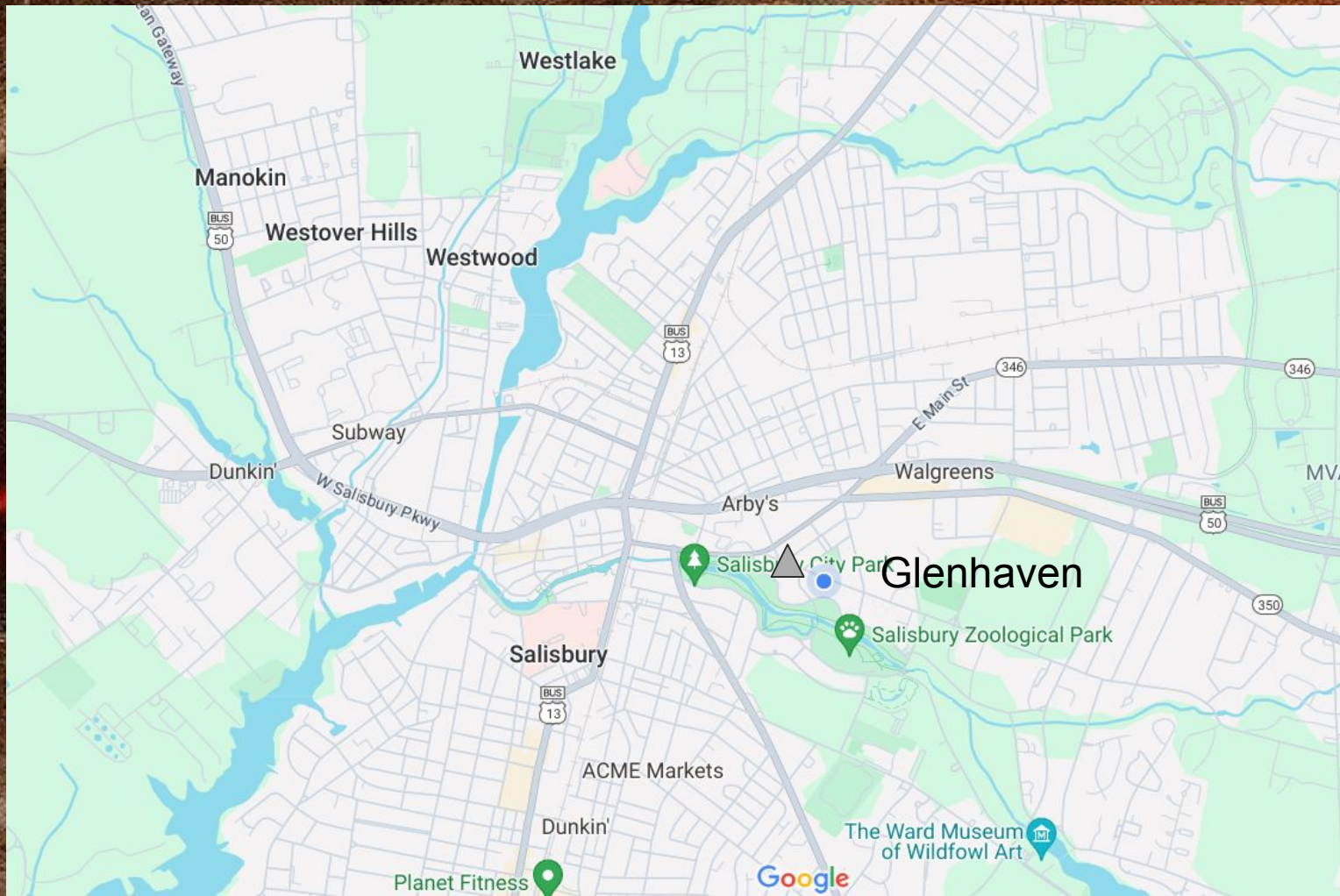


Map Key 1 Hex = 20 km

- | | | | |
|--------------------|--------------|----------|------------------|
| Deathlands | Hills | Badlands | Major Necropolis |
| Mountain | Jungle | Swamp | Enclave |
| Forested Mountain | Jungle Hills | | |
| Forested Mountains | Light Forest | | |



Manokin

Westlake

Westover Hills

Westwood

Dunkin'

Subway

W Salisbury Pkwy

Salisbury

ACME Markets

Dunkin'

Planet Fitness

Glenhaven

Arby's

Walgreens

Salisbury City Park

Salisbury Zoological Park

The Ward Museum of Wildfowl Art

Google

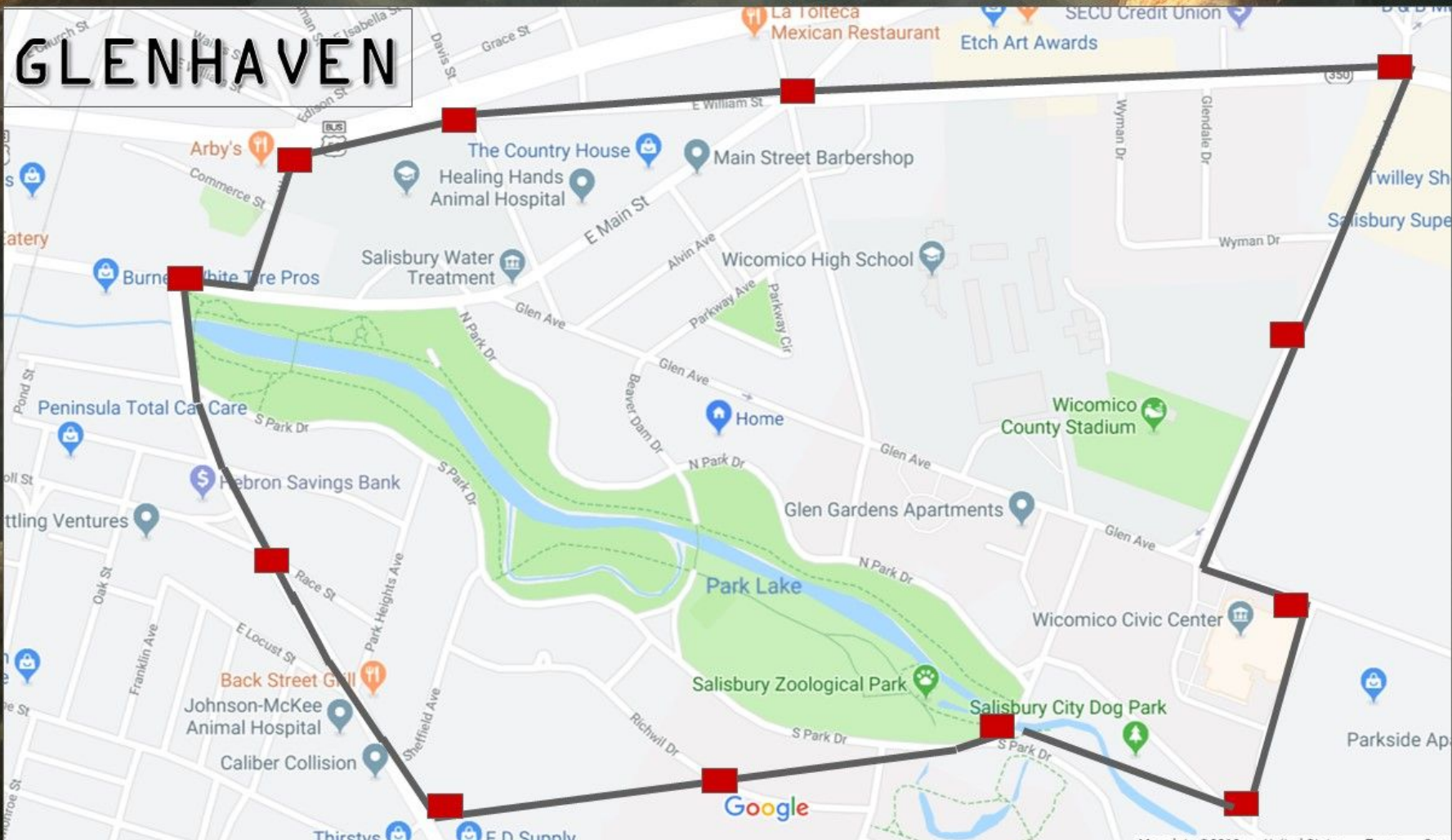
2850 Glenhaven 185 years AS

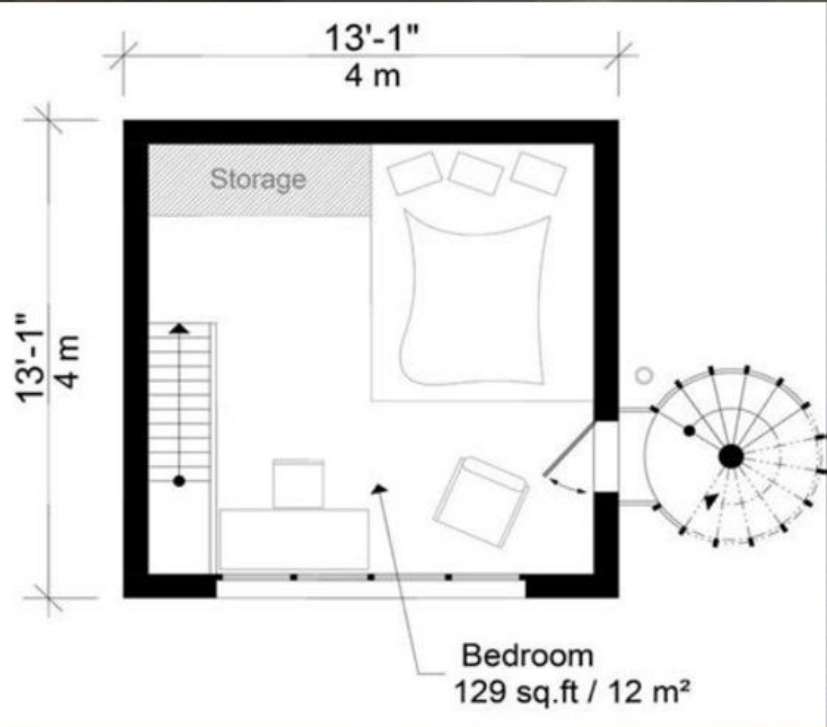
- 2665 – The Scream
 - Nuclear holocaust, starvation & water shortage decimated all large World Cities
 - US North East Cities greatly affected
 - The Delmarva Peninsula was protected by wind patterns from much of the radiation
- 2675 – Influx of the “changed” from high radiation areas of Annapolis, Baltimore and DC forced the Delmarva counsel to send a group of 100 soldiers on a one way trip to destroy the bay bridge.
- 2675 – 2680 The Delmarva peninsula was unified in keep the “changed” out and set up fenced walls at the top and bottom of the peninsula.

2850 Glenhaven 185 years AS

- 2680 – 2822 (142 year war) Because of food and water shortages, enclaves along the peninsula wage a series of wars and skirmishes. Dr. Davis of Glenhaven constructed a nanovirus that prevents the “highshine” event from occurring and inoculated the Glenhaven enclave. She also designs a secondary virus HA784 (and its vaccine) that would decimate opposing populations with Ebola type symptoms. This effectively ends the war. Dr. Davis is immortalized with Dr. Davis MedTech wing in Glenhaven.
- 2827 The Naval Yards of Norfolk-Virginia Beach were so irradiated that they were dormant for over 160 years. The “changed” are now able to start moving about the irradiated areas
- 2832 The furthest Glenhaven outpost “Camp Kiptopeke” returns home to inform the counsel that bay bridge tunnel was over run. This has been recorded as the Norfolk invasion

GLENHAVEN





- Lookouts House at least 2 Guards at all times: 1st level Slayer (5hp) +2 attack
- All guards have at least a bolt action rifle 1d8 (range 500ft)
- 10 rounds each
- And 1 compound bow 1d6
- 12 arrows
- Marine knife 1d4

Glenhaven Snap shot

POPULATION	800 adults, 1,600 children, 400 aged				
GOVERNMENT	Democratic, adults voting on important matters				
ORIGIN	Old Terran factory farm taken over by survivors				
TAGS	Mandate Heirs, Mutant Hatred			TL	0
	TIER	PROG.	RUIN	SOURCES	
FOOD	10	6	+1	Mutant raiders	1
INFLUENCE	1	3		Farm breakdowns	1
MORALE	6	4	+1	Internal quarreling	1
SECURITY	2	4			
TECH	0	3			
	TOTAL PROGRESS		2	TOTAL RUIN	
					3

Jenkins:

- Does advanced Scouting missions
- Has maps to locations, to where tech can be found



OTHER DUST

NPC



Father Hammish



Mischel



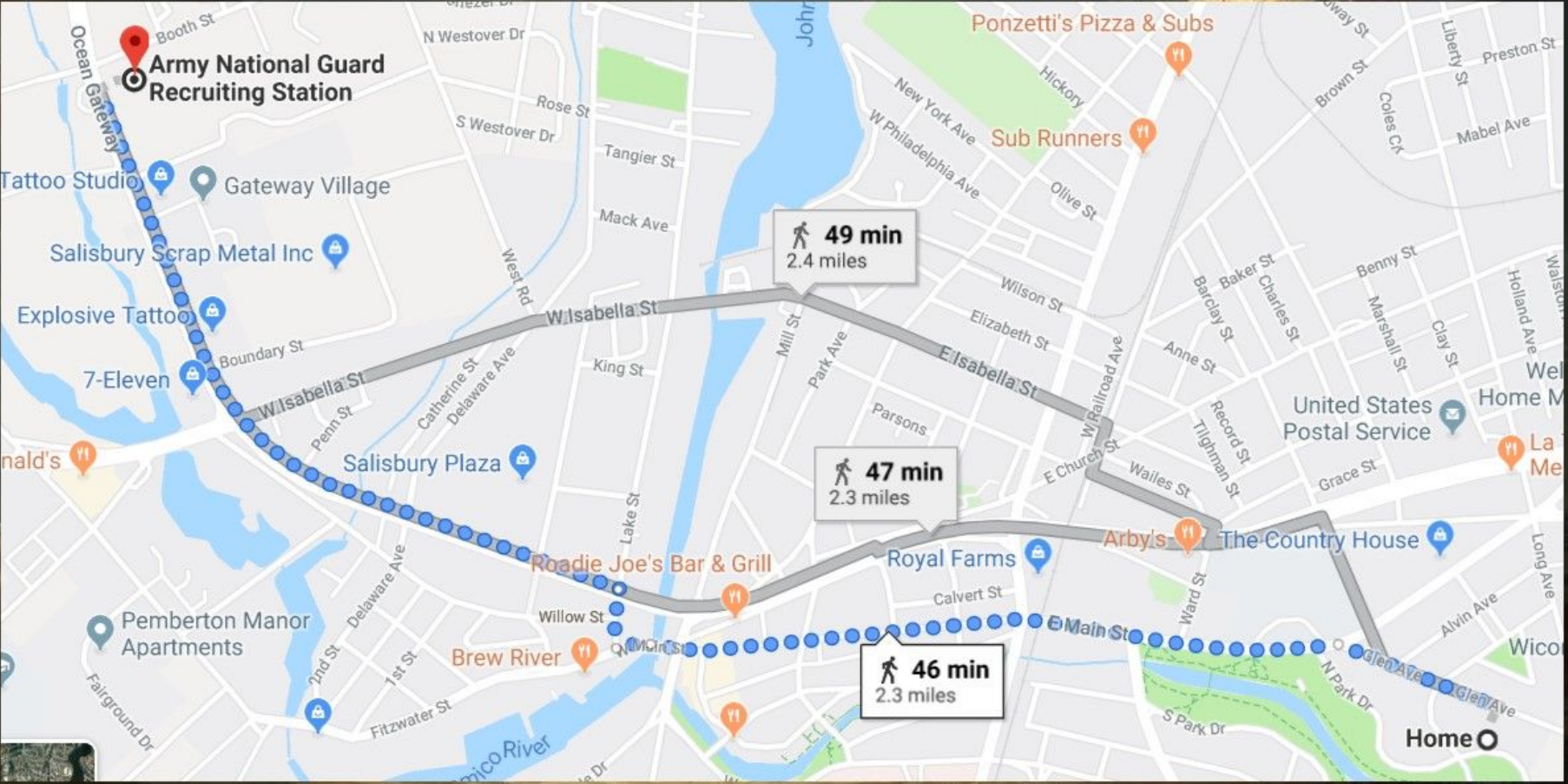
Dorsey



Jenkins

2850 Glenhaven 185 years AS

- 2850 – The Glenhaven counsel announces that the “Seer” a precognitive telepath has been utilized by the high counsel over the last 2 years.
- The Seer states:
 1. There is a secret military storage room in the National Guard Armory on Booth Street
 2. The Glenhaven water filtration is building up contaminates
 3. There is an enclave building to the south.
 4. A new species is forming in the north that will threaten Glenhaven



UNDERGROUND BUNKER

