

# Updated Faction Relationship Map

## Legend

- **ALLY** mutual support, shared ops
- **TRADE** transactional, limited trust
- **NEUTRAL** no stable relationship, case-by-case
- **TENSE** friction, “one incident away”
- **ENEMY** active hostility, violence likely
- **COVERT** hidden influence, infiltration, deniable ops

Factions: **FPD, FRN, FOAK, Calaveras (CM), Raiders, Christian Fellowship, National Guard, Earth First, Pala**

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## 1) The map at a glance (public-facing)

### The “order bubble”

- **FPD ↔ FRN: ALLY / TRADE** (protection for food, stability, infrastructure)
- **FPD ↔ Christian Fellowship: NEUTRAL / TENSE** (adjacent safety, Fellowship isolationist)
- **FPD ↔ National Guard: NEUTRAL (no real association yet)**

### The pressure ring

- **FPD ↔ FOAK: ENEMY** (FOAK wants FPD water, sabotage history)
- **FPD ↔ CM: TENSE → ENEMY (trend line)** (CM wants roads, hates old law)
- **FPD ↔ Raiders: NEUTRAL / TENSE** (trade possible, raids always possible)

### The road wars

- **FOAK ↔ CM: ENEMY (non-negotiable)** (FOAK racism blocks any alliance with non-white leadership)
- **CM ↔ Pala: TENSE** (Pala controls desert gate, CM wants corridor dominance)
- **FOAK ↔ Pala: TENSE / ENEMY** (border control plus ideology clash)
- **Raiders ↔ Everyone: NEUTRAL with spikes of ENEMY** (depends on raids and “trade Danny” diplomacy)

### The unknown boogeyman

- **Earth First:** mostly not known by name, but its effects are everywhere
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## 2) True/covert map (GM truth layer)

These are the “secret wires” that make plots snap together.

### Earth First is the hidden hand

- **Earth First → Green Mercenaries: COVERT COMMAND**
- **Earth First ↔ FRN: ENEMY** (reactor gets noticed, they try to destroy or recover it)
- **Earth First ↔ FPD: COVERT DISRUPTION** (misinfo, disappearances, deniable hits)
- **Earth First ↔ CM: COVERT DISRUPTION** (stoke road chaos, eliminate threats quietly)
- **Earth First ↔ Raiders: COVERT DISRUPTION** (they love predictable violence they can steer)
- **Earth First ↔ FOAK: COVERT OPPORTUNISM** (not allied, but Earth First benefits from FOAK chaos)

### FOAK's infiltration vectors

- **FOAK → Christian Fellowship: COVERT INFILTRATION** (defectors and “repentant” whites destabilize the split)
- **FOAK → FPD: COVERT SABOTAGE** (Shauna and Grayson chain already established)

### CM's soft-control strategy

- **CM → Beebe: COVERT CONTROL ATTEMPT** (gifts = debt, exclusive dealing)
- **CM → Roads (15/76): EXPANSION CLOCK** (from soft tolls to occupation)

### Hero/Reactor fork consequence

- If Lin delivers reactor to Hero, **Earth First backs off FRN specifically**, but pressure shifts onto Lin, Hero, Chase, and travel routes (especially toward Pala/desert).
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## 3) Relationship matrix (compact, GM-usable)

Read as **row faction's stance toward column faction**.

### FPD

- **FPD** → **FRN**: ALLY/TRADE
- **FPD** → **FOAK**: ENEMY
- **FPD** → **CM**: TENSE → ENEMY
- **FPD** → **Raiders**: NEUTRAL/TENSE
- **FPD** → **Fellowship**: NEUTRAL/TENSE
- **FPD** → **Guard**: NEUTRAL (not linked yet)
- **FPD** → **Earth First**: UNKNOWN publicly, ENEMY once confirmed
- **FPD** → **Pala**: NEUTRAL/TENSE (standing-based)

## FRN

- **FRN** → **FPD**: ALLY/TRADE
- **FRN** → **FOAK**: ENEMY (no deals)
- **FRN** → **CM**: TENSE
- **FRN** → **Raiders**: NEUTRAL (but high-value target)
- **FRN** → **Fellowship**: NEUTRAL
- **FRN** → **Guard**: NEUTRAL
- **FRN** → **Earth First**: ENEMY
- **FRN** → **Pala**: NEUTRAL/TENSE

## FOAK

- **FOAK** → **FPD**: ENEMY
- **FOAK** → **FRN**: ENEMY (steal/destroy tech if possible)
- **FOAK** → **CM**: ENEMY (**ideological, constant**)
- **FOAK** → **Raiders**: TENSE/NEUTRAL (clashes likely)
- **FOAK** → **Fellowship**: COVERT INFILTRATION + public “shared faith” posturing
- **FOAK** → **Guard**: TENSE/ENEMY (Guard threatens their control)
- **FOAK** → **Earth First**: UNKNOWING PAWN potential
- **FOAK** → **Pala**: TENSE/ENEMY

## Calaveras (CM)

- **CM** → **FPD**: ENEMY ideology, may “negotiate” as a tactic first
- **CM** → **FRN**: TENSE (resource leverage target)
- **CM** → **FOAK**: ENEMY (FOAK is hostile and uncontrollable)
- **CM** → **Raiders**: TENSE (raids disrupt road dominance)
- **CM** → **Fellowship**: NEUTRAL (future leverage)
- **CM** → **Guard**: TENSE (Guard could crush checkpoints)
- **CM** → **Earth First**: UNKNOWN (until revealed), vulnerable to covert disruption
- **CM** → **Pala**: TENSE

## Raiders

- **Raiders** → **FPD**: NEUTRAL/TENSE (trade day vs raid day)
- **Raiders** → **FRN**: NEUTRAL (tempting target)
- **Raiders** → **FOAK**: TENSE (territory and ideology clashes)
- **Raiders** → **CM**: TENSE (CM hates unpredictability)
- **Raiders** → **Fellowship**: NEUTRAL (easy prey but politically risky)
- **Raiders** → **Guard**: NEUTRAL/TENSE
- **Raiders** → **Earth First**: UNKNOWN, manipulable
- **Raiders** → **Pala**: NEUTRAL/TENSE

## Christian Fellowship

- **Fellowship** → **FPD**: NEUTRAL/TENSE (safe adjacency)
- **Fellowship** → **FRN**: NEUTRAL (medical help potential, “tech unease” possible)
- **Fellowship** → **FOAK**: SPLIT (some defectors inside, others strongly opposed)
- **Fellowship** → **CM**: FEARFUL NEUTRAL
- **Fellowship** → **Raiders**: FEARFUL NEUTRAL
- **Fellowship** → **Guard**: NEUTRAL
- **Fellowship** → **Earth First**: UNKNOWN (until horror hits)
- **Fellowship** → **Pala**: NEUTRAL

## National Guard

- **Guard** → **FPD**: NEUTRAL (could become ally or occupier)
- **Guard** → **FRN**: NEUTRAL (tech asset, but control risk)
- **Guard** → **FOAK**: ENEMY potential
- **Guard** → **CM**: TENSE/ENEMY potential
- **Guard** → **Raiders**: ENEMY potential
- **Guard** → **Fellowship**: NEUTRAL
- **Guard** → **Earth First**: ENEMY once identified
- **Guard** → **Pala**: TENSE/NEUTRAL (border authority)

## Earth First

- **Earth First** → **Everyone**: ENEMY by intent
- Prefers **COVERT** manipulation until virus clock is near completion.

## Pala

- **Pala** → **Everyone**: BORDER AUTHORITY
- Neutral if respected and beneficially negotiated, hostile if threatened or undermined.

## 4) Heat lines (where violence ignites first)

1. **FOAK vs FPD** (water theft, sabotage, propaganda)
  2. **FOAK vs CM** (ideological war, road clashes)
  3. **CM vs FPD** (road dominance, “old law must fall”)
  4. **Earth First vs FRN** (reactor detection, recovery/destruction ops)
  5. **Fellowship internal split** (FOAK infiltration + ethnic fracture)
  6. **Raiders** as shock events (trade facade, raid reality)
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## 5) GM “quick triggers” to shift the map mid-session

- **CM gains weapons supply:** CM checkpoints harden, FOAK retaliates, FPD gets squeezed.
- **FOAK hits FPD water successfully:** FPD legitimacy crisis, Fellowship gets dragged in, FRN pressured.
- **FRN reactor activity spikes:** Earth First notices sooner, Green ops increase, disappearances rise.
- **Guard chooses action:** the whole region polarizes into “restore order” vs “don’t become the old world again.”
- **Pala closes the gate:** desert escape becomes a bargaining chip, everybody’s travel plans break.