Trailer Park

While no one wants the people of Trailer Park, the denizens of the province at least find their sludge useful. This sandy spackle-like substance is dredged from the earth by an old-style oil derrick and then gets sold to settlements like Pass Chris and Murphy, who use it as insulation and cistern-sealant.

Dry Flats

Slaughterville

The Dump

Originally this area was nothing more than a pit that the Union designated for dumping its garbage. Other towns in the sector eventually joined in the dumping, and the Union trash pit grew. A few years of this elevated the dump to proper noun status, making it the central location for disposing of garbage in the sector. Eventually, a group of scavengers discovered a Pre Fall landfill underneath the more recent garbage. The premium junk hidden in the Dump aroused the attention of every faction in the sector, and the settlement has since become a point of inter faction conflict.

New Gallows

New Gallows is built on what once was a country club and golf course. The sand traps have become home to some hermit crabs and some water holes have given over to swamp, but amazingly, many of the greens are still pristine due to GlobalTech-installed, genetically-engineered grass put down before the Fall. The clubhouse is the main gathering area for the town for people of influence.

Centrally located, New Gallows has become a trading hot spot. Merchants set up shop on the golf course, using tents and tables to show off their wares. People wanting to unload goods do it here at the “Bazaar on the Greens”.

Tinkersdam

Recently built around the more industrial part of what would have been the Northfields suburb, Tinkersdam has one of the few water treatment plants in the sector. A band of settlers led by Emilia Jenner drove out the Throwbacks and other mutant creatures that had been living in the area in order to get access to the water treatment and other industrial plants in the area.

Waste Farm

Using waste from local livestock as raw materials in producing methane, Waste farm has become the largest power production facility in the sector. Each faction struggles to gain control of this town, mostly for access to its fuel and fertilizer. The people of the town have their own interests as well. Some want to remain independent while others feel the protection of a faction would be useful. For the most part, Waste Farm has a strong sense of independence and would like to remain independent.

Fender Gate

An old junkyard turned into a salvager settlement, Fender Gate is mainly inhabited by scavengers and inventors with no place to go and with too much independence to join the Techs. While not well supplied, they are good at making do with little. The settlement is a common target of the Vistas and the Chota since it does not enjoy the protection of the Techs.

Park City

Anna Beth Romero searched the forest looking for an isolated campground where she could raise her son Andre in peace. Instead she found what would become Park City. Over grown with Hydra Weed and shrubs, only a few cabins were still usable. But Anna Beth would not be driven from her dream. She traded food and medicine to hire people to help her clear the overgrowth and repair the ruined housing.

It was only after they had finished clearing the outskirts that they realized the true value of the campground. Hidden beneath the log cabins was a sealed GlobalTech bunker. Anna Beth realized that if other people were to learn about the bunker they would invade the town, hoping to claim the contents of the bunker for their own.