

Whitney Field Depot

Overview: Built into an abandoned minor league baseball stadium, Whitney Field is a bustling trade depot which sees much cross-traffic from travelers who are headed to or from the Seattle metropolitan area. Whitney Field is replete with fine foods, liquor and recreational drugs, trade goods, and pre-outbreak luxury merchandise.

Leadership: [Mara Kaufman](#) has been the leader of Whitney Field Depot since it was founded. While she oversees the Depot in general, she delegates control of each of its operations to a lieutenant.

Lieutenants:

- **Second in Command:** Natalie Stokes (Squelones Brewing Co/Bar)
- **Third in Command:** Edgar de Leon (Travelling Lantern Theatre Troupe). Previously Scooter Deadman (NPC, head of the Scavenging Corps, recently deceased)
- **Lieutenant:** Lola Bellison (new head of the Scavenging Corps)
- **Lieutenant:** Beck Rosetti (Mazzara farm)
- **Lieutenant:** Barrett (NPC, head of security)

Population: About 65, mostly working members, including the Theater Troupe. Mara is selective about who she recruits to work at Whitney Field. Her community comprises resourceful scavengers, charismatic communicators, and craftspeople and artisans who collect and create luxury goods.

Culture: Whitney's residents tend to view the Depot as a collaborative project which they are working on together, and as such the interpersonal culture is laid back, casual, and friendly. They commonly value creative expression, tackling problems in innovative ways rather than direct ones, and indulging in hedonistic behaviors.

Potential Jobs: administrators, bartenders, beekeepers, blacksmiths, clerks, cooks, craftspeople, delivery runners, farmers, mechanics, moonshiners, scavengers, scouts, scrappers.

Reputation:

- Whitney Field is known in both the Quad area and the broader PNW area as a reliable, reputable trade depot with good business and reasonable prices. While Mara herself is notorious for being a little bit of a hardass about negotiations, she is also known for being true to her word.
- **Merit** is the currency that is guaranteed by Whitney Field Depot. These coins are made of smelted American currency (mostly nickel and copper), about the size of a half-dollar

coin, and feature a skull in profile on one side and a baseball bat crossed with a sheaf of wheat on the other. They can be obtained by trading directly with the Depot, trading with other survivors, or performing freelance labor for Mara Kaufman. A single merit coin is worth a week of dry rations for one survivor, or anything of comparable value.

- Whitney Field Depot is in good standing with **Red Talon** and **The Network**.

Base & Facilities:

- The stadium had a seating capacity of about 5000. The main building features a lobby which once contained a box office, refreshments concourse, and gift shop. The building also features a sublevel with offices, locker rooms, and player lounges. It has a standing wall along the outer perimeter of the outfields, as well as a fenced-in parking lot.
- The lobby has been converted into a trading storefront and bar (which is just named **"The Lobby"**). Anyone from any community is allowed to enter the Lobby to trade, drink, and socialize. The box office is staffed by clerks who manage trade deals. The refreshments concourse is a bar. The gift shop is a rec room, stocked with items for communal use (like board games, books, physical music, a pool table, etc).
- The stadium seating has been converted into covered storage shelving.
- The sublevel has been converted into housing for residents, as well as a very small number of rooms for guests which are available for rent. Most residents only have their bunk and a locker as designated personal space. Some people live in RVs or tents on the perimeter of the community. Select high-ranking members of the community may have more private quarters constructed for themselves elsewhere (Mara Kaufman, for example, lives in the press box).
- Common facilities like the weapon locker, workshops, and the infirmary are located in portable buildings on the diamond.
- The outfields have been converted into a community garden, although a big section of it has been left open as a communal lawn. Along the perimeter of the outfield there is space for RVs and tents set up as additional living quarters for permanent residents.
- The parking lot contains the junkyard. The Theater Troupe also currently has their caravan permanently stationed in the parking lot.
- Its primary defense against zombies is the "noise fence", a perimeter of four pylons each about a mile away from Whitney Field which have been outfitted with klaxons. These sound twice a day, at 6am and 6pm, attracting any nearby zombies. The pylons are outfitted with traps which clear the majority of attracted zombies automatically, and are also patrolled by community scouts once a day to check for and execute straggler zombies. The klaxons are audible from Whitney. The base itself also has guard towers which are manned 24 hours a day.

- The base has access to gas-powered generators and a rainwater harvesting system. Power is typically turned on for a few hours after sunset every day so everyone can charge their devices, shower, and otherwise use electricity. Their water supply is dependent on natural rain cycles.
- Whitney Field also has two major outposts, both located about a 10 minute drive (or 3 hour walk) up the highway from them. The **Mazzara Farm** is home to a cozy farmhouse, an apiary, and the base's marijuana grow op. The **Squelones Brewing Company** is a former distillery where Whitney's residents brew liquor. The outposts both have clean water and operate on gas-powered generators.

Resources:

- Between its scavenging corps, various outposts, and trade partners, Whitney has access to functionally any food they want, albeit in limited quantities. Food items which must be scavenged such as coffee and chocolate are at a high premium as trade goods, but available to community members as rations.
- Likewise, residents are able to get their hands on any scavenged goods they might want. Although Whitney does trade in essentials, its scavenging corps are mostly interested in acquiring luxury goods like sturdy fashionable clothes, high-quality camping gear, hygiene items, and other pre-outbreak creature comforts.
- Whitney has a small fleet of communally owned vehicles which they selected for their low noise profiles. These are mostly hybrid electric vehicles, although they also converted several sprinter vans to operate on ethanol fuel.
- Mara is notoriously anti-gun and has discouraged hot weapons trading in her depot. Although her own residents are all well-armed, she does not keep any stockpiles of weapons or ammunition in the trade depot. Cold weapons such as swords, axes, bludgeons, and crossbows are traded by Whitney.
- Whitney does not have free access to medicine, as the majority of medicine in the Quad area is owned by Prescott Fire Station, who will not trade it to anyone.

Community History:

- Whitney Field Stadium was discovered by Mara Kaufman and a small group of survivors in August 2012. At the time, it was overrun with zombies. Although they were massively outnumbered, Mara liked the location for its defensibility and proximity to Route 406. Over the course of a few days, the group managed to lure the majority of the stadium's zombies onto the diamond, where they were then set on fire.
- The Trade Depot opened for business on October 4th 2012. After painting advertisements on old billboards along the highway, traders began arriving within the month. In late October, the Depot's storefront was robbed at gunpoint by a small cadre of

nomadic survivors. Since then, they have a strict policy of visitors checking weapons outside the base.

- In April 2013, the Traveling Lantern Theater Company arrived at Whitney Field Depot. Although they initially intended to only stay temporarily, the arrangement has proven beneficial for both parties. Mara is in the process of negotiating a more long term partnership between the groups, although negotiations have stalled due to poor relations between her and the leader of the theater troupe.
- In July 2013, Mara took a team of four survivors to Danforth on a scavenging mission. This mission went bad quickly: Mara broke her ankle, they lost their radio, and they were stranded in a high-rise building for three weeks. Three of the other survivors on this mission ultimately died before Mara and [Arwen](#) were able to make their own way back to Whitney in early August 2013.

The Container Fort

Overview: A sprawling three-story maze constructed from repurposed shipping containers. Fortified. Armed to the teeth. Absolutely impenetrable to wandering hordes. What it lacks in creature comforts, it makes up for in security and its massive stockpile of weapons and ordnance.

Leadership: [Dutch](#) has been the leader of the Container Fort community since it was founded. Although she is one of the youngest members of the group, the paramilitary training she was given by **Red Talon** and the weapons she stole from them when she went AWOL put her in a tenuous position of power which she has been able to solidify in the past eight months.

Chain of Command: Dutch (1st), Carter Betancourt (2nd), OPEN (3rd)

Population: About 20, all working members. Dutch is a charismatic if volatile figure, and has gathered a community of former criminals, deviants and delinquents who are looking to make a fresh start in the apocalypse.

Culture: Because Dutch hated the strict military structure of Red Talon, she has cultivated a much more rebellious and informal social hierarchy in her own base. Dutch enjoys and rewards behavior that is dramatic, daring, or entertaining. Those that stick around long term tend to be reckless, unruly, or otherwise driven by their emotions more than logic.

Potential Jobs: armorers, blacksmiths, chemists, foragers, game hunters, kennel masters, scavengers, scouts, sharpshooters, zombie hunters.

Reputation:

- The Container Fort has a troubled reputation in the Quad area. Their members are known for harassing other survivors, looting and stealing from smaller enclaves, and intentionally congregating large hordes of zombies in order to execute them. Dutch's recent aggressive campaign to collect firearms, explosives, and ammunition has further soured her reputation in the broader community and has been seen by some as a declaration of violent intent.
- The members of the Fort who perform regular zombie-killing patrols refer to themselves as "Deadhunters".
- Dutch and her associates are in bad standing with **Red Talon**.

Base & Facilities:

- As the name suggests, the Container Fort is constructed largely of abandoned 20-foot shipping containers arranged into a superstructure. Its outer wall is two shipping containers thick, and the fort is built up four shipping containers high in some places. The containers are arranged in such a way as to subdivide the interior space into various "courtyards", with structures also built on the roofs of the interior shipping containers, creating a multi-level maze-like building.
- Personal quarters are also constructed in shipping containers, with two people typically assigned to share a single shipping container as their personal space. Some have been outfitted with doors and windows leading to the interior courtyards of the Fort, but some are lit only by battery-operated lanterns.
- The armory, weapons workshop, and kennel are at ground level. All community members have equal access to the armory and weapons workshop, and can check out equipment at will. The kennel features a dog run.
- On terraces and balconies on the second and third stories, there are latrines, a kitchen, a chemical workshop, and a still which is used to produce grain liquor for incendiaries. There's also a lounge/living room of sorts which is the primary gathering spot for residents in their downtime.
- On the top of the outer wall, there are several guard stations and watchtowers.
- The Fort has one gas generator which they use to operate their weapons workshop and charge their devices. They have no running water, although the Trumbull River is only a 10 minute walk from the Fort. The kitchen, latrines, and other facilities at the Fort are outfitted with camping gear such as propane stoves, solar-powered camping showers, and composting toilets.
- The Container Fort has one outpost, the **Bridge Fort**, which is about fifteen minutes up the road from them. It is a fortified train trestle bridge which overlooks the Kelenqua river, allowing Dutch to oversee water traffic into and out of the Quad area.

Resources:

- The Fort relies on scavenging, hunting, and foraging for food, and as such their options are fairly limited. Rice is the staple grain which is easiest to scavenge due to its long shelf life. Canned food may sometimes be located on lucky scavenging runs. Many nearby farms still have crops like corn, wheat, and common vegetables growing feral. Game in the area includes deer, elk, rabbits, squirrels, and various wild fowl. In the summer and early fall, wild berries grow rampant. Edible mushrooms, ramps, and wild onions may also be found nearby.
- The Fort has a kennel where they train companion dogs which can smell and detect zombies, attack enemies, distract zombies, and perform other useful tasks. Any PC at the Container Fort may have a personal dog.
- Guns and ammunition are typically communally owned by everyone in the community, although some members have favorite weapons which they stake claim on. Dutch was taught how to modify weaponry by Red Talon, and many of the guns are kitted out to include high-end scopes, silencers, and drum magazines. Red Talon marks their modified weapons with [red tape](#); Dutch marks hers with neon pink tape.
- The community has a moderately sized collection of vehicles, some communally owned and some personally owned by community members. These are a mix of practical vehicles like Jeeps, trucks, and vans and flashy “fun” vehicles like sports cars, convertibles, and vintage cars. They also have a police squad car which they stole from Prescott.

Community History:

- Dutch went AWOL from Red Talon in March 2013, taking a small number of other defectors with her and stealing large amounts of equipment and weaponry in the process. Together, they scouted out the Container Fort, which was constructed and abandoned by a previous group of survivors. They were able to shore up their defenses easily, and immediately set about recruiting other survivors to join their roving gang of zombie hunters.
- In early April 2013, a chemist named Montana accidentally blew up the ammunition lab, destroying large amounts of the community’s weapons and ordnance as well as injuring several community members. In a newly vulnerable position, Dutch switched her priorities from clearing zombie hordes to stockpiling weapons and ammunition.
- In June 2013, a potential deal with a wandering group of arms dealers went sour. The Container Fort’s gang of deadhunters ended up in an armed shootout with the nomadic group. Prescott was eventually called to the scene, and the situation devolved into a three-way standoff. The situation was semi-peacefully resolved when enough of the participants of both groups were injured that they mutually agreed to allow Prescott responders to treat them. One member of the Container Fort died in this conflict.

- A community member named Jessica disappeared in August 2013 after being tasked with moving a large number of valuable weapons between the Bridge Fort and the Container Fort. Her Jeep was found overturned in a ditch, apparently picked clean by scavengers by the time Dutch's scouts found it. Dutch and certain members of the community believe that Jessica staged this scene to fake her own death and steal their shit; others in the community believe it is much more likely she just met some ill fate on the road and their things were swiped by scavengers.

Prescott Fire Station

Overview: Prescott Fire Station has been continuously operational since the time of the outbreak. While their staff has dwindled over the course of the past year, those who remain are dedicated to helping as many people as possible with the extensive resources left for them by the US military.

Leadership: Dispatcher Celia Wallace was the longtime leader of Prescott, having fallen into a natural position of authority during the early days of the outbreak. After her death in August 2013, her boyfriend [Jem Carmichael](#) assumed the role of leader.

Day Shift: Jem Carmichael (1st in command), Arlo Rattray (4th in command)

Night Shift: Crystal Paquin (2nd in command), Reggie Goodleaf (3rd in command)

Population: About 30, mostly working members. Prescott Fire Station's population is largely former first responders, including doctors, nurses, paramedics, firefighters, dispatchers, and CDC, FEMA, and local government employees. Although it had military and police presence at one time, it no longer does (the military pulled out of the area about a month after the outbreak, and the Prescott Police Department formed their own splinter faction which has since gone missing).

Culture:

- As a community of former first responders, Prescott's top priority as a community is providing aid to other survivors and helping people. Its residents are intense, focused, and oftentimes single minded. Celia was on the risk-averse side of things before she died, and was often a tempering force for her more willful community members.
- Prescott operates on day and night shifts. While he represents the community at the Peace Summit and is the de facto leader of the group, Jem defers to Crystal during the night shift.

Potential Jobs: dentists, doctors, firefighters, librarians, nurses, paramedics, quartermasters, radio operators, responders, virologists

Reputation:

- Prescott has been responding to emergency calls continuously since Day Zero. In addition to emergency, medical, and fire concerns, they also mediate disputes for locals in the Quad area, deliver water, give rides to stranded survivors, and offer assistance with clearing zombie threats.
- In the early days of the outbreak, Celia Wallace did a lot of outreach to local communities to teach them radio protocol and how to use and repair their radios. Everyone in the Quad area knows how to raise Prescott on the radio if they need to.
- Many current residents at Prescott were firefighters, paramedics, or other first responders before the outbreak. They now refer to themselves collectively just as “responders”, and all serve more as generalists than they would’ve before the apocalypse. Prescott will train anyone who is willing to learn as a responder.
- While they don’t have uniforms per se, Prescott’s responders wear hi viz yellow when they’re working so that they can be easily identified.
- Prescott is in good standing with **The Network**.

Base & Facilities:

- Prescott’s outer wall extends around the entire suburban four-way intersection of State & Hawthorne streets.
- The southeast corner of the intersection is home to the eponymous Prescott Fire Station. The Firehouse is the headquarters for Prescott’s Emergency Services operation. They have a six-truck apparatus bay, but only keep two of their engines in it, using the rest of the space as a general bullpen for relaxing, weapon storage, and their workshop. Dispatch works out of the adjacent back office.
- The southwest corner of the intersection has a cell tower and a small A-frame building which was once an espresso shop. This was Celia’s private residence before she died and is currently unused. Much of the gear delivered to Prescott by the US government and military is stored or set up in the parking lot, although right next to the A-frame is the community garden.
- The northwest corner of the intersection was the parking lot for the elementary school, and is now parking for the community vehicles as well as a small circle of RVs with a communal lounge area in the middle.
- The northeast corner houses Homer Bone Elementary, which was requisitioned by FEMA during the early days of the outbreak. The building is currently being used as a field hospital, although the school’s library is an operational reference library. The gymnasium of the school has been converted into a stable, and the blacktop and

playgrounds were torn up and re-seeded as a pasture for the horses. There is a quarter-mile track encircling a sports field which is used for exercise and recreation.

- Prescott uses a mix of gas generators and solar panels to keep their equipment running, and is working on making the transition to full solar as gasoline becomes harder to come by. While they don't have full plumbing, they have the capacity for 10,000 gallons of water storage and are able to move large amounts of water with their operational fire trucks.

Resources:

- Prescott does not have the ability to produce its own food beyond a small community garden used for herbs and tomatoes. They are provided food by local enclaves and communities in exchange for their service. The food available to them includes wheat flour, oats, dried beans, fish, fresh vegetables and fruit, goat and cow's milk/cheese/butter, eggs, domestic and game meat, and local berries and mushrooms. They also have access to certain luxury foods like coffee and chocolate, as well as army rations, all delivered to them in large quantities at the beginning of the outbreak.
- While the majority of their fire engines are being used in their perimeter wall, they have two operational fire engines. They also have two ambulances, a military pickup truck, and a park ranger SUV. They used to have a police squad car, but the Container Fort stole it.
- Prescott has a stable and owns a handful of horses. Any Prescott PC can have a horse which they own for their personal use.
- Prescott has top-of-the-line and military grade equipment for everything, having been delivered additional resources from surrounding areas in the earliest days of the outbreak.
- Prescott owns the majority of all medicine and medical supplies and equipment in the Quad area, having scavenged it aggressively in the early and dangerous days of the outbreak with the help of the US military. While they will treat anyone who is brought to their Field Hospital, they are extremely stringent about distributing medical supplies to local communities.
- Additionally, Prescott owns the Emergency Cache for Trumbull County, a government-provided supply of medication and other essentials which was delivered to them in the first days of the outbreak.

Community History:

- On Day Zero, Prescott was designated as Incident Command for what was at the time believed to be a crisis isolated to the city of Danforth. The station and adjacent Homer Bone Elementary were set up with representatives from various Emergency Services agencies, as well as local and federal government agencies and the National Guard.

Huge amounts of personnel and equipment were relocated to downtown Prescott in anticipation of a drawn-out military campaign to contain the undead. Unfortunately, within a few months, the spread of the virus was global, and the military withdrew from the area. Those who chose to remain behind knew that there would likely be no second chance at rescue, and that they would be in it for the long haul.

- Abandoned and overextended just as the outbreak reached criticality, Prescott lost over a quarter of its remaining personnel in a single incident on May 19th 2012 when one of their fire trucks was overrun by a zombie horde while trying to rescue a family of civilians. In attempting to save the truck and their men, they ended up losing a second team as well. Afterwards, Celia became much more judicious about where Prescott would allocate its time and resources. This incident is euphemistically referred to as their “Bad Day” by Prescott responders.
- Prescott was called out to the Shootout at Tartan Mart in June 2013, where they became embroiled in a three-way standoff with the Container Fort’s deadhunters and a nomadic enclave of arms dealers. The situation eventually fizzled when both sides agreed to stop shooting in order to allow Prescott’s responders to tend to their wounded. Only one person died. While Prescott had not been interested in enacting or enforcing laws, this incident did cause Celia to begin to reconsider whether this might be necessary. She floated the idea of holding a summit with Whitney Field at this time and was initially rebuffed by Mara Kaufman.
- On August 11 2013, Celia was performing routine maintenance on a cell tower when she and her companion were attacked by a feral zombie – a cougar with a half-exposed skull which escaped the scene. Celia was recovered by a team of responders in critical condition and brought back to Prescott, but she eventually succumbed to her injuries. While Celia’s death has been impactful to the entire Quad area, Prescott is coping with her loss particularly poorly, and their operation is still trying to find its footing without her.

Lundegaard Lumber

Overview: An entire self-sustaining off-the-grid miniature village, Lundegaard prizes their quiet communal living and self-reliance. Now, a series of crimes of passion threaten their quaint lifestyle, and they’ve turned to the broader community for help.

Leadership: [Roswell](#) was a founding member of the community. In October 2012, they hosted a democratic election to appoint a Council of Aldermen, and Roswell was elected mayor at that time for a term of four years. Roswell’s left and right hand men are both aldermen, but there are 11 aldermen in total. Any player character may be a Lundegaard alderman if they so choose.

Aldermen: Roswell (1st in command), Gideon Ames (2nd in command), John Hwang (third in command), Hank Flume (NPC)

Population: About 100, with a mix of working members and non-working members. Lundegaard is the only community which houses minors.

Culture: Prototypically small town American in mindset, Lundegaard residents help their neighbors and keep to their own kind. They are largely uninterested in jockeying for political power with the delinquents, scavengers, and former government officials who populate Trumbull Valley – they just want to live quiet, normal lives like they did before the apocalypse.

Potential Jobs: architects, bakers, butchers, carpenters, civil engineers, construction foremen, cooks, electricians, farmers, plumbers, ranchers, snipers, tailors, teachers, tradespeople, veterinarians

Reputation:

- Lundegaard is private, isolationist, and makes a point of not interacting with other communities in the area. Some find it sinister, others don't mind as long as they aren't being bothered.
- Rumors abound of a dark secret (perhaps cannibalism or human sacrifice?) but in reality there is nothing dark or insidious going on besides slightly incompetent leadership and interpersonal drama.

Base & Facilities:

- Lundegaard's exterior wall is twelve feet tall and constructed of logs. There are two gates, one which leads out to the road that connects with Route 406 and one which leads out to the cattle pastures and farm fields. The fence features several watch towers which are stationed with snipers around the clock.
- The buildings are arranged into two clusters, one residential (to the East) and one communal (to the West). There are also a few outlying buildings outside of the defensive wall which service the livestock ranch and the crop farm.
- The residential buildings are arranged in clusters of four to five, which each sit on a miniature cul-de-sac. The vast majority of private residences in Lundegaard are micro-homes built for one or two residents, although a few larger houses exist for families.
- The communal buildings are arranged in two rows by the main gate, a mock Main Street of sorts. There is a communal pantry/storage building, an infirmary, a bar, a schoolhouse, various workshops and offices for residents to conduct their business, a dining hall, and a large barn-style town hall which is used as a general gathering space.

- Recently, and specifically for the Peace Summit, a Bed & Breakfast has been constructed on Main Street to house guests. It has four bedrooms and can comfortably sleep eight.
- Lundegaard is built directly on the Kelenqua river, where it gets its water. Its power is provided by a mix of solar panels and micro-hydroelectric generators.

Resources:

- Lundegaard produces and gathers all its own food. They raise chickens, ducks, geese, goats, sheep, pigs, and cattle. They grow all their own staple crops on their farm. They have foraging access to apples, pears, cherries, lemons, limes, and wild berries. As the base sits directly on the Kelenqua river, they also have easy access to fish.
- They do not generally have access to luxury items which must be scavenged, like chocolate or coffee. They are producing their own liquor.
- They have a very small collection of communally owned vehicles including two passenger vans, three pickup trucks, and ~~one SUV~~ (the SUV was crashed on October 29th in the feral cougar attack). As Lundegaard residents tend not to venture outside of their own base too often, these vehicles were previously used to move things from one end of the settlement to the other. Post-summit, they are getting used more regularly. Mara's trade deal with John provides the community gasoline. Keys to these vehicles are kept in the garage and are accessible by anyone at any time (socially, it is expected you ask before you take a vehicle, however).
 - **Roswell's pickup truck:** 2003 Chevy Silverado (Pewter). This is the first vehicle you would ask to borrow if it was available.
 - **John's truck:** Originally owned and currently primarily used by John Hwang.
 - **Park ranger pickup truck:** [Kas has dibs.]
 - An SUV, crashed by Reggie during the feral cougar attack on 10/29/13.
 - **Two passenger vans:** Originally belonging to Grace Lutheran Church, current communal vehicles. If you can use a truck for something, that is preferred by the community.
- Lundegaard has plenty of farm and ranch equipment, including tractors, tillers, and plows. The farm is outfitted with a grain mill, and the ranch is outfitted with as much veterinary equipment as Lundegaard could scavenge.
- The lumber mill itself is fully functional, albeit very noisy. Access to the lumber mill makes creating and managing construction materials much easier.

Community History:

- Many of the current residents of Lundegaard spent the first few months of the outbreak sheltered at Grace Lutheran Church, which is about half an hour down Route 406 in the direction of Whitney Field Depot. Roswell joined this group in April 2012, and under his initiative they immediately began looking into relocating their precariously defended population. The process of building the first structures at the Lumber Yard and moving the entire population there was dangerous, took months, and resulted in many losses for the community, but they were fully settled in by early Fall 2012.
- As the weather began to turn cold, other enclaves in the area who had previously been surviving on their own began to congregate. Lundegaard's population grew to 75 by October 2012, at which point they decided they needed a more official leadership structure than what they currently had. They held democratic elections to pick a council of 11 aldermen, and that council elected Roswell as the mayor of the community to serve a term of four years. In the first months of his tenure, Roswell pushed hard for heavy stockpiling for the winter, a decision which ultimately paid off when it was unusually long and frigid.
- In February 2013, a bad flu swept through the community after Network representatives visited to distribute the Echo Lab vaccine. Many members of the community were sickened with pneumonia. Although some aldermen wanted to reach out to Prescott during this epidemic, Roswell ultimately ruled against it. Two members of the community passed away from this illness.
- On September 4th, 2013, during the community's monthly high-stakes poker night, local rancher Hank Flume and his protege Logan Keaton got into a heated argument. This escalated to the point of a pistol duel. Hank was shot and died in this duel. Logan was immediately taken into custody by the remaining aldermen before being ultimately executed without trial by Roswell only a few hours after the duel. Most residents learned of these two deaths concurrently the next morning, and the community quickly devolved into arguing and in-fighting about how the situation should be handled. Eventually, Prescott was called to mediate. The Peace Summit is being held in part as a trial for Roswell, although the other aldermen agreed that he could retain his position as mayor until an official trial was held.