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| TAG | Nation name | Nation Type | Special Attribute | Dev Note: | Work in Progress:  (By whom)  (Current progress) |
|  |  |  |  |  |  |
| BKR | Broken Coast | Raider |  |  |  |
| DRE | Dredgers | Settler |  |  |  |
| BEL | Bellingham | Settler |  |  |  |
| TOC | The Old Country | Tribal (?) | Ghoul nation | Would not make them super tribal in appearance, more like a very shoddy settler… |  |
| ISN | Issaquah Nations | Tribal |  |  |  |
| HAI | Haida Confederation | Raider |  |  |  |
| YAK | Yakama Nation | Tribal |  |  |  |
| PHA | Pharaohs | Settler |  |  |  |
| HIN | Hinterlands | Raider |  |  |  |
| BDT | Bone Dancer | Raider |  |  |  |
| HAM | New Hammond | Settler |  | Usually allies with New Canaan should have some familiar attributes from them. |  |
| PAL | Pale Folks | Tribal | Pale people, skin should be anemic |  |  |
| CYC | Cyclops Tribe | Tribal | Cyclops people, literally. |  |  |
| YKZ | Yakuza Territory | Raider |  |  |  |
| JAC | Jackals | Raider |  |  |  |
| NBM | New Battle Mountain | Raider |  | Create art similar to the leading portrait. |  |
| ANT | Antelope Tribe | Tribe |  |  |  |
| KLA | Klamath | Settler |  |  |  |
| UMB | Umbra | Tribal |  |  |  |
| BPT | Bone picker | Tribal |  |  |  |
| MLT | Mirelurk Tribe | Tribe |  |  |  |
| TCA | The Cause | Settler |  |  |  |
| CHE | Chemult Station | Raider |  |  |  |
| YMP | Yampa | Tribe |  |  |  |
| HAN | Hangdogs | Tribe |  |  |  |
| SCO | Scorpion Bite | Raider |  |  |  |
| TWI | Twin Mothers | Settler |  |  |  |
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**Guidelines**

* Try to figure out a colour scheme to be represented based on flag colour if possible, at some way.
* Try to make raiders raider, and tribal tribal-like. If native American try to use some native American design, same goes for Mexican native’s.