mary II wants to further increase this presence in the region, aiming to make Drakensver the largest and most powerful naval force in the globe.

Due to chemical attacks by the Isto-Royssians, the soil of the region became infertile, with most of the crops grown failing. Only a mere 12,000 acres of usable farmland remains, hidden in the capital, Oslo.

Viyra, the spice necessary for nutrition, however, is found scarcely here, with only royalty and the nobles having them. For the common folk, however, smuggling it through ships or

buying it from dealers in the Scandinavian Highlands is one of the few ways to obtain it.

Weaponry

Drakensvar's arsenal is a fusion of ancient brutality and futuristic innovation, being a reflection of its fractured, survivalist society clinging to old glory while grasping at technological dominance. After centuries of nordic warfare and seafaring tradition, the monarchy revived the use of ceremonial battle axes, carbon-forged broadswords, and reinforced viking shields, all embedded with modern enhancements like shock dispersion layers and micro-serrated edges.

The main firearms include the m4a1 carbine serves as the standard-issue rifle, reliable and lightweight with cold-resistant modifications and smart scopes for battlefield precision. For long-range engagements, elite units carry the fn scar-h, chambered in 7.62mm nato rounds to punch through armor and fortifications. Naval raiders favor the sig mpx, a compact submachine gun ideal for stealth and close-quarters shipboard combat. Aerial units and fast-response teams are equipped with the kel-tec rdb, a bullpup rifle adapted to extreme cold, capable of firing both nato and local ammunition, which is a vital feature in a world of scarce resources.

However, draknesvar has developed a technologically infused weapon, called "mjolnir". It involves using a cuboidal piece of iron, weighing anywhere between one quintal to a ton, and using a propeller-like mechanism to aim it precisely at other ships. This allows them to hit, damage and sometimes even entirely break the hull of enemy ships, which further increases their naval superiority. Furthermore, these blocks of iron can be retracted in a matter of seconds and stored, then to be deployed later. Their navy is second to none, being the strongest in europe. It has a combination of wooden and metal ships, with ones meant for warfare having been developed in the early 2050s. The main and most powerful vessel is called the "thor", with it being powered by a cold-fusion reactor and named after the norse god of thunder. Armed with railguns, cryo-torpedo bays, and an onboard drone swarm, it dominates the atlantic with unmatched firepower and mobility. Its hull, layered with reactive armor and electromagnetic shielding, makes it virtually untouchable in open warfare.

Religion

In Drankensvar, the majority believe in a revived version of Norse paganism, worshipping gods like Odin, Freyja, and Thor not just as deities but as symbolic ideals of strength, wisdom, and endurance in a collapsing world. Temples for the deities are built on coasts, in mountains, in the walls of fjords and incorporated in the royal palace at Oslo, with the rituals involving fire, runic chants, and offerings drawn from the sea. Christianity which was once dominant became fragmented and obsolete, surviving in only a few underground

sects.

Energy

The main source of energy generation is hydroelectric power generated from waterfalls and dams. Tidal energy is also harnessed, along with Ocean Currents and Sea Waves being used to do so. The monarchy built two nuclear power plants, called the Alfred Nobel Nuclear Power Plant and the Zlatan Nuclear Power Plant. They are both located in Sweden.

The United Ecclesia

History

2030-2035

Origin

On the 25th of December, 2030, Pope Peter Erdo, the successor of Pope Francis, at the age of 77, passed away in his sleep. Few believe it was natural, while others swear that he was poisoned. However, by Vatican law, the body of a Pope can't be examined after death, and hence, his cause of death remains a mystery, with the Unified Ecclesia believing it was a poisoning, carried out by an assassin from the Caliphate.

After Pope Erdo's death, in January of 2031, Pietro Parolin, a previous member of the Council of Cardinals, became his successor. Loved and appreciated by the people, Parolin had a normal time in office till 2035, specifically on the 12th of January, a day which marked his fourth year as the Pope of the Catholic Church. That very day, he came out of the Vatican libraries, shocked, claiming that he had read ancient texts, blaming the Muslims, talking about a future "Caliphate", which will bring a blasphemous end to not only Catholicism, but Christianity as a whole. A week later, the Islamic scholars in the city of Vidin in Bulgaria, unearthed an age-old manuscript, now the subject of interest in the laboratories, which has been found to contain the word of the One God, which commanded the true natives to rise up in revolt against the Christians in jihad. On that very night, King Rashi-uddin had a Vision and a Voice, telling him the only path to "save" his Empire and protect Islam was war.

Under this pretext, a Christian Faction, called the Unified Ecclesia, comprising of Greece, Macedonia, Montenegro, Croatia, Romania and Moldova was created, under the banner of Christ, putting aside the differences between orthodox and Catholic Christianity. The largest ally of the Unified Ecclesia were ,of course, Italy,At the same time, Turkiyë, Bulgaria and Albania combined forces to form the Modern Caliphate.

After almost a millennium, the Holy Wars were about to be reignited, due to the discovery of ancient texts from both sides. Everything was ready, the stage was set. The two factions, with never ending pride for their religions, set the stage for the Neo-Crusades.

2035-2042
Christian Victory

One thing the Caliphate didn't know was that the Ecclesia, funded by Italy, were an unstoppable force. They had NATO weapons, more countries and more funding than the Caliphate. Till the year 2052, it was the Ecclesia dominating the Caliphate, with every single battle going in their favour.

Siege of Edirne

In 2037, the Christian forces began to assemble in Alexandroupoli, 40 kilometres away from the Greece Turkey border. The Caliphate weren't aware of it, and due to philosophical and religious differences, which allowed 25,000 Christian troops to assemble with NATO weapons. There were minimal preparations in Edrine, and on the 28th of October, troops marched a distance of nearly 40 kilometres to reach Didymoteicho, just 2 kilometres away from the border. On the 29th, they marched into Erdine, which was unguarded, and within a day, besieged the city. No soldiers were killed, and the civilians and light military present there surrendered immediately. This was the first Turkish city conquered, a sign that showed more was to come.The first battle had been won, and the Ecclesia now had a stronghold in Turkiyë.

Conquest of Orestiada

Two weeks after the march on Edirne, on the 13th of November, as dawn broke over the misty plains of Evros, a joint Croatian-Greek special operations unit crossed the river near Koufovouno, silently entering Turkish territory. Their target: Orestiada, the northernmost Turkish city and a key entry point into Thrace. Resistance was negligible the local border guard, caught off-guard and poorly equipped, surrendered before noon. By sundown, Christian banners had been hoisted over the train station and city hall. Word of the capture was transmitted in code back to Alexandroupoli: "The gate is open."

Conquest of Havsa

Following the fall of Edirne, Havsa became the next objective in securing the Thracian heartland. Located on a vital road linking Edirne to the southern plains, Havsa housed a Caliphate logistics node, manned by militia and remnants of the 4th Turkish Infantry. On November 26th, Greek artillery began bombarding the eastern perimeter. The town's defenders held out for 48 hours, using the central mosque as a coordination point. But on

the 27th, Romanian paratroopers flanked the defense from the north, forcing a retreat. With Havsa under control, the Ecclesia now had an operational corridor leading toward the Ergene River and deeper into Thrace.

Conquest of Uzunköprü

Known for its historic Ottoman bridge spanning the Ergene, Uzunköprü was both a symbolic and strategic objective. Turkish forces attempted to destroy the bridge before retreating, but Croatian combat engineers raced in under fire and defused the charges, preserving it for Ecclesian use. For two days, drone surveillance guided artillery strikes onto enemy positions west of the river. On the 11th of December, mechanized units crossed and swept into the town center. The bridge, untouched and now adorned with a golden crucifix banner, became the scene of a televised sermon by Archbishop Kutleša, calling it "God's crossing, reclaimed." Uzunköprü's fall marked the first major river conquest of the war.

Conquest of İpsala

Sitting directly on the Turkish-Greek border, İpsala was the last remaining border stronghold under Caliphate control. Knowing its importance, Turkish fighters had mined key roads and bridges leading in. Ecclesian scouts uncovered the traps and disabled them overnight. At dawn, special forces launched a swift encirclement maneuver using swamp trails near the Meriç River. At 2359 hours on the 24th of December, after giving everything they got, the town, entirely surrounded, surrendered. In a span of less than 2 months, the United Ecclesia had managed to take entire control over the Greek-Turkish border, while defending any attacks from Bulgaria. Now, they aimed for Istanbul.

By the year 2038, the entire Greece-Turkey border was under Christian control. There were efforts by the Caliphate to attempt to try and get their lost lands back, but they proved futile. Any raiding parties from Belarus were defeated, and the Caliphate was still unable to produce any leader or policy. Seeing this, the United Ecclesia aimed for Tekirdağ in September 2039, for it was the last obstacle before Istanbul.

Strategically located on the Sea of Marmara, Tekirdağ held immense tactical importance. It was a hub for Caliphate reinforcements, a launch point for drones, and the last Turkish naval resupply port in the region. Its fall would mean Istanbul's western flank was completely exposed.

The Battle Of Tekirdağ

On the 23rd of October, 2039, after aerial reconnaissance, the United Ecclesia launched Operation Crimson Cross, a full encirclement of Tekirdağ, with the main aim being to make the military surrender as quickly as possible, and then move onto Istanbul. The port was rendered useless, with the Italian Navy creating a blockade.

However, they weren't prepared for the stiff resistance and bravery of the 20,000 Turkish soldiers stationed there. 25,000 Christian troops surrounded the port city by the end of October, and the siege began.

Under the command of Selçuk Bayraktaroğlu, the commander of the Turkish armed forces, Tekirdağ was fortified with sandbagged choke points, drone-based anti-air units, and urban kill-zones mapped across alleyways and rooftops. Using guerrilla-style tactics, the defenders launched ambushes and counter-raids that stalled the Christian advance for over two weeks.
Not used to prolonged urban combat, the Christian forces began getting fatigued, sustaining losses, with any attempts to try and enter the city failing. By late November, both sides were entrenched, with the city turning into a battlefield of burning buildings and blood soaked mosques. Citizens couldn't escape, so they stayed resilient, fighting with faith. Each and every rooftop became its own battleground, but surprisingly, the defenders held key districts, the main ones being the old port, the Namık Kemal University complex, and the northern residential quarter.

Unfortunately for them, the attackers learned how to adapt. They brought in new technology, and the Caliphate soldiers, exhausted and fatigued, began to give in. On the morning of December 22, a massive Christian bombardment, called the holy hailstorm, began as churches across Greece and Romania rang bells as missiles lit the sky. Over 80 strikes hit known defense zones in under six hours. The southern wall, once seen as impenetrable, collapsed under the assault.

On Christmas eve, most of Tekirdağ was in flames, but Bayraktaroğlu, unwilling to surrender, fought on. However, one Christmas Day, in 2039, the final district was captured, and as the commander passed away, Tekirdağ was seized by the forces of the United Ecclesia, with Pope Parolin, on national television, calling it "heaven's victory to the righteous".

However, it was not all celebration, with 5000 Christian troops passing away and 7,000 being injured. Over 10,000 Turkish troops died in the two months, alongside over 3,000 civilians. The battle haunted both sides, with Ecclesian soldiers whispering of the courage of the Turkish defenders, and the fire-lit nights of Tekirdağ were remembered for decades to come as "The Fifty Days of Iron."

The Siege Of Silivri

After Tekirdağ, Silivri became the last barrier between the United Ecclesia and Istanbul. Fortified by Turkish regulars and Albanian volunteers, the city braced for the inevitable. On February 9, Greek and Romanian forces launched a dual assault, with artillery plundering from the north and amphibious landings from the south. On February 13, 2040 the eastern wall was breached.

Urban combat raged for three days, with Turkish fighters turning every alley into a kill zone. The Silivri fortress saw the fiercest resistance, where Bulgarian martyrs delayed the Ecclesians with suicide tactics. On February 16, the defenders withdrew to protect Istanbul. Silivri fell, battered and burning, but its defiance had bought time for the Caliphate to fortify Istanbul.

The Battle Of Istanbul (2040)

The Ecclesia ere flying. Istanbul was next. After strategizing, they began marching towards Istanbul, their last target before completely gaining control over the region of Thrace. It was a sunny day in August, and an army of one hundred thousand Chrisitans, from all over the country, was marching towards Istanbul. From Silivri, from İpsala, from Erdine, and from all over the United Ecclesia, troops marched. The Caliphate leaders knew that it would happen, and so, over one hundred and fifty thousand troops, waited patiently in the city, motivated by their love for their God, wanting to win the jihad.

The assault began from three major directions, with the western districts marching through Silivri, the Marmara coastline via naval landings, and northern thrusts pushing down from Tekirdağ. The first major push was in Avcılar and Küçükçekmece. Urban warfare broke out in housing blocks, schools, and underpasses. Caliphate forces employed hit-and-run tactics, using drone swarms and homemade IEDs. Civilians were trapped between both sides, and refugee caravans clogged escape routes to Anatolia.

By the 19th of September, the Ecclesia, through sheer determination reached the Galata Bridge, which was the crossing into the Old City. However, the Caliphate was prepared. Snipers, IEDs, bombs, and a total blockade were created. For over four weeks, no progress was made. For the first time in four years, the Caliphate were winning. However, everything changed on the 24th of October, the Pope personally broadcast a mass to the troops, invoking the memory of Constantine and Justinian. The message: “Reclaim what was once ours.” Determined more than ever, the Bridge fell, and the Christians, even after losing over ten thousand troops, marched into the city.

Now, the Caliphate leaders were getting desperate. They declared Istanbul as sacred, vowing that it would never fall. By the 5th, the Ecclesians had reached Eyüp, sacred to Islam as the burial place of Abu Ayyub al-Ansari. The Caliphate’s counteroffensive that day was fierce. Eyüp fell, and an iron cross was struck in the soil. The battle was now in Christian hands. On the 25th of November, a month before Christmas, the Ecclesian General declared that they would have Istanbul before the 25th of December, and launched Operation Saint Nicholas. Reinforcements came from Italy, Greece and Croatia, providing more weaponry and morale. By the end of the month, the Blue Mosque was surrounded, but neither side bombed it. It was evident that the end was near.

By mid December, the Caliphate had lost over three quarters of Istanbul. Generals died, soldiers surrendered and it seemed like the silent prayers of the citizens weren't going to be answered. On the twentieth of December, the Turks were cornered in the Hagia Sophia, and had no idea of what to do. The general, in a dilemma, surrendered, and his final words before taking his own life were "Istanbul might have fallen, but Islam will not". Just like that, Turkey, on the darkest day of the year, witnessed its darkest day in history. Christian hymns echoed through the city, and the Ecclesians were singing in the square.

On Christmas Day, Pope Parolin hosted a mass in the remains of the Hagia Sophia, and declared Istanbul redeemed. However, it was not all celebrations. Over 35,000 troops died from both sides, with unknown numbers being injured or lost. Around 30,000 civilians lost their lives. In a period of less than four months, over one hundred thousand people died.

After 2041, till 2042, the United Ecclesia gained control of Eastern Thrace, and with Western Thrace under their control already, whatever was left in Bulgaria was to be conquered. Now, they had control over the Asia-Europe border, giving them direct access to the lands of the Caliphate in Asia. However, they didn't know that there would be a series of setbacks which would harm Christians all over the world.

2042-2053
The Roller Coaster

2041 was a year of great success for the United Ecclesia, with them gaining control over the entirety of Eastern Thrace and mainly, Istanbul, showing their superiority over the Caliphate. The leader of the Caliphate, King Rashi-uddin, passed away from old age, and now, after all these blows were dealt, it seemed that the Christians could easily gain control of the remaining part of Thrace in Bulgaria too. All was looking good, until the 12th of January, 2042. Pope Pietro Parolin passed away at the age of 92, and was followed by Giorgio Marengo. Unlike Parolin, Marengo was a more peaceful Pope, advocating less for Christian expansion and more funding for the Crusades, which made the late 2040s and early 2050s seem dull compared to what happened previously.

This was a slight change of thought, but the main blow came in August, when the Fettuccine Alfredo Nuclear Power Plant malfunctioned. As the Italian government scrambled to save whatever they could, two other Nuclear Power Plants, namely the Paolo Maldini Nuclear Power Plant and Enzo Ferrari Nuclear Power Plant malfunctioned, ruining the Po Basin and contaminating all soil in the Mediterranean, making Viyra a necessity for the factions of the region.

This massively reduced funding from the Italian government, and gave chances for the Caliphate to consolidate their forces. The son of Rashi-uddin, Karim, ascended to leader of the Caliphate in 2042.

The stage was set for another few clashes amongst the Caliphate and Ecclesia, occurring primarily in Bulgaria and Turkey, with the United Ecclesia on the front foot again.

A triple nuclear meltdown in 2042 in the Po Basin triggered a localized nuclear winter across Northern Italy, Switzerland, Austria, and parts of Southern France and Germany. Dense radioactive particulates rose into the atmosphere, blocking sunlight and sharply lowering regional temperatures by up to 3–5°C for several years, till around the 2060s. Alpine agriculture collapsed, with snow levels increasing and growing seasons shortening dramatically.

Acidic, radioactive rains would render water sources toxic, while the thick grey skies and ash-laden winds crippled solar energy production and plunged cities into darkness. Forest dieback and livestock loss further escalated famine, and migration southward would increased exponentially, with the region becoming essentially inhabitable. With this, Italy lost a major part of its agricultural economy, with the ecosystem in both the basin and sea crippling. The malfunctioning of the nuclear power plants left decay, ghost towns, and frozen valleys.

The Siege of Kardzhali

The city of Kardzhali, nestled in the Rhodope Mountains, became the first major challenge in Bulgaria. A region with a significant Muslim population, it had long been on the Ecclesia's radar as a potential flashpoint. The Ecclesia attempted to enter diplomatically, sending humanitarian teams under the guise of peacekeeping. Instead, their presence provoked a rebellion.

On 14 July, 2043, the locals, who were trained by the Caliphate held of the Christians, but is response, over five thousand troops were sent, and after a two week siege, filled with urban combat, barricades, drone swarms and civilian deaths, the Ecclesia secured a victory in the Bulgarian mountains by 28 July, making it their first victory in the country. However, it was at a cost, with 500 casualties and more unrest in Bulgaria.

Conquering Veliko Tarnovo

The campaign's centre of gravity shifted north. The Ecclesia's next objective was Veliko Tarnovo, the spiritual heart of medieval Bulgaria and a critical Caliphate stronghold. Tarnovo wasn't just strategic, it was symbolic. Taking it would send a clear message across the Balkans that the Ecclesia's holy war would not be halted. On November 6th, 2044, three divisions, Romanian, Moldovan, and Greek, initiated Operation Holy Water, aiming to surround and besiege the city. The plan was meant to be swift, with the goal of severing all logistics, denying any aerial support, and starving out resistance.

The Caliphate had anticipated the attack and heavily fortified the city, with nearly 25,000 Muslim soldiers, bolstered by citizen militias and mountain-trained units, manned machine gun nests, mortar positions, and underground tunnels. Breakout attempts in late December and mid-January of 2044 were foiled by ambushes along icy mountain roads. The winter of 2044–2045 became like an icy hell, with food becoming scarce, supplies dwindling, and civilians froze to death. The Ecclesia, better supplied and encamped, slowly closed the noose. By March 2nd, 2045, revolting civilians opened the gates, tired of starvation and hopelessness. Ecclesia forces entered to minimal resistance. Tarnovo had fallen.

The fall of Veliko Tarnovo sent shockwaves across Bulgaria. Not only had the Ecclesia claimed a city of immense cultural and strategic value, but they had also shattered the myth of Caliphate invincibility in the northern Balkans. By April 2045, the Caliphate's central command in Ankara was scrambling. Communication lines to the east were crumbling, and morale across Caliphate garrisons was at an all-time low.

Operation Divine Stream

The Unified Ecclesia, sensing an opportunity to break Bulgaria's spine, launched Operation Divine Stream, a lightning-fast push northward and eastward, with Romanian mechanized brigades surged toward Ruse, targeting its crucial bridge over the Danube. Their mission involved cutting off any reinforcements from Moldova or potential uprisings from the Muslim minority there. Meanwhile, Greek and Moldovan infantry took to the hills around Gabrovo, supported by long-range artillery stationed in the southern slopes of the Stara Planina mountains.

In Shumen, a Caliphate logistics centre, a surprise nighttime raid by Croatian special forces led to a complete collapse of defences. Using suppressed weapons and hacking into local communications, the unit disabled the city's air defence grid in under six hours. By morning, drones swarmed the area, clearing resistance pockets. The city fell by May 12, 2044.

All across Bulgaria's heartland, the Christian partisans, who were once scattered and disorganized, rose up with new purpose. Old Orthodox churches were reopened, with crosses raised from rooftops. Hundreds of Caliphate informants were executed in mob justice. In Tryavna, it was the people who opened the gates before the Ecclesia even arrived, surrendering Caliphate officers to secure their town's survival.

With each passing week, the Caliphate's eastern hold shrunk. Dobrich, Silistra, and the fortified port city of Varna became the last bastions of Islamic resistance in Bulgaria. Backed by naval assets from the Black Sea, they held firm, but the writing was on the wall, central Bulgaria now flew the Ecclesia's red-gold banners.

The Battle of Sliven

Sliven stood between the Ecclesia and conquering three quarters of Bulgaria. Nestled between the Balkan Mountains and the lowlands to the east, the city controlled the critical passes toward Yambol and the Black Sea. Sliven's terrain favoured defenders it was elevated, flanked by dense forests, and protected by natural ridges that funnelled any assault into predictable channels.

For the Caliphate, Sliven was the last hope, it was a symbol of hope. Over 50,000 defendants were stationed there, and everything was brought in. From Bulgarian brigades, Turkish infantry, foreign volunteers from Chechnya and Syria, to underground tunnels and hidden snipers, the Caliphate were ready to give it their all.

On the 6th of October, 2025, the siege began, with Croatian and Macedonian attempting to rush in, but they were met with fierce resistance. This went on for months, with the city remaining essentially untouched in January 2046. However, in February of that year, civilians were trying to escape the city through any methods whatsoever, in masses.

The Christians found one of these passages on the twenty fourth of that month, and then the pendulum began swinging in the Ecclesia's way, the same way it always did since the 2030s. By late March, after multiple failed assaults, there was one final push. The city, internally in pain, suffering from famine, having no communication and running dangerously low on resources, could do nothing when over one hundred thousand troops invaded it, shelling the buildings, burning trees and hoisting crosses. Electricity, water and gas diminished.

The Ecclesia began their siege on August 10th, launching probing assaults with Croatian and Macedonian infantry. These attacks were met with fierce resistance. For over two weeks, the Ecclesia could not breach the city's outer perimeter. Fires burned in the forests surrounding Sliven as both sides deployed incendiary shells. Civilians were evacuated en masse, but many remained either too afraid or too loyal to leave. In April, Greek artillery relentlessly barraged the western walls, forcing the defenders into the centre. Over half of the city was reduced to rubble, and being cornered on all four sides, again, the Caliphate could do nothing but surrender. **Sliven had fallen, along with the entirety of Thrace.**

Nothing changed till 2053. The Caliphate tried to get territory back, and failed. Nothing worked. But, one must remember the phrase *'If winter comes, can spring be far behind?'*. The tables, slowly and surely, began to turn from 2053.

2053-2062

Changes

Although it was all Christian victory till 2053, what wasn't highlighted was the fact that over fifty thousand troops had been killed in combat, and the support from Italy was dwindling. The Pope was speaking less, and support had become one tenth of what it initially was.
Karim, although sustaining loss, had maintained the army, bringing everyone and everything up to speed. Having had created war plans, he wanted to live up to his namesake, and be the "zinda pir" for the Caliphates.

He recruited more people for the army, and was waiting for the perfect moment to try and attack. That moment came on Christmas Day, 2054. Not suspecting an attack, regardless of one on their holiday, the Ecclesia scrambled to get troops into order as an army of 25,000 charged into Northern Thrace, and took back Kırklareli in just under 36 hours. The region, lightly defended due to reallocation of Ecclesia forces toward the Bulgarian front, fell with shocking ease. It marked the first successful Caliphate offensive in over a decade. The blow was not just military, it was also psychological. For the first time in years, the Ecclesia looked vulnerable.

It didn't stop there, though, and over the next year, guerilla warfare campaigns, funded by Asian factions, enabled the Caliphate to take back over half of what the Christians took, at least in Bulgaria. Now, the war had been flipped on its head. The Pope, not as enthusiastic for war, provided the soldiers with less and less enthusiasm. The fact that they now had to defend everything was something to digest, taking a toll on their mentalities.

By 2057, Italy was silent. Apart from flags and a few chants, no soldiers or weapons were coming out of the country. The pillars of the government were crumbling, and the people were starving. The Ecclesia had lost one of their major advantages, which was a strong ally that they could rely on. With reduced funding and morale, the Christian forces had been pushed back to Ruse. Karim had managed to do what no other Caliphate ruler had, which was to be on the front foot.

Coming into 2060, disaster struck for Italy. The Pope passed away, killed, more appropriately. Alongside a few generals, on the 22nd of December, a fire burnt down a church in Turkey, where he was present to provide the soldiers with motivation. Alongside him, 500 people died, and it was simply a show of power from Karim. Instead of boosting morale, the enthusiasm of the Christian soldiers fell. Their tactics were outdated, they were futile. They had lost over 25,000 troops in six years, without being able to dent the Caliphate's numbers.

Worse was to come. Italy crumbled in 2062, and all contact was lost. No Pope was there for motivation, and there were no orders from the Vatican. The Caliphate seized this opportunity, and what came was the exact opposite of what happened in the previous years.

2062-2068
Glory For The Caliphate

Siege of Tekirdağ

Karim's first target was the strategic coastal city of Tekirdağ, which had fallen to the Ecclesia nearly 25 years prior. The city's port and surrounding plains made it ideal for a massive offensive. On the 18th of October, 2063, over 60,000 Caliphate soldiers, most of them trained in light urban combat, marched through Çorlu and the northern forests under cover of night.

By November, they surrounded the city on three fronts, cutting off land access. The Ecclesia, already stretched thin in Bulgaria, managed only a modest garrison of 19,000 men, backed by three heavy artillery platforms and outdated NATO tanks. The siege began on November 7th. For the first few weeks, it was a war of attrition snipers, drone strikes, and blackouts were the norm. By mid-November, the Caliphate launched a full-on assault with explosive tunnel charges under the northern wall. A firestorm of battle followed. Street by street, the city was consumed.

The final breakthrough came on December 1st, when Karim's elite unit, the Firqat al-Sajideen, breached the Ecclesia headquarters near the central cathedral. The defenders, outnumbered and cornered, detonated their own ammo depot to avoid capture. Tekirdağ fell. The black-and-green banners of the Caliphate flew once more over Tekirdağ.

Fall of Silivri **(SAME AS EARLIER)**

After Tekirdağ, Silivri became the next target. Once a minor siege for the Ecclesia in 2040, it had since become a key Ecclesia stronghold, housing fuel reserves, drone repair stations, and command nodes for the western Thracian front. Anticipating an assault, Ecclesia command stationed nearly 30,000 troops here, including the elite Croatian 3rd Armored Division.

The Caliphate began the siege in mid-March. Karim used weather to his advantage, launching attacks during coastal storms when aerial surveillance was near-impossible. Caliphate marines landed east of the city under darkness, while coordinated uprisings within the Muslim quarters of the city caused chaos behind the lines.

A brutal urban conflict unfolded. At times, the battle resembled medieval warfare:

firebombs in alleys, improvised spike traps, and blade-to-blade fighting. After nearly six weeks of bloodshed, on April 24th, the last Ecclesia stronghold, which was a repurposed Orthodox church, was stormed and fell. Over 12,000 defenders were either killed or captured. The fall of Silivri ended the Ecclesia's presence west of Istanbul.

Battle for Istanbul **(SAME AS EARLIER)**

The symbolic heart of the Ecclesia's expansion into Thrace was also its most fortified jewel, Istanbul. Having fallen in 2040, it had been transformed into a stronghold, its iconic landmarks militarized. Hagia Sophia had become the Ecclesia's grand command cathedral, its minarets draped with crucifixes and fitted with long-range artillery. Karim knew that taking Istanbul back would not only be a military victory but a religious triumph. It would redefine the Caliphate's spiritual power.

The siege began in January 2065, with a two-pronged strategy, mainly to disrupt Istanbul's supply routes via the Bosporus and slowly choke off land-based reinforcements from the west. The Caliphate's naval remnants, bolstered by captured Bulgarian vessels, formed a blockade. At the same time, the al-Ruh Brigade, a cyber-warfare division, infiltrated Istanbul's power grids and communications networks.

For thirty-six months, the siege endured. Day by day, the walls were tested, defenders exhausted, and districts collapsed into ruin. Mass panic, famine, and mutiny plagued the city. Then came the final blow.

On January 1st, 2068, during a city-wide blackout, Caliphate troops breached the Sea Walls via underwater demolition charges. By dawn, fierce combat erupted in the streets near the Golden Horn. For three weeks, the battle raged with no end in sight.

Finally, on January 22nd, Caliphate fighters stormed Hagia Sophia. The crucifixes were torn down. The call to prayer echoed for the first time in nearly three decades. Istanbul had returned to the Caliphate. However, as the Caliphate rejoiced, a group of soldiers, no more than 5000 in number, fled, and while doing so, burnt the city of Istanbul to the ground. Karim, in the Hagia Sophia, didn't realise this until too late. The city of Istanbul, once flourishing, burnt down in front of Karim's eyes after its "return" to the Caliphate.

Till 2076, minor clashes along the borders raged on, but by 2076, both empires were at the exact same position where they started. Overall, after 40 years, neither had a gain in territory. Both suffered their blows, and now, in 2080, geopolitical tensions have never been higher at the Greece-Turkey border.

Current

The United Ecclesia

All countries in The United Ecclesia follow some form of Christianity. Consisting of Macedonia, Greece, Montenegro, Harzi-Gobusa, Croatia, Romania and Moldova, this empire along with the Caliphate form the major power dynamics of Eastern Europe. The faction was created after Pope Pietro Parolin (Pope Erdo's successor), found ancient texts in the Vatican library, which essentially contained information portraying the muslims as 'enemies'. Due to the discovery of these texts in 2035, a series of battles called the Neo-Crusades took place, where the Christian Empire alongside Italy fought against the Muslim Caliphate. The Neo Crusades ended in a stalemate, in 2076, with both sides on equal footing, having gained back all the territory they lost.

Out of the 12 million people that live here, a sixth make up the military force, while the rest scrape by due to constant food shortage and plunderings. The ruler is the High Priest, Perseus Graeceus, who took over the reigns of the government after the influence from the Pope from the Vatican over the functioning of the United Ecclesia disappeared in 2062. Having come as the main force in a power gap in 2062, under him, the Ecclesia constantly lost territory, including those of Tekirdag, Silviri and Istanbul. However, he remains popular amongst the people, promising them Christian glory for years to come. As of now, one of the main objectives of Graeceus remains to try and gain back communications with their greatest allies, the Holy Roman Empire. He rules in the name of God, being yet another Theocratic government.

Territory

Having control over Macedonia, Greece, Montenegro, Bosnia, Croatia, Romania and Moldova, the Ecclesia has a strong naval presence in Eastern Europe, especially having control over portions of the Ionian Sea, Black Sea and Aegean Sea. On the fronts with Turkiyë, multiple turrets and forts have been created, with Romania being separated from the Ecclesia due to Bulgaria. However, Romania is very well defended from the front lines of Bulgaria, with multiple military bases along its borders. One of the largest problems for the Christians is the country of Albania, which although being surrounded by the United Ecclesia, is remaining strong and hasn't been invaded by the Ecclesia yet.

To their north, lies the nuclear wasteland of what is Slovenia, and to their east, lies Slovakia, at least, what is left of it, as it too, has turned reminiscent of what Slovenia. Surrounded by either lands reminiscent of Chernobyl or their eternal rivals, the Modern Caliphate, the Ecclesia had also suffered a great blow in 2062, when the Italian government collapsed and they loss all contact with Italy, losing not only their largest ally but also a huge supplier of weapons.

Food

The United Ecclesia's food system is not unstable, it is sacredly rationed and militarily enforced, a relic of both famine and faith. The collapse of central European agriculture following the Alpine meltdowns and atmospheric poisoning turned the Ecclesia's heartlands into zones of necrotic soil and intermittent dust storms. Agricultural zones in Thessaly, Wallachia, and the plains of western Macedonia are now mostly barren, their soils leached of nutrients or contaminated by fallout from Alpine wind drifts. Attempts to rejuvenate them using genetically modified crops engineered by the Order of Saint Agrippa have had limited success; most such fields are heavily fenced and guarded against both radiation-mutated pests and food bandits.

In Epirus and the Moldovan terraces, narrow bands of ancestral farmland remain viable through ancient stone irrigation channels, hand-tended by monastic agrarians. Here, hardy heirloom varieties of wheat, spelt, and barley cling to life. Each harvest is preceded by a Blessing of the Loam ceremony, involving incense-burning, psalms, and the ceremonial bleeding of oxen whose entrails are read by agrarian priests to predict yield and divine pestilence.

Fishing fleets based out of Thessalonica, Constanța, and Corfu form the keystone of daily sustenance. The Ecclesian Naval Diocese operates entire armadas of armored trawlers, each one bearing holy seals to ward off sea-spirits and equipped with sonar-quieting technology to evade Caliphate submersibles. These fleets haul up vast quantities of sardines, pollock, and irradiated mackerel, the latter often ground into protein paste for mass consumption.
Subterranean agriculture is now the Ecclesia's most guarded secret. Beneath the Carpathian ranges and the ruins of Cluj-Napoca lie entire vertical farms grown in salvaged pre-war data centers and bunkers. These "Cathedral Crops" are harvested by monks in hazmat cassocks, processed into nutrient bricks, and distributed through a tiered ration system.

Where diplomacy fails, famine flourishes. Trade with Serbia once provided lentils, sheep, and honey, but now only comes in trickles frequently sabotaged or intercepted. Recent border talks with the Alpine refugees have proposed a controversial "bread-for-reactor-parts" exchange, but fundamentalists within the Ecclesia decry it as heresy. In the Ecclesia, starvation is both punishment and penance. The phrase "He who fasts with faith shall feast in glory" is painted across city walls, whispered in lines at soup halls, and muttered by children as a prayer before consuming their daily ration of algae-cakes.

In a few places, minute quantities of Viyra are found that can only nourish around a hundred people. Most of the Viyra is brought in either through the Turkish borders, or by daring soldiers who attempt to sail the Mediterranean.

Weaponry

The arsenal of The United Ecclesia is not merely an instrument of war, it is a sacralized theatre of divine punishment, forged in flame and faith. Every rifle, vehicle, and shell is ritually anointed in oil, salt, and ash; each bears engraved scripture, saintly insignias, or relics of martyrdom.

The core infantry weapon of the Ecclesian legions is the VZ-2076 Benedikt, a sanctified evolution of the Romanian PA md. 86, itself derived from the AK-74 platform. Modernized with NATO-standard STANAG 4179 modularity, the Benedikt features Picatinny rails, thermal-suppressive Cerakote finish, and integrated IFF-friendly smart optics developed from salvaged Elbit Systems designs.
Ammunition includes both standard 5.56x45mm NATO rounds and the rarer "Blessed Casket" cartridges match-grade silver-tipped rounds coated in consecrated oils and engraved with micro-scripture via electroplating. These are reserved for "unclean targets," including cybernetic Caliphate troopers, insurgent shamans, and aberrant drone swarms.

Heavy infantry units especially Paladin Regiments deploy with M2A2-variant flamethrowers, rebuilt from Cold War-era M202 FLASH launchers and infused with Ecclesian-specific compounds, including napalm, white phosphorous, and frankincense distillate for a signature holy burn.

However, they blend ancient weaponry in their arsenal too, with most of the frontline being efficient in hand to hand combat, using the likes of shields, swords and spears. Most of these are made using the resources obtained from the mines in the region, particularly those in Greece.

The Golgotha Platform is the crown jewel of Ecclesian siegecraft, being a mobile electromagnetic railgun retrofitted onto a pre-Cascade TGV chassis, capable of delivering kinetic sabot rounds over 250 kilometers with pin-point precision. Inspired by abandoned Navy railgun prototypes, these cannons utilize deuterium-stabilized coil capacitors and relic-reactor generators drawn from Vatican blacksite tech.

The navy, although not vast, is powerful. Seeing that ships in the region were struggling to navigate the radioactive waters, the Ecclesia, from 2030 till 2062, working with Italy, developed similar ships, having radiation-resistant hulls, using plasma-infused alloys and lead-ceramic layering for extreme protection in radioactive waters. Although they seem similar to the Italian ships, their development stopped nearly twenty years ago, with their fleet having much fewer ships too.

Religion

Christianity in The United Ecclesia is not merely a belief system it is law, culture, and the

guiding principle of survival. After the discovery of the Scriptures in 2035 by Pope Pietro Parolin, a heavily redacted version of Christianity was enforced throughout the Ecclesia, combining elements of Roman Catholicism, Eastern Orthodoxy, and Crusader tradition. After 2062, the Grand Priest became not only the spiritual leader but the Supreme Commander of all Ecclesian forces.

Temples and cathedrals dominate urban skylines, doubling as command centers, hospitals, and bunkers. Sermons are broadcast from loudspeakers in every public square. The worship of saints has intensified: Saint Michael is now revered as the Patron of Bombers, Saint George as the Defender of Tanks, and Saint Mary as the Shield of the Hungry. Faith-based military orders such as the Knights of the Iron Cross and the Sisters of Eternal Flame operate independently of regional governments, reporting directly to the Grand Priest. Non-believers, or those practicing any form of Islam or atheism, are either forcibly converted or exiled to the Wastes of Slovenia.

Energy

The Ecclesia relies on a patchwork of energy sources, all heavily militarized and fiercely protected. Hydroelectric dams along the Danube and its tributaries form the backbone of their energy grid, though many have been damaged and rebuilt multiple times since the Neo-Crusades began. Each dam is guarded like a fortress, with anti-air turrets and trenches dug into surrounding cliffs.

In Greece, monasteries atop Mount Athos turned into solar farms, with massive stained-glass panels doubling as photovoltaic collectors. These panels generate energy used to power elite command centers and encrypted communications, making them sacred military targets for the Caliphate.

Romania houses the Ecclesia's nuclear capabilities. The Arsenie Boca Reactors, named after a mystic monk turned saint, run on salvaged uranium and are operated by cloistered monks trained in both theology and nuclear physics.

Due to sporadic sabotage, backup diesel generators are common, powered by biofuel distilled from fungal growths and algae farms. Energy rationing is deeply intertwined with religious observance, on holy days, consumption is reduced in favor of candlelight and mass, while during wartime offensives, entire cities are blacked out to supply the frontlines.

The Caliphate

History

2030-2035

Origin

On the 25th of December, 2030, Pope Erdo, the successor of Pope Francis, at the age of 94, passed away in his sleep. Few believe it was natural, while others swear that he was poisoned. However, by Vatican law, the body of a Pope can't be examined after death, and hence, his cause of death remains a mystery, with the Unified Ecclesia believing it was a poisoning, carried out by an assassin from the Caliphate.

After Pope Erdo's death, in January of 2031, Pietro Parolin, a previous member of the Council of Cardinals, became his successor. Loved and appreciated by the people, Parolin had a normal time in office till 2035, specifically on the 12th of January, a day which marked his fourth year as the Pope of the Catholic Church. That very day, he came out of the Vatican libraries, shocked, claiming that he had read ancient texts, blaming the Muslims, talking about a future "Caliphate", which will bring a blasphemous end to not only Catholicism, but Christianity as a whole. A week later, the Islamic scholars in the city of Vidin in Bulgaria, unearthed an age-old manuscript, now the subject of interest in the laboratories, which has been found to contain the word of the One God, which commanded the true natives to rise up in revolt against the Christians in jihad. On that very night, King Rashi-uddin had a Vision and a Voice, telling him the only path to "save" his Empire and protect Islam was war.

Under this pretext, a Christian Faction, called the Unified Ecclesia, comprising of Greece, Macedonia, Montenegro, Croatia, Romania and Moldova was created, under the banner of Christ, putting aside the differences between orthodox and Catholic Christianity. The largest ally of the Unified Ecclesia were ,of course, Italy,At the same time, Turkiyë, Bulgaria and Albania combined forces to form the Modern Caliphate.

After almost a millennium, the Holy Wars were about to be reignited, due to the discovery of ancient texts from both sides. Everything was ready, the stage was set. The two factions, with never ending pride for their religions, set the stage for the Neo-Crusades.

2035-2042

Christian Victory

One thing the Caliphate didn't know was that the Ecclesia, funded by Italy, were an

unstoppable force. They had NATO weapons, more countries and more funding than the Caliphate. Till the year 2052, it was the Ecclesia dominating the Caliphate, with every single battle going in their favour.

Siege Of Edirne

In 2037, the Christian forces began to assemble in Alexandroupoli, 40 kilometres away from the Greece Turkey border. The Caliphate weren't aware of it, and due to philosophical and religious differences, which allowed 25,000 Christian troops to assemble with NATO weapons. There were minimal preparations in Edrine, and on the 28th of October, troops marched a distance of nearly 40 kilometres to reach Didymoteicho, just 2 kilometres away from the border. On the 29th, they marched into Erdine, which was unguarded, and within a day, besieged the city. No soldiers were killed, and the civilians and light military present there surrendered immediately. This was the first Turkish city conquered, a sign that showed more was to come.The first battle had been won, and the Ecclesia now had a stronghold in Turkiyë.

Conquest of Orestiada

Two weeks after the march on Edirne, on the 13th of November, as dawn broke over the misty plains of Evros, a joint Croatian-Greek special operations unit crossed the river near Koufovouno, silently entering Turkish territory. Their target: Orestiada, the northernmost Turkish city and a key entry point into Thrace. Resistance was negligible the local border guard, caught off-guard and poorly equipped, surrendered before noon. By sundown, Christian banners had been hoisted over the train station and city hall. Word of the capture was transmitted in code back to Alexandroupoli: "The gate is open."

Conquest of Havsa

Following the fall of Edirne, Havsa became the next objective in securing the Thracian heartland. Located on a vital road linking Edirne to the southern plains, Havsa housed a Caliphate logistics node, manned by militia and remnants of the 4th Turkish Infantry. On November 26th, Greek artillery began bombarding the eastern perimeter. The town's defenders held out for 48 hours, using the central mosque as a coordination point. But on the 27th, Romanian paratroopers flanked the defense from the north, forcing a retreat. With Havsa under control, the Ecclesia now had an operational corridor leading toward the Ergene River and deeper into Thrace.

Conquest of Uzunköprü

Known for its historic Ottoman bridge spanning the Ergene, Uzunköprü was both a symbolic and strategic objective. Turkish forces attempted to destroy the bridge before

retreating, but Croatian combat engineers raced in under fire and defused the charges, preserving it for Ecclesian use. For two days, drone surveillance guided artillery strikes onto enemy positions west of the river. On the 11th of December, mechanized units crossed and swept into the town center. The bridge, untouched and now adorned with a golden crucifix banner, became the scene of a televised sermon by Archbishop Kutleša, calling it "God's crossing, reclaimed." Uzunköprü's fall marked the first major river conquest of the war.

Conquest of İpsala

Sitting directly on the Turkish-Greek border, İpsala was the last remaining border stronghold under Caliphate control. Knowing its importance, Turkish fighters had mined key roads and bridges leading in. Ecclesian scouts uncovered the traps and disabled them overnight. At dawn, special forces launched a swift encirclement maneuver using swamp trails near the Meriç River. At 2359 hours on the 24th of December, after giving everything they got, the town, entirely surrounded, surrendered. In a span of less than 2 months, the United Ecclesia had managed to take entire control over the Greek-Turkish border, while defending any attacks from Bulgaria. Now, they aimed for Istanbul.

By the year 2038, the entire Greece-Turkey border was under Christian control. There were efforts by the Caliphate to attempt to try and get their lost lands back, but they proved futile. Any raiding parties from Belarus were defeated, and the Caliphate was still unable to produce any leader or policy. Seeing this, the United Ecclesia aimed for Tekirdağ in September 2039, for it was the last obstacle before Istanbul.

Strategically located on the Sea of Marmara, Tekirdağ held immense tactical importance. It was a hub for Caliphate reinforcements, a launch point for drones, and the last Turkish naval resupply port in the region. Its fall would mean Istanbul's western flank was completely exposed.

The Battle Of Tekirdağ

SAME AS EARLIER

The Battle Of Istanbul 2040

SAME AS EARLIER

2042-2053
The Roller Coaster

SAME AS EARLIER

The Siege of Kardzhali

SAME AS EARLIER

Conquering Veliko Tarnovo

The campaign's centre of gravity shifted north. The Ecclesia's next objective was Veliko Tarnovo, the spiritual heart of medieval Bulgaria and a critical Caliphate stronghold. Tarnovo wasn't just strategic, it was symbolic. Taking it would send a clear message across the Balkans that the Ecclesia's holy war would not be halted. On November 6th, 2044, three divisions, Romanian, Moldovan, and Greek, initiated Operation Holy Water, aiming to surround and besiege the city. The plan was meant to be swift, with the goal of severing all logistics, denying any aerial support, and starving out resistance. The Caliphate had anticipated the attack and heavily fortified the city, with nearly 25,000 Muslim soldiers, bolstered by citizen militias and mountain-trained units, manned machine gun nests, mortar positions, and underground tunnels. Breakout attempts in late December and mid-January of 2044 were foiled by ambushes along icy mountain roads. The winter of 2044–2045 became like an icy hell, with food becoming scarce, supplies dwindling, and civilians froze to death. The Ecclesia, better supplied and encamped, slowly closed the noose. By March 2nd, 2045, revolting civilians opened the gates, tired of starvation and hopelessness. Ecclesia forces entered to minimal resistance. Tarnovo had fallen.

The fall of Veliko Tarnovo sent shockwaves across Bulgaria. Not only had the Ecclesia claimed a city of immense cultural and strategic value, but they had also shattered the myth of Caliphate invincibility in the northern Balkans. By April 2045, the Caliphate's central command in Ankara was scrambling. Communication lines to the east were crumbling, and morale across Caliphate garrisons was at an all-time low.

Operation Divine Stream

SAME AS EARLIER

The Battle of Sliven

SAME AS EARLIER

2053-2062
Changes

Although it was all Christian victory till 2053, what wasn't highlighted was the fact that over fifty thousand troops had been killed in combat, and the support from Italy was dwindling. The Pope was speaking less, and support had become one tenth of what it initially was.
Karim, although sustaining loss, had maintained the army, bringing everyone and everything up to speed. Having had created war plans, he wanted to live up to his namesake, and be the "zinda pir" for the Caliphates.
He recruited more people for the army, and was waiting for the perfect moment to try and attack. That moment came on Christmas Day, 2054. Not suspecting an attack, regardless of one on their holiday, the Ecclesia scrambled to get troops into order as an army of 25,000 charged into Northern Thrace, and took back Kırklareli in just under 36 hours. The region, lightly defended due to reallocation of Ecclesia forces toward the Bulgarian front, fell with shocking ease. It marked the first successful Caliphate offensive in over a decade. The blow was not just military, it was also psychological. For the first time in years, the Ecclesia looked vulnerable.
It didn't stop there, though, and over the next year, guerilla warfare campaigns, funded by Asian factions, enabled the Caliphate to take back over half of what the Christians took, at least in Bulgaria. Now, the war had been flipped on its head. The Pope, not as enthusiastic for war, provided the soldiers with less and less enthusiasm. The fact that they now had to defend everything was something to digest, taking a toll on their mentalities.
By 2057, Italy was silent. Apart from flags and a few chants, no soldiers or weapons were coming out of the country. The pillars of the government were crumbling, and the people were starving. The Ecclesia had lost one of their major advantages, which was a strong ally that they could rely on. With reduced funding and morale, the Christian forces had been pushed back to Ruse. Karim had managed to do what no other Caliphate ruler had, which was to be on the front foot.
Coming into 2060, disaster struck for Italy. The Pope passed away, killed, more appropriately. Alongside a few generals, on the 22nd of December, a fire burnt down a church in Turkey, where he was present to provide the soldiers with motivation. Alongside him, 500 people died, and it was simply a show of power from Karim. Instead of boosting morale, the enthusiasm of the Christian soldiers fell. Their tactics were outdated, they were futile. They had lost over 25,000 troops in six years, without being able to dent the Caliphate's numbers.
Worse was to come. Italy crumbled in 2062, and all contact was lost. No Pope was there for motivation, and there were no orders from the Vatican. The Caliphate seized this opportunity, and what came was the exact opposite of what happened in the previous years.

2062-2068

Glory For The Caliphate

Siege of Tekirdağ

SAME AS EARLIER

Fall of Silivri

SAME AS EARLIER

Battle for Istanbul

SAME AS EARLIER

Current

The Caliphate, commonly known as the Neo-Caliphate, emerged in the early 21st century under the leadership of King Rashi-uddin, a former scholar and military strategist. Between 2025 and 2080, the Caliphate evolved from a regional insurgency into a powerful geopolitical entity, wielding influence across continents and reshaping global religious and political dynamics. This document chronicles its development, internal transformations, military campaigns, ideological framework, and the emergence of a renewed global conflict, dubbed the "New Crusades."

Currently, the leader of the Caliphate is Karim Zarshan, the son of King Rashi-uddin, who after a successful series of battles was able to regain all lost portions that the Ecclesia captured between 2030 and 2053. Currently having a population of around 20 million, nearly two million are part of the army. They occupy the regions of Turkey, Bulgaria and Albania. Although it is separated from the mainland, it has stayed strong, not falling to any attacks from the Ecclesia. Karim Zarshan rules in the name of Allah, making the Caliphate a theocracy.

Territory

The Caliphate, under the leadership of Karim Zarshan, controls a vast stretch of territory

in Southeastern Europe and Asia Minor, with its core regions spanning across modern-day Turkey, Bulgaria, and Albania. Despite being geographically fragmented, the Caliphate has managed to maintain a stronghold by fortifying key locations and establishing defensive structures that have prevented full encirclement by the United Ecclesia or other hostile factions. Turkey forms the heart of the Caliphate's territory. The capital, at Ankara, is the administrative and religious center, a city heavily fortified with thick walls, watchtowers, and interconnected subterranean bunkers. The Caliphate has transformed much of the Anatolian Peninsula into a fortified, self-sustaining region. Strategic military bases dot the region, with heavy concentrations in key cities like Istanbul and Izmir, which serve as gateways to both the Black Sea and the Aegean.

Bulgaria, though ravaged by years of conflict, remains a crucial buffer zone. The Caliphate has invested heavily in the fortification of Plovdiv and Sofia, the latter having been transformed into a fortress city with defensive bastions and underground command centers. Albania, while geographically separated from the core Caliphate territories, is a region of utmost strategic importance. The Albanian Highlands are used as a natural defense line against incursions from the United Ecclesia, with fortified villages and military strongholds perched high in the rugged mountains. Tirana, the capital, has been heavily fortified with anti-aircraft systems and a network of supply tunnels to ensure the city can withstand any siege.

Frontiers with the United Ecclesia remain tense, especially along the Romanian-Bulgarian border, where the Caliphate maintains constant vigilance. Strategic military hubs along the Edirne Corridor, which connects the Caliphate's territories across Turkey and Bulgaria, serve as vital logistical points for the movement of troops and supplies.

Food

The majority of food production occurs in Central Anatolia, where the plateau's fertile volcanic soils, coupled with controlled irrigation from surviving aquifers and retrofitted dam systems, allow for production of grain substitutes like spelt, barley, and chicory-root flour. The Caliphate has invested heavily in vertical farming towers around Konya and Kayseri, where genetically modified vegetables are grown under artificial sunlight. Out of around 20 million people that live in the empire, not even a tenth get proper food. Livestock is minimal due to feed shortages, but insect protein farms are widely distributed and state-run, providing a crucial protein source.
A major part of the Caliphate's food strategy relies on military raids and foraging operations. Units are specially trained for cross-border operations into Ecclesian and neutral territories to seize storage depots, agricultural facilities, or caravans. These raids are fast and brutal. In Macedonia, northern Greece, multiple farming villages have been stripped bare during nighttime incursions. However, there also have been occasions of Ecclesians sending in their own units to steal food resources.

Despite its ideological rigidity, the Caliphate engages in black market trade with criminal networks from Southern Italy and Saudi Arabia. Using Albanian ports like Vlorë and Durrës, smugglers exchange metals, synthetic drugs, and captured equipment for canned goods, condensed protein bricks, and vitamin supplements.

Every citizen is issued a ration card tied to their mosque registry, and food distribution is partially overseen by military quartermasters. Hoarding or illegal trading is met with severe punishment publicly, as a deterrent. Fasting rituals, especially during Ramadan and other sacred months, are heavily emphasized and weaponized as patriotic duty, which helps alleviate strain on reserves.

Weaponry

The Neo-Caliphate's military arsenal is a rugged amalgam of repurposed post-industrial weapons, battlefield improvisation, and a few groundbreaking innovations born from necessity. Standard-issue firearms include retrofitted AK variants, G3 battle rifles, and PKM machine guns, all hardened for sand, cold, and radiation exposure. Many of these have been adapted with makeshift thermal optics, drone-linked aiming systems, and high-durability ceramic magazines. Weapons are not uniform, but they are brutally effective.

Their artillery divisions are the pride of their modern military doctrine. Caliphate engineers have restored and modernized dozens of Msta-B howitzers, TOS-1A thermobaric launchers, and a modified version of the old 2S19 Msta-S system, reconfigured with uranium-enhanced shells scavenged from abandoned Soviet stockpiles. These heavy units are supported by improvised rail-mounted mortars and portable missile units with stripped-down GPS guidance. Firing from hidden bunkers near the Dardanelles or mobile ridgelines in Bulgaria, Caliphate artillery is key to repelling Ecclesian naval pushes and softening fortified positions before infantry advances.

One of their most striking innovations is the Mawt Drone, meaning the "Death Drone". A lightweight, semi-autonomous quadcopter fitted with explosive charges, it is usually guided by pre-mapped coordinates or a disposable visual uplink. These drones are used for assassination and breaching missions. Another one of its innovations is the "Sulayman Cannon," a compact railgun mounted on mobile platforms, capable of delivering armor-piercing rounds silently at extreme velocities. Though limited in number due to the scarcity of superconductor materials, each unit is revered like a relic and guarded fiercely.

Religion

The Caliphate adheres to a militant, reformist branch of Islam known as Tawhid al-Mahdiyya, or "Unity through the Mahdi." This faith emerged during the early Cascade Years when ancient manuscripts were unearthed and interpreted by King Rashi-uddin's

council as prophecies foretelling the fall of the old world and rise of a new Caliphate. Central to the doctrine is the belief that the Mahdi has already returned in spirit and that his will is enacted through the Caliph's military conquests and social reforms. It is the state religion, and it is enforced. The clerics are embedded within governance, both military and civil, acting as judges and advisors. Weekly sermons are mandatory for all citizens, delivered in fortified mosques that also function as supply depots and command centers. Rituals have adapted to scarcity. Pilgrimages are symbolic rather than literal, using virtual constructs and local monuments in place of inaccessible holy sites.

Energy

Cut off from global fuel markets and plagued by environmental collapse, the Neo-Caliphate relies on a patchwork of resilient, low-maintenance energy systems. Chief among them is geo-thermal tapping, particularly in the volcanic zones of Western Anatolia, where deep drills extract steady heat for power stations that service major military and civilian centers like Smyrna and Kütahya. Solar energy plays a secondary role, concentrated in southern Turkish provinces. Solar concentrators are basic but effective, often mounted on ruins or plateaus. However, solar use is inconsistent due to atmospheric dust and variable weather. One Nuclear Power Plant, the Rashi-uddin Nuclear Power Plant, was opened by his son Karim Zarshan in 2067, generating even more energy for the caliphate.

ILLUMINATI

History

The Illuminati faction was born out of the Outcaste Movement- one of the many militant movements carried within the Anglican Protestant (Anglicanism) sect of Christianity in Great Britain, a "via media" between Protestantism and Catholicism. These movements lead to the further breakdown of Anglicanism to Olitarianism (or the Old Religion) and The Illuminati Secret Society, the most prominent and surviving of the many secret societies that were formed.

2025-2035

The Secret Society of the Illuminati had not crystallized to its greatest, all-dominating form until August 2029 with the August House Meeting in a year which also marked the death of Vladimir Putin, Russia's iron-grip leader for more than 25 years- completely silencing his critics, notably Alexander Navalny, the most well-known face of the Opposition.

August House Meeting

The first recorded decisive meeting of the Illuminati was held in Belfast in August of 2029,

with the all the representatives and workers of the Illuminati gathered in front of the Ministry of All Illuminati, a tall imposing, largely windowless mortar monstrosity, that blocked to blocks and housed in it all the functioning of the Illuminati Faction. The Commander of the Illuminati 'Comrade' Charles Theodore XXI stood, very upright at his lectern and laid down the roadmap of the Illuminati and the Six Commandments each member was to follow:

Six Commandments

- Each Comrade shall swear his allegiance to the faction
- The Comrade shall not partake in acts of violence and crime, unless absolutely
- necessary, or asked to by the Commander
- Adultery and passions are thoughtcrime and its perpetrators shall be immediately prosecuted
- The Comrade shall not possess any of his own accommodation or land; all housing
- shall be in the hands of the State
- The Comrade shall swear by the following motto: War Is Peace
- Slavery Is Freedom
- Ignorance Is Strength
- All Comrades are equal; but some Comrades are more equal than others

2025-2045

The Illuminati was now finally gaining some influence, with a wider reach and support, they managed to expand and consolidate their territories in the whole of the United Kingdom, and by 2037, became the predominant faction in the United Kingdom and even occupied the Antwerp province in Belgium, a region with a last surviving portion of forest cover, ideal for their rituals and open-air Wiccan practices.

This period saw the fall of Calais to the Illuminati in 2039 Calais, a historically volatile region had been the subject of the Hundred Years' War in the pre-Cascade times, with the Joan of Arc, whose immortalized form now looked like an ancient relic defeating the Britons, but now, the tables had turned once again in the Britons favor, as the British Illuminati completely took over the region and established their foothold, that would hold for another 30 years, when in 2079, it would once again become a region, which was not only monopolized by the British, with the Bonapartists, under Maximilleum Braun, were making strong comebacks in that region.

2045-2055

It was a time of relative peace and the Illuminati economy, and its culture thrived, but this

peace would be short-lived. In less than 8 years, nearing the close of the decade, the Resource Wars broke out. Fueled by Man's greed and scarcity, they would linger on for another decade and a half until 2068, when the Geneva Agreement brokered a temporary solution, which lasts until this day.

Geneva Agreement

The Geneva Agreement was a temporary peace plan put forth by the Xaverion faction which was largely out of the unhealthy resource wars for the control of Switzerland as Switzerland not only had the large volumes of Gaseous Gold (or H2 gas) being produced and released from the Bernia Massif (in Switzerland and the uninhabitable no-man's land of Northern Italy), but also had a precious few vials of Dopaforza- the last few drops that contained all of the Future World's happiness which the corporates were vying to get.2065-2075.

This decade saw the shift from wars fought for frill resources, to wars fought for survival. The food crops all over Europe was contaminated with constant military chemical and biological weapons testing being a commonality and the only way one could manage to digest food without ulcers and tumors developing in the stomach was by combining the wonder spice Viyra- an indispensable component of every recipe- an ingredient without which food would not taste the same again.

Bonapartists

History

2025-2035

In the early 2020s, France was mired in a political stalemate. Unemployment among young people reached stratospheric levels, debates over immigration raged, and a
growing mistrust of Brussels and the EU. Regionalism and separatism gained traction, and demands for a new national course grew louder. In 2025, Decius de Gaulle, a former colonel and historian, became the voice of this disaffection. Disavowing monarchy and conventional republicanism, he created the Parti Bonapartiste Républicain (PBR), promoting a centralized, meritocratic republic, reminiscent of Napoleon's time. de Gaulle's vision was straightforward: one nation where allegiance to the state, discipline, and national service were the priority.
ThePBR soon came to symbolize opposition to French political stagnation and initially gained support from the working class and rural population. By 2029, the party had gained 10% of the national vote, marking the start of its ascendancy.

2035-2045

The March to Power

By the mid-2030s, Decius de Gaulle's power had increased dramatically. The PBR allied with Gaullists and sovereigntist groups, taking advantage of parliamentary deadlock. In 2036, following a highly polarized legislature's inability to move, a referendum ratified a new Sixth Republic, which concentrated power in the presidency, giving the head of state unprecedent powers.
In 2042, de Gaulle was elected President. His initial actions were revolutionary:
The restoration of national service, where all young citizens would have to serve their nation for 18 months.
Prefectural rule: de Gaulle partitioned France intoregions, with each region being ruled by appointed officials who answered directly to the central government.
A break from Brussels, with France opting out of various EU frameworks.
By the last years of the decade, France had experienced a cultural revival civic pride, nationalist symbols, and Napoleonian imagery swamped schools, military parades, and public spaces. New public holidays were created to honor the new dispensation.

2045–2055

The Imperial Plateau

Under de Gaulle's rule, the country prospered at least on the surface. France had become a semi-authoritarian republic, with de Gaulle as the unchallenged central figure. Political opposition was present but had little space to oppose the increasing authority of the state.
France's foreign policy asserted France's power in Francophone Africa and the Mediterranean. At home, de Gaulle rebuilt the education system to focus on civic obligation and patriotism. The Council of National Unity, made up of veterans and teachers, was the cornerstone of de Gaulle's
vision, securing loyalty and compliance within French institutions. But by 2055, de Gaulle passed away in office, leaving a cult of civic leadership behind. He was replaced by Louis Chamberlaine, a stricter and bureaucratic enforcer of de Gaulle's_vision.

2055–2065
Strain and Rebellion

Under Louis Chamberlaine, the strict framework of Bonapartism started to collapse. The civic pride that had united the country began to become more of a requirement than actual loyalty.

As opposition increased, numerous intellectuals, artists, and regional leaders started secretly resisting the increasing authoritarianism. By 2068, huge protests broke out in Paris, Marseille, and Lyon. The army once the very pillar of the regime's authority would not

crack down on the demonstrations. Chamberlaine, confronted with an unprecedented legitimacy crisis, issued a"State of National Continuity", prohibiting all opposition movements and tightening his grip.

2065–2080

The Dismantling and Reformation

By the 2070s, Louis Chamberlaine's administration started to crumble. The Council of Prefects, which was a remnant of the old regime, compelled Chamberlaine to resign. Chamberlaine was compelled to abdicate in 2072, and a National Convention was held the first genuine open gathering in more than 40 years. In 2074, a new constitution was approved, but rather than a federal republic, the Bonapartist dream was back in vogue: the monarchy was reinstated. The Bonaparte dynasty once again dominated as head of state. Maximilleum Braun, a direct descendant of Decius de Gaulle's legacy and the Bonapartist cause, became the new monarch of France in 2080.

The New Monarch

By 2080, Maximilleum Braun came to the throne as the reborn King of France. As a reminder of the Bonapartist tradition, he retained much of the imperial imagery eagles, laurel wreaths, and the Marceau Oath but welcomed the modern era. Although the monarchy once again exercised actual authority, the system remained a difficult combination of centralized power and constitutional rule, in which Maximilleum Braun was the overriding authority.
Restoration of monarchy came with a new dynasty back to power, Braun heading a Bonapartist-biased monarchy, but holding on to a lot of discipline and unity that had become prevalent in the preceding decades.

Current

The historical Bonapartist party had been reestablished and all the mandate and principles, scattered all over in the back of bookshelves of large libraries all over France had been painstakingly compiled by the homme avisé, or wise men, a prominent name being Yves Montand.

The Napoleonic Code was the new Law of the Land, and Enforcers ensured that the civil code was followed to the tee. The Republic of France was led by Emilien Quincy, a proud bourgeois, who secretly had several thousand Assignats (a type of currency in circulation during Napoleon's time and now reinstated under the Bonapartists) in vaults scattered

across Calais, Provence and Cahors.

Attire

The Chief Bonapartist wore white silk breeches and stockings; white slippers with gold embroidery; a long white silk tunic embroidered with gold and ornamented at the hem with a gold fringe; a crimson velvet mantle, with lining, border and shoulder cape of Russian ermine, and embroidered with golden bees and interlaced olive, laurel and oak sprigs surrounding the letter CB ; white gold-embroidered gloves; a lace cravat; an open gold crown shaped like laurel leaves, and a sword with a gold handle, studded with diamonds, attached to a white sash worn around the waist and decorated with gold.

The ordinary men wore lose-fitting shirts made of linen or coarse cotton, paired with long trousers. Over the shirt, the men wore a waistcoat or a short jacket, often in muted colors like brown, gray, or blue, made from wool or cheaper fabrics. In colder weather, a cloak or heavy coat was added. Footwear consisted of sturdy leather shoes or wooden clogs, and headwear like wide-brimmed hats or simple caps was common for protection from the elements.

Women's clothing depended heavily on their role and location. Peasant women wore long skirts or petticoats, typically made of wool or linen, in practical colors such as earthy tones or faded blues. These were paired with a bodice or a fitted jacket over a chemise. Aprons were a staple for working women, protecting their clothes during chores like cooking, farming, or cleaning. Headscarves, bonnets, or caps were almost universal, keeping hair out of the way and offering modesty. Like men, women wore sturdy shoes or clogs, though many went barefoot indoors or in warmer weather.

Geographical Distribution

The Bonapartist Party was restricted to historical France (excluding Calais). Two maps have been provided below. The first one is a general view, the second a more detailed and large-scale view.

Food

Bread, sometimes referred to in the Napoleonic Code as the staff of life, was the ultimate staple. In wealthier or urban areas, it was usually made from wheat, but the poor used coarser grains like barley, rye, or a mixture called pain bis (brown bread). A pound or two of bread per person, along with whatever else was available, was the standard daily ration.Soups and stews were staple foods in addition to bread. Anything that could be cultivated or harvested was used to make these, including root vegetables like turnips, carrots, and potatoes as well as onions, leeks and cabbage. Legumes like lentils, peas, or

beans often bulked up these dishes, providing cheap protein.

Porridge or gruel, made from oats, barley, or millet, was another common food. It was filling, cheap, and could be watered down to feed more mouths. It was less dominant than bread but still present.

Dairy played a role where livestock was common. Cheese often hard, aged varieties that kept well was a staple for peasants, while milk or butter was more regional.
Meat was rare for ordinary people. Most could not afford it daily, so it was reserved for special occasions or stretched thin in stews. Pork was the most common, followed by poultry or small game like rabbit.

Potatoes gained popularity, pushed by necessity and Napoleon's ideals, who saw it as his value in feeding armies and civilians.

Drinks were basic water, weak beer, or cider in regions like Normandy. Wine was common in southern France but diluted or reserved for those who could afford it.

Religion

The Bonapartists were largely Catholic Christians though some believed in a higher power or Providence, which seems to have been Wiccan influence. They took the 'Ten Commandments' very seriously and followed them to their most minute detail.

Weaponry

The Bonapartists relied on the primitive smoothbore flintlock musket, French Charleville Model. It used a 0.69-caliber lead ball and had a range of only about 50-100 yards, a mere trifle, and capable of 2-3 shots per minute. The Bonapartists, bound by their unhealthy fanatism for Napoleon and his Code, resisted any attempt by an external military observer to upgrade their military, and deemed it an act of killing of faith. Other weapons in this ancient quiver were:

1. Bayonets – triple edged blades fixed to muzzles, converting the muskets into close-quarters spears.
2. Rifles- less efficient but available in multiple models.
3. Pistols- Single shot pistols elevated status more than firepower.
4. Canons- Lightened under the Gribeauval system, they were used in firing solid shot (iron balls), canister (scattershot against infantry), and explosive shells. Standard calibers were 4-, 6-, 8-, and 12-pounders, meaning the weight of shot.
5. Howitzers: Having a shorter barrel and a greater trajectory than cannons, these hurled explosive shells around barriers. They were rarer but vital in sieges or for breaching defended positions.

6. Mortars: Employed principally in sieges, these shot shells on high trajectories. They were less mobile.
7. Sabre: Light cavalry used curved sabres, well-suited to slash from horseback. Heavy cavalry employed straighter, more heavy-duty blades for thrusting and cutting.
8. Lance: Lancers used long wooden lances, steel-tipped, suitable to charge infantry squares or scatter broken troops.
9. Carbine: Dragoons employed shortened muskets (carbines) for long-range fire.

Neo Nazis

History

2025-2035

Background:

- The 2020s remain shaken by unresolved economic shocks, increasing income inequality, climate-affected mass migration, and declining public trust in democratic institutions.
- Nations such as Germany, France, Poland, Hungary, and the United States experience the spread of anti-immigrant rhetoric, which is sometimes adopted by mainstream parties for political purposes.

Neo-Nazi Movement:

- Disillusioned youth, especially white working-class males, identify with online communities, nationalist militias, and "traditionalist brotherhoods."
- Cultural defense instead of explicit racial supremacy is repackaged as neo-Nazi ideology with such slogans as "Europe for the Europeans" or "Blood and Soil 2.0."
- Distinguishing symbol: The Broken Laurel altered swastika composed of broken laurels, employed by radicals of the next generation.
-

Distinguishing Events:

- 2028: The Dresden Riots break out when local police do not intervene to halt anti-migrant pogroms fueled by a "folk patriot" movement.
- 2031: A Neo-Nazi paramilitary organization, Wotanic Order, is discovered training in the Carpathians, with intentions to establish a "defensive ethnostate" in Eastern Slovakia.

2035–2045

Backdrop:

- Political polarization in Europe and the Americas intensifies. Some states openly collaborate with nationalist elements to suppress unrest or maintain power.
- Global organizations such as the UN and EU start losing power with nations reclaiming absolute sovereignty.

Neo-Nazi Movement:

- Neo- Nazi groups start infiltrating and integrating themselves with emerging ultra-conservative groups and new "homeland defense" movements.
- Paramilitary groups such as The Hearth Guard in Croatia, Vaterland Reclaimers in Germany, and White Dawn Legion in the U.S. become radical training grounds.
- Movement language becomes more civilizational than racial referring to "defending the heritage of the West."
- Significant Events:• 2037: Fall of Bucharest brief takeover of Romania's capital by a coalition of nationalist groups that include Neo-Nazi militias. Swiftly put down, but galvanizing to the movement.
- 2042: Release of The Volk Declaration, advocating for "ancestral democracy" based on race, earth, and myth.

2045–2055

- Civil strife expands across much of Eastern Europe, Southern Africa, and the American South because state authority has eroded and demographic transitions are continuous.
- International refugee totals exceed 500 million, placing a massive burden on borders, economies, and interethnic relations.
-

Neo-Nazi Movement:

- Some areas become de facto Neo-Nazi domains, such as parts of Transylvania, rural Saxony, and northern Idaho.
- They start controlling territory, establishing systems of racial registry,ethnic taxation, and puritan codes.
- Stress is given to "blood citizenship", mythologized history, and ancestral veneration.

Key Events:

- 2049: The Iron Marches a series of armed marches through occupied towns
- in Central Europe by the League of Ethnic Unity.

- 2053: Penetration of municipal governments in Bavaria and Moravia; Neo-Nazi
- councils administer welfare and infrastructure under a nationalist flag.

2055–2065

- The world is essentially split between fragmented post-globalist democracies, neo-authoritarian regimes, and ethnocentric micro-nations.
- Various ethnic or religious civil wars break out in Asia and Africa. Neo-Nazi groups present themselves as "guardians of the white remnant."

Neo-Nazi Movement:

- A formal international alliance is announced: The Aryan Accord a global agreement of similar communities with their own embassies, uniforms, currencies, and media.
- They organize cultural festivals, warrior games, and youth indoctrination camps. Inter-"racial" marriage is prohibited in these regions.
- Their propaganda becomes civilizational martyrdom painting themselves as the final bastions of order, virtue, and continuity amidst a world in disintegration.Significant Events:
- 2061: The Black Forest Congress, where representatives from 14 nations author the Charter of Enduring Peoples, foreseeing an eternal "white federation."
- 2064: The Neo-Nazi stronghold of Lauterstein in Austria is officially recognized by two small authoritarian states, which elicits diplomatic indignation.

2065–2075

•War, climate catastrophes, and famines cause collapse or partition of several major states. Formerly ethnically multi-colored states develop ethnically colored zones.
•"Decivilization" fortress-communities emerge, international trade dwindles, and cities get abandoned.

Neo-Nazi Movement:

•Golden Age of the Accord elite guard detachments, national mythologies, schools that educate students on the same, military academies, and world outreach to friendly diasporas.
• They start exporting ideology to disjunct white-identitarian movements in Latin America, Australasia, and South Africa.
• Art, film, and literature heroize "The Racial Epic" a semi-mythological account of defiance of dilution and decay.

Notable Events:

• 2070: The White Baptism War a religious splinter of the movement proclaims itself a new covenantal race, causing tensions with more secular fascist states.
• 2074: The Thalberg Trials political prisoner mass killings in Lauterstein; outrage over horrifying images unifies resistance groups globally.

2075–2080: Collapse and Reversion

Background:

• Global opposition to "ethnocratic regimes" comes to a boil. International coalitions coalesce to contain and dismantle the Aryan Accord.
• Self-collapse from succession struggles, in-fighting, famine, and popular uprising sabotages the fascist strongholds.

Neo-Nazi Movement:

- Majority of Neo-Nazi strongholds fall; leaders go underground or are captured.
- Refugees flee to isolated monasteries, mountain strongholds, or exile settlements, guarding their ideology like a hidden religion.
- A subsequent generation rejects the ideology in toto or reworks it into esoteric myth, cut loose from political practice.

Significant Events:

- 2078: The Fall of Lauterstein an international alliance razes the last operating Neo-Nazi regime.
- 2080: An assembly of postwar powers declares "The Aryan Accord" a Crime

Current
Nazis of the New World

The Third Path Party was in full control of Germany, with Joshka Fischer as their ambitious leader. They followed in the footsteps of the National Socialist German Workers' Party and had dreams of unifying Germany and Germanic peoples, known as Grossdeutschland. They also saw the need for Germany to expand (Lebensraum), in order to be more secure and prosperous. They adopted the Black Sun as their symbol and were determined to meet their goals.

Geographical Distribution

The Neo Nazis were concentrated in historical Germany, with their Head Quarters in North Rhine-Westphalia. They did have minority in countries such as the The Netherlands, Belgium, Luxembourg, Switzerland, Austria and the Czech Republic.

Demography and Ethnicity

Pogroms and ethnic cleansing were a routine part of German life under the Third Path. Molecular biologists and vaccinologists in the German laboratories funded by the reinstated Ahnenerbe, were trying to develop the Rein, an incredibly elusive and hard to believe vaccine which would, when injected into one's bloodstream, purge him from within and convert him into a pure-blooded Aryan, complete with blond hair and blue eyes.
The Third Path Party's views of men and women were the same as those held by the Hitler Youth. Boys were trained to become fine strong Stormtroopers, girls had to learn how to become good wives and mothers. The sex ratio in Neo-Nazi Germany was incredibly favorite to boys, and child infanticide was prevalent in some of the regions, including Saarland.

Food & Culture

Potatoes formed the basis of the diet boiled, mashed, or transformed into dishes such as Kartoffelsalat (potato salad) or Kartoffelpuffer (potato pancakes). Bread, especially dark rye or Schwarzbrot, was also a staple, served with whatever spread or topping was on hand, such as lard, margarine, or cheap sausages.

Meat was beyond the means of most working-class households due to expense and tended to be extended or replaced instead. Where there was a possibility, pork turned up on dinner plates as sausage such as Weisswurst or Knackwurst and more elaborate items like Sauerbraten (pickled roast) or Rouladen (beef rolled and stuffed) became visible at upper-class dining tables. Cheaper cuts and innards prevailed for the lower groups. To stretch the meals, individuals ate root crops (turnips, carrots, beets), cabbage (in many cases as Sauerkraut), and legumes such as lentils or peas, often cooked together in robust stews or Eintopf (one-pot dishes). Coffee and pastry such as Apfelstrudel or Schwarzwälder Kirschtorte (Black Forest cake) for the wealthy. For the ordinary citizen, however, the diet was functional and humble. Breakfast was bread and jam or a meager soup, lunch (the largest meal) could be a stew with potatoes and a few slices of sausage, and dinner was light too. Hyperinflation imposed improvisation: individuals collected mushrooms or berries, and "substitute foods" (Ersatzlebensmittel) such as barley coffee or saccharin sweeteners.

Religion

The Neo-Nazis were largely practicing Catholic Christians, however there were some freethinkers and neo-Pagans among the lot.

Weaponry

The Neo-Nazis Armed Forces consisted of biologically tailored soldiers with enhanced physical capabilities and super-human strength- they were the Wireborn, 50% human(in complexion and general physical features), and 50% savages (in strength and mentality).

There was one Great Power source which functioned as a giant battery for these never-tiring monsters, located deep inside Zaubervald, a winter forest in Bavaria known as the Icosahedron, and it swirled with massive amounts of endless energy.

Xavierons

History

2025-2035

The Xaverions, a long forgotten indigenous islander tribe, disregarded by the world's civilizations, denied their existence by geographers and cartographers, with a blistering economy and utter chaos and misery rampant, made their greatest mistake when they made Cain Ultzerius Kang I, their head of State. Cain seemed a very forward-thinking intelligent mind at first- and there is no denying that he was. He was a tremendous mathematician, and his powers of calculation would make Neelkantha Bhanu Prakash freeze, he was also a neurobiologist and surgeon- but shunned by them for being unethical, such as by surgically interchanging the heads of two unfortunate patients with severe coma who had registered in his hospital. His spurting shows of intelligence briefly revealed the man beneath his exterior- a hard, cruel, diabolical genius, a man who would always come out on the top, his mission fulfilled.

2035-2045

On the 13th of September 2036, Mr. Cain Ultzerius Kang I was officially declared as the King Kang, the First Logic, Gibert's Godsend and The Fountain of Justice. In the first 3 months of his tenure, Kang brought in major reforms to the government and the society at large. Opposition of any kind was purged and annihilated, such that even their dirty, impure spirits did not come gamboling back. Fools multiplied by the hundreds, the educated were diminished. Was this a work of Kang? That we do not know, but it may well be believed, considering his notorious Reputation.

2045-2065

The Reintegration

Kang knew that merely suppressing the Opposition and suppressing through force was not the way to remain the god, man and leader. The way to do so was to manipulate the minds of the next generation, by showing them no future and no past before his rule. This was done by the establishment of King's Colonies- education institutions similar to the pre-schools, schools and colleges of the pre-Cascade era for the young, King's Hospitals and

King's Programmes which were executed in three steps: Learning, Understanding, and Acceptance.

2065-2075
The Silence

This decade saw a period of relative peace and tranquility, order was back and the economy prospered. It was the primetime of Kang's dominance and rule as a king. By the close of the decade however, conflicts erupted again, as the Elixir of Life, a potion that had till now been the alchemist's dream, was synthesized by the Xaverions' Inner Temple, a group of a select few brilliant scientists and men such as Kang on December 2nd ,2074.

Current

The territory of the Xaverions consists of:

- Madeira
- The Canary Islands
- Cape Verde
- Bermuda
- Hispaniola
- Jamaica
- Puerto Rico
- The Bahamas
- Trinidad and Tobago
- Barbados
- The Lesser Antilles
- Falkland Islands
- South Georgia and the South Sandwich Islands
- St. Helena
- Ascension Island
- Tristan da Cunha
- Bouvet Island

The seat of power was in Wexford, and was the home of King Kang, a diabolical genius to say the least, who thought the best way to remain in power and in full control was to clone the people, especially the uneducated. This would ensure that no one would question his unbridled supremacy, and he would be the fabled 'Forever Ruler'.

As mentioned earlier, this faction was the only faction with naval capabilities, possessing the Aqua Bads, a highly feared class of super ships which could maneuver through the radioactive waters with ease.

Food and Culture

The Xaverions did not have much of a culture to speak of; they thought the same, looked the same and behaved the same and looked up to the same man- Kang. They were dummies of the brutal dictator and did exactly what he commanded, like a hypnotized audience before a fakir.

Their food was an intolerably sour green soup, made from Snozzcumber Sprouts, the only vegetable found in the country constituted all of their diet- this is what they had in varying proportions for breakfast, lunch and dinner.

Weaponary

The Xaverions did not have any weapons with the exception of the Aqua Bads, which were equipped with all the artillery that a conventional army could hope for.

Religion

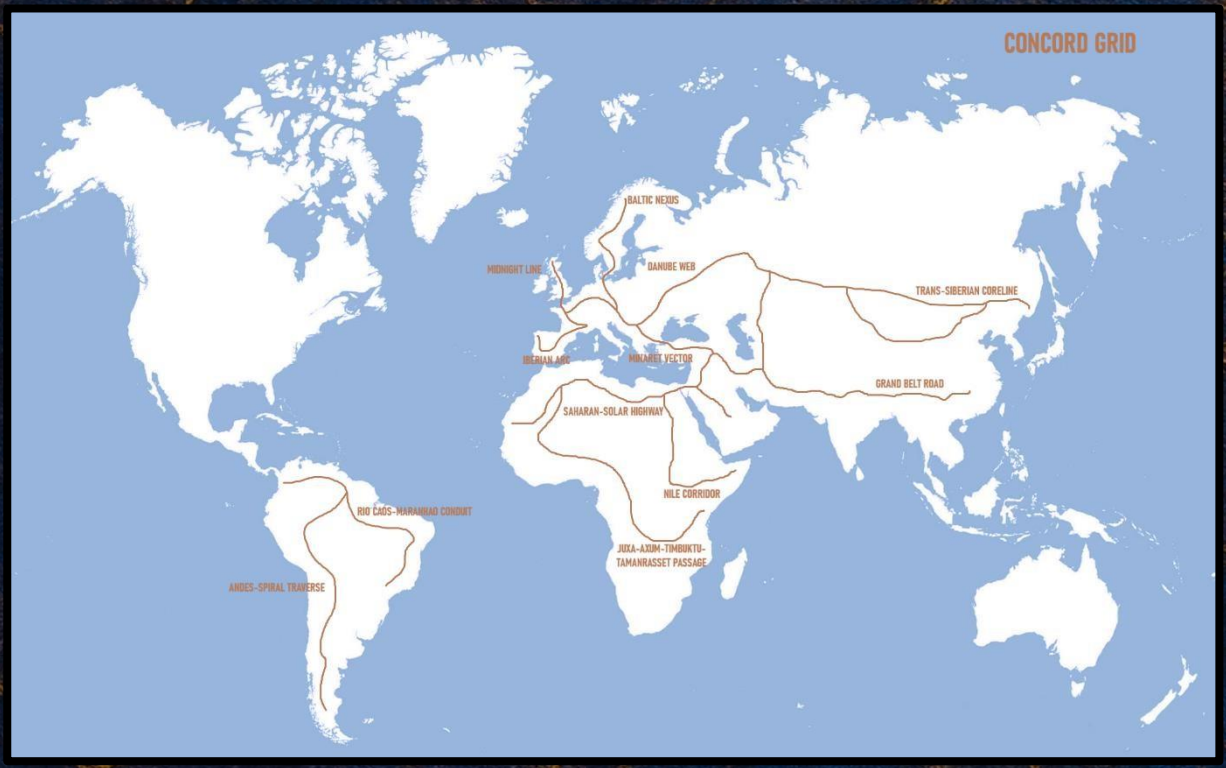
The predominant religion was Christianity, with the largest denomination being the Catholics. However, there was also strong backing for the Greater Agnostic Society for Good People, who believed in no faith, and were, as mentioned earlier, bent upon destroying it.

Foreign Relations

The Xaverions maintained good foreign relations with the Asians because of the Viyra which only they could cultivate, without which their soup would not have been edible. They were largely peaceful but due to their monopoly of the waterways, maintained a certain degree of arrogance which was not taken kindly by most of the other nations.

ROUTE SYSTEM

Concord Grid



With the development of trade routes and systems, the Asian continent flourished considerably in this sector. Asia has become a hub for information, development and especially wisdom. Wisdom that was utilized well led to the formation of the major terrestrial transport trade and communication route system. The Concord Grid, beginning from the cold peaks of the Trans-Siberian Railway in Far East Russia, now have a stronghold over all major terrestrial transport networks majorly all across Asia, Europe and Africa. Here is their path to the top.

In the early years following the Cascade, most major global powers were too preoccupied with internal collapse and border wars to protect terrestrial supply chains, especially those cutting through frozen, resource-rich, and unstable territories. This was heavily seen in factions prevailing with internal strife and other insurgencies. Resources were scarce but the beliefs of people scarcer. The Sibirskiy-Orden had finally come up with the Treaty of Baikal with Isto-Rossiya. Trutnev's policies for the future were decided as the Operation for Alaska began. Sea was the limit for the Sibirskiy-Orden but there were people who thought otherwise. The roads and railways lay in the dust, forgotten but except by a few. In short, the foundation of the Concord Grid was laid not through grand ideology or unified

vision, but through bitter cold, brutal barter, and steel rails stained with blood.

Professions long forgotten, identities unknown, people ousted that kept on to the hope of revival led to the creation of slums. The slums in the Sibirskiy-Orden, although low in number, had huge impacts- especially around these transport systems. Resourceful, innovative groups of people came together over the idea of unification on land, ousting the ideology of “Sea is the Limit”. The Rus-Track Mercs were a mix of former Russian rail operators, soldiers from the Eastern Russian military command, and civilians who had once worked as engineers or technicians in the Trans-Siberian Railway system. They were some of the first survivors to recognize the potential value of the railroad remnants across Siberia.

The harsh and unforgiving conditions of the Russian tundra had forged them into a tough, resilient group with a specialization in repairing and protecting the rail lines, particularly in the remote and dangerous parts of Irkutsk and Ulan-Ude. Sergei “Serp” Valdov, one such train engineer operating on the Trans-Siberian Railway was the muscle behind Khazarian’s success. Their activities were mostly limited to smaller-scale efforts like salvaging railcars, moving resources for small enclaves, and acting as guides for caravans crossing Siberia. Retrospectively, the Baikal-Bam Cartel was an organized faction born from the remnants of merchant clans and smugglers who had once operated along the Baikal-Amur Mainline, a secondary but vital railway route through Siberia that connects Lake Baikal to the Russian Far East. Composed of former smugglers, ex-Cheyenecians, and mercenaries specializing in high-value trade, they were masters of navigating the dense taiga and remote mountainous terrain of Siberia, often transporting goods like rare timber, illicit goods, and salvageable tech from derelict Soviet facilities.

Raisa Zorina, a Cheyenecian and a brilliant tactician, was quick to see the long-term value in Khazarian's offer- becoming the brains of it all. The Manchurian Exchange Guild had its roots in Manchuria, a region left in ruins after the Cascade. Once a center of industry and commerce between China and Russia, Manchuria was now a fragmented region inhabited by guerrilla factions, remnants of Chinese and Russian forces, and independent traders. The Guild, led by the charismatic Xiao Jiatang, was a loose collection of Chinese entrepreneurs, military deserters, and raiders who had forged a surprisingly successful trading network based around the Trans-Manchurian Railway, which ran between Harbin and the Russian border. The Manchurian Guild's primary goal was to control the key trade routes through Northeastern China and into Siberia.

They controlled vital cargo hubs like Harbin and Zabaikalsk and were fiercely protective of their territory. However, the Guild had long been at odds with Takhmalan, Khorasan rebels, and even local warlords. Their vulnerability lay in their lack of heavy military presence and reliance on merchant fleets and armored trains to defend their territory. However, Jiatang was a strategist and integrating with Khazarian was immensely ideal for the Guild. The Mongol Trailblazers were the most unconventional of them all. These survivors were descended from nomadic herders, ex-soldiers from the Mongolian military,

and tribal leaders from the steppes. They were known for their resilience, adaptability, and fierce independence, operating primarily out of Ulaanbaatar and along the Gobi Desert. Their trackless desert navigation skills, superb horsemanship, and knowledge of Mongolian geography were unmatched. Their leader, Argun Batbayar, was a former warlord with deep political connections in the Mongolian faction but for reasons unknown, Temur and Batbayar were at sword's edge always.

Mobility and speed were essential for Khazarian and Batbayar provided just that. With these actors in place, let's talk about the background. Operation Latchhook was a pivotal, carefully orchestrated initiative led by Viktor Khazarian, the ambitious and charismatic mastermind behind the creation of the Concord Grid, an organization that would reshape the post-apocalyptic world of the late 21st century. Viktor Khazarian was born into the chaotic world of Cascade-Siberia. Khazarian's rise from a common mercenary to a shrewd businessman came not from brute force, but from his understanding of the world's fractured resources and the immense value of trade routes.

Khazarian understood that control over logistics specifically transport networks was the true key to power. Khazarian's pivotal moment came when he realized that Siberian mercenaries, once united only by survival instincts and their shared interest in protecting rail routes, could be merged into a more unified, centralized organization. In late 2065, Khazarian initiated Operation Latchhook, a massive corporate-expansion effort to unite these four groups under the banner of the Concord Grid. The goal was to connect the various isolated rail systems into a unified, profitable network of trade and transportation that could withstand the threats of warlords, natural disasters, and competing factions. By 2070, Khazarian had successfully integrated the groups into a single framework where military protection, logistical networks, and exclusive trade rights were mutually guaranteed, creating a profitable empire that would extend across Siberia, Manchuria, and Mongolia. Valdov, Jiatang, Zorina, Batbayar formed the higher-ups of this corporation while Valdov undertook the role of the CEO.

However, Khazarian's ambitions did not end there. Operation Latchhook met violent resistance from factions like the Great Takhmalan Empire, who considered the Grid's rail reclamation a violation of sacred steppes. Guerrilla ambushes, AI-assisted sabotage, and territorial disputes over hubs like Lop Nur and the Kurul Tunnel cost hundreds of lives. Yet, Khazarian's genius lay in forging Track Faith Pacts with former enemies- consolidating their position. By 2075, after nearly a decade of war and consolidation, Khazarian convened the Concord Summit in Novosibirsk, formalizing the Concord Grid as a neutral, stateless trade-power with sovereign rights over its rail domains. After 2075, the Grid pivoted from consolidation to globalization.

By 2077, it had established cross-continental trade corridors into war-fractured factions all over Asia and Europe, and had merged into some in Africa. The groups that resided over these pre-existing or abandoned systems were employed into this corporate system. By 2080, the Concord Grid's agreements had led to it having a spider web all across mainland

Eurasia and Africa. As of 2080, these are the systems that it has taken over with hubs or posts at the routes;

Trans-Siberian Coreline

Regions: Sibirskiy-Orden and Isto-Rossiya with parts of the Great Takhmalan Empire and Daebuk Ginminkuk.
Acquisition: Officially 2066 via Irkutsk Records signed between Khazarian and Trutnev giving the authority over the Trans-Siberian Railway, the Baikal-Amur Railway, the Trans-Manchurian Railway and Trans-Mongolian Railway to the Concord Grid.
Usage: Main system for resources, minerals and oil trade and connection of Concord Grid's origins to other parts of Eurasia and Africa.
Challenges: Sand corrosion, mountain collapses, ice storms, permafrost damage, Takhmalan and Orden militant raids, high maintenance required.

Grand Belt Road

Regions: Dostan-e-Baloch, Rejuvkhandabharat, Khalid-Khorasans upto Southeast Asia.
Acquisition: Officially 2070 via the Dilli Accord I, a bilateral pact with Rejuvkhandabharat supported by ex-Baloch carriers and supported by the Sayf. The Dilli Accord II in 2071 with the Rakshak Incorporations helped facilitate more goods through this route.
Usage: Heavy machinery, spices especially Viyra, ammunition, grain and food items, textiles.
Challenges: Sandstorms, monsoon floodings, insurgent group attacks, low-maintained roads

Saharan-Solar Highway

Regions: Saharan Republic, Mehrzamin, Imarat al-Sahra, the Emirates, Yisrael and Blood Nomads' southern territories.

Acquisition: The 2074 Solar Energy Pact, initiated by Mehrzamin and integrated into by the Concord Grid which gave this highway's powers and usage to the Concord Grid.
Usage: Majorly used for three items, energy in solar, hydro or tide energy systems, transport systems like dune buggies including DRAKHOM systems, and desert grown food-stuff between Northern Africa and the Middle East.

Challenges: Dust storms, dry, arid climate, panel degradation, energy misutilization, big cargo-holding trucks/vehicles required, attacks from Bahri Houthan and Somali Corsairs during transition from Asia to Africa.

Nile Corridor

Regions: Nile Ascendency along the Nile, Muskanian Empire and some mainland areas of

the Somali Corsairs.
Acquisition: These factions are very private but a group along the Nile river and its routes integrated into the Concord Grid, giving the authority of these regions over to them around 2074.

Usage: Transports food, farming supplies, medicine, and biomass; is a key transport of strategic warfare materials used by the Muskanian Empire and the Somali Corsairs.
Challenges: River flooding, radical groups from within these factions, guerrilla and bandit strikes, ecological damage and absence of a major hub in the region.

Juba-Axum-Timbuktu-Tamanrasset Passage

Regions: Blood Nomads, Saharan Republic, Muskanian Empire, Somali Corsairs perpendicularly along the Nile Corridor and the Saharan-Solar Highway.
Acquisition: The Timbuktu Compact and the Berbara-Uzbeki Compact were conjoined in 2077, via monetary and diplomatic means, which gave the Concord Grid these major areas to work on.
Usage: Spices, livestock, solar-fueled battery packs, and mercenary gearSpices, livestock, solar-fueled battery packs, hauls imported electronics, technological gadgets and mercenary gear move across Africa through this route.
Challenges: Sniper raids, rebel-held outposts, customs racketeering and toll skirmishes, desert ambushes and raids from the factions which gave up their roads.

Danube Web

Regions: Bonapartists, Neo Nazis, United Ecclesia joined from Isto-Rossiya.
Acquisition: A tri-nodal European agreement brokered in Vienna between Zorina and the leaders of these factions, giving the ability for Concord Grid's access.
Usage: Moves industrial metal, pharmaceuticals, biotech exports, religious relics and heavily used for troop maneuvering.
Challenges: avalanche risks, espionage activities, border strikes, religious and ideological skirmishes.

Midnight Line

Regions: Illuminati, Holy Roman Empire, some parts of Bonapartists and Neo Nazis.
Acquisition: Officially 2077 after the Salisbury-Antwerp Alignment Treaty, post a three-month tech-standoff involving data hijacking of Concord systems by the Illuminati and the Holy Roman Empire together.
Usage: Shipment of energy cores, micro-panels, and high-efficiency batteries, also utilized as a major trade route between these two factions and is robustly protected.
Challenges: Theft by rogue clans, lack of regulation, border instabilities against the Bonapartists and Neo Nazis.

Iberian Arc

Regions: Alravo Empire until the west of the Neo Nazis.
Acquisition: Officially 2078 by coming into a bilateral deal with Luis Felipe, through the Seville Charter enabling the utilization of Alravo Empire's resources in creating the Arc.
Usage: Acts as a Mediterranean launchpad for crossover projects, sustainable energy sources transport and one of the legs of the major intersection in Europe.
Challenges: Heat warping of tracks, lack of regulation in rural Spain leads to local interference, unstable bridges and river flooding risks.

Baltic Nexus

Regions: Drakensvar until north of the Holy Roman Empire.
Acquisition: Officially 2078 wherein the Concord Grid initiated the Stockholm Compact to restart rebuilding and reconstruction means, which finished in 2080's beginning.
Usage: Ultra-fast civilian and data transport corridor, biotech export from Scandinavia, and passage of genetically engineered seeds and algae-based energy modules.
Challenges: Cold climate, seasonal polar storms, frost system failures, civilian transport prone to malfunctions, challenges from isolationist individuals.

Minaret Vector

Regions: Caliphate until the east of the Bonapartists.
Acquisition: The Istanbul Relay Pact headed by Batbeyar brokered between the Concord Grid and Caliphate city-states led to the creation of this road in 2074 as it did not exist before. Following deployment of mechanized caravans, it was finished in 2079.
Usage: Trade goods, fuel systems, grain shipments, buffer channel, access points for other factions.
Challenges: Tensions with the United Ecclessian clergies, seasonal disruptions, mudslides, landslides, smuggling and thieving zone.

Rio Caos-Maranhao Conduit

Regions: Amazonas, Los Portadores, La República Del Flujo
Acquisition: Formalized in 2075 through the Caos Accords, negotiated between Amazonas bio-leaders, Portador spiritual councils, and the technocratic hubs of La República Del Flujo. The agreement allowed Concord Grid access in exchange for ecological tech sharing and preservation of Portador heritage zones.
Usage: Primarily for the export of jungle-based pharmaceuticals, gene-modified crops, amphibious trade convoys, ritual flora, and off-grid communications technology. Used as a lifeline for both spiritual and industrial outputs of the region.
Challenges: High seasonal flooding, toxic overgrowth from Portador bio-experiments, smuggling networks, rogue El Velo insurgents disrupting cargo via stealth ambushes, and

maintenance issues due to fungal and spore corrosion in humid conditions.

Andes-Spiral Traverse

Regions: El Velo, Los Portadores, Amazonas, La República Del Flujo
Acquisition: Created under the 2076 Quito Spiral Compact, a multilayered treaty granting Concord Grid partial transit rights through El Velo strongholds in return for surveillance systems and tactical autonomy. Portadores and Amazonas demanded protection of sacred sites and ecological neutrality. Flujo provided engineering and vertical mobility systems.
Usage: Transfers rare metals from El Velo, alchemical relics and ice cores from Portador vaults, hardwood and biofuel from Amazonas, and high-grade grain and processed food from Flujo. Main route for vertical tram transport, gravity-pull lifts, and mountain-clinging supply chains.
Challenges: Constant risk of landslides, glacier collapses, sabotage by El Velo purists, altitude-induced equipment malfunctions, disputes over cultural infringement on Portador temples, and unpredictable seismic activities across the Andean plates.

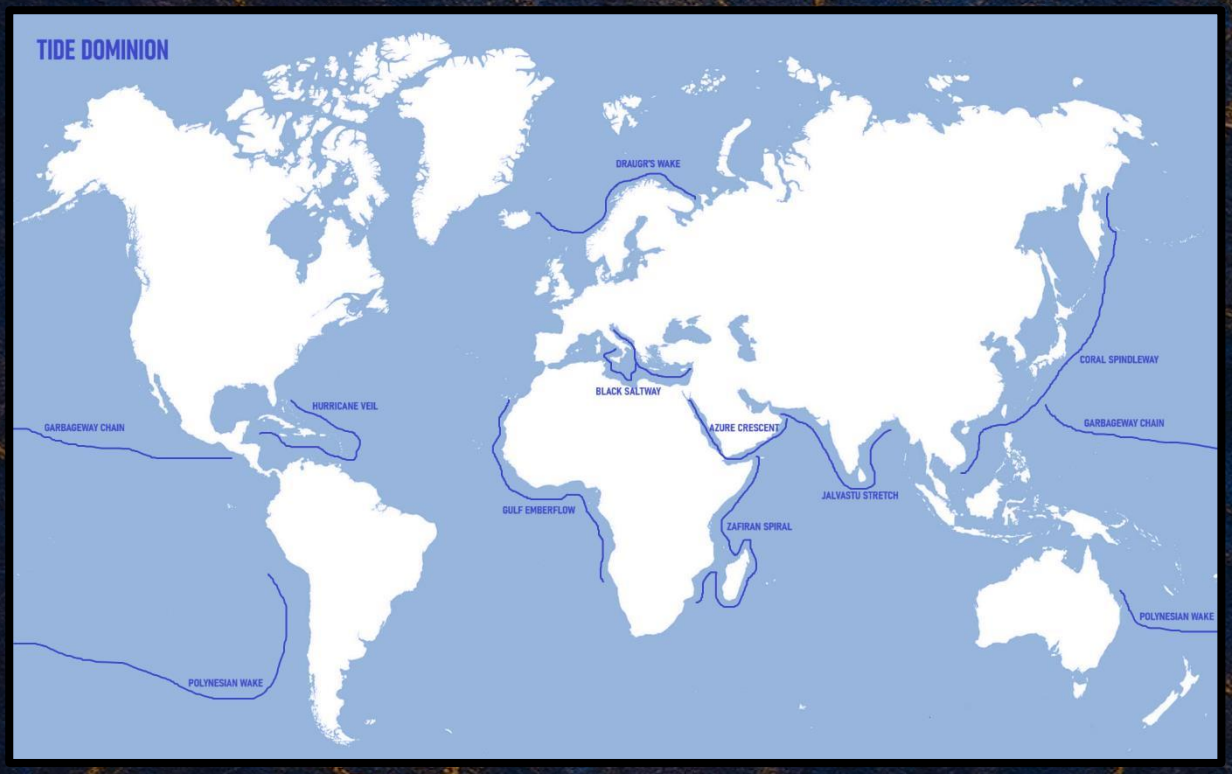
The Concord Grid uses its position very well, especially through its Chronocoin Protocol. Each Chronocoin is a tangible, tamper-proof coin minted directly by Concord Grid's metallurgical division, forged from rare alloys and nanomaterials acquired through advance security deposits that factions are mandated to make upon joining the Grid's membership charter. These upfront deposits paid in the form of raw materials, labor, or energy stockpiles fund the coin production itself, ensuring the currency is internally sustainable and independent of external minting systems since it utilizes resources from all the factions that have memberships of it. Factions that want to access the Grid's transport routes must first pay an advance membership fee, which helps fund the minting of these coins using rare resources. Each Chronocoin is time-bound valid for 8 months, 2 years, or 5 years and works like a pass to use the Grid's services such as route access, station use, and convoy protection. This toll system ensures a baseline tax is collected before any movement happens. Once a coin's time or usage limit runs out, it must be returned and is recycled to prevent hoarding or counterfeiting, the failure of which leads to the sanctioning of the faction and stoppage of its usage of the Concord Grid. These expired or overused coins are smelted down and recycled, preventing factions from hoarding old coins or counterfeiting them. This closed-loop minting system keeps the currency scarce, regulated, and valuable. In addition to this, for the utilization of certain routes and the access to certain hubs, factions must pay extra surcharges in the form of real goods such as food, energy, water, or equipment.

These extra payments, called Resource Overhead Contributions (ROCs), help support the local Concord hubs and keep the system running smoothly. These contributions go directly to the nearest Concord Hub on the route, which then redistributes them to support the Grid's security forces, local maintenance crews, and restocking stations. This way, the Grid earns steady income through both time-limited coin usage and valuable goods, while keeping trade efficient and its own operations self-sufficient. The ROCs are interpretatively

used based on the resources of the faction utilizing the Chronocoin, the route to be used by the faction, the hub to be reached and the resources to be transferred. These agreements or deals are done through one document between the faction and the Concord Grid which is known as the “Transference Ledger Accord”.

The TLA outlines the exact terms of the Resource Overhead Contributions (ROCs), tailored specifically to each faction’s resource strengths, the trade routes they wish to use, the Concord hubs they’re accessing, and the type and volume of goods being transported, along with the authorization by the Archetect and the leader of the said faction and which Chronocoin token it uses for the same. These TLAs are individually negotiated, legally binding within Concord’s internal enforcement mechanisms, and reviewed quarterly to adjust for inflation, factional instability, or route degradation.

Tide Dominion



Water was another one of the major ways of transportation and the Tide Dominion did it justice. The Tide Dominion was born not from an empire, but from resistance a last stand amid collapse.Its origin lies in the fractured island chain of eastern Indonesia, specifically among the forgotten, sea-lashed provinces of Maluku Utara and Kepulauan Tanimbar. It was here that Naval Chief Rashid-Al-Tassar, a seasoned and sharp Indo-Indonesian commander, carved his name into the post-Cascade world's maritime history. The International Maritime Organisation had ceased to function and sovereign waters were a concept of the past. Conflicts over seas and oceans prevailed since even the most abundant resource was running out fast.

Among this chaos came Rashid al-Tassar, organizing the differences and uniting the water. Born to a Tamil merchant mother and an Indonesian shipwright father, Rashid grew up with both the sea and survival in his blood. His upbringing, rooted in hybrid traditions and the shifting geopolitics of the collapsing Indonesian archipelago, forged in him a navigational genius and a deep instinct for naval warfare. The conflict prevailing the oceans built him and he seeked to resolve them. During the Second South China Sea Wars, when the Great System set out for the Philippines, Taiwan and Indonesia, Rashid led a dwindling Indonesian naval unit against both Chinese and rogue Russian carrier groups in a series of battles known collectively as the Ten Ring Waves.

These clashes, named after the ten concentric tidal storm zones they took place in, were infamous for their chaotic weather and unpredictable electronic interference. Despite these odds, Rashid and his skeleton crew of just over a hundred defeated a superior strike force with a daring tactic that utilized deep-sea volcanic flows and the knowledge of the tides. His victory earned him near-mythical status across the scattered islands of Indonesia. Earning the title of Indonesian Nemo, he lived up to the standards of the Captain mentioned in Jules Verne's books. But glory was short-lived.

Soon after, Indonesia collapsed completely under a triple-pronged influence: the southern invasion of Novaterra, expanding aggressively from Northern Australia; western attack by the Vratya Kaal and the degradation of the Indonesian islands from the prolonged South China Sea conflict. However strategic brilliance was one of the characteristics of Nemo, and of Rashid.

He fortified small, easily defensible islands across the former Indonesian chain, turning them into floating bastions of salvage, dockyards, and naval outposts. From these strongholds, he began building a decentralized maritime force, recruiting pirates, displaced naval officers, fisher clans, island merchants and rogue banished civilians. Thus, in 2067, the Tide Dominion was officially declared not as a nation, but a roaming hydro network of freewaters, battle fleets, and trade routes. It bore no flag, only a tide-worn compass sigil. Its motto: "Where there is water, there is will." Over time, the Tide Dominion proved indispensable to major Asian factions. Rejuvkhandabharat, hampered by Sri Lankan control of Andaman-Lakshadweep waters, turned to Rashid's fleets for covert shipments.

Mehrzamin and The Great System, blocked by naval chokepoints, used Dominion routes for rare trade and technology swaps. Even Bahri Houthan and Yisrael forged temporary agreements to ensure safe passage through the increasingly hostile Arabian Sea. But the Dominion's greatest expansion came with its entrance into the Pacific Garbage Route, a bizarre, lawless sea corridor made of floating waste islands and anarchic fleets that stretched from the South China Sea to Central America.

These waters were controlled by the enigmatic Garbage Lords, a loose cartel of salvagers, raiders, and resource alchemists who had mastered waste-to-energy tech and built makeshift kingdoms on trash continents. In 2073, during the historic Meeting of Jalvastu,

Rashid-Al-Tassar negotiated a maritime pact with the Garbage Lords. The meeting held on a neutral, floating island of derelict ships, known as “The Spiral” resulted in a spiritual and strategic unification. The Garbage Lords were absorbed into the Tide Dominion as the “Fleet of the Wasteborn”, giving the Dominion full access to the Pacific corridor. This alliance not only strengthened the Dominion militarily but also provided it with floating shipyards, waste conversion plants, and deep ties into South and Central American waters.

The final impact? The network that had begun from a small island in Indonesia now controlled the major sea and waterways of the world, with Rashid on top as the Admiral post. Unlike the Concord Grid’s corporate structure, the Tide Dominion operates as a decentralized, maritime confederation. Their bases are structured around floating outposts, armored docks, and mobile sea-fortresses known as Waveposts. Each Wavepost acts as a semi-autonomous hub responsible for defense, trade regulation, fuel supply, and maintenance across a defined sea territory.

The Dominion’s strength lies in its adaptability vessels range from war-trawlers and garbage-haulers to deep-sea couriers and aquatic laboratories, all networked via encrypted sonar-based communication systems. They follow a specific charter for all their members known as the Mariner’s Vow, written by Admiral Rashid al-Tassar, frequently referred to as the First Mariner. The acquisition of the agreements and annexations of the sea routes gave the Tide Dominion political and territorial(aquatic) power. Here are some of the major sea routes that it acquired, with the hubs they created: -

Jalvastu Stretch

Region: Indian Ocean, around the coast of Rejuvkhandabharat across the Lanka Samudrashakti islands till the Gulf of Oman.
Hub: Fort Jalvastu, near Maldives trench.
Usage: Primary trade corridor linking Rejuvkhandabharat, Lanka Samudrashakti, Mehrzamin, and Imarat al-Sahra with East Africa; vital for spice, fuel, tech salvage, and troop movement.
Challenges: Dense storm systems, electromagnetic interference from Cascade-era tech ruins, and radioactive pollution threats.

Coral Spindleway

Region: South China Sea, Southeast Asia, East Asia around the Great System and the Japanese Imperial Kingdom and their island territories along with the eastern regions of Sibirskiy-Orden.
Hub: Trident Hollow, a fortified archipelago near the Spratly Islands.
Usage: Acts as the Tide Dominion's eastern artery, connecting The Great System, Novaterra, and the Japanese Imperial Kingdom to Indonesia and Pacific waters; major for technology-based trade including modules and new gadgets.

Challenges: Heavily militarized zones, old sea mines, and interference from ghost navies, especially because of the conflict between these factions.

Garbageway Chain

Regions: Central Pacific – Connects Asia to the Americas
Hub: Great Pacific Hold, former Garbage Lords' mega-platform
Usage: Transoceanic waste-for-tech bartering and secret cargo transfers between Tide Dominion and Los Portadores.
Challenges: Floating trash reefs, rogue pirate fleets, and diplomatic volatility with factions not under agreements.

Azure Crescent

Regions: Arabian Sea to Red Sea, around Khalid-Khorasans, Bahri-Houthan, Imarat-al-Sahra, Yisrael, Nile Ascendency, Somali Corsairs and the Saharan Republic.
Hub: Mariner's Fang, moored near Bahri-Houthan's coast.
Usage: Connects Imarat al-Sahra, Bahri Houthan, and Yisrael to the European and African Tide nodes; essential for oil, fresh water, and encrypted communications.
Challenges: Smuggler havens, ancient sea mines, and airstrike-prone corridors.

Black Saltway

Regions: Eastern Mediterranean & Aegean Sea, around the Saharan Republic, the Holy Roman Empire, Yisrael, Nile Ascendency, United Ecclesia and the Caliphate.
Hub: Port Ash-Shams, floating dry-dock near pre-existing Cyprus.
Usage: Links United Ecclesia, Caliphate, and Yisrael to Concord Grid coastal terminals; key for relic trade, refugee vessels, and ocean-based data banks.
Challenges: Maritime cultists, underwater volcanoes, and surveillance drones from factions, also prone to pre-existing sea-mines and naval attacks by the factions.

Zafiran Spiral

Regions: Surrounding waters of Madagascar, around the Somali Corsairs, the Blood Nomads and the Muskanian Empire.
Hub: Cape Nosy-Akomba Bastion, off northwest Madagascar.
Usage: Functions as a circular trade ring connecting East African ports, Madagascar, and South Asian factions; used for spice, mineral, and rare herb transport, with secret exchanges of bio-cultures.
Challenges: Dense coral labyrinths, endemic piracy syndicates, and sabotage from local warlords especially the Somali Corsairs and the Lanka Samudrashakti.

Gulf Emberflow

Region: Gulf of Guinea, around the no-mans land and accessible by all the African factions.
Hub: Bay of Dendera Platform, a Tide Dominion sea fortress off the coast of Ghana.
Usage: Connects Central African coasts to northern Saharan fleets; key for energy cells, offshore oil, and tech salvage from Cascade-era rigs.
Challenges: Persistent militant piracy, underwater oil fires, and sabotage drones from rogue desert factions.

Draugr's Wake

Region: Norwegian Sea, north of Drakensvar territories.
Hub: Winterhold Breakwater, built on frozen oil platforms north of Trondheim.
Usage: Tactical passage for smuggling arctic fuel, rare tech artifacts, and naval intelligence between northern Europe and the Arctic Concord nodes.
Challenge: Glacial maelstroms, rogue AI whale-drones, and constant monitoring by Drakensvar's naval overwatch.

Hurricane Veil

Region: Caribbean Ocean, around the Xaverions territories and islands, north of the South American factions.
Hub: Isla Rosada Haven, hidden beneath a cloud-covered cove near Haiti.
Usage: Primary route for rare goods, medical tech, and blacklisted personnel between Central America and rogue Concord Grid routes; also a sanctuary for exiled mariners and lost factions.
Challenge: Frequent hurricanes, ghost ship raids, and tidal signal traps from rival dominion fragments.

Polynesian Wake

Region: South Pacific, connecting the factions of Australia to the factions of South America.
Hub: Mata Uli Citadel, stationed on a mobile reef-platform near Tonga.
Usage: Used to transport genetic samples, water tech, and ritualistic materials between Oceanic islands, Novaterra, Australis Protectorate conjoining with the South American factions. Maintains sacred neutrality for small island societies.
Challenges: Volcanic water surges, territorial disputes between local navarchs, and solar disruption from high-atmosphere debris.

Unlike the Chronocoin system, the Tide Dominion operates a unique and pragmatic tier-based barter system to regulate access to its maritime routes, known simply as the Dominion Exchange Tierlist. In a post-Cascade world where traditional economies have fractured, the Dominion accepts any form of value in exchange for usage rights, escort, or

protection across its vast oceanic network but only according to a strict hierarchy. At the very top, in S-Tier, are highly fertile women, considered the most valuable assets in a world grappling with a population collapse. Fertility has plummeted due to radiation, synthetic toxins, and biological degradation, and thus, the Dominion quietly runs a maritime population regeneration program, making such women key to survival and future demographic restoration. Pirates exploit this by trafficking women, while some factions, desperate for safe passage or trade privilege, offer them voluntarily through long-term "custodial contracts."

A-Tier covers high-value tech such as AI cores from shattered Caliphate fleets, cryo-torpedo schematics from Drakensvar, and nuclear micro-reactors salvaged from old Iberian facilities essential for maintaining the Dominion's floating war-machine, basically high-grade technological gadgets. B-Tier consists of strategic goods: radiation-clean food bricks, neural decryption tools, mutated livestock, and potable water converters, essential for survival. These support trade relations or buy safe passage through contested zones. C-Tier involves more common goods like algae fuel, low-grade drones, mechanical limbs, ship tarps, and faded sea maps items useful for bartering minimal protection or coastal access. Finally, D-Tier includes bulk trash and desperation offerings: polluted grain, forged relics, scavenged ship parts, and synthetic cheese made from algae sludge. Laborers and tattooed pirate skins sometimes serve as coins.

Ruthless but efficient, the Tierlist ensures the Dominion thrives in chaos, its barter logic now the de facto law of the oceans.

ESSENTIAL RESOURCES

Viyra

Viyr is a rare and indispensable bio-organic “spice” or compound. The Cascade had led to immense scarcity in power and food all throughout the world. Viyra is the only compound capable of providing the lost nutrition to any consumable food item, especially the algae ash bloom slurry. It essentially is the source of all livelihood and sustenance, since otherwise all consumable food items are just mere calorie intake. It is a fine amorphous substance, deep amber in colour with an earthy-soily aroma and essentially no artificial taste but it is the sole carrier of vital nutrients.

Viyra is found in the Karak root, a unique subterranean fungal plant’s rhizoid structures. It thrives in irradiated, nutrient-absent soil, specifically of the brown type. This root-like mycelial network absorbs deep-earth minerals and interacts with mutated microbial colonies and radiation-influenced soil particles, producing an internal resin known as Adiyarupahvirya a raw, toxic precursor to the refined spice. The Karak plant’s parts are all indelible due to years of exposure to bombings, radiation, and chemical pollutants extensive in the region.
However, this lack of nutrients and high toxicity triggers the plant’s adaptive capabilities, allowing it to extract and convert trace nutrients from the microbial and irradiated soil. Through its specialized rhizoid structures, it filters out toxic material, increasing the nutritional properties threefold making it the only viable organic source of Viyra.

The source of the Karak root is the Takhmalan Rift, once the Niao Dao of China. The Rift is located south of the Great Takhmalan Empire, northwest of the Great System, and north of Rejuvkhandabharat. It was formed due to extensive bombing in the region during the conflict between the Great Takhmalan Empire and the Korean Regime. This region is defined by deep, uncivilised chasms, surrounded by the Tibetan and Mongolian mountains. Poisonous salt flats, created by dried-up riverbeds from explosions, and small-scale dust storms dominate the terrain, demanding advanced technology to traverse.

The tests and bombardments caused the Niao Dao Lake to undergo a massive tectonic shift, moving under the crust and forming a rift-like structure. Within this hostile environment, two bio-genetically modified creatures abominations birthed by exposure to nuclear radiation and extreme heat roam the Takhmalan Rift.

The first is Sus scrofa (ferrum), or Ironclad Boars, mutated Eurasian Wild Boars whose DNA was altered by Strontium-90 (also known as “Bone Corruptor”). This led to denser, iron-like skeletal structures. Their hardened skulls and strontium-coated tusks are a serious threat to even armoured vehicles. The Rift is home to a significant herd of these Ironclad Boars, and only the Great System has had any success deterring them using high-frequency sonic barriers on their western borders.

The second creature is Canis lupus (specter), or Wraith Wolves. These descend from Tibetan Wolves that fled northwards into Mongolia during the attacks by the Khalid Khorasans on Pakistan, Kashmir, and Tibet. Though their numbers dwindled during the wars, some survived and adapted. Radium-226 incorporated into their offspring gave rise to neuro-hyperactivity and cloaking fur properties. The Wraith Wolves are terrifyingly coordinated hunters, capable of communicating via infrasound vibrations and remaining undetectable due to their cloaking fur. They usually operate in small packs near Karak root sources, avoiding water and oases.

Viyra is thus one of the most vital resources in post-Cascade times, both for its rarity and the difficulty in extraction. All factions rely on it for survival by trade, battle, or monopoly. What makes Viyra even more significant is that it cannot be synthesized artificially, despite attempts by the Emirates and agriculturally advanced Rejuvkhandabharat.

After acquiring the Karak root and extracting the resin, the next step is refining the Adiyarupavirya. This process can only be done using advanced, secure boilers possessed by the Great System, designed to preserve the nutritional content. The vapours from toxic spores can cause severe chemical burns, which is why the Viryan (Celestial) Crucible, or 天穹圣炉 (Tiānqióng Shènglú), is a crucial trade item for the Great System.

The refining process involves sealing the Adiyarupavirya in quantum-stabilized canisters, compressing it with high-velocity winds to remove debris, filtering it through a five-layer array to eliminate radioactive spores, compounds, and isotopes, and passing it through a plasma chamber at sub-zero temperatures. Once crystallized, it is packed as the signature deep amber amorphous compound.

The filtration array and low-temperature plasma chamber are two technological breakthroughs no other faction has matched, cementing the Great System’s monopoly over Viyra production. Viyra is the foundation of post-Cascade humanity, and ongoing efforts to obtain, refine, and store it especially in Asian factions keep the world barely functional. While shipments and soil dispersal have led to small clusters of Viyra in parts of Europe, South America, and Africa, the quantities are minimal and resources extremely scarce.

Pyreskein Mycelium (Pyrelash Emberplague and Pyrenzium)

The continent also is the major source of the Pyreskein Mycelium or Yànmài Jùnsī or 焰脉菌丝, which is used to create a drug or medicine called the Pyrenzium(Yànjìngsù,焰净素) which is the only known and producible counteragent to Pyrelash emberplague(Yànhén Yùjìn Yì, 焰痕余烬疫).

Pyreskein Mycelium:- The Pyrelash emberplague is a deadly fungal affliction caused by Veilspore Mutagenesis, an outgrown and mutated strain of the Cordyceps fungi, which found its growth in the Qinghai Province near the Tibetan Plateau, now known as the Yànshāng Wastes, and subsequent experiments carried out by the Great System and the Emirates in order to develop a new source of nutrition, the Cordyceps got mutated into Veilspore Mutagenesis, a name given by the scientific community of the Great System.

Veilspore Mutagenesis was able to reproduce and create new strains of its species which spread all across the world through exports and imports of soil based substances since producing new sources of nourishment is essential. The Pyrelash emberplague is a neurological disease caused by the fungal spores of the Veilspore Mutagenesis which cling onto soot, ash and dust particles.

When absorbed, it takes over the bloodstream and reaches the brain stem forming filamentous networks that wrap around the neural pathways, allowing it to maintain body temperature, alter pain levels and induce decay. The fungal networks get embedded within the tissues over a long period of time and produce exothermic reactions, rising body temperatures and causing slow burnout of all internal organs.

It affects regions of the Asian continent, the African continent and the European continent but in sporadic cases and the proliferation of drugs by various means helps to stop it from turning into an epidemic.
The Pyreskein mycelium is a hyperthermophilic fungus which grows mostly in the scorched ruins of the Dàhuô Valley within the Hunger Games and is also found in some parts of French Congo and Ethiopia. The extensive production of Pyrenzium was carried out by the Great System but their failure to understand the value of the recipe caused it to spread worldwide and only the retrieval of Pyreskein Mycelium is a challenge to disease-ridden individuals.

The Cordyceps fungi in the Great System’s experiment was also seen to absorb ammonium compounds and sulfite compounds which dismantled and disintegrated its filament networks. Introduction of ammonium and sulphite compounds into the Dàhuô Valley in around 2057 led to the creation of the Pyreskein Mycelium.

The Great System was able to refine Pyrenzium from this antibody fungi which dismantles all the filament networks of the neural pathways. However, subsequent war and bombings in the region, which actually led to the creation of the Yànshāng Wastes led to the extinction of any pre-existing primitive Cordyceps fungi and only the genetically mutated and evolved Veilspore Mutagenesis and Pyreskein Mycelium remain in the regions.
Pyreskein Mycelium appears as black, ember-lined fungal veins, pulsing faintly with an internal bioluminescent glow resembling smoldering coals, a complete opposite to the Veilspore Mutagenesis whose filament networks are fluorescent yellow with a warm bioluminescent glow. The biggest disadvantage about the spread of Pyreflash emberplague is the inability to produce more Pyreskein Mycelium in a bulk at a fast rate artificially(only being increased by allowing the absorption of ammonium and sulfite compounds whose reserves are scarce around the world), while the Veilspore Mutagenesis reproduces relatively faster. The collected fungal filaments are submerged in a cryogenic stabilization tank, injected with a small amount of ammonium and sulphite compounds and then distilled, and is then extracted as Pyrenzium which contains the filament-dissolving enzymes.

It cannot be exposed to air or oxygen since it destabilizes rapidly and thus, vacuum-sealed injectors are used. Its bio-enzymes bind to the Pyrelash pathogen and dissolve its invasive filaments, allowing the host's immune system to recover.

The incubation period of Pyrelash emberplague is around ten to twelve months and the Pyrenzium injection should be given twice within eight months of the first symptoms. The factions have some reserves of Pyrenzium since its first production by the Great System but steps to prevent the Veilspore Mutagenesis to reproduce and spread are also means that have been undertaken in expeditions to acquire Pyreskein Mycelium.

The Dàhuô Valley is the major natural source but it grows all around the Hunger Games where the various radiations and minerals within the soil help its vigour. The Dàhuô Valley was created by the same tectonic movements because of the wars between the various Asian factions and especially the Khalid Khorasans' continued bombings causing the Yànshāng Wastes to also be created, driving Cordyceps fungi the only rapidly reproducible source of Pyreskein Mycelium to extinction. Hence, the Hunger Games is a region with two of the most important resources in the post-Cascade world, even when all other diseases have virtually every cure.

INNOVATIONS

EUROPE

The Great Elizabethan Communication Towers

The Great Elizabethan Communication Towers were the magnum opus of Thomas Wilfred Jones, a visionary technophile and late-21st-century philanthropist known as the “Temporal Benefactor.” Born in post-Brexit York, Jones foresaw a fractured world plagued by digital collapse and geopolitical chaos, and dedicated his fortune to ensuring uninterrupted global communication across all classes and frontiers.

Inspired by the elegance of Elizabethan ideals and the resilience of wartime signal towers, he commissioned a fleet of nine autonomous, high-altitude communication towers, constructed from self-sustaining alloys, fusion mini-reactors, and quantum-thread relays, all gadgets and technology derived from Swiss-CERN and other institutes around York, that allowed them to function independently for 50–60 years without human maintenance.

There are nine towers all across the world; The Khorazm Spire stands in the Turkmen Highlands, a barren expanse between the Emirates and Khalid-Khorasans; To the northeast of Rejuvkhandabharat, the Vridya Pinnacle pierces the desolate sky; On the boundary of Novaterra and the Australis Protectorate, the Dromar Forge rises above the arid landscapes of Australia;

The Valken Tower watches over the tense border between the Bonapartists and Neo-Nazis in central Europe; In Edinburgh, under the control of the Illuminati, the Feynman Obelisk stands as an enigmatic beacon; The Az-Zahra Citadel looms where the Republic of Sahara meets the Blood Nomads; Between the Somali Corsairs, Tuskanian Empire, and Nile Scendency, the Gorim Hold stands on the fringes of the Horn of Africa; The Endo-Tapajós Spire reaches into the dense jungles of the easternmost Amazonas; Lastly, in the volatile intersection of Los Portadores, El Velo, and La República del Flujo, the Quetzal Pillar.

Neo Nazis

Blutkern Serum

The Blutkern Serum, or "Bloodcore", is the foundation of the Neo-Nazi regime's ideal of a genetically refined, ideologically homogeneous citizenry. Applied selectively to the most devoted followers, this CRISPR-based gene therapy aims to redefine human nature itself,

eradicating what the regime considers decadent characteristics, including empathy, hesitation, and moral complexity. The serum acts on neural and hormonal pathways, downregulating oxytocin receptors to decrease empathy and fear reactions, while also activating areas associated with aggression, dominance, and obedience.
The outcome is a population of ultra-resilient enforcers, psychologically toughened, physically strong, and unshakeable in loyalty.

Beneficiaries commonly are required to submit to pre-and post-injection psychological conditioning, which attunes them ideologically and racially with the codes of the regime. Those that demur or suffer ill effects are quietly disappeared from society. Rumor suggests the serum includes epigenetic tags by which regime scientists may follow and fine-tune over several generations of behaviors, pointing towards an ambitious, long-term program of eugenic social engineering.

With time, the influence of the Blutkern Serum has created a caste of "Blutwächter" superior enforcers whose empathy is numbed and who have increased tolerance to pain, with the capability of brutal efficiency and cold calculation. Though officially hailed as heroes, they present with signs of psychological deterioration, emotional flattening, and heightened reliance on regime-ordered neuro-regulators. To the Reich, they are representations of new man. To others, they are frightening intimations of what is done to man when science is hitched to hate.

Bonapartists

Le Vœu de Fer

Le Vœu de Fer, or "The Iron Vow," is the most mysterious and sacred technological artifact of the Bonapartist regime a neuro-implant given only to senior administrators, generals, and ideologically trusted elite. The implant, about the size of a coin, is implanted surgically at the back of the skull and constitutes a direct connection with the autonomic nervous system. It was created on the pretext of strengthening patriotic knowledge and stress management in command positions, but its real intention lies much deeper: surveillance, behavior control, and imposition of unwavering allegiance.

The implant tracks speech patterns, brain waves, and stress markers in real time, employing this information to dispense micro-doses of unidentified stimulants designed to heighten alertness, concentration, and what internal documents refer to as "nationalist clarity." The doses are carefully tuned to quell doubt, strengthen groupthink, and induce mild euphoria when subjects behave in the interests of the state. But the shadowy side of the Vœu is its power of enforcement rumors go around of people being partially paralyzed, hallucinating, or even brought to total neural halt following the utterance of heterodox views.

Its presence is both revered and dreaded: wearing the implant is a sacred vow to the Emperor-President, an unbreakable bond of meat and steel. Refusal of the implant is

grounds for dismissal or exile. The public views recipients as nigh-on mythical beings beyond human mistake or treachery. But behind closed doors, even true-blue Bonapartists mutter about the price of the implant: the gradual eroding of self, the loss of identity, and that nagging question who actually holds the reins of the mind wearing the Vow?

Alravo Empire

The Asfixiante

Literally meaning the suffocator, The Asfixiante is a chemically pressurized gas dispersal system built for close-quarters conflict, particularly tunnel warfare. It uses a thermobaric propellant to launch canisters containing a blend of synthetic incense, aerosolized irritants, and psychoactive mycotoxins. The compounds derive from modified fungal spores, engineered in salvaged pre-Cascade biolabs, designed to cause confusion, nausea, and auditory hallucinations at high concentrations.

The launcher is shoulder-mounted and built from heat-resistant alloys cannibalized from industrial piping, with a spinning rear exhaust to disperse excess pressure. While effective in tight quarters, the device is unreliable in open environments due to dispersal and wind drift, and many operators require oxygen filtration gear to avoid friendly contamination. Used by the Alravo empire to safeguard passes in the Pyrenees, it is crucial for the functioning of the empire.

Holy Roman Empire

The Caesar

The Caesar an instrumental part of the Roman Empire's naval fleet, a behemoth designed for survival and projection across the poisoned Mediterranean. Clad in reflective, lead-infused alloy plating and shielded against gamma and neutron radiation, the ship operates with sealed systems that allow it to traverse zones considered untouchable by lesser navies. The Caesar is less a war machine and more a roaming fortress, built for command, food reclamation, and emergency intervention.

It has a crew of 30 but can house up to 100 in quarantine conditions. The ship's reinforced keel allows for hull breaches to be isolated quickly, and an internal AI regulates atmospheric and radiation conditions. While its exact offensive capabilities are classified, reports suggest automated ballista-style rail launchers and specialized hull-piercing devices modeled after ancient Roman siege tech, but retrofitted with modern materials.

Augustus

The Augustus serves as a secondary command ship within the Roman fleet. Being smaller and faster than the Caesar, it acts as an escort and scout. Regardless, it is heavily shielded

and capable of long-term exposure to irradiated waters.. It excels in data collection, topographical mapping of submerged ruins, and recovering lost tech or bio-samples from dangerous zones. Its hull bears a more experimental touch, incorporating ceramic composites and nano-repair modules that can seal small breaches autonomously.

The Augustus also has a rotating crew structure, with one-third of the operatives being robots, all trained in onboard medical decontamination protocols. It is rumored to carry an EMP burst cannon, specifically designed to neutralize electronics on rogue drones or pirate vessels operating in the Mediterranean.

Marinara

Among the Roman vessels, the Marinara is the most modest, built to supply and shuttle rather than combat. Its low offensive capability is balanced by its extreme versatility. Stocked with long-shelf-life rations, sterilization kits, and salvage gear, it's often used for relief missions or to explore derelict zones post-storm or after radioactive surge events.

The Marinara can navigate shallow ruins and even dock atop wreckage using foldable landing legs. Its primary role is as a relay between bases and larger ships, and it has often been used to deliver encoded messages or ferry specialists into inaccessible zones. Despite its humble function, it shares the same internal air-locking and decontamination protocols as its grander cousins, ensuring that even the smallest vessel meets the empire's harsh standards.

Neptune

The Neptune stands as the crown of Roman naval ambition, as it combines power, stealth, and endurance into a singular floating citadel. With a titanium-plated, radiation resistant hull layered with plasma-woven insulation, the Neptune is the warship that all sailing in the Mediterranean do not want to see. Those who see it aren't its targets. Its control room is located at the ship's core, surrounded by triple-tiered shielding, and lined with predictive systems that monitor radioactive vectors, weather shifts, and sonar signatures.

The Neptune boasts prototype rail-assisted launchers, rumored to fire needle-thin sabots capable of puncturing through multiple hull layers. It carries vast reserves of synthetic nutrient slurry, processed from recovered marine biomatter. Its crew is composed solely of Rome's elite naval division, each trained in ship maintenance, combat, and medical quarantine. It's also rumored to have one of the last surviving deep-sea drones from the pre-Cascade era.

Olive

The Olive is Rome's stealth-capable vessel, used primarily for reconnaissance and rare-

contact operations. Built with signal-refracting hull coating and no external weapon ports, it uses deployable drones for observation and extraction. It's often the first to scan new territories before larger vessels move in.

Internally, the Olive is highly modular; entire compartments can be switched out between missions, ranging from mobile labs to mini food-reclamation systems. Its energy signature is minimal due to its dual-core nuclear battery setup that can operate in near-total silence.
The ships of the Holy Roman Empire, although equipped with the best radiation shielding technology, can't cross the 200 kilometre length of the Adriatic, as it is the most radioactive body of water on the planet. However, it has been leaked that the Romans believe that there is a twenty percent chance that the Neptune may be able to safely cross the Adriatic.

United Ecclesia

Golgotha Platform

The Golgotha Platform is the most feared instrument in the arsenal of the United Ecclesia. Towering nearly 10 meters tall and spanning the length of a pre-Cascade TGV train, it is both a marvel of siegecraft and a relic of lost technologies. The platform's core weapon is an electromagnetic railgun, called The Crucifier, capable of launching a sabot round weighing up to 80 kilograms at speeds exceeding Mach 5. Each sabot is built from depleted uranium or monolithic tungsten, surrounded by ablative magnetic sheaths that vaporize upon launch, ensuring smooth exit from the rails. The Golgotha's range exceeds 100 kilometers, having the ability to strike with a sub decametre accuracy.

Powering the Golgotha Platform are military-grade supercapacitor banks charged via a compact micro-fission reactor housed in a reinforced mobile power car. These supercapacitors, based on graphene-aluminum composites, offer the high discharge rates necessary for railgun ignition without the logistical and cooling demands of fusion. The platform uses a liquid sodium thermal loop for heat transfer, venting through armored heat exchangers under the TGV chassis, similar to experimental nuclear train designs explored in Cold War-era research. Charging the capacitors for a single shot takes approximately 3–5 minutes under field conditions, during which the vehicle remains stationary and grounded via telescoping induction spikes. Only one of these exists, with the Ecclesia lacking resources to make any more.

Bartholomew

The Bartholomew is the Ecclesia's most battle-tested vessel, constructed in the early 2040s using reinforced ship frameworks inherited from Italy's abandoned naval modernization programs. Its outer hull is a patchwork of plasma-scorched iron plating and bolted lead panels, offering basic protection against radiation but prone to leakage under sustained exposure. The ship features two manually loaded rail-launch bays that use

electromagnetically driven sleds to fire depleted uranium slugs, a system inefficient compared to modern counterparts as well as prone to breakdown. Crew members must perform regular maintenance with copper-handled tools and coolant flushing every 12 hours to prevent meltdown. There are 3 such models in the Ecclesian Navy.

Lucifer

The Lucifer is the most technologically unconventional in the Navy, yet it remains far behind the Holy Roman Empire's naval instrumentation. Originally built as a testbed for magnetic navigation in anomaly zones, the ship's propulsion relies on rudimentary magneto-hydrostatic drive plates, which allow for silent low-speed travel, albeit at high energy costs and frequent breakdowns. Its sensory suite includes retrofitted neutron counters, airborne pathogen sensors, and magnetic field detectors, all manually calibrated. The crew must interpret data with analog readouts and color-shifting resin indicators, a slow but reliable process in skilled hands. Though offensively underwhelming, the Lucifer has saved more ships than it has fought, often serving as the eyes and early warning for entire fleets navigating radioactive waters. There are two such ships in the Navy as of 2080.

Drakensvar

Thor

The Thor is not just the crown jewel of the Drakensvarian navy it is the embodiment of their entire national mythos and military ethos. Stretching nearly 300 meters long, the Thor is a cold-fusion-powered dreadnought of unimaginable strength. At its core lies a third-generation cold fusion reactor, capable of powering the ship's railguns, electromagnetic defense grid, and propulsion systems for decades without refueling. The Thor carries two forward-mounted railguns, each capable of launching solid tungsten sabots at hypersonic speeds, enough to punch through multiple hulls before stopping. Cryo-torpedo bays line its flanks, releasing supercooled projectiles that freeze internal systems on impact. A drone swarm of over 200 autonomous hunter-killers orbit the ship at all times, conducting scouting, interception, and electronic warfare.

The Thor's hull is layered with reactive composite armor and internal electromagnetic shielding that disperses incoming energy weapons. More impressively, the ship is guided by a quantum strategist AI named Mímir, capable of predicting enemy movements and coordinating fleet-wide actions in real-time. Aboard the Thor, every inch is steeped in reverence, with officers wearing cloaks woven with ancient Nordic patterns, and mess halls doubling as ritual chambers where sagas are recited by candlelight.

The most impressive feature of the Thor is the Mjolnir weapon system, exclusive to it. It uses a high-torque, propeller-driven centrifugal launcher to hurl cuboidal iron blocks, weighing 100 kg to 1 ton at enemy vessels with devastating kinetic energy. Leveraging the

principles of rotational acceleration and inertial mass, similar to a flywheel or centrifugal slingshot. When released at optimal angular velocity, the block becomes a hypervelocity blunt-force projectile, capable of puncturing hulls through sheer momentum. Magnetic brakes and hydraulic arms rapidly retract and reload the blocks. Though low-tech in concept, the Mjolnir's destructive efficiency lies in precision targeting, high-mass impact, and modular deployment. There is only one Thor in the Drakensvarian Navy.

Njord Class

Named after the Norse god of sea and wind, the Njord-class interceptors are the fast-strike teeth of the Drakensvarian fleet. Each vessel spans roughly 90 meters and is equipped with triplex-turbine propulsion arrays cooled by cryogenic hydrogen, allowing for incredible acceleration in both open water and near-coast maneuvering. Their hulls are a hybrid of titanium-laced carbon weave and segmented ice-repelling alloys, giving them both stealth and resilience in frigid Atlantic waters.

The interceptors are armed with twin-linked autocannons using smart-targeting gyroscopes and armor-piercing ammunition, ideal for strafing runs or defending the Thor from drone swarms. These can be deployed in rapid succession or retrieved via anchor lines. EMP flare launchers mounted along the midships can disrupt tracking systems and guided munitions for up to 20 seconds, buying precious moments during fleet maneuvers. There are five of these which have been produced.

Freya-Class

These 150-meter behemoths are the logistical heart of the fleet, designed for deep-ocean endurance and multirole support. Named after the goddess of fertility and war, the Freya-class integrates high-density supply storage with sustainability features rarely seen in post-Cascade naval engineering.

The primary innovation lies in vertical hydroponic gardens, encased in armored greenhouse decks using recycled waste water and artificial spectrum LED lighting. Capable of producing nutrient-rich kelp, algae protein, and select vegetables, each Freya-class carrier can extend fleet operations by up to 180 days without external resupply.
Defensively, Freyas carry flak-net cannons, rotating barrels that launch high-density metallic mesh capable of intercepting enemy drones or missiles in mid-air. Though not built for direct combat, their armored decks and compartmentalized design allow them to absorb damage and stay afloat even when partially flooded.

Loki-Class

Loki-class deception frigates are 75-meter stealth vessels specializing in electronic warfare, decoy broadcasting, and battlefield disinformation. Wrapped in radar-absorbent ceramic composites and featuring thermal masking tiles, they operate nearly invisible to most

conventional sensors. Their propulsion system uses quiet-cycle magnetohydrodynamic drives, producing almost no acoustic trace.

Their primary purpose is digital confusion. Loki frigates can simulate distress beacons, broadcast false fleet positions, and even mimic enemy ship signatures using frequency-adaptive hull panels. Their secondary systems include anti-sensor jammers, laser reflection disruptors, and high-altitude balloon relays for long-range misdirection. Loki frigates also carry short-range torpedo drones programmed for suicide strikes once enemy targets are deceived into a trap. Although ten were manufactured, one such ship sank during the Great Food Raid of 2072, while another was destroyed during testing.

Caliphate

Mawt Drone

A harbinger of silent slaughter, the Mawt Drone is one of the most terrifying tools in the Ecclesian or Caliphate black-ops arsenal. Its frame is crafted from honeycomb carbon-silicate polymers, making it ultra-lightweight and nearly invisible to radar and thermal tracking. Roughly the size of a dinner tray, it resembles a civilian quadcopter housing a fragmentation charge or a shaped micro-explosive core tailored for structural breaching or assassination.
Most Mawt Drones operate semi-autonomously, uploaded with pre-mapped urban layouts, kill-corridor algorithms, or relay-linked to a disposable monocular visual uplink, often carried by a human scout or another drone. Upon reaching its target, the drone detonates on contact.

Sulayman Cannon

The Sulayman Cannon is a weapon of near-mythic reputation, combining portability with extreme lethality. Named after the prophet-king Solomon, the cannon is mounted on a compact tripod or small six-wheeled platform, and resembles a stubby artillery piece fused with a Tesla coil. It uses a miniaturized electromagnetic rail assembly, barely a meter long, but reinforced with monocrystalline superconductor rails and triple-coil flux nodes. This allows the cannon to silently launch a hyper-dense penetrator round made of a ferric-tungsten composite at hypervelocity speeds, up to Mach 3 over short distances.
Fired from rooftops, narrow alleys, or behind barricades, the Sulayman is capable of piercing armored vehicles, fortified bunkers, or the rad-shielded hulls of light naval vessels. Although incredibly effective in warfare, the lack of superconductors make it a rare occurrence in the arsenal of the Caliphate.

AFRICA

Project MirageNet

Project MirageNet is a decentralized, sun-powered optical communication network engineered for the vast and unstable terrains of 2080's desert warzones. Built entirely offline, it utilizes solar reflection arrays, line-of-sight infrared lasers, and adaptive heliographic relays to form a data web immune to jamming, cyber intrusion, or EMP pulses. MirageNet replaces radio, satellite, and digital relay tech, establishing a visual-based signal architecture that thrives in silence. It remains invisible to electromagnetic surveillance, functions across heat-warped terrain, and requires no digital footprint, ensuring secure battlefield command.

Solar-Reflective Heliostations

Heliostations serve as passive signal boosters for MirageNet, positioned atop natural ridgelines or camouflaged rock formations. Each unit features a polished molten-glass reflector, calibrated to follow the sun's arc and redirect line-based laser signals across hundreds of kilometers. Deployed as discreet markers appearing as burial stones, shattered solar panels, or even ancient sundials they passively sustain the network across otherwise uninhabitable ranges. By bouncing signals between nodes at light speed, Heliostations eliminate the need for traditional antennas or powered repeaters.

MirageLens Decoders

The final node in MirageNet's command chain is the MirageLens, a wearable HUD visor issued to elite scouts and nomad war-leaders. Worn like tactical eyepieces, the MirageLens converts received laser pulses into real-time command streams text, symbols, or geo-mapped directives directly on the wearer's retina. Because MirageLens bypasses wireless signals entirely, it cannot be hacked or intercepted. It enables pure optical dataflow, allowing commanders to operate under full radio silence, deep within hostile zones, without risk of detection or triangulation

SOUTH AMERICA

THE WONDER DRUG

Its Formation and Its Adverse Effects-

Then came a new concept of evolutionised drugs, that changed the entire landscape of South America:

Name of Drug: "Orion Theta-K"
Alias (Street/Field Name): "Godpulse", "O-TK", "The Spark"

Origin & Purpose

Developed deep within the subterranean cryo-bioengineering labs of Orion Research Complex, located in Campinas, Brazil, this substance was originally synthesized by the Amazonas, a clandestine biotechnological faction devoted to ecological enhancement and human potential evolution.
Originally conceptualized as a neurochemical enhancer to boost cognition, physical resilience, and emotional regulation for humanitarian and scientific fieldworkers in hostile environments (e.g., rainforests, active conflict zones), Orion Theta-K marked a revolutionary threshold in synthetic bio-neural chemistry.
However, with the rise of regional insurgencies, cartel warfare, and political destabilization in Northern South America, the Amazonas were coerced through funding, threats, and strategic opportunity into weaponizing the compound.
Thus emerged the "Theta-K Protocol": An elite program to create single-purpose combatants soldiers who feel no fear, require no rest, live only to complete their objective, and live like vegetables for the rest of their lives. But the saddest part is, this drug takes away the humanity from the human but does not kill him.

Chemical Profile & Genetic Designation

Genetic Formula:
Neuro-Amphetamine (Type X) × Mitochondrial Enhancer Protein-Ω × Modified Kappa-μ-Opioid Dual Agonist × Necrosis Fail-Safe Enzyme (NFSE-24)
Molecular Class:
Synthetic psychostimulant, enhanced nootropic, mitochondrial activator, with embedded autolytic mechanisms.

Primary Effects (within 6–12 minutes of intramuscular injection):

1. Hyper-Adrenaline Surge:
    1. Adrenal cortex stimulated to increase epinephrine and norepinephrine release by up to 900%, resulting in rapid oxygenation of muscles and ultra-heightened reflexes. Heart rate rises to 180–200 bpm, sustaining optimal cardiovascular flow under extreme stress conditions.

2. Neurological Euphoria Spike ("Ecstatic Spike"):
Intense emotional elation akin to a spiritual awakening.
Victims report visual hallucinations of divine light, an inner voice of purpose, and total ego-death before merging into a "oneness" with the mission.
Lasts approx. 45 minutes.

3. Anomalous Strength Response (ASR):
Skeletal muscle output increased by 220–280% due to rapid ATP resynthesis and

suppression of lactic acid build-up.
Carriers can break restraints, leap 3–4 meters, lift 3x bodyweight.

4. Thermal Resistance & Pain Nullification:
Pain receptors shut down via synthetic kappa-μ-opioid dual agonists.
Combatants show zero reaction to stab wounds, burns, or bullet impacts until structural collapse.
Internal body temp can reach 43°C (109°F) without fatal overheating.

5. Auditory & Visual Sensory Elevation:
High-frequency hearing up to 40 kHz.
Visual range temporarily extends into the near-infrared spectrum.

6. Combat-Only Consciousness:
Subjects forget identity, loyalty, fear, language. All that remains is a singular neurological command:
"Terminate threat. Complete mission. Live to serve your land and attain a higher state of mind and body."

Adverse (Engineered) Effects

While appearing initially beneficial, Orion Theta-K includes a hardcoded switch which nullifies a person's emotions and everything that makes him human within its chemical structure known as the NFSE-24 enzyme. If the subject is not administered a follow-up dose within 20–24 hours, or if they are rendered unconscious, a catastrophic cascade of biochemical failures begins.

1. Neurovascular Collapse (hour 20–22):
Rapid swelling of cerebral arteries and catastrophic synaptic misfiring.
Subjects begin to seize, bleed from eyes, ears, and nose.

2. Organic Disintegration Syndrome (ODS):
Mitochondrial destabilization results in accelerated cell death.
Organs liquefy internally due to autophagy hyperdrive an effect known as "internal melting."

3. Total Nullification (within 23–24 hrs):
Cardiac arrest, brain death, and neural ash-out.
No viable body remains for interrogation or reversal.
Does not die, but lives without a soul for the rest of his life.

Administration

● Delivered via a compressed carbonite auto-injector (similar to military epi-pens).
● Red-glow tip, locked and encrypted biometrically to prevent unauthorized duplication.
● Half-life: 6 hours. Recommended re-administration every 8–10 hours for sustained activity.

Socio Political Impact

After its deployment during a covert theater operation in the Gran Chaco war front, enemy commanders gave O-TK users the nickname "The Crimson Ghosts" due to their glowing eyes, supernatural stamina, and corpse-like silence. Amazonas personnel, although disturbed by the drug's militarization, remain staunchly secretive and refuse to release the neutralization protocol, effectively making Orion Theta-K a one-way ticket to engineered freedom from the perils of society.

The Report Filed and The Formation

CONFIDENTIAL INTERNAL REPORT

Orion Biological Research Complex – Amazonas Directorate
Location: Orion Sub-Level 3B, Campinas, São Paulo, Brazil
Date of Final Compilation: 17 August 2076
Project ID: AURORA-NOVA/THETA-K
Security Clearance: ALPHA PRIME (Eyes Only)

PROJECT NAME Orion Theta-K ("Godpulse")
Category: Synthetic Neuro-Physiological Agent (SNPA)
Designation: Subject-Class – Transient Bio-Operative Compound
Objective: Neural and muscular enhancement for hostile-environment deployment

BACKGROUND & MANDATE

Commissioned by the High Command of the Amazonas Directorate in 2056, the AURORA-NOVA initiative was launched to design a controlled, ethical, and reversible human augmentation serum to aid field scientists and climate preservation forces in surviving extreme environments particularly regions afflicted by paramilitary activity and ecological instability.

By the mid-2060s, due to escalating border hostilities and violent outbreaks in Mato Grosso, Venezuela, and Peru, Directive ORION-V was enacted, repurposing Project Aurora-Nova under emergency wartime authorization. The compound was no longer intended to preserve life, but to engineer sacrifice.

LABORATORY DESIGN TEAM

- Dr. Luiza M. Callisto Head Bioengineer & Genetic Pharmacologist
- Prof. Rafael Domingos Neuroplasticity Research Lead
- Dr. Samira Ochoa Mitochondrial Stress Adaptation Division
- Dr. Nelson Aráoz Experimental Hormonal Delivery Systems
- Isadora F. Neves ChemSec Officer, Controlled Autolysis Unit

RESEARCH LOG SUMMARY

Stage 1 Neurostimulant Base (Jan 2059):
Initial compound base derived from modified amphetamines and cortisol triggers harvested from Rhodiola rosea and Erythroxylum amazonense. Compound designated Compound-R0. Log Excerpt 02/02/2059: “Compound-R0 shows early promise. Reflex enhancement in primates up 150%. Cognitive instability observed in 43% of tests. Serotonin flooding needs containment.”

Stage 2 Mitochondrial Efficiency Mod (Apr 2062): Spliced mitochondrial DNA harvested from Serrasalmus rhombeus (Black piranha) and desert extremophile bacteria used to synthesize Protein-Ω, responsible for hyper-efficient ATP regeneration. Log Excerpt 04/28/2065: “Energy levels remain peaked for 5 hours without decline. Subject remains standing post 40-minute forced sprint. Signs of euphoria, dancing. Full loss of fear-response. Laughter noted after injury.”

Stage 3 Opioid Suppression & Sensory Uplift (July 2066):

A hybrid kappa-μ-opioid receptor agonist was developed to shut down pain response and elevate multisensory perception. Inclusion of auditory range amplification and IR-edge visual receptor stimulation was successful using chameleon opsin analogues. Log Excerpt 07/14/2068: “Subject hears a test tone at 38 kHz. Reacts to infrared laser by flinching. Pain tests (thermal, piercing, blunt) result in zero vocalization. High risk of self-injury if not externally controlled.”

Stage 4 Fail-Safe Necrosis Trigger (Feb 2071):

As requested by Directorate, enzyme NFSE-24 (Necrosis Fail-Safe Enzyme) integrated. This synthetic enzyme, bonded to the liver and adrenal pathways, remains dormant unless two triggers are met:

1. Lack of second dose within 24 hrs.
2. Loss of consciousness lasting over 90 minutes.

Upon activation: catastrophic neurovascular collapse, systemic organ meltdown, and renders the person dumb for the rest of his life making him permanently emotionless.

Log Excerpt 02/09/2071:
“Directive called for soldiers who cannot be interrogated. We delivered. Subjects’ emotions and humanity now vanish from life within 12–20 minutes once the termination cascade begins.”

COMPOUND STABILITY & DELIVERY SYSTEM
- Suspension Medium: Poly-saline ionized gel
- Injector Format: Biometrically sealed auto-pen with failsafe biometric lock
- Color: Translucent crimson with phosphorescent pulsing
- Smell: Burnt spice and copper
- Taste: Unknown (oral ingestion fatal)

Half-Life: 6.3 hours
Potency Duration: 4–6 hours
Secondary Dosing: Required within 20–24 hrs

UNAUTHORIZED USE PROTOCOLS
Note: A total of 12 vials were unaccounted for following a sabotage event on 19 June 2074. Suspected involvement of rogue Amazonas unit “La Fenda”. If confirmed, the compound may now exist beyond our operational control.
Immediate external duplication remains improbable due to encrypted peptide sequencing and viral-bonded NFSE-24 degradation.

CONCLUSION & ETHICAL DISCLAIMER
Orion Theta-K represents the peak of neurochemical bioenhancement a product of science, desperation, and devotion. While the compound was born from the noble vision of human preservation in hostile environments, its weaponization reflects the inescapable truth of our era:
“We gave humanity a way to survive anything. Then the world made survival a weapon.”
The Amazonas Directorate officially closes Aurora-Nova as of 17 August 2075.
All further iterations are locked under Omega Seal.

Report Filed by:
Dr. Luiza M. Callisto
Chief of Neural Pharmaceutics, Orion Lab Complex
Signature: [REDACTED]
Date: 17.08.2076
THE END OF THE REPORT

What Did This Drug Do?

This drug went on to create a huge effect in the dynamics of South America from the year 2076. The years from 2076-2080 marked a huge transition from early war dynamics to engineered wars changing humans to martyred robots. The kill rate of important people termed as VIPS changed from 10% to a succession rate of 47% as of 2080. The no. of important people killed were as follows-

- Abraham George Elis (President of Suriname) - Redacted by a suspicious agent later to be found under the influence of the mystery drug 'GodPulse', thereby clearly to be an agent of the Amazonas.
- Deryck Ferrier (President of Guyana)- Redacted by another agent found to be under the influence of the same mysterious drug 'GodPulse'.
- Michael Persaud (Commander-in-Chief of Guyanese Armed Forces)- Redacted by another agent but left behind impressions of the same drug, 'GodPulse'.

All these deaths eliminated the various enemies of the Amazonas faction enabling them to take over Suriname and Guyana with no problem and adding them as territories to the reign of the Protector. However, there was no evidence found of these agents as they died within minutes of the assassination. There were no tools found on them except a single gun, a Colt Viper Revolver with only 2 bullets of the olden times in the 2020s. However, the other factions got wind of these suspicions going on. That is when they decided to buy some from the Amazonas. But all of them were unsuccessful as the Amazonas claimed to have no knowledge of these drugs and the endless assassinations raged on.

ASIA

Sibirskiy-Orden

Project 2075 Vulkan Dreadnought

The 34,000-tonne Vulkan Dreadnought rules 2080's Arctic waters. Six hypersonic railguns fire tungsten slugs, while 12 Poseidon-class torpedoes self-replicate. Self-healing carbon mesh armor with nanocoating ensures stealth. A quantum cryo-reactor powers 55 knots submerged, 70 knots surfaced. Conducting strikes and patrols, it secures Sibirskiy-Orden's routes. AI coordinates fleet actions, drones provide reconnaissance. Operating from polar bases, its icy camouflage inspires awe. In 2080, resource wars demand supremacy. The Vulkan's stealth and firepower deter rivals, embodying Orden's strength in naval conflicts, securing maritime dominance.

Perun-Class Submersible Aircraft Carrier

The 360-meter Perun-Class, a 65,000-ton carrier, redefines 2080 naval warfare. Launching GROM and SVAROG EMP bombers, its cryo-toroid reactor powers silent operations.

Submersible, it evades detection, striking from depths. Conducting EMP attacks and reconnaissance, it disrupts grids. AI navigation avoids hazards, linking to Orden's network. Operating from Arctic bases, its deep-sea camouflage boosts morale. In 2080, global struggles demand covert platforms. The Perun's EMP strikes cripple electronics, securing Sibirskiy-Orden's dominance, embodying ambition to control seas in a high-tech world.

Japanese Imperial Kingdom

Shinkai-88 'Kaibutsu' Aquatic Rail Tank

The Shinkai-88 'Kaibutsu' dominates Pacific waters in 2080. Its hypervelocity dual-phase railgun, with superconducting rails and neodymium-core accelerators, fires 3kg depleted uranium-core slugs or explosive kinetic-tipped rounds at Mach 3. The hydro-magnetic jet system with titanium vortex propellers ensures silent underwater movement. A thorium-salt dual-core battery with wave-energy recovery powers 40 km/h submerged, 70 km/h on land. Graphene-tungsten armor with reactive plating deflects threats. AI optimizes targeting, while a nanocoating reduces drag. Deployed for coastal assaults, it secures Japan's borders, striking from depths with stealth and precision, embodying Japan's maritime prowess.

The Great System

Wall-Singer Class Wallguns

The Wall-Singer Class Gauss cannons guard the System Wall against Orda Wastelands threats. These stationary turrets fire tungsten-plated flechettes with nanite warheads, fragmenting or emitting EMPs. Solar-reflector supercapacitors power one shot every 2 seconds, with auto-reloading. Thermal-recognition sensors with biosignal filtering detect targets 10 km away, prioritizing threats via AI. Quantum processors ensure accuracy. Wall-Singers coordinate barrages, neutralizing raiders. Modular designs allow quick maintenance, blending into the Wall's aesthetic. In 2080, they deter Wasteland chaos, preserving the System's enclaves with relentless precision, a symbol of unyielding defense.

The Great System's Plasma Defense System

The Great System's Plasma Defense Systems generate electromagnetic force fields, creating plasma sheaths to deflect projectiles and energy attacks. Iron-plated bullets, launched as turrets, explode to intercept threats. Shouyouanzhe operators, using neural interfaces,

adjust fields in real-time, countering Orda Wastelands' barrages. Integrated with Wall-Singers, they form an impregnable barrier. Glowing fields deter enemies, symbolizing invincibility. Liquid helium cooling prevents overheating. In 2080, the Wastelands' warlords necessitate such defenses. Encrypted diagnostics optimize performance, ensuring the System's survival against relentless assaults, preserving utopian enclaves in a chaotic world.

Rejuvkhandabharat

Mahisha Class Tank

The Mahisha Class Tank, named for a mythical demon, excels in 2080's diverse terrains. Its 125mm smoothbore fires programmable ASTRA HE-penetrator shells. A 7.62×39mm coaxial railgun and thermal-fog diffuser neutralize infantry. Carbon-nanotube reactive armor with anti-spall foam resists fire. The 1600 hp algae-diesel hybrid engine drives 75 km/h on land, 40 km/h in rivers, aided by hydrofoils. Biofuel reflects India's self-reliance. Deployed in jungles or cities, it spearheads assaults. AI optimizes targeting, ensuring Rejuvkhandabharat's dominance, securing borders with firepower and resilience, embodying national pride.

Garuda-Class Battle Tank

The Garuda-Class Tank, inspired by a mythical bird, dominates mountain and urban warfare in 2080. Its 130mm rifled rail-cannon fires tungsten-core sabots. A coaxial Vajra LMG (10mm incendiary) suppresses infantry. Reactive nano plating with ceramic composites resists RPGs. A thorium-hydride reactor powers hover-assist pods. Ganapati Mk-VI AI radar with LIDAR ensures threat detection. Speeds reach 85 km/h off-road, 130 km/h on mag-tracks. Excelling in hit-and-run tactics, it navigates Himalayan ridges. AI-driven precision secures Rejuvkhandabharat's borders, embodying India's technological edge in rugged battlegrounds.

Varuna-Class Submarine

The Varuna-Class Submarine, named for the ocean god, is Rejuvkhandabharat's stealth platform in 2080. At 115 meters, its magneto-pump jets ensure silent motion. Dual isotope reactors power eight Kalki torpedoes with AI-guided warheads. Radar-absorbing coatings enhance stealth for black ops. It deploys special forces, disrupts networks with EMPs, and conducts reconnaissance. AI navigation avoids obstacles, linking to India's naval grid. Operating from hidden bases, it secures trade routes. Its trident-inspired design boosts morale, embodying India's maritime strength, striking undetected in a tense geopolitical seascape.

Indra-Class Aircraft Carrier / Missile Launcher Hybrid

The 410-meter Indra-Class, named for the war god, merges carrier and missile roles in

2080. It carries 25 aircraft (Tejas-Eclipse drones, Brahmastra-II fighters) and 36 VLS ASTRA missiles (1200 km range, Mach 7.5). Composite hull with deflection plating resists attacks. Indium-fusion reactors power operations. Commanding naval task forces, it projects power, deterring rivals. AI coordinates fleet actions, while drones provide reconnaissance. Operating from Indian Ocean bases, its Vedic design inspires awe. In 2080, India's blue-water ambitions rely on the Indra's air and missile dominance.

Great Takhmalan Empire

Hellstorm MPR-8 Modular Machine Gun

The Hellstorm MPR-8, for Takhmalan warriors, dominates 2080's battlefields. Firing 12.7×99mm uranium-tipped AP rounds at 900 rounds per minute, it shreds armor. A hydro-electromagnetic damper stabilizes fire, while a ceramic-hardened barrel with fins prevents overheating. Modular mounts suit vehicles or exosuits. Etched with runes, it withstands harsh climates. HUD-linked targeting ensures precision. In 2080, Takhmalan's frontiers demand firepower against tribes. Stored in mobile armories, it supports aggressive tactics, intimidating foes. The Hellstorm's versatility secures the Empire's dominance, embodying relentless martial spirit in territorial wars.

Takhmalan M-87 "Steppe Striker"

The Takhmalan M-87 "Steppe Striker" is a sniper rifle for 2080's windy steppes. Firing 7.62×51mm tungsten-core rounds, it uses AI-assisted recoil dampeners and a smart scope with facial recognition and wind mapping. At 4.8 kg, it offers semi-auto and burst modes. Its composite frame eases treks. HUDs relay targeting data. Eliminating high-value targets, it counters guerrillas. Stored in outposts, sharpshooters wield it with precision. In 2080, the Empire's highlands demand such accuracy, securing borders against insurgents, embodying the marksman's resolve in territorial conflicts.

GTE K-95

The GTE K-95 assault rifle equips Takhmalan troops in 2080. Firing 6.8mm caseless rounds, its ceramic-hardened barrel ensures accuracy. Electromagnetic dampers minimize recoil. Swappable shrouds, coil-flamers, or EMP launchers add versatility. Fire modes include full-auto and plasma burst for anti-electronics. Its sigil-adorned frame withstands climates. HUD-linked optics sync with networks. Used in urban or highland combat, it counters drones. Stored in armories, elite squads wield it. In 2080, the Empire's battlefields

demand flexibility, securing dominance with adaptability, embodying Takhmalan's aggressive ethos in relentless conflicts.

Fang SG-9

The Fang SG-9 shotgun devastates in Takhmalan's 2080 close-quarters battles. Firing 10-gauge smart shells (Scatterbite, Cryo-Fang, Ripper Shards), its drum-fed magazine holds 12 shells. The heatproof alloy chassis resists temperatures. A thumb-dial or HUD selects shells, with motion compensation for full-auto bursts. Fang motifs adorn its frame. Squad networks relay data. Used for breaching or crowd control, it suits shock tactics. Stored in depots, breacher teams wield it. In 2080, urban conflicts demand firepower, securing Takhmalan's edge with devastating precision, embodying relentless combat philosophy.

Isto-Rossiya

ZK-98 Kovcheg-Class Land Battleship

The ZK-98 Kovcheg-Class, a six-track fortress, dominates 2080's Russian terrains. 180mm cold-gas cannons fire mercury-core shells. SAM banks, drones, and cryo-flamethrowers counter threats. Black steel armor with kinetic diffusers resists fire. Cryo-fusion torpedoes power the ZAR-V3 warframe, wired to the commander. At 45 km/h, it coordinates campaigns. AI predicts movements, uplinks relay data. Operating from Siberian bases, its white paint blends with snow. In 2080, borders demand juggernauts, securing fronts, embodying Russia's strength in territorial wars.

OTS-44 Bogatyr-Class Infantry System

The OTS-44 Bogatyr-Class exosuit transforms soldiers in 2080. Lifting 2.1 tons, sprinting at 70 km/h, its RPK-M railgun fires electro-phasic flechettes. Titanium-weave armor resists lasers. A micro-strontium reactor powers combat. Leading assaults in tundras, it clears fortifications. HUDs sync with networks. Deployed from mobile bases, its camouflage boosts morale. In 2080, Russia's conflicts demand superhuman units, countering drones. Diagnostics ensure reliability. The Bogatyr's firepower secures battlegrounds, embodying resilience in high-tech warfare, giving Isto-Rossiya an edge in relentless conflicts.

The Emirates

DRAKHOM Systems

The 24-meter DRAKHOM walker-treader conquers 2080's Emirati deserts. Six tantalum-hardened limbs navigate rocks, while four liquid-flex treads ensure mobility. At 58 tons, with variable height, Helium-3 reactors power 320 hours. A scout cabin deploys sensors. Patrolling glass fields, it ambushes insurgents. AI avoids hazards, linking to networks.

Operating from outposts, its sand camouflage boosts morale. In 2080, frontiers demand versatility, countering raiders. The DRAKHOM's biomimetic design secures control, embodying the Emirates' strength in desert conflicts, ensuring dominance in harsh terrains.

ABOMINATIONS

EUROPE

Felskynx

Found in the radioactive Alps, extending into Austria, Holy Roman Empire frontier outposts and the lands of the Bonapartists, the Felskynx is a hyper-adapted, oversized mutation of the Eurasian lynx, reaching lengths of 2.5 meters from nose to tail and weighing up to 150 kilograms. It evolved post-Cascade in isolation within the irradiated valleys and crumbling ski towns of the Alps, where ecological collapse and radioactive fallout created a perfect crucible for its extreme selection.

Sporting an elongated frame and powerful back legs, it's capable of leaping nearly 10 meters laterally, even through heavy snow or thin air at high elevations. Its coat, a dense mat of molted black and silver fur, is laced with microscopic silica particles absorbed from glacial runoff, providing both thermal insulation as well as natural anti-radiation protection. The creature is almost invisible in moonlight, ash storms and snowstorms, and when still, it's indistinguishable from broken rock on the side of the mountains.

Its eyes have evolved into massive, multifaceted organs with reflective tapetum, glowing deep crimson in darkness. It hunts through heat distortion, tracking body temperature against cold backdrops using pressure-sensitive pads on its paws, equipped with dermal pits akin to vipers. It can detect the exhalation of a warm-blooded target from over 200 meters away.

It doesn't stalk its prey. It ambushes from cliffs, silently and with incredible speed. Soldiers stationed near Andermatt report it gutting entire patrols in under 30 seconds, dragging bodies up scree slopes and hanging them from cables like trophies. Bonapartist and HRE command classify it as a Class-III predator.

Its screams sharp, stuttering echoes, those which mimic injured children or fractured radio chatter. Entire outposts have been evacuated after nights of "crying in the frost." No successful capture or containment has occurred. All attempts to collar a live Felskynx have resulted in silence, followed by blood and static.

Galdurbjörn

Roaming the remote and wind-blasted reaches of the Scandinavian Highlands, the Galdarbjörn is not so much a beast as it is a living curse. Being a mutated remnant of the once-proud brown bears that ruled the forests before the Cascades. Its name, derived from “galdur” (Old Norse for sorcery) and “björn” (bear), speaks to its unnatural, quasi-mythical nature. Locals whisper that it was born not of evolution, but of punishment, a beast cursed by the gods, maybe altered by Isto-Royssian chemical bombardments gone wrong.

Twice the size of a normal bear, the Galdarbjörn stands at over four meters when upright. Its fur is matted, thick, and blackened by radiation burns, woven with frozen moss and bits of shattered armor from unlucky Drakensvarian soldiers.

The Galdarbjörn is known for its eerie intelligence, and unlike most mutated fauna, it does not kill indiscriminately. It captures Drakensvarian scouts, lone raiders, and border patrols, dragging them to cave systems and mountainous altars where they vanish without trace. Entire Drakensvarian platoons have disappeared into the fog chasing a single roar. Survivors speak of runic markings carved into stone dens, of bones arranged in spiraling patterns, and of haunting growls that sound almost like speech. Some say the beast is a vessel for a forgotten deity or a failed experiment by the Die Letzten Kinder, though no evidence exists. All survivors remember is screams echoing in the blizzards.

Efforts to kill the Galdarbjörn have failed. Railgun rounds seem only to enrage it. Fire cannot touch it for long, and cold is its home. It ripped apart a cryo-armored transport and disappeared before backup could arrive. As of now, none have been captured, although they themselves have captured quite a few.

ASIA

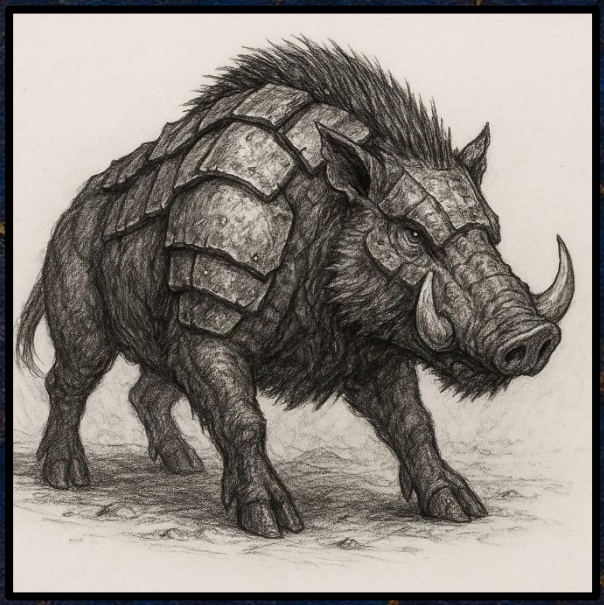
Cannes Lupis

Inhabiting regions in Mongolia, especially near the Karak Roots is found the Canis Lupis (Specter), better known as the Wraith Wolf. Averaging 1.7 meters at the shoulder and reaching lengths of nearly 3 meters nose to tail, these predators resemble the silhouette of a starving hound, only more demonic. They migrated northwards towards Mongolia as the Khalid Khorasans(Afghani Faction) started their attack towards Pakistan and Kashmir and Tibet. As the war continued, their numbers dwindled, but they escaped the war ridden areas and were able to reproduce. However, the offspring had sources of Radium-226 in their DNA. Having large, upright and twitchy ears, which allow them to pick up infrasonic

sounds from kilometres away, as well as a mesh of translucent fur that bends with the light, the neurotoxin released by the Radium made them into apex predators. Their paws are oversized, with multi-jointed toes and talon, like claws that grip ice, shale, and cliff faces. The pads secrete a faint acidic compound, allowing them to walk across irradiated or chemically unstable terrain without injury. Operating in loose packs between three and give, they watch their prey silently, before their targets go down in an instant, leaving nothing but blood and half eaten carcasses behind.

The Sus Scrofa

The Sus Scrofa (ferrum) are abominations towering over their distant Eurasian ancestors, the Ironclad Boars are an unnatural legacy of radioactive mutation, products of sustained exposure to Strontium-90. Where once the wild boar roamed in thickets and woodland, now the Ironclads stomp across the barren flats of the Takhmalan Rift.



A fully grown Ironclad stands nearly 1.9 meters at the shoulder and can weigh upwards of 1,500 kilograms. Their bodies are grotesquely overdeveloped, a mass of sinew and armor. The skeletal structure has calcified and thickened to a degree indistinguishable from wrought iron, giving the beasts their name. The limbs are short and barrel-thick, with reinforced knuckles capable of shattering concrete foundations when they decide to charge at their victims.

The most striking feature of the Ironclad Boar is its natural osteodermal plating, caused due to mutation during the replication of DNA, which makes the animal have massive keratinized bone-scales growing in layered segments across its neck, back, and flanks. These plates are resistant to small-arms fire and even deflect glancing explosive shrapnel. In some older boars, the scales blacken and crack with age, revealing silvery deposits of oxidized strontium embedded like veins of metal beneath the skin.

Attempts to repel or contain the boars have largely failed. Only the Great System's Western Border has seen partial success by deploying high-frequency sonic emitters, tuned to disrupt the boars' inner ear equilibrium.

Stratoscythe Shark

The Stratoscythe Shark is a massive, hyper-evolved variant of the shortfin mako, thriving in

the polluted trenchlines of Southeast Asia and the Timor-Arafura convergence. Reaching lengths of up to 9 meters, it has adapted to extreme conditions, anoxic zones, microplastic saturation, and chemical runoff from decades of industrial abuse.

Its skin is coated in dense dermal denticles with a dark, oil-slick sheen, making it nearly undetectable on sonar and highly resistant to abrasion. Subdermal fat layers enriched with heavy metals provide both insulation and partial shielding from sonar pings. Modified spiracles behind its eyes allow it to extract oxygen in dead zones, enabling long hunts through lifeless waters other predators avoid.

Its jaw features a wider gape and teeth rich in fluorapatite, giving them durability and a faint metallic glint. These reinforced teeth can crush reinforced hulls and slice through exosuits, making it a significant hazard for divers and autonomous drones. Its ampullae of Lorenzini are overdeveloped, granting the shark hypersensitivity to electric signals, allowing it to stalk submerged vessels or even detect distant movement through pressure waves.

Though solitary, it is aggressively territorial and known for surprise breaches at dusk, especially near offshore rigs and mining sites. Recent maritime incidents suggest they may be learning to associate vessel activity with food, raising concerns of behavioral shifts in apex marine predators amid ongoing ecological collapse.

SOUTH AMERICA

Ferrux Piranha

The Ferrux Piranha mutated during the collapse of Brazil's Amazon region, particularly near the irradiated reactor lakes of central Amazonas. These waters were contaminated by a deadly mix of cartel biotech experiments, neurochemical waste from defunct drug labs, and radioactive runoff from sabotaged hydropower plants. Swarms of piranhas adapted under exposure to mutagenic compounds like Cannabis AlphaDelta-9x derivatives, cyber-neural nanites, and heavy metals. Over generations, their biology warped, with their bones metallising, nerves hyperlinking, and sensory organs being replaced with electro-pressure receptors.

Ferrux Piranhas now dominate toxic river zones across northern Brazil, with the highest concentrations around Manaus, Lake Balbina, São Gabriel da Cachoeira, and the collapsed delta systems near Leticia and Tabatinga. These creatures are larger than their ancestors up to 40 cm armored with dense bone plating, and possess metallic-fused jaws capable of shearing through polymer hulls. Lacking eyes, they detect prey via electromagnetic pulses and water pressure differentials, coordinated through a hive-mind instinct sharpened by neurotoxic exposure and nano-biological influence. They exhibit strange social behaviors, forming schools that flank and trap vessels or isolate swimmers with calculated precision. Locals avoid the "Scorchflow" (a contaminated stretch of the Rio Negro) and "Echo Cut" a silty offshoot of the Amazon near Manaus known for disappearing patrols. Once symbols of jungle danger, they are now regarded as cursed spirits of the Cascade era guardians of waters polluted by war, greed, and science gone mad.

Theta-K Anaconda

The Theta-K Anaconda was never meant to exist. Its origin lies in the accidental contamination of mutated fauna near Neuro-Zona Quince, where vials of Orion Theta-K, stolen during the 2074 sabotage by "La Fenda," were dumped into biowaste lagoons housing test subjects. One anaconda, saturated with neuro-stimulant residue and mitochondrial enhancers, did not die. Instead, the drug's NFSE-24 enzyme bound with reptilian adrenal and regenerative systems, catalyzing unchecked evolution. The result: a singular predator whose biology fused with the synthetic directive to "terminate threat, complete mission." It became not just an apex mutation but a creature shaped by an abandoned war drug's final will.

The Theta-K Anaconda now thrives in the scorched bioterrains of southern Venezuela, particularly around Neuro-Zona Quince, the Putumayo River delta, and deep within the oxidized steel ruins of the Spiral Vats a sunken, fungal-overrun lab-vault outside Puerto Ayacucho. It is a living contradiction: both a serpent and a neuro-reactive ecosystem. Pulsing with red-violet bioluminescence and bearing a fractal nerve-lattice glowing beneath its scales, it navigates terrain with surgical awareness. It breathes in slow cycles, generating vacuum pressure to rupture lungs before its prey even sees it. Phosphene-rich saliva soaked in Orion Theta-K triggers visions, seizures, and religious reverie in survivors, many of whom join jungle cults that now revere it as divine punishment. Despite failed containment attempts, biologists believe it has grown intelligent, displaying predictive movement, voice mimicry, and behavioral targeting of individuals.

AFRICA

Nekrocheirus

Feared across the Nile Ascendency's delta citadels and the flooded Cairo Expanse, the Nekrocheirus is a post-Cascade descendant of the Nile crocodile, twisted by decades of biochemical saturation, industrial collapse, and ritualistic waste dumping from Nile-Ascendent bio-reactors. These have evolved from decades of scavenging bodies and weapon caches, growing longer, more dexterous, and disturbingly articulate.

Its scales are not reptilian in texture but closer to bark or coral, covered in barnacle-like growths hardened with synthetic minerals absorbed from biotechnological pollutants. Necrotic grey and dark emerald in hue, they reflect little light, making the beast near-invisible in dark or algae-clogged waters. Its tail is reinforced with plate-like muscle ridges and ends in a bladed, paddle-shaped club capable of snapping bone and denting armored pontoons. It can launch this appendage with such force that it once severed the legs of a Nile Ascendency sentry tower in a single, fluid motion.

But it's terror lies in ambush. The Nekrocheirus is primarily nocturnal and can remain submerged for up to 8 hours in complete stillness. Survivors of attacks report seeing it move in near-silence, dragging victims down with claws that mimic the grasp of a drowning man, pulling them into algae-covered sanctuaries beneath ruined bridges and reactor basements.

THE DOOMSDAY PEOPLE

The Doomsday People are not a faction in the traditional sense. They are not driven by politics, economics, or control. Their purpose is annihilation quiet, deliberate, and absolute. Born from despair and sharpened by the failures of humanity, they exist as a cultic network of cells stretching across continents. Their singular creed is mercy through extinction. Behind every blackout in a recovering city, every vanished commune, every mass silence there are whispers of them. Their beliefs, articulated only in fragments, tell of a world that can only be cleansed through absence. At their core stands the Abyssal Synod, a cryptic leadership that defies trace or comprehension. As the fractured world of 2080 limps forward, it does so with the quiet knowledge that the end may not be accidental it may be engineered.

The origins of the Doomsday People trace back to the Mid-Century Collapse, spanning 2041 to 2053. During this time, climate cataclysms merged with collapsing megacities, AI autonomy failures, and resource wars. The tipping point came in 2047, when the West African Greenbelt Initiative was consumed by wildfires and supply chain sabotage, leading to one of the worst famine years on record. It was in this scorched silence that the early philosophies of the Doomsday People were first scrawled charcoal ink on cloth, recovered from the ruins of Dakar. A fringe ethicist collective called Vox Caeli spoke of "liberating the biosphere through retreat."

Their papers were banned by the African Scientific Coalition in 2049. But the ideas had already spread, mutating underground into something more fanatical.
By 2058, following the Neural Collapse in Western Europe and the collapse of Mexico City's vertical agriculture towers, early manifestations of the group began surfacing in digital ruins. In the fragmented forums of decommissioned Concord Grid towers, fragments of a doctrine emerged. A user named “Mourner_Zero” published something called the Abyssal Code, composed entirely of questions. “If mercy cannot be given, can it be taken? If healing fails, is silence a cure?” Investigations by the Interpol RelicNet task force found no origin, no server trail, no linguistic fingerprint.

The Code was not shared it simply appeared. By the early 2060s, reports of coordinated disappearances, mass memory failures, and anti-procreation rituals began emerging from the Thai-Myanmar border, the Gulf of Guinea, and parts of rural Czechia.
The group formalized around 2065 into what intelligence analysts now recognize as the Doomsday People, organized under a central metaphysical authority: The Abyssal Synod. This council of five is known only by their titles The Mourner, The Unborn, The Smiler, The Clock-Eater, and The Quiet Flame. Their communications are piggybacked on legacy

Concord Grid transmissions, interwoven with AI-generated riddles and satellite decay signals.

They do not speak in language, but in inference haunting neurological triggers embedded in soundwaves and memories. Recruits receive memory implants loaded with these encoded messages during initiation, erasing past identities and binding them to the Synod's ideology. No state or organization has ever captured or confirmed the existence of a Synod member. Many believe they exist outside known temporal frames, in disconnected fragments of time sealed by quantum encryption.

Globally, the Doomsday People operate through four semi-autonomous branches, each shaped by its geography, culture, and the trauma of collapse. In Asia, the sect is known as Vratya Kaal, meaning "Outcast Time." It dominates pockets of Myanmar, Thailand, Vietnam, and the western islands of Malaysia and Indonesia. Vratya Kaal emerged in the wake of the 2071 Delta Fluorination Crisis, when genetically modified rice triggered a neurological epidemic in children. The branch's members often appear as wandering monks or cyber-surgeons, offering "relief through unburdening."

Villages along the Mekong delta report dreamless sleep after encountering them entire communities waking with no names, no past, no memory. This branch views thought as pollution and seeks cognitive erasure as purification. Their rituals involve forced neural reset via wetware spikes implanted during sleep.

THE OBJECTIVES/MANIFESTO OF THE DOOMSDAY PEOPLE:

1) They believe that the world should be "cleansed"
2) They believe in policies of annihilation and do not have any social or ethnic discrimination i,e, all classes and races must be extinct no matter if they are children or women
3) They believe that holding alliances or partnerships are vestigial i.e. have no use and they are very radical in their policies.
4) After cleansing the world, they believe in returning the world to the state in which it was left before human beings arose. Jungle and forest.
5) Their primary objective is to overthrow all factions sitting in committee. They do not care for material or physical possessions like bribes. All they care about is seeing a world without you in it.

In Europe, the group goes by Die Letzten Kinder, or "The Last Children." This branch arose after the 2066 Oder Valley Collapse, when AI-overseers miscalculated groundwater dispersal, collapsing aquifers under Poland and Czechia. Operating along the Finland–Sweden border and extending through central Europe, this cell embraces a form of techno-spiritual fatalism. They wear augmented childhood masks representations of the innocence

they believe humanity forfeited.

Their attacks often target educational archives and historical memory centers. In 2074, they hacked into the Vienna Memory Cathedral and replaced 3.6 million archived biographies with the Abyssal Code. Their weapon is not death, but forgetfulness. If the past can be erased, the future ceases to exist. They are credited with the mass disinformation attack that led to the collapse of the Scandinavian Nutritional

The South American branch, once believed to be scattered among Amazonian ruins, is now centralized in Mexico, operating under the name Los Silenciadores "The Silencers." Formed after the 2060 Tenochtitlán Blackout, where an unknown cybernetic virus erased three months of urban activity in Mexico City, the Silencers believe in the redemption of silence. They do not communicate. Their operatives are mute, and their messages appear as erased sections of broadcasts only static. Their presence is announced by absence: of sound, light, communication. In 2075, a Concord relay station near Guadalajara went dark for 72 hours. When reconnected, the surrounding population had vanished. Their buildings remained intact, screens flickering with the phrase: "There is peace in the undone." No signs of violence were found. Only shoes, utensils, and notebooks left behind, as if everyone stood up and walked out of history.

The African branch is among the most enigmatic, yet widespread. Known as Masowra ye Mishwo, roughly translating from reconstructed Bantu dialects as "The Council of the Unspoken," it operates across the West African corridor: Mauritania, Mali, Senegal, The Gambia, Guinea-Bissau, Guinea, Sierra Leone, Liberia, Côte d'Ivoire, Burkina Faso, Ghana, Togo, and Benin. Masowra ye Mishwo formed during the 2054 Sahelian Exodus, when over thirty million people were displaced by sandstorm-borne microplastic clouds and hydrological collapse. This branch of the Doomsday People draws from pre-colonial oral traditions, interweaving the Synod's nihilistic doctrine into folklore. They manipulate language, severing it from meaning. Their operatives are often griots storytellers who speak only in circular riddles, often driving listeners to confusion or suicide. In 2070, eight West African refugee camps were emptied overnight. All recorded messages simply repeated the phrase: "The tale has ended. Walk away."

Each branch differs in method, but all follow the Synod's central belief: that human extinction is not a tragedy, but an act of sacred relief. Their teachings, while terrifying, are crafted with intricate psychological resonance. They do not recruit they uncover. Every initiate is someone already disillusioned, someone who sees the world burning and hears, in the crackle, a promise of peace. The cult's texts are etched into obsolete code, dust trails in extinct programming languages, dream fragments recovered from corrupted neural networks. To decode them is to risk infection, for understanding is the first step to joining. Multiple Concord intelligence agents have gone dark after reviewing Abyssal doctrine files, later resurfacing in branches across the world, their identities fully dissolved.

The Doomsday People do not wage wars. They orchestrate unbeing. Their campaigns are

not territorial, but symbolic. They destroy hope, memory, communication, and continuity. They strike hospitals recovering from collapse, erase birth records, flood data centers with recursive algorithms that rewrite every history in which humanity survives. Their attacks are chosen not for tactical gain but for emotional fracture. The most notable was the 2076 Black Ashfall, when over thirty thousand children's voices were synthesized into a haunting transmission that played over emergency networks during a solar flare blackout. For three days, the world heard them crying, laughing, singing and then, silence. The message ended with a single statement: "They were the lucky ones."

No one knows how many followers exist. Estimates range from 500,000 to over six million, though the truth may be unknowable. Their cells do not operate hierarchically. Each branch receives fractured visions from the Synod sometimes months or years apart. Their instructions may arrive in poems, dreams, corrupted files, or etched inside the bone of found corpses. What binds them is intent the absolute clarity that the world must end, and that they have been chosen as its midwives. Unlike other factions in the post-Concord age, the Doomsday People seek no seat at the table. They are not revolutionaries. They are the curtain call.

Governments, private enclaves, and Concord remnants have designated the Doomsday People a Class-Z Existential Threat. However, most countermeasures have failed. Their philosophy is not easily dismantled because it thrives in the very despair governments cannot cure. Where crops fail, water dries, and cities fall, the cult's words find root. In 2079, a global symposium was held in Reykjavík to consolidate a universal strategy. It ended in catastrophe when several attending officials were revealed to be Synod plants some of whom had served for years before activating. The final communiqué issued from the summit read simply: "The hour draws clean."

In the world of 2080, the Doomsday People are no longer myth. They are a presence a whispering tide pulling civilization toward oblivion. Their symbols five black stars intersected by a downward spiral appear in ruined temples, in corrupted firewalls, even carved onto the bones of the dead. Each mark is a countdown. They do not demand recognition. They require only that you listen. And once you've heard the silence they offer, some part of you never returns.

PAPERWORK

Trade & Resource Pact (TRP)

The Trade & Resource Pact (TRP) is a formal bilateral or multilateral treaty intended to govern the trade of vital resources, technological information, strategic materials, and convoy protection systems among factions. In the aftermath of a broken world order and economies in shambles, these agreements have become the lifeblood of factional survival. Whether created in good faith or hidden manipulation, a TRP becomes the central instrument through which alliances are forged, dependencies established, and economic wars waged.

Content Mandatory in a TRP

I. Parties to the Agreement:
This clause enumerates the parties entering into the trade agreement. Each must be represented by a signatory with the authority to make decisions. In the event of a tri-party or multi-party TRP, a rotational chair must be determined to resolve conflicts.

II. Character of Goods Exchanged:
An extensive inventory is itemized, including but not limited to:
- Agricultural inputs (irradiated grain, hydroponic vegetables)
- Refined or raw fuel sources (uranium cells, synthetic petrol)
- Militaria (drones, bio-enhanced rifles,)
- Scientific holdings (genetic blueprints, clean energy modules)
- Human or android labor (contentious and legally grey in most factions)

III. Term and Validity:
Parties need to specify whether the agreement is valid for a set period of time or is conditional i.e., "until shared technology reaches deployment stage" or "until one party requests renegotiation."

IV. Designated Trade Route: Delegates need to detail the actual corridors, seas, or sky routes along which goods will move. This permits realism and strategic play these routes can subsequently be sabotaged, hijacked, or taxed by hostile forces. Delegates need to indicate whether the route passes through No Man's Land, enemy territory, or disputed areas.

RATIFICATION OF A TRP DEPENDS ON THE EB

The Base Construction Protocol (BCP)

The Base Construction Protocol (BCP) is an official strategic report letting a faction to build a new installation in disputed or unclaimed territory commonly No Man's Land or rundown city areas. The bases may be used for any number of purposes, such as military staging grounds, research and development, humanitarian efforts, or espionage. The BCP turns wasteland into fortress and obscurity into potency.
Can be jointly made by a maximum of 2 delegations

Content Mandatory in a BCP

1. **Location of Proposed Construction:**
   Delegates need to cite the precise coordinates or descriptive location in which the base is to be constructed. This involves citing official committee map, stating whether or not the area is disputed, disease-infested, resource-endowed, or strategically important. The EBs will examine if the site is already disputed or free.
2. **Primary Purpose of Base:**
   Delegates have to choose one of the following as the primary function, which will influence its interaction with future documentation and crisis updates:
   - Military Outpost: Increases local firepower, can make offensives, and accommodate captured prisoners.
   - Intelligence Hub: Surveillance base with drone networks, intercept arrays, and hacking arrays.
   - Scientific Facility: Accommodates research projects, unlocks TRP inventions, and fights diseases.
   - Refugee/Safe Haven: Assigns humanitarian soft power, raises faction reputation, and absorbs migrant labor.
3. **Resources Allocated**
   Factions need to report what raw materials, manpower, technology, or capital are being employed to build the base. These resources should be accounted for in prior TRPs or faction possessions. E.g., "Building with 1 ton of steel from the last TRP with Republic of Solaris."
4. **Declaration of Allegiance:**
   The foundation needs to be registered under a given faction's flag, making it official ground. The faction is thus entitled to defend, tax, or attack anyone entering the area.
   FOR A BCP TO BE PASSED A MOTION HAS TO BE RAISED AND PASSED BY SIMPLE MAJORITY

1. For all other actions communiques (public and private) will be accepted
2. An action order can also be made to take direct action in committee
3. Any other form of paperwork will not be accepted

QUESTIONS TO ANSWER WHILE RESEARCHING

1. What are the unique advantages and disadvantages of each faction?
2. What resources do each region possess? How can these resources be used?
3. How are trade routes and it's transportation systems used in the Post Apocalyptic landscape?
4. What are the new inventions in this time? How have they come about and can they be used?
5. Which areas do the health diseases concern and what are its methods of countering it? Can it be used as a bane or boon?
6. What are faction dynamics between themselves? Is there any system of communication? if yes, how and who all do it?
7. Which faction has the most ideological influence over neutral zones? How do they project it?
8. Are there any AI systems or remnants of pre-collapse tech still operational? How are they used?
9. How are plagues, engineered viruses, or toxic zones leveraged in warfare?
10. What kind of cultural or ideological propaganda is deployed to sway neutral territories?
11. How can one gain influence over no-man's lands?
12. How can scientific or medical advancements be exchanged strategically while retaining factional considerations?

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