



After the bombs fell, the motorcycle clubs that survived were forced to rely on mobility and safety in numbers. Those that escaped the gridlock and chaos made the pilgrimage to the mecca of motorcycle culture, Sturgis South Dakota. Many Motorcycle Clubs (MCs) were represented there and most put aside their long standing rivalries. A vision emerged to unite themselves into a single MC, The Highwaymen. Those that refused to join were cast out and formed the Outlaws. Comprised mostly of the criminal element, bounties were placed on their heads. During the long dark years of the Maddening, several bloody road wars were waged against the renegade Outlaw charters. Although the Highwaymen often prevailed, their victories came at a steep cost. The Outlaws that escaped became even more cunning, and continue to

Historians agree that the Highwaymen were the first Faction to come into power; as they already had the numbers, firepower, and MCs before the war. As their sphere of influence increased, so did their power. As the most travelled of all the Factions, The Highwaymen are frequently consulted to plan caravan routes and for the right price, will even provide an armed escort. Although sheet metal fortifications have been constructed around the town for protection, much of Sturgis remains as it did before the war. The Highwaymen often brag of their factory, scavenged from the ruins of Milwaukee and meticulously reassembled in Sturgis. Although they specialize in the production and restoration of motorcycles, those with enough credits can also order their custom road war vehicles. With travel being so dangerous, these tricked-out rides are in high demand, especially for merchant outfits like the famous I-80 Caravaners. Featuring high-performance engines, armor and a vast array of weaponry, this endeavor has proved incredibly lucrative. Their only real competition is Jackie's Topless Garage, which surpasses their ingenuity, but cannot match their production

The Highwaymen are led by their President, a charismatic demagogue whose priorities are loyalty, profits and motorcycle culture. The President's strategy when dealing with the other Factions has been to become indispensable. They are always gathering intelligence on their enemies and analyzing their weaknesses. Unfortunately, many

> ROTHERHOOD STARTING LOCATION

**Faction Perks** 

Wasteland Scavengers: Each Town Business Phase roll 1d6 and

 Down with The Sickness: When an opponent plays a "negative" Action card on one of your Characters or Party, you roll 1d6. On a "1,"

Survival Instincts: Your Party ignores all negative effects from

**Faction Perks** 

•River Traders: Each Effects Phase you may draw a Spoils card. To keep it, pay a random player 1/2 its value (rounded up) in Salvage Coins.

 Anchors Aweigh: When your town is the target of an Action card or World Card effect, you may roll a 1d6. On a "1," ignore its effects.

•The Long Walk: Begin the game with the 6.8mm Advanced Rifle

 Veritable Fortress: Begin the game with 2 Town Defense chips. All other Town Defense chips you purchase cost 4 extra Salvage Coins.

Spoils card.

Hidden Agenda: Begin the game with 2 additional Action cards.

ROSTER

each of their Party Characters sustain 1 Radiation Damage

Blade Cult: Begin the game with the Vendetta Daggers Spoils card.

receive that many Salvage Coins

members of the Highwaymen believe "Might makes right" and that they should meet violence with violence, which often stands in the way of progress.

wreak havoc on the roads, remaining a thorn in the side of the Council of the Ten Towns.

natural light from stained glass windows made from scavenged glass.

born of the waves.

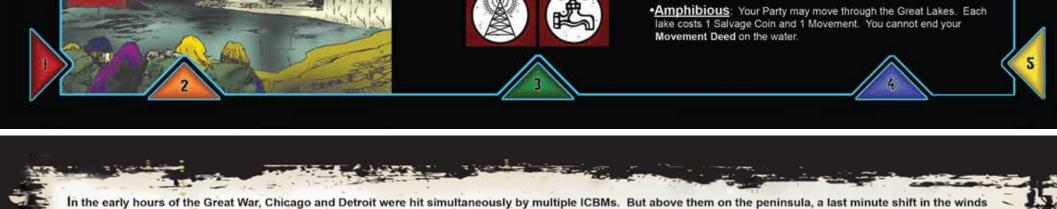
serviced by a unique menagerie of other watercraft.

capabilities.



Led by their High Cleric, The Brotherhood demanded a place on the Council. When their initial request was ignored, they appealed to the accepting natures of the Coalition of the Black Angel and Enclave of Terra. When this again failed, they threatened war. After much deliberation, the Council of The Ten Towns admitted them to keep the peace, although the vote was later disputed. The Brotherhood has grand designs to establish clandestine cults within each of the factions. Eventually, they

hope to bolster their number until they can overthrow each Faction's leadership and establish an overarching Theocracy.



saved Grand Haven, "Coast Guard City USA." Still, many people with boats fled to the water of the Great Lakes to survive. The old adage "safety in numbers" proved true during the Maddening and this resulted in the survivors forming flotillas and they only returned to shore to scavenge supplies. Eventually, the two largest flotillas on the lakes combined forces to form Sons of Neptune. Within months, the remaining groups united under the blue trident banner. Hardened sailors, their new society was one

Their territory and reach continued to grow as did their fleet, scavenging abilities and economic influence. As the second Faction to establish themselves within the Fallen Land, the Sons of Neptune's rise to power signaled the end of the Maddening and the beginning of a new era called The Emergence. Inspired by their many successes, the next few years saw eight other Factions step forward. Seizing this opportunity, the Sons of Neptune created a trade and economic forum. Capping its membership at ten, they only invited the largest survivor groups, called Factions to join. Over time, the council expanded its authority and power to become the Council of the Ten Towns.

Grand Haven is a representative democracy, guided by the Council of Captains, but steered by the Admiral. Preferring logical policies achieved by subtlety and discipline, the Admiral's map for the future includes the restoration of social order by any and all means necessary. Grand Haven intends to become the premier economic power in

Focusing on trade, Grand Haven is often the middleman when it comes to commodities within the Ten Towns. Specializing in trade and logistics, they often lord the knowledge they have gained from old technologies looted from the ruinous metropolitan areas over the other Factions. Their economic success has also fueled many inter faction rivalries and competition for scant resources. Always bustling with activity, their town is comprised of three massive cargo ships that are tethered together and

SONS OF

NEPTUNE

STARTING LOCATION

SIGMA **Faction Perks** 

the Fallen Lands and hopes to eventually re-establish overseas trade. The other Factions will then have no choice, but to unite under The Sons of Neptune.

 Excavation: If any player draws a Mission card with the word "Sigma" in its title, you gain 3 Town Health. Black Ops: Once per game, during your Party Exploits Phase, move your Party to any Mission Location chip on the map.

CORPORATION

STARTING LOCATION

After 9/11 and the ensuing "war on terror," Emporium, Pennsylvania found itself the thirteenth site of the U.S. government's top secret Sigma Series program. Fearing a catastrop loomed on the horizon, these new state-of-the-art bunkers were designed to survive a nuclear war, biological catastrophe or extinction level event. A vast improvement over their obsolete predecessors from the Cold War, they were created to safeguard government institutions. The Emporium Bunker's primary mission was to harbor members of Congress. Its secondary mission was to preserve a digital copy of the Library of Congress and the files for the mysterious project God's Hammer. The private security firm that landed this superfluous contract was Sigma Corporation. Dominating the industry, they absorbed their rivals Darkwater Security and Holli-Barton. Everything was on schedule until the Great War began. The massive EMP strike near Albany knocked out the power and electronics across the Eastern Seaboard also corrupted the data download from the Library of Congress and the bunker's main communication array. In a desperate act of self-preservation, the technicians inside sealed the blast door prematurely. Helicopters continued to arrive low on fuel with members of Congress. As ICBMs stuck nearby, those trapped outside perished. However, those who had made it inside enjoyed the bunker's safety during the long dark years of the Maddening; two hundred feet below the surface encased in solid bedrock. Later, when supplies ran low, the bunker's Security Chief seized power. Implementing a host of authoritarian policies, he took on the title Illuminarious and quickly and quietly silenced his opposition. It was only recently, during the Emergence that the mysterious Sigma Corporation came out of the shadows. When it did, the bunker grew into a small town with a state-of-the-art learning facility and a revamped communication array that is unparalleled within the Ten Towns. As the smallest of the Ten Towns, many of its citizens still distrust outsiders, who are still denied access to the lower levels.

Because Sigma Corporation purposefully remained hidden for so long, no one really trusts them and they remain at the apex of conspiracy theories within the Ten Towns. As the last Faction to join the council, they have had to skillfully expand their sphere of influence through a series of backroom dealings, which only perpetuates the general distrust of Sigma Corporation. As long as the Illuminarious can continue to influence the Council of the Ten Towns, it remains useful. Their clandestine agenda is to locate the other Sigma Series Bunkers and consolidate their own power. From there, they hope to rebuild the military industrial complex, seek out the enemies of the former United States and eliminate them and anyone else who stands in their way with extreme prejudice.