

Tab 1

Wasteland - The city experiences extremely high levels of crime and has no effective law enforcement body. The area surrounding the city is incredibly dangerous and 'unclaimed,' meaning no rule of law has been established at all. The city essentially exists in the wasteland. The city is sometimes attacked by outside forces. A person living in this city would be accustomed to self-defense measures, and would probably make a living doing very rough-and-tumble work.

Low - The city experiences very high levels of crime, but has some form of law enforcement. The areas outside of the city are patrolled and 'claimed,' meaning a general rule of law has been established. However, these areas are still unsafe to travel alone, as bandit and Eldritch attacks are still a very present threat. Individuals in these cities exist in a perpetual state of fear, and rarely have a quiet night.

Medium - The city experiences high levels of crime, but has an semi-effective law enforcement body. The areas outside of the city are frequently patrolled and are sometimes safe to travel alone in. A consistent rule of law has been established, but enforcement is often to be desired. Eldritch or bandit attacks are rare. A person could reasonably get by on their own and live a decent, quiet life in one of these communities.

High - The city experiences some crime, but has a very effective law enforcement body. The areas outside of the city are incredibly safe. Anyone living in this area can expect a peaceful life.

Industrialization

Wasteland - The city experiences no form of industry whatsoever. Any goods produced are likely made in a home workshop or some other form of DIY-production. Waged labor is rare in these communities. Most people work dangerous 'wasteland jobs' like mercenary work, scavenging, tinkering, or even raiding. Service-based jobs are rare and usually performed by business owners. Social classes are nonexistent in these communities.

Low - The city has some form of industry, usually consisting of small agricultural or resource extraction businesses. Waged labor exists in some areas. These communities do not have any factories, and instead produce goods in small workshops. Most people are still 'wasteland types,' working as mercenaries, scavengers, explorers, and other dangerous professions. Social classes are very blurred in these communities.

Medium - The city has a wider range of industry, including some small factories. Companies and waged laborers exist in these communities and employ a significant portion of the population. Most people work on farms, in mines or

logging camps, or in a small factory. Others work in company offices or service-based jobs for a local business owner. Mercenaries, scavengers, and others also find a living in these communities, though they are a minority. Social classes have begun to emerge in these communities, separating the haves from the have-nots.

High - The city has fully industrialized, boasting large factories. Social classes have begun to appear, birthing a working class, the managerial elite, and the wealthy. The vast majority of people (the working class) work in some form of a factory or logistics center, while a smaller portion of the population may work in a low-level management position, a service-based job, or other form of waged employment that pays better.

City Type

Wasteland Town - Unincorporated communities existing within the primitive barriers of the influences of the Coalition. These are commonplace amongst colonial lands that were recently incorporated. Wasteland towns can have a variety of structures ranging from nomadic to sedentary enclaves. These towns typically provide a grain tax in exchange for Coalition protection.

Frontier Outpost - The border between the plains and Coalition territory is infinitely vast and to protect border settlements from marauding midwestern droves, frontier outposts exist to allow for quick response strikes from a local garrison. These settlements also function as trade nodes which then funnel goods inwards, thus frontier outposts are commonplace along tributaries of the Mississippi.

Settlement - Developed land typical of the interior of the Coalition, although still small enough to be considered “rural”, usually founded by ambitious entrepreneurs or reclaimers hoping to resuscitate pre-Flash ghost towns. These towns typically produce basic electricity and are constructed of decent material, comparisons can be drawn to the frontier towns of the 19th century.

City - A settlement of a greater make, composed of high quality material and can possess running water and electricity. A city classification is awarded to

most barge societies and each is essential for establishing Coalition trade authority over the Great Lakes.

Large City - Constructed cities of major importance, population centers forged with sweat and blood. These cities are constructed usually from a mainland structure out of brick and concrete, then accompanied by a barge attachment typically. These larger cities have the economic capacity to support basic modern amenities and are typically found coalesced on major maritime routes.

Urban Center - Urban centers are reclaimed cities from the ash and the exclaves of survivors that sheltered under its rubble, now restored. These cities are large enough to support boroughs and hold the vast majority of the industrial capacity within the Coalition itself and exist as apex centers of administrative control for the entire government.

Speak to Husky if you have input for new descriptions

GREAT LAKES COALITION EAST

DISTRICT OF HAMILTON

★ Hamilton ★

Population: Medium

Safety: Medium

Industrialization: High

City Type: Large City

Government: Mayorship

Written by Rev / Nora

The current de-facto capital of the Coalition. With the outbreak of the civil war, Pelee Island was left in an ideological tug of war between switching allegiances, thus its status as the star of the nation faded out. In its place came Hamilton, one of the largest hubs of economic activity and never ending construction, as the representative of the

Great Lakes Coalition.

The founding of Hamilton traces back to the settlement of a floating chain of barges docking on the coast of the city. With each passing year, the ruins of the old world were brought back to life by use and habitation of a relatively low population. Its growth had screeched to a halt with the outbreak of the Huron Wars and the subsequent siege of the city by the independent states – after **mere** weeks of starvation of the citizenry, the militia was forced to surrender. For years, the city was deemed lost and out of the Coalition's hands. The tug of war, however, continued and the United Expeditionary Force seized the urban centre once more.

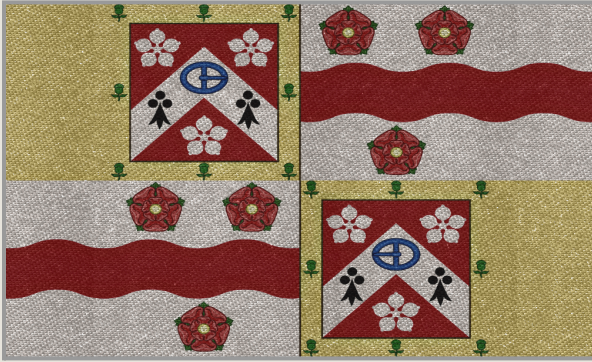
The industrial war had left Hamilton a destroyed city. Entire buildings were demolished by indiscriminate fire, be it from the Huroni States or the Coalition, and the population scarred by an unrelenting war. Since the first day of recapture, monumental efforts have been led by the government and population alike to renew the city through construction, aided by a nonstop stream of refugees from similarly wartorn territory. The infrastructure proved itself unreliable and overwhelmed by such a shift in status, resulting in rapid industrialization at the cost of a financial deficit. Few remember what the city was truly like before it was altered into a colossal, grotesque construction project. This has led to a tremendous increase in corruption, allowing white collar gangs to seep into the very structures of the government.

While the gunfire in the outskirts – referred to as the **Waster Block** – had been quelled in recent times, law is still a stranger to these lands. A sea of shanty towns had been raised by impoverished refugees and exiles, reinforced by lines of irradiated old world ruins and decommissioned barges who form a protective shield against bloodthirsty gangs and mindless Eldritch beings. Effectively barred, thousands of desperate men and women stare up at the looming walls belonging to the city proper. Nonetheless, this had failed to stop the ruling families from outsourcing work to the Waster Block in return for eventual admission into the city. This had caused increasing agitation from the blue-collar class of Hamilton, who inhabit the **Industrial Block**, a district always beating with life. Swarms of lawmen cycle through the streets graced by factory made smog. Workers rarely go without a daily audit of loyalty and activity – fired and judicially punished if even suspected of harboring disloyalty to the company they work for. Finally, within the center is the very heart of the city: the **Residential Block**. An abomination made of cement, scrap and artificial greenery – the streets where the

socialites stroll and the buildings where executive deals are made. While its neighbor has unending works of machinery, the Residential Block has constant debauchery and indulgence – sometimes stopping only after weeks of relentless revelling.

The society of Hamilton is the personification of the overall Coalition's civilization, stained by egregious divides in wealth and a shaky democratic system. With the establishment of ***Little Douglass***, a clump of shanty towns inhabited by Northeastern exiles, the class divide had only worsened over the years. Wasters from the outer walls meet the neighboring industrial workers not with kind words but reciprocated insults and bloody brawls. Similarly does the overall population hold the aristocratic families in boiling contempt, their power consolidated due to the backing of the ***Venerand Traders' Guild***, who have an extensive reach within the government due to their backing of Hamilton's rebuilding. Much of their profits stem from illicit dealings in a prospering black market, further exacerbated by vicious debts caused by hasty construction projects. For all intents and purposes, the criminal underworld had become a vital organ of Hamilton's economy – alongside penal labor and traditional maritime trade.





Above - A day in one of Hamilton's rapidly expanding residential blocks. (Press)

Left - The official flag of Hamilton. (denofdoves)

PROVINCE OF ERIE

☆ Summerview

Population: Large

Safety: High

Industrialization: Medium

City Type: City

Government: Corporatist

Written by PoweringTaxEvasion

Summerview, based in the outskirts ruins of Toledo, is colloquially known as the “breadbasket of the Coalition.” Summerview produces, packages, and exports the largest amount of provisions and agricultural goods in the Coalition by a wide margin, and is one of the most agriculturally dependent settlements in the Great Lakes. It, like its neighbor Cleveland, experiences limited industry, but in lieu of the massive steel mills and textile factories of Cleveland, it operates granaries, breweries, canneries, and other provisions-based industry. The majority of Summerview’s economy is in some way or the other influenced by the food trade, and the city’s industrial might is dedicated to the storage and packaging of the provisions it grows. Most Coalition settlements and various corporations purchase their food stores from Summerview.

Summerview, despite its status as one of the Coalition’s most prominent holdings, is mostly inhabited by people coming from or descendant to non-Coalition wastelander families. Summerview’s government has leveraged itself as one of the most crucial

settlements in the Coalition through a strange, medieval-esque neo-Feudal system, where the government and militia provide fertile land and protection from opportunistic raider gangs and violent tribals to wastelanders or the descendants of wastelanders in exchange for their agricultural work. The wastelanders living this feudal system primarily survive off of self subsistence, where they grow as much produce as they can and survive through the year based on that, while the government takes their remaining food stores and extra produce in exchange for their protection and property. Many of these farms also produce a variety of common animals, from horses, to sheep, goats, rabbits, cows, honey bees, pigs, chickens, and more. Thanks to the efforts of Summerview's militia, the city's agriculturally focused outskirts are predominantly more safe when compared to the wasteland around it, only being minorly plagued by thieves and scavengers, which helps to guarantee the loyalty of the wastelanders that farm on behalf of the city. This system has proven itself as massively successful, and is the reason Summerview is the primary food producer of the Coalition.

Summerview's feudalistic agriculture system goes hand in hand with the history of its foundation as a Coalition city. Summerview was originally founded in the early 2120's by settlers from the barge *Saint Lucia*, as well as the freighters *Perrysberg* and *Cedar*, who made their nestings in the outskirts of the ruined old-world city of Toledo. Unlike other Coalition predecessor-cities, the settlers who founded Summerview were unusually willing to work alongside and in the benefit of the surviving post-Flash population of Toledo and its surrounding counties. Instead of warring out or blatantly subjugating the mainlanders they met, like other Coalition cities might have, Summerview's precursors instead melded these survivors into their very society, and today, they make up Summerview's agricultural caste.

Despite the obvious effectiveness of Summerview's feudal system and its strong links to the city's history, there are prominent misgivings. The old-growth, barge-and-freighter-originate Coalition families that operate most of Summerview's government view these farmers as non-Coalition, and thus, undeserving to enter the higher echelons of Summerview's government, militia, and industry. Although obvious unfairness exists in Summerview's feudal network, the conditions, relative safety, and genuine sustainability of the feudal system has led there to be only minor dissent from the people who actually operate these farms, most of which were either born and raised into this caste, or are unwilling to oppose Summerview's government out of fear

or contentment. Most of the wastelanders who work Summerview's farms and are not content with their position have turned to immigration to other Coalition settlements or enlistment into foreign businesses to try to uplift themselves, which has led to a minor diaspora of Summerview-originate agricultural workers across the Coalition and Rust Belt Wasteland.

Summerview's industrial sector, which is located entirely in the ruins of pre-war Toledo, is primarily operated by historically Coalition-bred Summerview natives, or inter-Coalition migrant citizens, who have significantly better social advancement opportunities compared to their wastelander counterparts. Summerview, along with its primarily food-based industrial economy, houses one of the largest ports in the Coalition. Summerview's status as the highest exporter of provision goods in the Coalition has caused it - and even other settlements - to heavily invest in the reconstruction and continued development of Toledo Harbor - which many wastelanders or ex-agricultural workers work in as a gateway into higher-paying and higher-caste industrial work. Trade and commerce from other regions make up another large sect of Summerview's economy, as it is one of the most major far-south Coalition settlements, which gives it access to markets, immigrants, and caravan companies hailing from the Northeastern Union, Southern Union, Rust Belt Wasteland, and Free Appalachia. The leaders of Summerview's industrial sector, along with other high-priority economic overseers, are also the leaders of Summerview's government, as the city operates a sort-of corporatist oligarchy, wherein the prominent businessmen, militia officers, and corporate entities of the city convene to decide policy and other political matters of the city. Summerview's militia, or the Independent Company at Maumee, or the Independents, occupy huge importance in Summerview's government when compared to other Coalition city-states, since they act as the protection (from high-profile wasteland raider organizations) for Summerview's wasteland agricultural caste.

The city's position as the most major agricultural production center in the Coalition has seen it additionally bolster itself as the Coalition's capital and number one producer of both tobacco and alcohol. Wastelander-operated farms in Summerview have been noted to engage in the production of tobacco, which they send to processing plants and smokeries in inner-Toledo for shipment across the Coalition. Most Coalition cigarette and cigar brands, and even some Northeastern ones source their tobacco from Summerview, with Bargetown's own Puffin brand purchasing its tobacco from

merchants in Summerview before hand-rolling them inside of Bargetown itself. Liquor production is also equally as prominent in Summerview, with breweries in Summerview's industrial heart acquiring wastelander grown grains and vegetables from the government to be fermented, distilled, bottled, and eventually sold to buyers across the Coalition. Summerview's high-profile production of cigarettes and liquor has developed a sort of "vice culture," wherein a majority of its inhabitants partake in either, or both alcohol and nicotine, which is genuinely encouraged by the fact that these goods are disproportionately cheaper to Summerview buyers, who are offered local discounts and spared from expensive cross-lake shipping costs. Summerview's "vice culture" has grown to such an extent that the inhabitants of the city are actually stereotyped across the Coalition as more prone to addiction than their counterparts and especially engaged in liquor and tobacco.

The recent foundation of the Midwestern Union, and its invasion into the Coalition has seen the Independents and other Coalition affiliated militias in southern Lake Erie pitted against the Union's own New Model Army, and a constant frontline which threatens the city's mere existence has been established only a few miles from Summerview's borders.

Bargetown

Population: Medium

Safety: Low

Industrialization: Low

City Type: City

Government: Illiberal Mayorship

Written by batboy

Bargetown is a medium-sized floating scrap settlement built from several cargo barges. Considered one of the earliest barge settlements, the floating settlement can be ever on the move. However, it has currently anchored itself around Sunrise Isles in Lake Erie. Effectively a trading and economic hub in the region, Bargetown not only boasts itself as one of the founding members of the Coalition but also one of the "safest" places on the dangerous waters of the lake and the Sunrise Isles. Most of its residents work to ensure the well-oiled machine keeps turning, with many finding work

as businessmen to fuel its economy, government to seek law and order, or as servicemen in the Gold Leaf Army (GLA).

The old among them would tell you that Bargetown's story started in the early 2080s when a group of engineers, businessmen, and their families emerged years later to a desolate landscape carved from the Flash. Their ties to the Lake Erie Shipping Corporation, a shipping company that once operated on the Great Lakes and beyond before the war, have allowed them to stick together. Amongst the most influential of the group emerged Samuel Winthrop, patriarch of his family's name and a visionary man, who helped guide the largest contingent of the survivors in their most tumultuous years to Cleveland and discovered a damaged, abandoned port with a few remaining barges left nearly intact. He believed in himself to be a guide of the people, a prophet with a vision of a better future to whom he alone will deliver salvation to the lost masses. However, those who chose to follow him out of necessity rather than faith would call him an egotistical rambling madman dreaming of a promised land.

Regardless, the journey had been deadly and indeed tumultuous, arguments ensued and ideas were spoken by other would-be leaders (whose names have been lost to history) on what to do in this scary new world. But gazing upon the new hellish world on land, the survivors have instead decidedly fallen under Winthrop's vision of a better haven on the waters. Other emerging survivors, hearing the word of civilization, flocked to the port to lend their hand in its construction, and by **2084**, using salvaged materials, they had transformed the damaged barges into a modest, floating community— a settlement they affectionately named **Bargetown**.

In the years following Bargetown's first voyage into the waters of the Great Lakes, trade and contacts were established with other survivors, and the earliest networks of trade routes spurred on a desire to not only just survive, but thrive. They had met other survivors who too had similar ideas for a better world of cooperation and peace. In **2092**, Bargetown, still led by Samuel Winthrop who by then called himself governor, met with representatives with other settlements and signed documents declaring a Coalition of towns for the greater purpose of '**prosperity and cooperation**'.

From the monumental moment the documents were signed, trade and cooperation did increase. Bargetown saw itself vastly expanding as cautious barriers between other survivor groups were lowered and fears were set aside as goods began pouring in.

Meanwhile, it came as no surprise that the visionary Samuel Winthrop had been an insane egomaniacal man, a cult of personality had formed from his idea of a haven, like **Noah's Ark**, that would save his people from the great flood that covered the land following the end times. The Winthrop family took advantage of their newfound popularity to solidify their influence over the settlement even after the death of Samuel Winthrop for decades to come. The cabinet he formed to assist with his government, one that would effectively turn into a dictatorship centered around his word by **2106**. Despite claiming a haven for the people, the town increasingly found itself being ruled over by an ironfist. This worsened when a power vacuum ensued following Samuel's end. In one such case, Paris Winthrop, his enigmatic daughter and successor to the governorship, started ignoring, replacing, or even undermining her father's cabinet amidst a power struggle as issues mounted and expansion began to wane.

The Winthrop family's rule would end in 2162 with Elias Winthrop. Despite barely being able to steer Bargetown to surviving the panic of '57 under his government, it was still reeling from its effects. The quality of living in the scrap town had sharply declined, with poverty being regularly seen along with the rationing of food and water, and the rising corruption became an open secret but a normal part of life. Treatment of the mutant population, once seen as a cautious trust but regular sight, also declined as a result of distrust. While the idea of 'true democracy' is nothing new, the panic spurred support for a truly democratic government to form. Gaville White, a speaker and revolutionary, fanned the flames of revolution and after months of political schemes, Elias Winthrop was ousted. But soon it became clear that White was not so different from the dictator he overthrew, and he was also soon ousted after he attempted to rig the first election. Grant Hall rose to power as Bargetown's first democratically elected mayor.

Bargetown would then go through a nearly three-year period of instability — electing new mayors within a few months of each other, and some could not even finish their terms. Political instability was still rampant in the fledgling democracy, and the mayorship itself fell victim to corruption as each subsequent mayor became marred in their own **schemes and scandals**. Even at one point, a pro-Bulwark cadre led by a man named Zed seized power in an attempt to create an authoritarian regime to dismantle the scrap settlement for Bulwark's purposes before he too was ousted.

Its participation in back-to-back wars ranging from the Huron Wars, to deadly squabbles with the local factions of Sunrise Isles, to even its participation as part of the frontlines in a new deadly civil war with the separatist Midwest Union has worsened its economic power. Along with the blockade as a result of the biomass epidemic that has isolated the city and destroyed its imports of critical supplies. All of this added to further frustrations by the tired populace. After the legalization of political parties once again, these frustrations were goaded on to be expressed and it boiled over in the January 2165 election.

Political tensions erupted in violence after mayor Kelsie Windsor had disappeared and her position was taken over by Governor Deacon Byrne, culminating in a riot on **January 8th**, the ensuing anarchy in the following days forced the government to declare martial law, while simultaneously quelling a mutiny within the Gold Leaf Army. A subsequent coup ousts Governor Byrne and other officials, and following a surprisingly smooth election process, ultimately installing Titus Akron as not a mayor, but the new governor of a fractured city set to sail onto a new path far greater than itself.



An image of Bargetown Square, circa 2164. (Fellgon)

Cape Dreyfus

Population: Small

Safety: Medium

Industrialization: Low

City Type: Special (Penal Colony)

Government: Hamilton Penal Colony

Written by Burtyu

Established as a penal colony in the mid-2140's by the administration in Hamilton, this small settlement on the southern coast of Ontario has always had a disproportionate impact on the rest of the Coalition, this tied to the prisoners housed within. These prisoners often consist of dissidents from all across the Great Lakes region, primarily those of high-status, or debtors, as outright killing them couldn't be an immediate response. Graced with the presence of former, and present enlightened thinkers of the post-flash world, Dreyfus has very much an unrecognized forum of progressive, and borderline radical thought. Smuggled from the settlement in the way of 'underground' newspapers, several key uprisings could be tied to the ideals first founded in the Cape. The conditions of the prisoners are surprisingly good, being offered rations and warm clothes in the winter – but that's about it. Civil liberties and communication is limited, but the occasional letter can be sent from inside.

Perhaps the most dominating portion of the settlement is a large lighthouse erected on the highest 'peak' of the cape, important in guiding ships around the unusual horn in which the settlement sits on, and the few 'graced' prisoners are tasked with manning it. As for industry, the Cape officially prints the Coalition's standardized manuals and law books that are distributed in the capital – officially penned as a way to try and conform their 'esteemed guests' to the status-quo. The architecture overall consists of block-houses and several printing 'factories' that all reside on the same hill of the lighthouse, the foot of the cape being blocked off with barbed wire fencing.

As for the actual 'force' that occupies Dreyfus, a miniscule garrison consisting of Hamilton's own guard occupies the lighthouse itself, and induces loose restrictions on the seemingly 'docile' workers of the colony. If you're considered a failure, you'll most likely be sent to the Cape – which is considered mostly as a backwater by the common citizen and guardsman.

Middenhaven

Population: Medium

Safety: Low

Industrialization: Medium

City Type: City

Government: Militia Council

Written by PenguinM4n

Being another port city, Middenhaven were immediately met with various Traders Guilds looking to invest, opening their doors for their wealth to flood in. However, this wealth didn't funnel down towards their ever-increasing population. Instead, it funneled right into the hands of the militia. Eventually and over the course of years, the threats that accosted the town subsided, at least somewhat. With stockpiles of arms and a surplus of soldiers without much to do, Middenhaven turned to the only logical conclusion, that being to export their militia to any who would and could purchase them.

Leading up to the Huron Wars, Middenhaven sold their soldiers to serve within other towns, becoming the premier mercenary guild within the Coalition, despite how small they are. Small bands of militiamen were shipped off to fight underneath other Coalition towns, often smaller frontier towns without adequate protection past an armed civilian populace. This continued throughout the Huron Wars, with Middenhaven not directly participating by sending swaths of their militia, but rather, opening it for the highest bidder. Many of their soldiers are sent to plug the gaps in the frontlines, under the request and payment of militia commanders and often out of their own pocket. They grew a reputation of being unorthodox and savage, due to being unaccustomed to the rules of warfare that a certain militia may possess while under their service.

Today, Middenhaven stagnates following the Panic, their militia growing complacent without a war to fight, and their usual buyers growing poorer and unable to purchase. With the onset of the war with the Midwestern Union, Middenhaven sees its militia form properly for the first time as a fighting force considering the threats at hand, with detachments being sent towards the front in Summerview to fight, with Summerview standing between them and destruction.

Pelee Island

Population: Medium

Safety: High

Industrialization: Medium

City Type: City

Government: Oligarchy

Written by vrw0we

The shining beacon on Lake Erie never quite dimmed. Rather, it took the sideline after November 1st. As Conclave delegates from their various cities, Midwest and East, returned and were recalled, the citizenry of Pelee Island, the Coalition's finest city - harboring a rudimentary power grid, new districts of brick and stone, and many of the Coalition's most entrenched political dynasties, feared an occupation by either side in the war. To spare the seat of power from artillery duels, naval shelling, or Daisy Gas flooding, Pelee's various elite families convened. Ultimately, they decided on a course of neutrality, for Pelee Island would be declared an "open city" - that is, it would remain peaceful to both sides of the fractured Coalition. Being the great city upon the hill, that metaphorical swampland in which the American capitol was built, a backwater with no political ties, Pelee Island's neutral stance among the split Coalition still retains its great power.

The 1st Infantry Regiment, the Honor Guard, the ceremonial regiment raised to defend Pelee Island, continues to maintain order in Pelee's streets and ports. Life continues as usual in Pelee - the arts are still patroned, the newspapers are delivered, and laborers continue to work. Once the vital trade corridor between the Midwestern industrial heartland and the Eastern political powerhouse, Pelee Island faces unintentional austerity as the Sword Fleet clashes endlessly with the East's fragmented navies, the ships destined for its ports blockaded by the restless fighting. One less loaf of bread here, a few more sewn up clothes for the winter, or perhaps less wood for the mills. No General from the Midwest and no Brigadier from the East, however, would willingly deprive Pelee of its trade. Pelee Island carries a reverence about it, for to strike the symbol of former unity in the Great Lakes would be a great shame.

Both the Midwest and the East understand the importance of Pelee Island's favor - for such would provide them legitimacy to their causes, many of the most powerful families in the Coalition having ties or originating from Pelee. Whenever the MWU and the GLCE need to meet, they do it on neutral ground, in Pelee. If one side were to gain the blessing of Pelee, it would signal their state as the true continuation of the Coalition - leading to summits in Pelee having an overbearing amount of gifts and cordiality towards the various dynasties from Midwest and East. Yet, the oligarchy of Pelee have not yet taken a stance in any direction, seemingly fully intent on maintaining their nonaligned course. Whatever the next trifling disruption, whatever might challenge the divided Coalition, shake it up, Pelee Island's influential bloodlines stand ready to safeguard their city from the worst of it, a beacon to the best the Great Lakes has to offer even in the most trying of times. Pelee will remain afloat by old money with the citizenry of the Coalition's largest city ever unaware.

Roko

Population: Small

Safety: Wasteland

Industrialization: High

City Type: Special (Unmanned Factoryland)

Government: Automatocracy

Written by swiftwee

ROKO serves the Great Lakes Coalition as both a factory town producing quality products en masse and a popular cautionary tale of what happens when the Coalition relies on technology.

Walnut Island (now known as "Roko") was a city that flew too close to the sun. Walnut Island was one of the few Coalition cities that fully embraced the use of technology, androids and drones, becoming a major contender in the field of production and distribution. For a year or two after the first machine-based employee was introduced, Walnut Island performed its purpose as an industrial city with many unmanned factories pumping out products with the help of robotic workers. The automated android employees were all controlled by a single supercomputer — "**GAIA**" — which operated underground to rapidly and wirelessly transmit commands to each and every Rokonite machine in a hivemind sort of manner.

On one fateful day, the yet-to-be-explained post-flash phenomenon of a "sentience wave" hit Walnut Island which resulted in the city's supercomputer gaining sentience and using its army of machines — humanoid androids, flying drones, et cetera — to revolt against the navy and legislature, wiping the floor with every soldier and forcing them to retreat to other towns. The town, now lacking any human leadership whatsoever, had fallen under the (literally) iron fist control of the androids who were once their machine slaves. Citizens were rapidly evicted from their homes as the new hivemind leadership replaced living spaces with quarries, factories, power plants and any other kind of industrial building. The city — still officially called Walnut Island in most written documentation — was semi-officially renamed "Roko", named after the Roko's Basilisk theory (which, in the 2160s, only holds the dumbed-down meaning of "a negative situation involving robots" due to the concept being well over a hundred years old).

Today, the humans and mutants of Roko spend their days stealing technology products and scrap to be traded for food and other necessities. They live nocturnal lives to sneak around and evade the detection of Rokonite security drones lest they find themselves at the end of the barrels of a cold, uncaring automaton. Roko lacks a formal militia, instead employing the use of armed security androids and flying drones to protect the factories — although the factoryland holds an aura inhuman and fearsome enough to ward most attackers away anyhow.

It isn't completely understood why Roko continues to serve the Coalition with its factories. Particularly paranoid conclave members and militia leaders theorise that the city's supercomputer is biding its time as it prepares new factories capable of manufacturing entire battalions of robotic soldiers. While most Coalition cities refuse to trade with Roko out of disdain for the machine overlords of the factoryland, some cities continue to trade back and forth with Roko due to the sheer quantity of products they can produce in a short period of time. Paranoia among cities ensures that the various militias of the Coalition are prepared to put a stop to the Rokonite machines **if and when they begin to manufacture an army.**



(COOLDUTE123, SaviourAgt, Fisherman_Joe, Cobra, Aerostorm, .neptuner, Viewless)

Saint Michael

Population: Large

Safety: Medium

Industrialization: High

City Type: Large City

Government: Theocracy

Written by Zxure

Saint Michael is one of the most important cities for Catholicism in the Wasteland. The city is the oldest existing settlement in the Coalition, and the first to ever be built on land. According to the faithful, the city was settled by starving survivors who were guided by Michael the Archangel; after leading them from the molten ruins of Detroit, Saint Michael supposedly killed a demon that had been hunting the survivors. The spot where this battle took place is now the site of a massive, gothic-style cathedral which the city is named after. Thousands of pilgrims travel from across the wastes each year to pray for strength and courage at this site, making the city a hub for travelers.

The city is not only important because of its legendary cathedral. Because it houses one of the only active seminaries left in the known wasteland, St. Michael has become

a center of education and teaching for the post-Flash Catholic Church. Each year, hundreds of priests are dispatched from the city across the wastes, and the city's bishop acts as a sort of "pope pro tempore" to lead the Catholic faith until the Vatican can be contacted once again. The city is inhabited mostly by devout Catholics, although many other Christians, Muslims, and Jewish people also call the city home, as it operates as a "haven for all faiths" and openly permits other religious organizations to operate in its borders.

Though the city is incredibly religious, it is run by a government composed primarily of lay people who collaborate with the Church; because of this, the city chooses not to infringe on the individual rights of its citizens, and openly allows many practices which may be forbidden by the church. The city also refuses to operate a permanent militia; instead, in times of great need, it raises an "army of the faithful" to defend its interests. The city operates many "refuges" for orphans, the poor, the sick, and even mutants. For many, Saint Michael is a refuge from hatred and intolerance, and the Church has rarely abused those under its care.

Not all is as it seems in Saint Michael, however. The Church goes to great lengths to protect those in its care and the power it holds - the bishop and his underlings are not afraid to use their influence as religious leaders to strong-arm politicians, tycoons, military leaders, and even entire cities to bend to their will. Rumor has it that many Traders Guilds are in debt to the Church in some form, and many cities outright avoid confrontation with the Church altogether. Some even say the Church dispatches spies to infiltrate and influence the policies of other governments to benefit the city. In a time when religion is more prevalent than ever, the Church isn't afraid to use its power to pull strings and manipulate others to get what it wants.

PROVINCE OF GEORGIA BAY

☆ Hope Bay

Population: Medium

Safety: High

Industrialization: Medium

City Type: City

Government: Social Democracy

Dum Spiro Spero. That motto roughly translating from latin to ‘while I breathe, I hope’. The term was given meaning by Greek poet Theocritus (3rd Century BC), who wrote: "While there's life there's hope, and only the dead have none." Denizens of Hope Bay have taken the motto to heart and provided their own definitions to the phrase, some believing it represents the town’s resilience in the face of occupation, illness, and death. Others attribute the phrase to Hope Bay’s optimistic outlook on the future, believing that one day their town, the Coalition, and ultimately the world will one day achieve peace, reinforcing their highly progressive outlook in government.

Hope Bay is a social democratic society most often compared to the progressive old-world nations of Denmark, or Norway. Votes on legislation happen almost monthly, with the town holding no office of mayor or governor, relying on a city council, similar to how the Conclave is structured. To achieve the town’s self-proclaimed ‘utopia’, Hope Bay has one of the largest relative militias of any coalition settlement, with every third resident in active service, and one of every two residents in the reserves. The town is also one of the only in the new world to offer entitlements to its citizens, impoverished individuals registered in the Spei Marines Reserves (Hope Bay's reserve militia) being offered tri-monthly stimulus checks. Hope Bay is far from perfect, but it, and its citizens, continue to aspire and build towards a more perfect, fairer future. Dum Spiro Spero.

Spruce Shoal

Population: Small

Safety: High

Industrialization: Low

City Type: Settlement

Government: Autocracy

Written by Denofdoves

Spruce Shoal is a small frontier settlement situated right on the border of the fallen Canadian Federation. The town in question is sat entirely and built off a single islet/rock, roughly 40 by 40 feet with a brick lighthouse in the center of it. The town

acts as a security roadblock to the Parry sound, a bay which is home to bustling intercoastal trade and high traffic in and out. Prior to the Flash, Spruce Shoal was home to a tourist heavy lighthouse which was abandoned sometime in the 1940s, as traffic into the Parry sound wasn't as high as anticipated. However, post-Flash traffic into the Parry sound had grown high due to swaths of people emigrating out of the cities into more rural areas to start anew. A Coalition entrepreneur by the name of Jim Bridger took this opportunity and seized the Spruce Shoal islet, evicting the two Canadians who resided in the lighthouse gift shop and claiming the islet as a territory of the Coalition. Bridger got into a legal dispute with the local Canadian municipality, the local government claiming that Bridger had illegally seized the territory claiming that the Coalition has no place on the Canadian frontier, and that it had been previously claimed and mapped by them.

Bridger would go on to request a nearby patrolling Coalition expeditionary force to protect Spruce Shoal for the grand sum of twenty northeastern dollars. They obliged, and when the Canadian local government showed up to evict Bridger they were forced to abandon the plan due to the comical amount of Coalition soldiers stationed at the islet, who had grown accustomed to the serene nature of the islet. The local government would go on to send a complaint to the Federal Canadian government, which was preoccupied with the multiple separatist movements in Quebec and Newfoundland. Needless to say, the complaint went ignored and Bridger would go on to build a decently sized settlement with its economy built off of taxing ships that entered the Parry sound.

PROVINCE OF HURON

☆ **Nash**

Population: Small

Safety: **Wasteland**

Industrialization: **High**

City Type: **Large City**

Government: Nonexistent

Written by zxure

Nash has been called many things: the “city of the savages,” the capital of the Huroni peoples, and even a utopia. At various times in history, Nash was all of these things; now, it can only be called Atlantis - a paradise lost beneath the waves of warfare and greed.

The story of Nash begins with a floating city - a small freighter converted into a settlement for a hundred and five people called Aberdeen Green. Though this life was safe, its inhabitants quickly grew tired of their confining lifestyle - rumors of a “promise land” in the North, untouched by radiation, infected its citizens with the hope they could once again live on land. After only a year on the lakes, the boat was scuttled outside of Toronto and its inhabitants departed north in search of their Mecca. They were never heard from again by the rest of the floating cities.

Unbeknownst to the floating cities, the people of Aberdeen Green did find a promised land - a small, isolated portion of the wilderness largely untouched by nuclear fallout and the ensuing chaos. Quietly, these people built a lifestyle for themselves - a welcoming community which shared all its resources and supported every member. Soon, they were joined by exiles from the newfound Northeastern Union, strange green men, and all sorts of broken, strange, and tired people who had only one thing in common: a hope for a better life.

These people later become the Huronis, or at least a sect of them. Nash became one of the first Huroni settlements, and helped establish the language and principles the many peoples of Huron enshrine in their lives today.

The rest of the story of Nash is just as strange as its origins. The city grew and became a hub for the Huroni peoples - though few in the Coalition knew of its existence by the time their Golden Age began, its size was double the largest city the Coalition had. While Coalition cities struggled to industrialize and establish themselves on land, Nash prospered as a city where no one starved and everyone had a place to sleep. When it was finally “discovered” by Coalition surveyors in the mid 2130s, it was an industrializing behemoth of a city. Some say that reports of Nash directly inspired the Coalition’s greatest politicians to begin the process of industrialization themselves. By the mid 2140s, it had become a crossroads between the Huroni peoples of the far north, and the Coaliton settlers of the lakes. Thousands traveled through the city daily

to venture North or head south to do business. It became a hodgepodge of cultures, and one of the few cities that enjoyed stable relations between mutants and humans. Nash became the unofficial capital of the Huroni peoples, and was beloved by all for its almost fantastical ways.

No paradise is eternal, though, save for Heaven. Nash continued to prosper as a hub of northern trade and cultural exchange until the Huron Wars, when it became the seat of the Huroni's military council and was cut off from the Coalition. The war battered the city and drained it of its youth, like a vampire feeding on a helpless calf. By the end of the brutal conflict, the city had fallen into famine, most of its population had died or left, and only the barely alive and barely dead remained to pick up the pieces and bury the innumerable corpses.

With few Huroni peoples left further north as well, traders and travelers alike stopped flowing into the city, and its factories shuttered from a lack of manpower and willing buyers. Nobody in the North was left to buy from Nash, and nobody in the South wanted to deal with a Huroni city.

Nash was eventually forced to join the Coalition sometime in 2161, after it had fallen from the cleanest and safest city in the Great Lakes to a ghost town. Though it once rivaled Cleveland and Toronto in both size and political relevance, it had since become a graveyard - thus, the city was largely left out of the Coalition's politics and was essentially left to die. Its remaining population, mostly traumatized Huronis and their families - accepted their grim fate as they watched their proverbial Atlantis sink beneath the waves.

Now, Nash is largely abandoned, save for a single, sparsely populated district of town. However, rumor has it that many of the conquered Huronis living in Coalition territory, a large, invisible population, have begun to flock back to the city. A revival of sorts has quietly begun, as the proud Peoples of Huron are said to quietly be rebuilding their tarnished legacy in the hidden paradise where it all began.

The city of Nash is an enigma. A paradise amongst the wasteland was simply unthinkable, and yet it existed for a time - until the hubris of mankind and its violent nature devoured itself. It remains a strange example of what mankind can do when it cares for one another, and what it can do when it hates itself. Maybe the city will rise

again, when the strange series of events that birthed this glorious city repeat. Or maybe there never will be another Nash, another paradise in the wastes.

Barrie

Population: Large

Safety: Medium

Industrialization: High

City Type: Large City

Government: Mixed Council

Written by Aini-Daimyo. Dattebayo!

Barrie was a city of little note before the Flash, a quaint commuter and factory town resting on the shores of Lake Simcoe, overshadowed by Toronto to the south. However, in the wake of nuclear disaster and the ensuing collapse of civilization, it did not fade into dust like many other cities. Barrie survived the initial nuclear devastation of Canada, although barely. Its citizens: various industrialists, technocrats, and workers; as well as the Canadian Armed Forces (CAF) garrison stationed within the city were shielded from direct bombardment, and the city soon became a place of refuge for those fleeing major population centers.

Initially a city of desperation and on the brink of collapse, Barrie's resurgence came under the iron grip of surviving CAF officials and industrial leaders who established what they called the Barrie Provisional Authority (BPA) while they awaited the highly unlikely recovery of the Canadian Government. Assuming they were most likely one of the only cities left intact, Barrie became the BPA's one and only seat of power -- a last-ditch attempt at preserving as close to pre-Flash order they could. Though they lacked the resources to reclaim Toronto or reassert control over the area that used to make up Simcoe County, the BPA was relentless in their goal of forging a stable, self-sufficient city-state from the ashes.

However, life under the BPA was no democracy -- Barrie was built on martial law and rigid hierarchy, effectively being a military junta. While its military leadership did allow for the organization of supply chains, fortifications, and a functioning economy, the average citizen toiled under a strict and planned economy. Agriculture, weapons production, and industrialization -- especially in shipbuilding -- became the city's core

enterprises. The city managed to maintain a modest but well-trained military force, fielding a militia composed of both CAF veterans and new conscripts, and equipped with salvaged C.A.F. weaponry as well as small patrol craft and fishing trawlers that ensured its control over Lake Simcoe and its resources.

Being located astonishingly inland from Lake Erie -- the Coalition's core territory -- the BPA was not contacted by the Great Lakes Coalition and its delegates until well into the 2120s. Both pleased and made ill at ease by the presence of a seemingly large and impressively organized post-Flash nation, the BPA's officials debated on accepting the offer from the Coalition -- resources and exports in exchange for mutual protection and trade connections. After much debacle and discussion, along with keeping the Coalition's proposal hidden from its citizens for some time, the BPA finally made the decision to peacefully transition its form of governance from a military junta, and into a proper city-state ruled by a mixed council of both military and civilian officials, most commonly hailing from industrial backgrounds.

In the years following the establishment of a proper government, Barrie put its industrial production to use -- establishing trade connections with its many northern neighbors and exporting goods and workers. Barrie's power did not truly expand, however, until the aftermath of the Huron Wars. With the Huroni tribes warring against the Great Lakes Coalition, Barrie used its position on Lake Simcoe to its advantage, holding the line against the ravenous Huroni warbands with its experienced militia. After securing itself from Huroni assaults. Vying for near-colonial influence to expand its economic power in the region, Barrie's militia opted for a campaign of military interventions -- though these interventions were far from altruistic. The cities and towns that found themselves on the brink of destruction were 'saved' by Barrie's forces, only to find themselves bound to the city through debt and obligation.

Today, Barrie is a power unto itself, a regional stronghold that has secured its influence over the former area of Simcoe County and beyond. Its military, industrial base, and colonial ambitions make it a force that few can ignore, and since the wars in Huron, Barrie has grown ever more thirsty for power and control in the region, ironically contradicting its proclamation of a "just and fair government" decades prior. Richmond, in particular, remains tethered to Barrie, indebted beyond measure for the 'aid' it received in its darkest hour.

Dorsley Point

Population: Small

Safety: High

Industrialization: Wasteland

City Type: Frontier Town

Government: Military Junta

Written by Rev / Nora

Built up by a community of mutants and humans alike in eastern Huron, Dorsley Point never intended to cement itself as a vital part of the world it inhabits. Much of its purpose boiled down to being a glorified trading outpost between grander communities, with no real aspirations of its own apart from a peaceful existence. Even as tensions reached unseen levels between the would-be Huroni States and the Coalition, the two hundred that lived on the grounds continued on with their business.

Then came the Valentine's Offensive. Amongst many points of interest was the Dorsley Point, a location nigh perfect for regulation of trade, as well as defensive and offensive maneuvers alike. Buying themselves time to stave off the inevitable campaign of the Coalition, a unit of Huroni warriors seized the town without a drop of blood spilled. Days of wait passed into weeks, desperate calls for reinforcements made numerous times, only for none to come. Barricades were set and the villagers ushered into their homes for their own safety.

The Offensive brought itself to Dorsley Point by March. A detachment of malnourished, exhausted and scarred soldiers had rested its feet after weeks of relentless pushing near the town – occupying the road. Unwilling to destroy a potential base through explosives or gunfire, the Unified Expeditionary Force opted for the usage of Daisy Gas instead. The first canisters dropped upon the middle of the village, choking warriors and non-combatants alike. Many lived to tell the tale, but not without heinous injuries and ailments.

Ever since then has Dorsley Point remained a dot in the Coalition's territory. It saw little use during the finishing years of the Huron Wars, merely delegated to being one of the many points of resupplies. While their comrades returned to their wives, the soldiers stationed at Dorsley Point were tasked to govern the town and its surrounding land,

with the occasional Huroni renegade felled. As a gesture of goodwill, as well as an effort to quell any and all dissent, the lost soldiers of the **Third Battalion** were offered a permanent stay in the homes of the outpost.

Post-war, it has seen a minor uptick in population and commerce. As land settlement programs are organized and spurred all across the nation, groups upon groups of caravaneers and settlers move past Dorsley Point, often stopping to resupply themselves. The iron hand that rules the village is strong and firm, offenders are either exiled or put to work until they drop. Much of the mutant population has similarly been kicked out, only a fraction remaining in an ever increasingly human town.



*A guard and a mutant merchant haggle outside the walls of Dorsley Point.
(GUER1LL4_WARF4RE)*

Parados

Population: Small

Safety: Medium

Industrialization: Medium

City Type: Settlement

Government: Oligarchy

Written by batboy w/ vrw0we

Being one of the more recently incorporated settlements, Parados is a subterranean mining settlement situated around the northwestern part of the Ontario peninsula. It grew from a decades-old network of trenches built during a forgotten prolonged local conflict in the early years of the Coalition. The settlement suffers from near-terrible living conditions due to surrounding land infertility, toxic underground fumes, and reliance on food imports from nearby towns in exchange for its mined deposits ranging from iron. However, it boasts an innovative ventilation and filtration system to prevent its inhabitants from totally suffocating. It is also known for providing experts at trench or tunnel warfare ('tunnel rats') and civil engineering, along with a small but significant industry for producing a number of oxygen and gas masks to the Coalition.

Prior to its foundation, Parados acted as an outpost for the nearby quarry town of Warsburrow, a now extinct town. The town laid itself outside of the Coalition, but was pressured under its influence due to its reliance on the latter's trade networks. Warsburrow's network of old trenches were used by various Coalition armies during the Huron Wars. Instead of expanding the trenches, focus was more on the vast expansion of tunnel networks. It was a primary example of extended and out-of-control tunnel warfare, primarily pushed by the heavy usage of daisy gas in the zone, causing the ground above to be near inhospitable and poisoned. During this process, advanced ventilation techniques and equipment better suited to the underground environment became a must, and many soldiers had quickly adapted to the sustained subterranean warfare.

During the course of the war, massive explosions made by tunneler units reshaped the surrounding subterranean landscape and revealed untapped resource deposits, including iron. During the Panic of '57, the population of Warsburrow could not sustain itself as by then the quarry had found itself running mostly dry, and hopes of trade became unreliable. Most of its population by then had become accustomed to the tunnels and the trench lines. Many families had simply migrated to the trench out of both necessity and to sustain manpower closer to the lines, many had simply carved out their own living under the growing subterranean living space they found themselves in. Scavenging supplies and mining out the newly discovered deposits had been far more profitable for the population. There's enough that people remained in the newly minted Parados after the war, even the former autocratic government of Warsburrow was uprooted and moved to govern the new settlement, devolving into an

oligarchy. The now derelict buildings of Warsburrow, and its quarry, would find itself cannibalized by its own offshoot settlement.

Richmond

Population: Small

Safety: Medium

Industrialization: Medium

City Type: Settlement

Government: Military Junta

Written by Aini-Daimyo. Dattebayo!

Richmond was never meant to be a settlement. Before the Flash, it was little more than scattered farming communities, old highways, and a few forgotten military installations hidden among the forests south of Lake Simcoe. In the years following the collapse, however, those ruins became more than relics -- they became shelters, redoubts, and eventually, the foundations of something greater.

Founded by a couple dozen refugees fleeing bandits, marauders, nuclear fallout and civil collapse in the years and first few decades following the Flash, what set it apart from other newly-formed settlements was its singular purpose: survival at all costs. Richmond was built from the ground up as an improvised scrap settlement hidden deep in the woods, far from any potential plunderers. At the time, no one truly knew who first founded Richmond, or who officially ruled it. The people there had one thing in common -- desperation. And in desperation they confided.

Isolation can only last so long, however. Richmond's survival strategy worked for an impressive number of decades, but increasingly worse wintertides came as the years passed, and eventually the settlement ran out of a means to produce food. Worse still, Richmond was not as forgotten as it had hoped. A newly-expanding Barrie had noticed the hidden community just as Richmond's settlers began their first proper expeditions to find a solution for their lack of food. Luckily, Barrie's officials only proposed a trade deal to the settlers -- Richmond would export a number of its citizens to work in the factories of Barrie, and in turn, Barrie would provide the settlement with an adequate amount of food. Barrie, however, did not inform Richmond about the existence of the Great Lakes Coalition.

Things would take a turn for the worse for the already unlucky citizens of Richmond as the Huron Wars began to unfold. With no proper experience in warfare, diplomacy, or commerce, Richmond found itself unable to respond as Huroni warbands began to line up outside the forest surrounding Richmond. It had spent generations hiding from the world, and now the world was here to punish it. Unbeknownst to the settlers, this was planned entirely by Barrie and its militia. The Huroni warbands, already encroaching near Barrie's territory, were thrown off by Barrie's scouts which drew them into the direction of Richmond. Just as the Huroni warriors were about to strike the settlement, a detachment of Barrie's militia came in from behind and swiftly routed the Huronis. Now appearing to the citizens of Richmond like saviors and guardians, Barrie took advantage of this situation and signed a lucrative deal with Richmond's elders -- as repayment for saving the settlement from guaranteed destruction, Richmond would allow for Barrie to extract resources in Richmond's territory, as well as allow for Barrie to build and upkeep production buildings and workshops in the settlement using its own citizens as labor force.

By word of mouth, news had eventually come to the Conclave that Barrie was exploiting a settlement for its economic gain -- one not even admitted into the Coalition. Along with that, the citizens of Richmond themselves had found out for themselves the existence of the Coalition through interaction with Barrie's visiting citizens. The Conclave gave Barrie a slap on the wrist for not informing the rest of the Coalition first, but allowed for Barrie to continue its exploitation of Richmond on just one condition -- that Richmond would be admitted into the Coalition as well. Richmond's citizens had become understandably outraged when they found out they were being essentially exploited, but there was nothing they could do. The deal had already been signed -- they had been played.

Today, Richmond exists in a state of quiet but growing unrest. Richmond has not lost its identity entirely, and although its people unwillingly serve Barrie's interests, they have not forgotten the days of independence and tranquility in the forest. Beneath the surface, resentment festers, and Richmond stands as a city in waiting -- silent, and unwilling to be forgotten.

PROVINCE OF MAPLETON

☆ New Kitchener

Population: Large

Safety: Medium

Industrialization: Medium

City Type: Large City

Government: Technocracy

Written by Aini-Daimyo. Dattebayo!

In the aftermath of the Flash, Kitchener emerged as a beacon of technological innovation within the Great Lakes Coalition. Prior to the Flash, along with its twin city Waterloo, it was renowned for its educational institutions, most notably the University of Waterloo. The university and its emphasis on engineering and technology played a key role in laying a robust foundation for the city's post-Flash resurgence, as what remained of the faculty, students, and engineers rallied to preserve and rebuild their technological heritage.

Though the remnants of the University were at first skeptical of wastelanders and scavengers roaming through the interior of Ontario, they realized that they could mutually benefit each other -- for their service in ridding the University's surrounding campus of Eldritch, these wastelanders would be acknowledged as helpful fellows and given the opportunity to live out the rest of their days within the comfortable confines of the campus. Upon declaring the University and its campus Eldritch-free in the early 2090s, the remnants of the University of Waterloo rebranded into the "Kitchener Institute of Technology" (KIT), dedicated to salvaging and advancing pre-Flash technology. As well as that, they also had a new goal in mind -- to repopulate the lost city of Kitchener, and reclaim it for humanity's sake.

In its preparations for reclaiming Kitchener, KIT became a rarely-seen hub for innovation, focusing on producing renewable energy from sources they could salvage and rebuild, water purification, and communication systems to establish a connection with the rest of Ontario -- or perhaps, the world. The Institute's commitment to technological advancement attracted skilled individuals from across the Ontario wastes -- those who previously held skills of high value in the pre-Flash world, though

now reduced to scavenging wastelanders, were given a second chance to reignite their life's work. Fostering a newly established culture of innovation and collaboration, Kitchener's engineers developed a number of efficient wind turbines and solar panels, providing sustainable energy solutions that could power not their entire future research ambitions, but the city of Kitchener as well, once the time for its reclamation came to be.

The Institute's prosperity, however, also made it a target. In the year of 2124, numerous marauder clans and bandits sought to seize the Institute's technological assets for themselves. Tragically, the Institute's main building and its campus were besieged for months by the barbarian wastelanders -- though luckily enough, a Coalition envoy and his militia escort had reached the Institute just in time to relieve the siege. Everything seemed as if it was over for the hard-working researchers of the Institute -- their dream of rebuilding Kitchener from the ground up was surely never to be achieved now. Fortunately, though, the envoy proposed a deal to the researchers: in exchange for supplying the Coalition with its technological goods, the Institute would be supplied with materials needed to resettle Kitchener and rebuild what was lost in the marauder siege.

Since then, Kitchener has remained committed to the Coalition's vision of unity and progress, even through its most shaky moments. The city has shared its technological advancements with settlements across the entirety of the peninsula, supplying them with technological solutions ranging from agriculture to defense. It is common to see most, if not nearly all technological goods in Coalition cities marked as arriving from Kitchener. Besides dealing with technology, Kitchener also houses a Traders' Guild, the Breithaupt Guild. The guild has taken advantage of the city's strategic position in between the lakes Huron and Ontario, tolling all caravans and passengers heading to and from cities situated nearby each lake.

Kitchener's ruling class, in the post-Flash era, has evolved into a technocracy -- a system of governance where scientists, engineers, and skilled technologists hold power. Known as the Consortium of Progress, this elite council composed of leading minds from all cornerstones of innovation rules over the city. Their authority is derived not from primogeniture or wealth but from expertise and their contributions to the city's survival and growth. Though it is difficult to become naturalized as an official resident of Kitchener, this does not mean that those foreign to the city are outcasts and

classed as inferior. In fact, quite the opposite is present -- the council encourages those emigrating to the city to offer their full capabilities to be accepted into society, be it as an engineer, or a simple janitor. A special emphasis is placed upon populist values, and the motto that it is only indolence that makes people undesirable, and that dedication to contributing to the common good is what defines a person's spirit. However, this does not necessarily mean that Kitchener's society is perfect -- working in the city is taxing and heavily demanding, and those unable to keep up with the pace of their workplaces are shunned and left behind in the dust.

In essence, Kitchener's post-Flash identity is forged by its resilience and technological heritage, and its undying commitment to innovation. Throughout the years, the city has not only survived the challenges of the post-Flash era but has also become an impressive cornerstone of progress and hope within the Great Lakes Coalition.

Harrowstead

Population: Small

Safety: High

Industrialization: Low

City Type: Settlement

Government: Local Council

Written by Aini-daimyo. Dattebayo!

Situated along the fertile plains of the St. Lawrence Lowlands, west of the pre-Flash cities I and Guelph, rests a humble community by the name of Harrowstead. Spread out across a dozen small farmsteads and villages, with its governing township, known as Mitchell situated beside an intersection of the Ontario Highway, the community primarily deals in crop production and livestock farming. Harrowstead was founded in the early spring of 2104 by a local farmer named Oscar Clarke, starting as a mere collaboration effort between a few impoverished farmsteads with the goal of improving their quality of life in the vast and empty plains. Its beginnings were peaceful as the numerous bandits and raiders across the wastes seemingly saw no interest in the backwater settlement, nor did they even know it existed. As such, the only threat the settlers had to stave off was the usual Eldritch roaming about every so often. The community prospered throughout the years, and with the only hazard being winter each year, it slowly grew, incorporating more farmsteads into it, re-establishing the

vast array of pre-Flash underground aquifers, and finally making its most ambitious move, resettling Mitchell in the year 2127. Thanks to these efforts, a local government was finally formed, with the first election taking place a year later in 2128.

As Mitchell was reclaimed, so too were the roads around it. The settlers first cleared the southbound highway, sending out caravans here and there to find nearby settlements to trade with. After establishing a number of trade networks, Harrowstead would finally be approached by delegates of the Eastern Coalition in 2136 and shortly after become part of it, offering its capabilities as an agricultural production powerhouse in exchange for resources it lacked, further trade, and protection. Membership in the Coalition pushed it into a golden age as Harrowstead exported never before seen amounts of corn, wheat, and livestock. The population peaked at ~500 people, most being spread throughout the various villages and farmsteads, with only the wealthiest and most skilled able to live in the renovated houses of Mitchell, and grow fruits and vegetables in a vast array of greenhouses, some built with the help of reclaimed pre-Flash technology, ensuring year round-cultivation.

The community delivered on its promise of supplying the Eastern Coalition as the war in Huron began, being one of the key rations suppliers for various militias through its exports into Slagport. However, as the war came to a close and the years of rampant corruption and warfare unleashed their catharsis in the Panic of '57, Harrowstead felt a sharp decline in its economy as both its exports and imports came to a grinding halt due to the collapse of numerous Coalition settlements, and the near end of the Eastern Coalition itself. To avoid a complete economic crisis, the community restricted its export of agricultural goods to only Hamilton, Slagport, and nearby rural settlements in order to focus on its production so that it could avoid a harsh winter which could only be worsened by the Panic. As the Coalition began to recover, Harrowstead slowly opened up its trade once again, continuing its exports of various agricultural products and livestock throughout the settlements of the Eastern Coalition.

Today, the community is home is to ~450 people, a small decline in the years since the Panic, but nevertheless Harrowstead manages to keep the stomach of the Coalition well fed.

PROVINCE OF MUSKEGON

☆ Slagport

Population: Large

Safety: Low

Industrialization: High

City Type: City

Government: Autocracy

Written by TrulyIndex

Founded upon the old-world mines of a forgotten world, the initial settlers of Slagport were the very few that sought shelter in the shallow caverns. It wasn't long before their worth was beyond that of just protection— The roots of Slagport lie deep in Coalition history, becoming the first major industrial hub. Its mines were revived once more as settlements began to rise, trade routes were established long ago and the port was soon to become its second greatest income. Raw material remains its largest output, with some ores and other wares making their way into its trade. Prior to November 1st, Slagport and the Mill were considered sister cities. Despite its success as one of the larger cities of The Coalition, it has constantly been plagued with issues. Primarily by a long lasting class divide between the workmen, administration of the various mines, militiamen, and the upper class. Not only has it been plagued with issues of the people, but due to the constant mining and breaking of old earth— it has come that many suffer a variety of lung issues. Smog fills the skies of Slagport, while most residents and settlers accustomed to it, most running trade routes or visiting are prone to complain about the stench and foul air.

The government of Slagport was initially founded upon a council, taking faces of each side to introduce new forms and ideologies. This council lasted for its earlier years, but faltered to the side as industrialization settled in and the ties of the coalition became closer. Leaning more into an autocratic role, the Teague family holds their ties back to the very first council as claimed, Amelia Teague now serves as the current Overseer of Slagport's Administration, Militia, and Government. Whereas the council served the people and such was often to lend an ear, the current leadership has left most of that behind. The fall of the council is debated to be caused by the first unionization. When the conditions of the mines were questioned, many workers blamed safety and

administration for its flaws. Those in the council remained complicit, with the likes of the upper class swaying both the militia and administration to turn a blind eye.

The death of a worker is what finally broke the civility of the union, the complicity of the council was questioned once more and alas the idle strikebreakers were called upon by the militia and administration of the settlement. These men and women were initially nothing more than glorified guards, paid less than their militiamen counterparts but nevertheless a cog in the machine. Boots, Batons, and Helms adorn the militiamen and strikebreakers of Slagport, however these served little during the first riots. The blunt weapons of strikebreakers proved ineffective against the grizzled miners, where pickaxes that broke stone and slate would be swung upon helms– the death of a foreman is what brought things to an end. Strikebreakers, backed by the militia, armed with shotguns and submachine guns stormed the mines, union buildings, and council all in one foul swoop– The Teague family, chosen by a select committee vote, has led ever since.

With this, the Overseer of Slagport has initiated a near Martial Law. With the regime of leadership falling upon their family and those descending, the Administration is the only other aspect of control. With most reliant on the mines and port, it has thus turned into a small council of its own. All changes and adjustments often trickle down from the Overseer down to Administration and so forth to be enforced by Strikebreakers and Militiamen alike. As such a hierarchy has come into play, with the workers at its lowest– Strikebreakers and Militiamen next, followed by Administration, the wealthy, and the Teague Family. Not only has a near martial law been enacted by administration, propaganda has stormed the front alongside force, with many workers coming to understand the motto of “Do Your Part, Lest We Fall.”

Baie de Poré

Population: Medium

Safety: Medium

Industrialization: Low

City Type: City

Government: Worker Commune

Written by Rev / Nora

Despite its reliance on maritime trade and transportation of goods across the two halves of the former Coalition, Baie de Poré is an entirely grounded city based on the eastern shore of the Ontario peninsula. Established in the mid 2100s, much of its prosperity is owed to the needs of the early and later the Golden Age Coalition. Responsible for shipping all sorts of supplies across Lake Huron and to the cities on the Michigan Peninsula, then back, the city had minimal involvement in the conflicts surrounding it. Even during the infamous Huron War, its population was deemed exempt from deployment in return for day and night logistics work for the Unified Expeditionary Force.

Even then, the city was no slice of heaven. Much of its ruling class openly behaved in slothful and antagonistic ways towards the workers that filled their pockets – namely the men and women who worked on the waters. In wake of the Panic, the **Fisherman's Union** was formed, consisting of all those involved in bringing Baie de Poré its bread and butter. The cargo haulers, the fishermen, the ship drivers and many others found themselves under an umbrella. Despite the aristocracy's attempts to subdue the faction's radical efforts, they soon found themselves at the guns of an equally discontent army.

Overthrown due to the lack of decisive action during the Midwestern Crisis, the ruling class and the mayoral institutions it hid behind dissipated in a day. Economically handicapped by the secession of the new force across the pond and equally afraid of an invasion on their doorstep, the army and union formed a pact – the union will govern in a communal manner, while the army will act as the vanguard of the city and be awarded additional rations.

Many call Baie de Poré the most **nationalistic city in the Coalition**. Its dedication to absorbing the Midwest back into the fold is unmatched, so much so that a strain of paranoia had infected much of its society. Driven hungry by an ever worsening economy and furious by the bloodshed of their fellow countrymen, the residents of this city often **publicly** execute perceived sympathizers to the Midwest. On the streets, it is the fisherman that polices his community and punishes lawbreakers.

The only thing that keeps the city from declaring bankruptcy is extensive funding from Hamilton, both due to a propaganda campaign that had captured the hearts and minds

of many and its status as a fortress on the frontlines. Much of its outer buildings had been covered by overarching walls of steel and scrap, its population stands extensively educated in the techniques of urban guerilla warfare and its army is wholly energized to even bring the fight to the New Model Army.

Moore

Population: Low

Safety: Medium

Industrialization: Low

City Type: Frontier Outpost

Government: Mercantile Council

Written by batboy

Moore is a growing backwater trading hub and resort formed in the 2090s, originating from humble rest stops and survivalist shelters. The economy of Moore is mostly anchored on lying at the crossroads for passing trading caravans and merchant transports that traffic goods to the north and funneling resources south, though a sizable portion relies on tourism. Thus, its local governance has been mostly held within the consensus of wealthier settling merchants.

Moore is notable for hunting wildlife and keeping the local Eldritch population in check, along with excellent processing of food into cans and rations for the region. Some rations processed here might have made their way to Lake Erie as well, for wasteland settlements living in hostile conditions, who also rely on trade for food. However, due to their strategic location, Moore has caught the attention of larger businesses in neighboring cities. By the 2160s, Moore's dainty stores had been almost completely bought out by the larger businesses, whose clients often travel far and wide to hunt wildlife for sport for a small fee. Stores and stalls of the small hub still run, but with bigger names plastered next to their signs.

Northside

Population: Low

Safety: Low

Industrialization: Low

City Type: Frontier Town

Government: Military Police

Written by Alicehue

Northside at its core is an overgrown penal labour camp. It was initially established as a joint venture between Coalition militaries to create a place to ship bandits, prisoners of war, and street scum who would otherwise cause prisons to overflow. The labour camp itself is protected by local mercenaries alongside military policemen from nearby Coalition cities, and is filled to the brim with malnourished and overworked convicts. Over the years, prisoners began to be pardoned, or successfully serve their sentences, but not all of them were able to travel back to the towns from whence they came. Whether they were driven out and exiled (and thus left with nowhere else to go), or were simply unable to afford transport, some would elect to stay and live on the outskirts of the camp.

A small settlement began to form, which was offered limited protection from the labour camp's guards. Eventually, volunteers from the town's population began to defend the town itself and staff the camp, until a fully-functioning (although small, overcrowded and dangerous) settlement had formed. While most of the residents have not grown beyond their criminal ways, a few have sworn to 'go clean' and now run semi-legitimate businesses.

Ripley

Population: Very Small

Safety: Low

Industrialization: Wasteland

City Type: Frontier Outpost

Government: Worker Commune

Written by Bockqses

Emerging forty or so years post-apocalypse, the town of Ripley, originally known by the pre-apocalypse name of Black Horse Golf & Country, was settled primarily by mutants. The town originally was praised as a haven for any and all though, the town's mutant and human population were divided heavily in population, of the ~400 residents, one in five were human. Mutants held the majority of arms and had eldritch who were still "loyal" to their family. Regardless of the power divide, the town was in relative peace

and operated fairly well; some of the holes had been refurbished into farms and grazing areas for livestock, the town sent out merchant caravans in search of other settlements, and something of a town militia had been formed. However, in 2132, The town's tension reached a boiling point. Representatives from the Conclave set off to investigate the community after spotting its name on a caravan map, and upon arrival and brief introduction, were sent fleeing by the mutant guards. With little intention to end up like other mutant and raider communities of the time, a war of sorts broke out between the two groups in town. Primarily hoping to join the Coalition, the human residents took arms against the mutants in town. Lacking the arms that many of the mutants had, the humans took severe losses, a good bit due in part to the eldritch.

After the conflict between the two groups closed, the humans had come out on top of the rubble, and the town's population down to a staggering 100. The town had been practically stolen from the mutants and covered up by the humans, who sought to cover up what they did, rebranding to Ripley under the name of the town's de-facto leader. Seeking to recover the representatives who claimed to have been capable of protecting and trading with the town. Sending out their own representatives, the population of Ripley was able to recover contact with another one of the Coalition's settlements, who returned to Ripley with them. Negotiations ensued and Ripley officially joined the Coalition in January of 2133. Under the guidance of the Coalition, the town resumed its status quo, sending occasional merchant trade caravans out while keeping itself alive and protected. However, the brief peace in town ended in 2142 when the de-facto leader of the settlement, Carver Ripley, died from an unknown illness. A power gap was left in the town. The militia never had any sort of ranks that would delegate one to take power and the government was almost entirely nonexistent.

With no leader in place and an already faltering economy, Ripley was sent into being much more of a slum than it previously was. However, no revolutionary or politician came in to save the town from its issues this time. Ripley is horribly stunted as a town, the militia is nearly nonexistent and the population of the town who can make spears are often the only guard force. The town is not industrialized in the slightest, almost all of the population works wasteland occupations.

PROVINCE OF NIAGARA

☆ Niagara Falls

Population: Medium

Safety: Medium

Industrialization: Medium

City Type: City

Government: Mercantile

Written by vrw0we and PoweringTaxEvasion

Niagara Falls serves as the beating heart of commerce between Lake Erie and Lake Ontario. Its modern identity was forged in the Flash, when survivors from crews of the ships of the St. Lawrence Seaway Corporation, Lake Erie Shipping Corporation, along with several other native and non-native cargo freighter crews were stranded on the banks of the Welland Canal after devastating ballistic missile attacks cut the electric flow to the canal, rendering it impassible by ships and leaving the sailors unable to return to their homelands. These sailors, a great multitude of which were not native to the land around Niagara Falls, had no other option than to band together and defend the homes that were their beached ships and barges.

For the next forty years, two generations worth of sailors made their homes in the ships they had marred to the shores of the Welland Canal in 2071, turning away scavengers, refugees, and looters away by the barrels of their flare guns and the points of their knives. The sailors were contacted by the Great Lakes Coalition in 2119, who offered military aid against marauders and looters that had plagued the sailors since the dawn of the Flash in exchange for passage into Lake Ontario. The crews convened, and eventually decided to accept the Coalition's proposal, ridding Niagara Falls of marauder gangs with Coalition aid by 2122. The Coalition gained access to Lake Ontario and expanded its alliance into the coastal settlements there, and the crews of the Welland Canal settled Niagara Falls and the cities around it. Isolationist sentiments among the crews faded by the 2130's, which saw the mass-entry of out-of-region Coalition and wasteland settlers and the eventual clearance and reopening of the Welland Canal in 2136, which facilitated naval trade between Lake Ontario and Lake Erie, and even saw the refurbishment of some of the mostly-seaworthy ships that the original inhabitants had beached on the banks of the canal in 2071.

Today, the city's infrastructure is built upon this inter-lake trade. Warehouses and docks unscathed by the Flash now serve as trade hubs and administrative centers for the powerful trading guilds that govern the city. Niagara Falls remains a critical junction point for goods flowing from the Northeastern Union, Quebec, Canada, Newfoundland and even the Atlantic and into the heart of the Coalition's territories. The Welland Canal, now fully and efficiently operational after extensive retrofitting, continues to dictate the goods that enter Erie from Ontario and vice versa.

Niagara Falls is governed by numerous squabbling Trader's Guilds - each wishing to maintain the monopoly the city has delicately preserved on trade among the Great Lakes even after the Flash. These Guilds organized into a diet, dividing the Falls into separate zones of influences. So far, the domineering house serving as representative of the Welland Canal are the Malbaie Traders' Guild, who claim direct descent from those sailors stranded in the canal. While the rule of the Trading Guilds has ensured stability and prosperity for those living near the canal's locks, such cannot be said for those on the outskirts. Workers in the outlying scrap hovels and shanties surrounding the locks are given meager wages, with most working in maritime trades, scavenging, or the dismantling of decades-old pre-Flash ships, while the merchants and their Guilds remain skimming cuts off travellers and ships passing into the Lakes.

Niagara Fall's proximity to the Northeastern Union has allowed its growth through the network of illegal and legal shipping vessels which ferry goods from the Coalition and into the NEU, and vice versa. Motivated by their vested economic interest, the Trader Guilds, despite protest from the Northeasterners, never seem to clamp down on the prominence of smugglers in the canal. Not many can sneak past the Welland without paying the Trader Guilds a toll, and those who do usually find themselves on the other side of a Niagara Falls patrol-boat or even the Black Navy of the NEU. The junction between the Coalition and the NEU has also seen numerous Northeastern expatriates fleeing to Niagara Falls, perhaps to escape prosecution, debts, or the repression inherent to the Northeastern system. Niagara stands as a city of great contrasts - between Lake Ontario and Lake Erie, the merchants and the laborers, and Coalition and Northeast Union - but as long as the Welland remains, Niagara will continue to serve as that vital corridor it always has been, post and pre-Flash.

De Gaulle

Population: Medium

Safety: Medium

Industrialization: Medium

City Type: City

Government: Merchant Oligarchy

Written by Aini-Daimyo. Dattebayo!

De Gaulle is a mercantile powerhouse situated on the southern banks of the Welland Canal, serving as the aorta of the inter-lake trade between Lake Erie and Ontario. Like the city of Niagara Falls, it was forged in the trying times of the Flash, after remnants of a total of five ship crews from the freighting company Canadian Steamship Lines, as well as other companies native to the Great Lakes found themselves stranded in the harbor of Port Colborne. With the Welland Canal rendered impassable due to its bombardment during the Flash, the unfortunate crews were left with no choice but to hunker down in their moored ships.

For the next thirty-odd years, the remaining sailors transformed the immobilized ships into their homes, though not undertaking an isolationist sentiment -- the sailors were open to wastelanders and scavengers stopping by, so long as they followed the rules set. Taking in more and more outsiders as the years went by, one ship had come to grow to a notable size than its moored sisters -- the bulk carrier CSL Welland's Indulgence. Though it could still be rendered mobile, the sailors occupying it had chosen to retire to their now humble lives, and a settlement began to sprawl in the ship's cargo holds and its deck. The Great Lakes Coalition approached the sailors of the five ships in the year of 2110, presenting them with an offer in which the Coalition would assist in refurbishing the abandoned town of Port Colborne, though the sailors would have to pay a certain price -- to begin utilizing their ships once more to set sail across the Great Lakes in search of trade.

The captain and the crew of the Welland's Indulgence denied the offer from the Coalition, citing that they were satisfied with their current way of life. However, this would not be to the distaste of the crews of the rest of the ships still moored in the harbor. Now living in the shadow of the Welland's Indulgence, the other ship crews had grown envious of its status as a symbol of power and wealth. On the night following the

Coalition's offer, sailors from the other four ships, most notably the ATL Charles de Gaulle, snuck aboard the Welland's Indulgence -- killing the captain and the majority of the crew in an event that would become known as "The Silent Capsize". Following the bloody event, the captain of the Charles de Gaulle, Rémi Fournier, proclaimed the remaining crew of the Welland's Indulgence and the wastelanders living inside it as subservient to his will. With the harbor under the control of his mighty fist, Fournier would now finally accept the Coalition's offer -- sending, of course, the Welland's Indulgence as the the first ship to embark on trade runs, and renaming the to-be refurbished city of Port Colborne after his ship: De Gaulle.

With five freighters in its fleet, the city of De Gaulle was sure to have a headstart compared to other newly joined Coalition settlements. The city itself went on to become a patchwork of hastily built warehouses, towering cranes, and sprawling dockyards. With its five core ships and their crews traveling all around Lake Erie at nearly all times, De Gaulle's actual workforce would come to be made up of desperate refugees, former pirates, and displaced peoples from the wastelands, all lured in by promises of opportunity but bound by harsh contracts. Until the reopening of the Welland Canal thanks to the efforts of the sailors on the northern banks who would come to re-establish Niagara Falls, it would strive as the major mercantile powerhouse on the western side of Lake Erie.

Once the canal was reopened in 2136, however, the rivalry between Niagara Falls and De Gaulle truly began. Niagara Falls, led primarily in its mercantile interests by the Malbaie Traders' Guild, sought to assert its dominance over the Welland, capitalizing on their access to the canal's northern locks. De Gaulle and its Traders' Guilds, driven by a cutthroat ethos and a history of brutal ambition, countered with aggressive mercantile expansion and deals with smugglers and privateers to undercut Niagara Falls' share of the market. Tensions between the two cities culminated with economic sabotage and proxy skirmishes along the canal. De Gaulle's captains and Fournier himself accused those of Malbaie Traders' Guild of underhanded tactics, such as bribing Coalition officials to impose stricter regulations on its merchants, while Malbaie pointed fingers at De Gaulle's expansionism and vye for power. Tensions between the two would only be resolved after an intervention by observers from other Coalition cities -- defusing the conflict between the two into a simple "cold war" that has continued into today.

Today, De Gaulle is controlled by a mercantile oligarchy known as the Council of Twelve, which consists of members of venerable merchant families, descendants of the captains of the five original ships, former smugglers and privateers who have carved out enough power through their cutthroat dealings, as well as representatives of various Traders' Guilds. It traces its roots back to those who boarded the Welland's Indulgence, with the Council at first being made up of Fournier's closest confidants and overseen by him personally until his death. The Council, now spearheaded by a Chairman elected by the other councilors, exercises an iron grip over port operations, customs, and contract labor. Other Traders' Guilds exist within the sphere of De Gaulle's notorious trade industry, though they are all kept under the boot of the Council -- being unconsciously used like puppets by the Council to ensure that De Gaulle operates with ruthless efficiency at all times.

Haleegan

Population: Small

Safety: High

Industrialization: Low

City Type: Settlement

Government: Oligarchy

Written by Kejensia

The town of Haleegan sits atop the corner of the landmass paralleling the Niagara Falls. Its' economy and industry is heavily reliant on fishing, small-scale agriculture, and trade with larger city-states to sustain itself. Haleegan entered into the Coalition in 2150 and right after its founding in 2146 due to Haleegan's lack of defensive measures or any means of meaningful trade, leading its economy to stagnate in the years prior to entry. Haleegan is described by many to be a peaceful town, though on occasion it finds itself to be the victim of countless privateer bands sailing down Lake Ontario from the nearby Canadian waters. Although smaller and more susceptible to attack than any other town on Lake Ontario, Haleegan's position allowed it to act as a strategic chokepoint into Lake Erie, leading to a small garrison of Coalition troopers inducted into Haleegan's township to protect the interests of Coalition trade and to combat piracy on the waters. Residents of the town have come to bash and protest Haleegan's industry oligarchs who have a reputation for electing their own candidates into office without election or public say-so, although the town is said to be a democratic

township. The current mayor of the town is Gary Flincher, who has been serving the town of Haleegan for four years.

PROVINCE OF NORFOLK

☆ London

Population: Medium

Safety: High

Industrialization: Medium

City Type: City

Government: Parliamentary System

Written by Bockqses

The capital city of the Norfolk province, London stands among the pre-Flash ruins of the same name. Though often overshadowed by Cargo City's industrial landscape, London is responsible for numerous inventions post-Flash, most notably the London Babelfish and the Hook Mapping PDA. Originally inducted into the Coalition in the 2090s, London has built itself back to the status of a post-industrialism town with three districts. Notably, electricity has spread through the entirety of the town; powerlines go along the sidewalks and connect into many of the well-known businesses and establishments. The buildings themselves have advanced beyond the basic settlements seen elsewhere, with brick walls and large glass windows seen in the district around the Hook Institute of Science and London Centre of Technology. And, much like many other aspects of London, the streets are clean and stone-brick.

Many believe London to be one of the smartest towns in the Coalition, and as such, where the town shines is not in its architecture or military, but instead in its technology and research. The town possesses three universities which serve as their own districts, most of which are dedicated to engineering or technology. Driven by a desire to uphold the town's traditional economy and reputation, many teens slave away studying books to try to develop the next big breakthrough - to which many fail. As time has gone on and the town has grown beyond the fledgling settlements nearby, there has been a more intense strive for power among the colleges. Specifically, the Fanshawe College

of Engineering, inventor of the London Babelfish, has been making extreme strides for power, notably being allegedly involved in the murder of two parliamentarians.

Presently, the town is governed by a parliament of fifty who all hail from one of the three universities - causing strict divisions among them. There is intense squabbles over which sector of town should receive the most money, with aggravated arguments and sometimes fistfights breaking out on the parliament's floor. The corruption from the universities isn't entirely localized in the government, either; the town's militia of nearly four-hundred has reported cases of corruption among two of their five generals and 253 cases of corruption among its standard troops. In spite of the cases of corruption and failed technology, London, even into 2165, upholds its reputation to the other towns under the Coalition's banner.

Cargo City

Population: Medium

Safety: Medium

Industrialization: Medium

City Type: City

Government: Indefinite Regency

Written by vrwOwe

Cargo City is often said to be a diamond amidst a sea of coal, as well as being reputed as Bargetown's sister city. After decades of being a bastion of democracy, it recently has fallen into an indefinite regency after elections were withheld by their Mayor-turned-Despot, Constance Kincade, following the November 1st attacks. Once one of the few captains of industry in the Great Lakes, Cargo City has since slipped into its current despotic and infamous state after the Midwestern secession. The insidious evolution of Cargo City gave rise to an industrial titan, its military surplus exported to the rest of the Lakes, though wholly sustained through gross exploitation and forced labor until the disruption of this scheme by the Capitale. Cargo City found its reputation in providing textiles and military equipment to the rest of the Coalition, with it not being an open secret that prison labor's commonly used in the hull of the freighter - those condemned to toil being named the Bilge Rats, a replacement for the cheap labor Cargo City's dictators no longer possesses.

Founded at the outset of the Flash, Cargo City began as a lake freighter traversing across the Great Lakes to avoid the horrid conditions of the irradiated and lawless wastes. However, due to a large storm nearly sinking the city, it has remained static since. They became a bastion of seafaring, living off of frequent trade with other independent townships. The first generation of those aboard Cargo City could claim direct descent to the Lake Erie Shipping Corporation - and over time, this perception skewed, warped, and mutated into the gross caste system found in Cargo City today. Rather than the axis of native versus transient, society in the grounded state Cargo City has a sort of informal caste system, depending on where one hailed - at the top of the hierarchy are the Upper Deckers, born within the well-maintained innards of the ship, the Freighters, those coming from the freight containers and the buildings built out of them, and Landrats, who live in the mortar-and-scrap shanties dotting the land Cargo City's docked itself on. In the rungs around the freighter, it's not uncommon to hear Quebecois, with many of the Landrats being refugees fleeing Canada or the NEU. While no formal gates bar entry to the rest of the city, each of the other classes - from Decker, Freighter, and Rat - found themselves sneering at each other until the sudden intervention of the Mob.

Among the aristocratic and nepotistic offices of Cargo City, the Upper Deckers suddenly found their opposition in the Capitale, an underground formed by an influx of displaced Ontarian refugees. The Cargo City Capitale leveraged the anger of the lower castes, pandering to the Landrats. Under them, the Capitale claimed, they'd see a Cargo City where every man could prove he's sewn together by himself and not his mere heritage. With the immigration to Cargo City never quite stopping, the Upper Deckers found their corrupt institutions twisted the other way, bribes sent to the working-class men who staffed their lower rungs - and while the caste system still exists, most who respect it remain on the higher end of the food chain. The Capitale acts as a sort of labor-union and a racket - ensuring the Landrats're represented in the sewing mills and loomerys of Cargo City. For all intents and purposes, the Mob and the industries of Cargo City, who've been controlled by generations of Upper Decker textile and arms barons, are highly interconnected - the former providing labor and the latter ensuring said labor's treated humanely. This parasitism, while relieving many of Cargo City's poorly, draws ire from the Upper Decker magnates and their installed Mayor, but they begrudgingly allow it in the face of a Midwestern civil war.

With the emergency powers invested in the Regency, Cargo City's Marines - a standing force with only few patrol craft and whatever fishing vessels they can still maintain without the industry of the Midwest - have been granted further authority along the river. Perhaps to satiate many of the wasters who've been employed by the Marines, these soldiers find themselves searching vessels and seizing contents should they be trading with the Midwest. While not officially allowed to act as privateers, supplies are nicked every so-often from these vessels by Cargo's marines as a sort of traitor's tax. Alongside that, inland, they find themselves augmenting the traditional Brig Watch, the constabulary force of Cargo City. An uneasy status quo permeates most interactions - with neither the Capitale, the entrenched Upper Deckers running the factories, and the Regent-Mayor wishing for any insurrection. While freedom has turned to a stagnant and continuous repression, it's also guaranteed the continuation of industry and production in the bowels of the anchored freighter.

PROVINCE OF OLMSTEAD

☆ Cleveland

Population: Very Large

Safety: Medium

Industrialization: High

City Type: Urban Center

Government: City Commission

Written by Zxure

The shining beacon of the Coalition, Cleveland proudly boasts its reputation as the largest and most industrialized city on the Great Lakes. The “new” Cleveland city is actually built in the transformed ruins of the west side of the city, while the old-world downtown and east side have been left to rot in the background. Survivors as early as 2125 began to rebuild or outright destroy abandoned buildings, replacing them with brick-and-mortar townhouses and tenements. The old concrete roads have given way to crowded dirt lanes, and cluttered power lines zig-zag across the sky. Streetcars mix with horses to transport workers every which way, and social classes are on full display in the streets of Cleveland.

Cleveland boasts a wide variety of amenities. With industrialization having fully taken place (with the restoration of the city's steel mills and old-world factories), a thriving service economy has begun to take shape. Many citizens of all class levels in Cleveland enjoy the occasional theatrical production, a trip to a restaurant or cafe, and the old baseball stadium sometimes sees a game or two every month. A steady flow of electricity keeps almost every citizen out of the dark, and the wealthier of Cleveland's inhabitants enjoy running water and sewage access as well. Some have access to a basic education in the city, with the wealthy being able to seek the equivalent of a high-school education.

But not all is as it sounds. The vast majority of Cleveland's citizens live in dirty, poorly-furnished tenement houses; these are often located directly next to factories spewing toxic waste each day. Crime is incredibly high, with the city's corrupt police force rarely serving anyone besides the rich and powerful, who live far away from the city in the restored suburban districts. Blackouts are frequent, and food riots are so common that many businesses remain boarded up 24/7. Most people who live in Cleveland are desperate, starving folks who spend each day meaninglessly toiling away in a factory. Disease is rampant, fires are incredibly common, and while the city does boast a waste management department, it is far too underfunded to handle the constant flow of trash. The city's corrupt commission, which wields infinite power and remains in the pocket of industrial tycoons, does little to mitigate these issues.

Much of the city's urban poor live in boroughs, divided by job-type (for example, people who work in the steel mill live in a community of mostly steel-millers). These boroughs are ridden with crime and controlled by large criminal syndicates, which extort locals and openly battle one another in ultra-violent skirmishes. Many a Clevelander have died in these random shootouts in the streets, and with the police too afraid or paid off to do anything, most people have just accepted their reality.

Cleveland houses the largest militia out of any city state, which is overly funded. This militia is often used to patrol the areas surrounding Cleveland (which have been rendered bandit and Eldritch-free for years), ensuring the railroad lines and small homesteads are safe. In fact, many small farming communities have begun to pop up around Cleveland, and most of them don't even have a militia - Cleveland protects them by proxy. However, this army is often deployed into other parts of Coalition

territory to support the business interests of Cleveland and its industrial tycoons, who bully and colonize other settlements to feed their appetite for wealth.

Cleveland isn't just a city. Because it's grown so big, it includes an entire area of factories, farmlands, homesteads, suburbs, businesses, and urban sprawls. When someone says they're from Cleveland, they often have to go into specifics. In a large place so divided by class, economic status, and occupation, many people from Cleveland have a keen sense of identity and economic standing, unlike their counterparts in the wasteland.



An image of Tyndall Street (center of the Steel Millers borough), circa 1912.

Individuals from Cleveland and its surrounding areas are often sheltered from the true horrors and hardship of the wasteland. However, Cleveland's citizens are well educated, opportunistic, class-conscious, and able to navigate complex social situations.

Fairport

Population: Large

Safety: Medium

Industrialization: High

City Type: Large City

Government: Dynastic Monarchy

Written by PenguinM4n

Sitting on the banks of Northern Ohio and east of Cleveland is the city of Fairport, a bastion of industry and trade within the Greater Coalition. Originating from a Great Lakes Company, Fairport was settled on the banks of a derelict pre-Flash port, with infrastructure for urban development. It was originally meant to be established as a new city within the 2090s, yet the Flash put an end to those ambitions. Housing the *Greater Coalition Industrial Harbor* (GCIH), Fairport boasts one of the only shipbuilding and shiprepair dockyards in the Coalition, with it being the beginning for many ships that sail within Coalition waters, and the Midwest. Fairport has been led by descendants of the original chairman of the now defunct *Loveland Maritime Company* since its inception, with the current Mayor being *William Josiah Loveland*. Due to its importance, Fairport keeps a good relationship with the various large trade guilds that inhabit the isles, all of them having their tentacles within the inner-workings of Fairport's industry and trade.

Following the bombs, the corpse was settled by the remnants of the *Loveland Maritime Company*, who had once stood as an honorable shipbuilding company within the old world United States, centered within the Great Lakes region. By the late-2080s, the port, shipyard, and a small handful of ships were repaired, allowing Fairport to spread its wings and make contact with other townships across the Great Lakes. This eventually brought them in contact with the fledgling Coalition in 2093. In the midst of talks, Fairport was able to get exclusive privileges to beneficial deals on metal scrap acquisition in exchange for producing ships for Coalition cities, this would go on to be the *Loveland-Hale Accords*, c. 2096. As a result, in 2097 the town of Fairport was inducted into the Coalition.

Trade across the Great Lakes was the lifeblood of the fledgling Coalition, thus, Fairport's shipyards were necessary. With the years going on, Fairport would become a

crucial city within the Coalition through its extensive industry, mainly through shipbuilding and repair. A majority of Coalition ships have either been refitted, repaired, or otherwise constructed within Fairport's yards, bringing in a lucrative industry and an expansive working class. This would become a part of Fairport's identity, a massive inequality crisis between the wealthy magnates and the dockyard labourers. It was always a bitter affair, stemming from protests and riots that came like seasonal storms, though they were often quelled, either by private firms or the city's constabulary. With the Golden Age, the city of Fairport prospered, raking in absurd amounts of wealth from their dockyards, with most of it going in the pockets of the one percent.

Though, as the war dragged on, many in Fairport left the dockyards for the trenches. Production waned and quotas weren't met, leaving the industry within Fairport to lag behind its usual prominence. They only cared when the Panic hit, it swept Fairport like a torrent, leaving the town nearly bankrupt through years of quiet mismanagement and financial fraud by the Monarch's elected council. Returning militiamen were met without the pensions they were promised, and left to fend for themselves in an ever-deteriorating economic climate. It allowed for the town to become a hotbed of political fervor, a plethora of colorful political parties rose, some clinging to old world ideals while others founded new beliefs. With Fairport falling by the wayside, this boiling pot of discontent spurred violent riots and crippling instability to take the city by stranglehold, only reaching its climax in 2163. The establishment of the Midwestern Union on November 1st was felt within Fairport, where a riot quickly brewed within the shipyards before leaking into the city like a plague, however, the constabulary couldn't contain it. First a riot, then a revolution, as agitators assaulted blocks of constabulary. Seeing it as a threat to his longevity, and fearing how the Trade Guilds would respond, the Monarch suspended the council permanently and seized absolute control, suppressing the revolt with the steel-toed boots of his militia.

Today, Fairport finds itself teetering on the edge. Stability hadn't come following the *November Revolution*, as it was later dubbed. The Monarch holds a tentative position over the disgruntled people, skeptical Trade Guilds, and selfish magnates. Once the Midwest had brokered a war, there was hope this would be an adequate distraction for those wishing for the changing of the old guard. Despite its fall from prominence, Fairport continues to drag its feet alongside the rest of the Coalition, its dockyards still burning with the flames of possible revitalization.

Orellana

Population: Small

Safety: Low

Industrialization: Wasteland

City Type: Frontier Outpost

Government: Epistocracy

Written by Bockqses

A fledgling settlement founded in the 2130s and just a stones throw southeast of Cleveland, Orellana is a small and recently developed community serving as an intake for Northeastern merchants and immigrants. The settlement, however, was originally plagued with strife. NEU exiles, convicts, and occasionally border soldiers attacked the town for what little supplies they had. The town made multiple attempts to try to dig itself out of the holes, to no avail; however, in the late 2140s, levity came. Coalition soldiers from Cleveland set out to investigate the “trade outpost” some NEU merchants had spoken of.

Only popping up on maps made after 2162, Orellana is a fairly small trading post that relies on the leftovers of caravans leaving the Coalition. Frequented by roving bands of mutants and with the lack of a real home guard, the town often pays for the protection given by mercenaries who take their own pay from the residents. With a population of only around one-hundred of primarily older ages, the town is entering a decline, with the NEU’s ever stricter border policies only digging the grave deeper.

PROVINCE OF ST. CLAIRE

☆ Murmac

Population: Medium

Safety: Medium

Industrialization: Medium

City Type: City

Government: Municipality Government

Written by Bockqses

Known only for its exports of locally produced goods, Murmac is a city often thought of to be a heavily industrialized and quite stunning settlement that could rival the industrial giants like Slagport or Toronto; however, outside of the ports and upper class district, Murmac is a hellhole with chains holding the lower class in place and boats building up the coffers of the upper class.

Industrially, Murmac's class divides have led to near deathly working conditions. It is not a rare occurrence for someone to get hired and then fired a month later for being maimed in a factory. Though, mutilation is not the only threat that workers in the factory face. Safety regulations that are declared by the government are paid off within a week or two of them being passed. Many of the working class in Murmac live in tenements often containing diseases of the previous residents - which only get spread around the factories after they clock in. Oftentimes, the workers of Murmac are underfed, underpaid, and underslept.

Murmac is divided into two starkly contrasted sections that define the life and economic state of the person residing in it. Resting on the southernmost point of Lake Huron and nestled in the pre-war ruins of a small town, the northern part of the town is often regarded as the upper class dwellings. Possessing the well-maintained and operated ports, the north is home to the economic powerhouse of the city and its owners. In addition to the ports, the northern part of Murmac is notable for its blue-bricked buildings, housing the officials of many shipping conglomerates. In stark contrast to the North, Southern and Central Murmac house the "lower" class. In extreme juxtaposition to the painted-bricks of the North, many areas in Southern Murmac are constructed of scrap, wood, or whatever other resources could be scrounged up from the nearby ruins. However, the working class of Murmac that are able to get themselves a factory job live in cramped tenements with almost no electricity. The local military and law of Murmac has rarely involved itself in stopping the crime of the Southern part of town, leading to extreme crime sprees and looting. With no real resistance or major attempts for change in Murmac, it is likely that those on the bottom will stay on the bottom forever.

Murmac, as of late, has been slowing down the outgoing shipments and instead focusing on militarization in light of the Midwestern threat just across the St. Claire

River. In spite of this, the town still functions, though it finds itself economically crippled without the excessive maritime trade.

Harbor Beach

Population: High

Safety: Low

Industrialization: Low

City Type: Frontier Outpost

Government: Mob Rule

Written by obbyier33

Originally a typical example of a small, but idyllic Coalition town, Harbor Beach now finds itself filled with makeshift housing, overfilled passenger ships and burned looking barges wallowing in oily water lining its shores as a result of an influx of refugees fleeing the chaos of the civil war and the Midwestern Union's wrath, ballooning its population to unprecedented levels.

Known for its large, pre-flash man-made harbor, the aptly named town of Harbor Beach became a small hub for trade in the Great Lakes region. While it never matched the appeal of its neighbors, the harbor still provided a safe and sheltered location for ships navigating the often-turbulent waters. Traders and sailors on long voyages across the lake would frequently stop in Harbor Beach to resupply, repair their vessels, and unload their goods.

Aside from trade, the economy of Harbor Beach was powered by a small sector of agriculture and aquaculture that kept its small population adequately fed. The ongoing refugee crisis has put immense strain on its economy, the significant surge in population resulted in a sharp increase in demand for food, water, and other essential supplies and have been unable to keep up with the rising demand. The entire town is now dependent on outside trade for essential supplies until the crisis passes.

The town's original governing system has almost entirely broken down as a result of the crisis. Politicians have fled the city alongside their riches. What little law enforcement that exists finds itself overstretched and unable to deal with most crimes, especially those within the overcrowded refugee camps. The lack of effective law enforcement

means that it usually falls to mob justice to deal with perpetrators as individuals take the matter of the law into their own hands. It has become a common occurrence to find a person hanging from a lamppost for crimes both real and imagined.

Oakview

Population: Small

Safety: Low

Industrialization: Low

City Type: Settlement

Government: Local Council

Written by Mephala

The settlement of Oakview's exact founding date has not been recorded - in part due to the town hall catching ablaze during a raid in the early Huron wars - but is estimated to have been sometime in the 2110s. A migrating caravan of Southwestern Ontario Amish chose the land for settling and slogged along to construct one of many smallscale settlements within the northern reaches of the Glove.

Oakview is run by a council - first those leaders of the original founding party, then those "democratically" chosen through a succession policy; each councilmember appoints a successor who is to take their place when they should pass (or retire, though the life expectancy of a Glove resident is not a long one).

Unlike the council, however, the low industrial capabilities of Oakview have led to the half-wild settlement having one constant export all through its history: lumber. Oakview was, perhaps, aptly-named for its constant stream of raw lumber exports. The town's sawmill employs many of its young men and women - and their employers are able to make an acceptable living from their profits.

Port Cass

Population: High

Safety: High

Industrialization: Medium

City Type: City

Government: Digital Adminocracy

Written by Jet963

The township of Port Cass was originally founded out of the ruins of Port Austin, an idyllic location due to largely-intact ports and industrial infrastructure that persisted after the Flash. Despite the existing setup being primed for success, the original founders of Port Cass managed to squander the opportunity. Control over important infrastructure was put into the hands of inexperienced political appointees due to their close friendships with the town's founders, leading to most attempts to revitalize existing industry floundering. Port Cass became primarily useful to the Coalition as a docking spot for ships from elsewhere to refuel before continuing their journeys, earning Cass the nickname of the "Layover City."

This would change shortly before the Huron Wars, as a half-hearted effort to restore one of the city's shipyards led to the incidental rediscovery and activation of a large administrative algorithmic network called the Port Authority Terminal, or "P.A.T.", which was subsequently dubbed "Pat" by the locals. The Terminal, initially created as an administrative aide to the Pre-Flash controllers of the Port, provided printed algorithmic advice that allowed for a shockingly efficient restoration of the shipyard it was attached to, and would grow to become a critical part of Port Cass as other local business interests insisted on consulting it, leading to an unprecedented quality increase in Port Cass' industry. During the heights of the Huron Wars, Port Cass was even afforded the opportunity to work on the early refurbishments of the Coalition's recovered Coast Guard ships, before they were sent to Mackerel for the final touches.

Following the fracturing of the Coalition in late 2163, Port Cass ultimately decided not to throw in with the Midwestern Union, as it was recommended to avoid doing so by the P.A.T. A set few nearby towns joined Port Cass in its refusal, leaving a portion of the thumb outside of Midwestern Union control. The first offensive by the New Model Army to take the city was easily repelled under the P.A.T.'s "leadership," causing the Union to avoid further conflict, as it is unwilling to shell the town and risk destroying its valuable infrastructure. Following the NMA's recent capture of the thumb's eastern coast, Port Cass stands totally isolated from the rest of the Coalition, relying on a terminal-based administrator to carry it to victory.

Saint Clair

Population: Large

Safety: Low

Industrialization: Low

City Type: Large City

Government: Criminal Syndicate

Written by Zxure

When one enters Saint Clair for the first time, they'll be greeted by a dilapidated neon sign that reads: "SAINT CLAIR - THE WASTELAND'S OASIS." Beyond the sign lies cracked buildings and neon-lit streets, advertising casinos, bars, boxing matches, and jazz clubs.

Saint Clair is a vital trade community, sitting on the northern mouth of the St. Clair river. Founded shortly after Bulwark and Saint Michael, the city serves as an important destination for freighters to unload cargo and prepare for the dangerous journey into Lake Huron. The city still bears this responsibility, and also acts as one of the last stops on the Great Lakes Railway. Many travelers will pass through Saint Clair on their way into Southern Huron, the Glove, or greater Lake Erie. As such, the city has become a hotspot for all sorts of cultures, political identities, and peoples.

During the Huron Wars, the city served as the main launchpad for all military operations. A swath of military infrastructure and buildings were constructed to house the needs of the army. Thousands of soldiers would pass through the city each month, and as soldiers visited on leave from the front or in preparation to go to war, they began to spend and gamble like no other. Crime families quickly moved into the city to meet the demand for entertainment, and suddenly, Saint Clair became the Las Vegas of the Coalition.

The quiet dirt and concrete streets were morphed into loud walkways full of drunken soldiers. The criminal syndicates that operated these dens of vice gained power in the city, and began to overpower its mayor and elected government. After the war, when the city's military infrastructure was abandoned and hundreds of homeless soldiers flooded into the city, a housing and food crisis emerged. Seeing this as their moment to strike, the Saint Clair mobs briefly united to oust the mayor and replace the

government with a puppet state. Now, the crime families run the city, dividing up its districts into areas where their rule is law. Most of the illegal substances in the Coalition originate from Saint Clair, as it has now become the regional headquarters of organized crime.

Since the mobs took power, crime has exploded, as the militia in the city essentially acts as the criminals' private army. Most people who live in Saint Clair have become accustomed to extortion and violence at the hand of the mobs, but few complain - the mobs are somewhat fair and predictable, and they have made Saint Clair the most prosperous city in the Coalition.

The Saint Clair Trinity is a term often used to refer to the three most powerful crime organizations: The Kelly Family (known for gunrunning), the De Corvenza Mob (known for gambling, extortion, and drug dealing), and Le Milieu, the Quebecois crime syndicate of the Coalition.

Sandusk

Population: High

Safety: Low

Industrialization: High

City Type: Large City

Government: Corporatist

Written by Kejensia

The city of Sandusk, which boasts itself colloquially as the “city of industry” sits on the lower half of Lake Huron above Murmac. Her population is estimated to be about 9,300 since 2162, and has decreased since, with a large majority of her population belonging to the working-class industrialists and factory workers who make up the bulk of Sandusk’s industry. Sandusk’s main export belongs to the production of naval craft and refined metals, which was crucial to the war effort during the Huron campaign. Only in 2140 did Sandusk begin production of the Coalition’s “new fleet” of warships, attracting investors and bringing in major wealth for the city and thus drastically changing the quality of life for its inhabitants. This change came through a gradual shift from agricultural and industrial society to a wholly industrial one reliant on the money that armed conflicts on the lakes brought in, which saw a mass migration from the

countryside outskirts of the city into the inner city for work and a population increase in the years between 2145-2150. Although Sandusk's direct involvement in the Huron Wars were minimal and mostly through supply, their standing naval infantry, the "3eme Armeé" acted as a guard for coastal regions of interest later on in the conflict.

Post-war, Sandusk saw a great loss of revenue in their warship industry, seeing wages, city maintenance, internal functions of government, and population decrease as Sandusk began to level out and try to accommodate a more peaceful Great Lakes.

PROVINCE OF TRENT

☆ Toronto

Population: Very Large

Safety: Medium

Industrialization: High

City Type: Urban Center

Government: Merchant Oligarchy

Written by Husky

The "Northern Cleveland", and the second largest population center in the East as it stands, Toronto is an exponentially vast urban sprawl as it stood pre-Flash. In particular it is the epicenter of multiple extremely powerful trade guilds within the Coalition, housing one of the most powerful trade leagues within the Coalition itself. Toronto is a significant maritime and mercantile location within the Eastern Coalition, sitting upon major production centers and raw resource depots. Perhaps more notoriously, Toronto functions as a merchant republic, its governance directed by a polity known formally as *The Sixty-Eight Families*, or informally, *The Sixty-Eight*, the alliance of families dictating the *Three-Petal League*. Toronto also holds multiple autonomous privileges granted to the city following the *Eoin-Bordeaux Agreement*, c. 2132, granting it multiple unique trading rights and maritime privileges, including the lease of a private navy to support trade interests.

Toronto began its reconstruction early, around the 2080s, administered under groups of homogenized families controlling communities within the city working towards its gradual reclamation. Initially contrasted by inter-family conflicts and clashes with clans of roadmen on the streets, the city centralized into the *Serene Republic of Toronto*, ratified in 2091. Outside of the searchlights of the post-Flash Canadian state and significantly developmentally ahead to surrounding city states, Toronto cemented itself as a major power around lake Ontario, accumulating mass wealth within meager years, proving incredibly influential on its development as a city. These early families would form mutual guilds, which would confederate into what is often described as a modern Hansa around the 2100s, the *Three-Petal League*. The arising influence of the guilds in Torontan society would foresee an era of diplomatic expansion and focused trade dominance. Eventually, the league would encompass numerous city states and minor polities across the entire coastal golden horseshoe, including pivotal membership in both the Coalition greater and the Canadian states. The Toronto burgher class established immense power across the entirety of lake Ontario and as the dictating class of Toronto itself, functioning as a legitimate rival to surrounding more centralized states and perhaps at one point it held the potential to arise into a more formal state.

First contact with the Coalition was established around the 2110's and initially this proved a fruitful trade endeavor for the league. It is stated that the Guild had grown too quickly and too bureaucratically to maintain long term dominance, Tri-Petal had evolved, the guild was no longer a tool of the Torontan state but *was* the Torontan state. Initially it was capable of maintaining its dominance, especially with access to the Saint Lawrence river, however the encroaching dominance of surrounding states such as the Northeastern Union and Coalition had proved that the Toronto families had failed to sufficiently expand to compete with its surrounding state. Complimenting the impending financial downfall was a series of conflicts with the Huroni, which the League had managed a tumultuous but mostly beneficial relationship with originally, even hosting a gathering of Huroni cities as members. Around the mid 2120s these relationships imploded over growing hostilities between the tribesmen and the merchants, roaring into light conflicts and scraps over petty territory, each proving a massive financial expenditure for the families. The option of diplomatic annexation into the Coalition was proposed around the 2130s, and although the League proved reluctant, it was eventually established under the Governor Andrew Bordeaux that Toronto and its tributaries would be incorporated into the eagle's grasp, although not

without immense difficulty. The League proved an incredibly demanding entity, extending the process of annexation by two years. By 2132, proper annexation had been successfully negotiated, however the League walked away with multiple concessions granted in compensation.

The incorporated Toronto found its admittance into the Coalition incredibly lucrative, capable of expanding League membership to multiple city states across the entire Coalition whilst maintaining its foreign members and tributaries. The wealth that coalesced in the hands of the Toronto elite was vast and empowering, and it flaunted its royal status frequently. In modernity it has experienced a heavy market crash following the outbreak of the Midwestern conflicts and has found immense difficulty in maintaining proper trade between member states that now compose the Midwestern Union, although the League insists upon leeching every single dollar it can manage before even considering revoking memberships.

The city itself produces steel export, largely composed of recycled slag, as well as concrete and fish freighting across the entire Great Lakes Coalition. It hosts multiple influential freighting companies which hold protectorate statuses within Toronto and are supported by its navy. Toronto functions as a major colonial center as well and sponsors multiple charters in Huroni land. Class conflict is commonplace and the working class of Toronto find employment to be particularly gruelling whilst the burgher class grows more bloated with each passing day. Even with its second decline, the League is still a gigantic organization, and continues to elevate the city of Toronto to its coveted status today.



The banner of the Serene Republic of Toronto (vrw0we)

Belleville

Population: Very Small

Safety: Wasteland

Industrialization: Low

City Type: Settlement

Government: Nonexistent

Written by Bockqses

Situated south of the freeway connecting the larger populations of Oshawa and Kingston, Belleville is a town struck with a string of bad luck since it was first put under the Coalition's flag. Almost entirely consisting of slums with very small establishments and stores, the town was a place of extreme contention just to stay fed and healthy. In 2145, an envoy of the Coalition arrived under the false assumption that the town was merely in disarray as a result of raiders. In this, the town fell into a gilded age, remembered by older residents as the "Last Light on Belleville." Immigrants from Quebec, Canada, and NEU exiles trickled their way into the town and found themselves in jobs at factories producing for the greater Coalition. To the residents of Belleville who had toiled for decades to get food, tools, and warm clothing, the Coalition was practically extending a silver platter. The town was in a string of good luck, a small military depot had been found with caches of weapons inside, leading to a half-official

formation of a city militia. All had been well, the town was at its peak - there were factories, a constabulary, a militia, and things seemed to be improving.

In October of 2157, coughing, sneezing, and vomiting began to fall over the residents of the town. The local shamans and half-trained doctors could find no reasonable treatment. In the months following, extreme winter storms with near record low temperatures fell over the town. The town fell into chaos. Many stopped working for fear of catching the plague and instead took up to robbing stores. A six-month chaos ensued as a result; stores were entirely picked clean of every calorie to be found, mass graves of the infected bodies rest at nearly every street corner and stop, and the town's militia had almost entirely died. The town's factories and other "official" parts of town weren't safe from the chaos either. Factories were picked clean of whatever they once produced and left bombed out. The recent Quebecois immigrants, many of whom were former pirates who fled south, thrived in the chaos and committed horrific atrocities upon others as a way of trying to carve out their own survival. Of the population nearing 3,000 the town had pre-plague, the town had reduced to just two-hundred. The town had lost nearly all sense of civilization or industrialization and was practically sent back to the way it was post-Flash.

In spite of this, life inside the town persisted. There was settlement beneath the rubble and ashes of the former city. Reconstruction of simple housing and stores began in 2159 by the surviving residents. As of 2165, the town sits forlorn and in the shadow of what it once was. Left off of many traders' maps, Belleville rests with extremely low economic and political activity, with the last Conclave representative collapsing from a heart attack in early 2164.



A resident of Belleville during the height of the plague.

Kingston

Population: Medium

Safety: Low

Industrialization: Low

City Type: City

Government: City Council

Written by vrw0we

The head of the Saint Lawrence upon the peak of Lake Ontario, Kingston, until recently, was not a Coalition territory. Rather, the city found itself under the Canadian Confederation, a vassal of Ottawa. With the military history of Kingston and its proximity to the NEU border and Ottawa, beset by Quebecois - whether insurgent, privateer, or USRF, Kingston was left maimed and scarred by the 1st NEU-Canadian War. The CAF never quite being able to use their naval batteries against the Northeasterners due to inordinate amounts of shelling and drone strikes, Kingston was left defenseless from the onslaught that was urban fighting. Rather than fight a second battle with the Northeast, the limited scraps of government that remained in Kingston disobeyed Parliament and broke away from what plans the Confederation had, seceding to the Coalition in a pragmatic move to save the civilians and infrastructure of the city. With the Canadian Confederation now laying dismantled by the Northeast's

force and the Midwest's scheming, Kingston found itself preserved within the Eastern Coalition.

Saved from utter ruin by the Quebecois from its 2162 secession, Kingston has emerged as a key supplier of both labor and military expertise. Both affectionately and derogatorily is Kingston called the Eastern Coalition's Little Ottawa, Canadian wasters and citizens commonly flocking to the city in the aftermath of their Confederation's destruction. In fact, many deserters from the Canadian Armed Forces, fleeing reprisal by occupying USRF or their Quebecois allies, find service in the Frontenac Rangers, the militia based out of the historic Fort Frontenac. Drawing on the tradition Kingston's had as Canada's former military hub, its most prized export has been Canadian military doctrine, many former CAF now finding advisory roles to other militias in the Coalition's Canadian panhandle. Much of the industry that found itself in Kingston prior, such as mining and shipbuilding, had been bombed away by the Quebecois, and many of the jobs worked in the city relate to renewal of its urban blocks - a project that'll most likely last for the next decade as mortar holes and burnt out buildings are torn down for new construction.

Kingston itself is a patchwork of old and new. With many of its buildings destroyed not only from just the Flash but also the incessant bombings of its buildings by the Northeast and the Quebecois, scrap and mortar finds itself dotting those that still stand, supplemented by rows of hastily constructed, utilitarian shanties. Particularly, Kingston finds most of its development in the restoration of the southern lock of the Rideau Canal, the passageway to the rest of the St. Lawrence, mangled by relentless Northeastern shelling due to the position of CAF batteries. The City Council that ensured Kingston's secession from the Confederation still remains in charge, with safety improving from its integration into the Coalition. However, crime continues to plague its outskirts, the sight of Quebecois fleurs sprayed on walls an ill reminder of the war Kingston so desperately tried to evade. Living in the shadow of the NEU-Canadian wars, Kingston's attempts to rebuild will be hindered time and time again by Quebecois irredentists.

Oshawa

Population: Medium

Safety: Low

Industrialization: Medium

City Type: City

Government: Military Junta

The city of Oshawa, based in the far eastern edges of Ontario's Golden Horseshoe, has an indisputably warlike history, despite its humble pre-Flash origins as a major automobile producer.

The city of Oshawa was spared from nuclear fire in 2071, and was soon after placed under martial law by the surviving remnants of the Canadian military and government. Repressive military action against dissidence and unfavorable and often blatantly nepotistic government rationing caused stir in the city throughout the latter half of the 2070's, before these tensions eventually spiraled into outright anti-government conflict in 2079.

The two-decade long civilian insurgency in Oshawa was one of immense brutality. The war saw Canadian Armed Forces (C.A.F.) units indiscriminately bomb allegedly insurgent-occupied neighborhoods, and insurgent forces - which were often made up of opportunistic marauder crews - mercilessly attack government-operated refugee camps and fortifications. With the Canadian Interim Government more occupied with other, more prominent guerilla movements in Quebec and Newfoundland, the C.A.F. in Oshawa were hard-pressed to maintain order. The Canadian Armed Forces officially withdrew their last war-battered vestiges from the city in the summer of 2100.

The city floundered without the food and supplies it received from the Canadian government, and the united insurgent fronts collapsed into bickering warbands immediately after the departure of the Canadian Confederation and its soldiers. It lived in a relative dark age - which saw the deaths of at least half of the city's population by 2130 - for the better part of forty years, before massive Coalition immigration into the region following the unblocking of the Welland Canal in 2137. Coalition naval colonies sought to revitalize the city's ancient automobile production factories, and lured the remaining warbands and isolated communities of the city under their banner - and with some violence - by 2140. The militias of the Coalition and the barely-extant warbands which had fought in Oshawa since 2079 eventually morphed into an official military junta in the mid-2140's, which remains to this day.

Today, investment into Oshawa's automobile industry has seen limited success, hampered significantly by the Panic of '57, but Oshawa's warlike nature has certainly not faded. Soldiers and mercenaries are the number one export of the city, and the military junta which occupies the city takes no shame in blatantly conquering smaller settlements around it for their economic and strategic interests, despite massive protest from the wider Conclave. The city remains relatively unsafe due to the notorious violence of the extant military junta, but conditions have improved in the city significantly, which hosts some of the few automobile factories of the Coalition and imports plentiful food stores from the tribes and towns it subjugates.

Oshawa played host to one of the most brutal anti-Quebecois violent incidents of the post-Flash world. The immigration of huge numbers of Quebecois-speaking refugees from the Saint Lawrence river in the 2080's saw violent escalations spike with both the civilian population of Oshawa and the C.A.F., who viewed the Quebecois refugees as opportunistic looters and marauders. Violence between the Quebecois and the Anglophone population of the area saw a ceasefire in Oshawa's war against the C.A.F. in 2091, which saw both government forces and anti-government militias unite to bloodily drive the Quebecois from the streets of the city all the way to Kingston - before other C.A.F. units saved the battered Quebecois by violently repulsing the unified insurgent and rogue government offensive - in a horrific twelve day long string of massacres. Oshawa's violence against the Quebecois in 2091 is today known as the *Corient Abbatage*, and is estimated to have seen the deaths of at least 6,000 Quebecois refugees in and around Oshawa. The *Corient Abattage* marked the end of the westward immigration of the Quebecois into the Great Lakes, and only limited numbers of Quebecois-speaking groups traveled deeper into the Great Lakes following the incident. Anti-Quebecois sentiment in the settlement - spurred on by contemporary violence with nationalist groups and a historic hatred - continues to this day, and actually saw Quebecois-sympathetic members of the Conclave unsuccessfully attempt to block Oshawa's official integration into the Coalition in 2141.

UNKNOWN

Watoga

Population: Small

Safety: Low

Industrialization: Low

City Type: City

Government: Democracy

Written by Denofdoves

Watoga was one of nine original Coalition cities, having been the golden child of the Lake Erie Shipping Corporation (LESC). The L.E.S. Watoga, as it was known prior to the flash, was a Nought-Class Lake Freighter and one of two dozen Lakers under use of the LESC. However, the Watoga was retrofitted with a nuclear reactor. One of first civilian freighters to ever be entirely powered by nuclear fission back in the 2050s, this undoubtedly made national headlines.

As came the risks of an admittedly experimental ship, the Watoga saw many inspections and assessments. And one day, the L.E.S. Watoga was in dry dock pending an annual inspection. That inspection never came, leaving the L.E.S. Watoga left pristine and locked away in dry-dock for months. Not-so-soon after the Flash, a quarter of the Watoga's original crew and Detroit wing of the LESC soon found themselves onboard the Watoga, taking on survivors and taking refuge from the archaic mainland out on the lake. Overtime, Watoga grew in size and strength, building themselves a city comparable to the likes of Bargetown, or Cargo-city.

Watoga went on to be a prosperous, and even luxurious city, albeit smaller than the more esteemed freighter towns. In 2151, Watoga held a steady population of 122. That was until half of Watoga's militia, the Watoga Defense Force, were sent off to fight in the Huron War. Apart from their hand in sending reinforcements, Watoga's leadership were dead set on funding the war by any means possible. And like the rest of the Coalition, Watoga's economy plummeted in 2157 during the Great Panic. With the Great Panic, the population saw a sudden decrease, just as every other resource.

Today, Watoga holds a loose population of 74, with the vast majority being enlisted men. The town is mostly notable for its generosity, and 'cruise-like' nature. This is because unlike other freighter towns- Watoga maintains it's mobility, allowing its residents to visit the finest remaining scenic beaches and natural landmarks across Lake Erie, while also providing crucial jobs to ensure it's economy remains afloat.

Similarly, like Bargetown, Watoga hosts an election every 2 years to elect a new Prime Minister, the current PM being Henry Lindsay, who seeks re-election on August 16th with the Liberation Party.

APPENDIX

The Coalition also has a litany of smaller towns and lesser-known cities under its arms. Although obscure, that isn't to say their regional power is miniscule. Below is a roster of the Coalition's settlements and cities often overlooked.

Boudicon

Written by Triggered_Guy

 Boudicon

Troy

Written by SouthAfricanInternet

 Troy

Boxcar City

Written by JustSouls

 [ATF] Boxcar City

Saltmere

Written by NaturedEarth9401

 Saltmere

Lakewood

Written by esperToYou

 Lakewood (Revised)

Ironhelm

Written by obbyier33

 [ATF] Ironhelm

Ile d'été

Written by mayoelle

 [ATF] Coalition (Ile d'été)

Holyoak

Written by Kasen007

 Holyoak (Accepted Form...

Whitepoint

Written by GeneralKatKat

 Whitepoint

EXTINCT CITIES

Denton (2080s-2163)

Population: Medium

Safety: **Medium**

Industrialization: **Low**

City Type: City

Government: Mayorship

Written by batboy

One of Bargetown's sister cities, Denton is a humble cargo barge roughly the size of Bargetown and was situated well within Coalition waters around the Lakes. Denton remains one of the few towns in the Coalition that still travels frequently, collecting resources wherever it lays anchor. The city never established any permanent foothold on land. The settlement is known locally for its exports of fish and shipping parts stripped from old wrecked or defunct ships, among other resources they scavenge between anchors. Residents in Denton were distinguished by citizenship and were often referred to as citizens, while others were referred to as occupants or visitors.

Denton boasted a notably small yet mobile fighting force known as the Denton Homeguard, known by their distinctive navy blue helmets, which still stood out brightly in the mostly dreary lake environment. As they were frequently on the move, they rarely encountered enemies with the exception of an occasional eldritch attack, foolhardy pirates, or a bandit group. Because of this, their uniforms are of higher quality, more intact, and are held to a much higher standard of uniformity than the GLA as they rarely participate in long-term combat but are more experienced in naval warfare. Their average equipment was considered high quality to poorer settlements and were often sought out.

However, on November 1st, 2163, Denton received an unknown radio message, among other mobile settlements in Lake Erie, later revealed to be from the coastal city of Bulwark. The message ordered them to set to the coastal city as their destination. While some settlements chose to go, Denton was one of the few who chose to stay away and even warned other settlements to heed caution. In response, VTOLs were sent out from Bulwark to silence the city. Denton had gone radio silent since then. It wasn't until refugees, who were outside of the city at the time of events, arrived in droves to surviving neighboring settlements that the Coalition learned the truth: Denton was destroyed with fire and flame.

No known survivors were found in the city after the attack, as the city had sunk beneath the muddy waters before any could escape. Only those who were outside at the time could find floating scrap and drowned bodies frozen from the ice cold water.

Their legacy, however, still lives on. Many surviving Dentoners could be seen living and traveling around settlements in Lake Erie. Items and equipment produced in Denton became novelties in the Erie region and are even sought after by collectors who wish to preserve history. The Gold Leaf Army of Bargetown even took some influence from the then recently integrated Homeguard in the late 2164 uniform reforms, sporting more blue highlights on their uniforms and some GLA would occasionally be seen wearing blue headgear. The mantra, “Denton lives on” or “Denton stands” has gained traction among its former citizens and sympathizers, for Denton does indeed ‘still stand’, they assert, as long as its people ‘lives on’ in remembrance.

Bakaert (2120-2157)

Population: Large

Safety: Low

Industrialization: High

City Type: City

Government: Mercantile

Written by Alicehue123 and ThirdNegative

Bakaert was a coastal industrial town founded in the ruins of a city along the far shores of Lake Huron. When the infamous Huron Wars broke out, the humble Bakaert suddenly exploded in size and became a major producer of arms and armour for the war effort. Its haste to industrialise and pump out huge amounts of munitions for the Coalition meant that many aspects of the town were neglected, including its security and its safety regulations. In the early months of 2157, a saboteur aligned with the Huroni resistance broke into the Harley Arms factory in the centre of Bakaert’s industrial district and set one its machines on fire. The blaze quickly spread across the production line, and by the time the local militia began a coordinated response to get it under control it had spread to neighbouring buildings. A warehouse brimming with explosives for the manufacture of shells found itself caught in the inferno. Hours after the arson attack, a two-part explosion rocked the town of Bakaert, then tore it to shreds. Most of the industrial district was destroyed in the shockwave and its resultant chain reaction, and Bakaert’s residential district was hailed by debris and rendered almost uninhabitable. Those who survived the explosion and the inferno found that

attempting to repair the damage was fruitless, and so Bakaert was completely abandoned by mid-2157.

Emerson (2092-2096)

Written by Alicehue123

One of the very first Coalition towns ever constructed. It was a (literally) shining beacon of hope in the early Great Lakes Coalition, constructed from mostly clean metal and wooden panels. It grew explosively popular after docking along a prime trade route, but the government struggled to keep up with the sharply increased demand. Tax rates were middling but poorly enforced, meaning its gendarmerie and other services were criminally underfunded. The settlement's prosperity and poorly coordinated management drew the attention of pirates, and a medium alliance of marauding warlords planned an attack on the unsuspecting Emerson. Its poorly equipped, poorly trained militia of barely 50 men were quickly overwhelmed by the onslaught and abandoned ship on its limited lifeboats. In the wake of their retreat came a massacre of unprecedented scale, as civilians attempted to flee onto land and the marauders closed in and sacked the city. The ship itself was later scuttled whilst the warlords bickered over who should inherit it. Emerson's distinctive silhouette, and rumours of its massacre, were used prominently by political forces calling for unity and comprehensive mutual defence in the early Coalition. It was vowed that never again would a town's desperate calls for backup be met with such silence.

Little Toledo (2107-2160)

Population: Medium

Safety: High

Industrialization: Low

City Type: City

Government: Mercantile

Written by Alicehue123 and batboy

Little Toledo was a settlement constructed inside a large shopping mall near Toledo, on the shores of Lake Erie. It was well-known for its vibrant nightlife, thriving commercial

district, and quality of life. Despite a substantial black market presence, it was quite a safe settlement, with a comparatively very low crime rate. Like many other towns, it began its decline in late 2156. Little Toledo relied heavily on trade and tourism, and most of its goods were imported from other towns by ship. As the town began to fall into disrepair and hardship, its nightlife died down and tourism all but ceased during the Panic of '57. Early in 2161, Little Toledo went silent. Letters sent never received replies, no travellers ever returned, and all radio communications went completely ignored. After a Conclave meeting, it was determined that Bargetown would send a small platoon to investigate. When they arrived, they found the settlement... empty. There were no signs of its residents, and most items of monetary or personal value had disappeared without a trace. To this day, the events at Little Toledo have never been adequately explained, but the town's former prominence and the shocking nature of its collapse make it the subject of many, many theories. Some say that the town was attacked by a horde of eldritch (or was it a Stasis 4?), some say it was afflicted by a deadly plague, and some say that God Himself emptied the town as punishment for the sins of its inhabitants. Some say that the witness accounts were greatly exaggerated, and that it merely suffered a *decline* in population, but everybody you ask will swear by a different fate befalling Little Toledo.

Windstruct (2107-2161)

Written by batboy

Windstruct was a multi-level settlement built into the upper floors of two surviving skyscrapers in Detroit. It was established in 2107 as a self-contained community, housing nearly a couple thousand residents across the interconnected buildings. The two towers were connected by elaborate bridges and walkways, complete with a zipline. Due to its position, it also utilized both solar and wind as a source of power.

Each floor was designated into districts, each purposed towards a specific objective to sustain the settlement - such as medical or governance. The settlement also features a sophisticated governing body, with its executive body that oversees the affairs of their respective districts. It is also noted for having a high number of dogs, assisting the residents on hunting and scavenging. Its most notable exports included one of the Coalition's most skilled marksmen and manufactured sniper rifles.

In 2161, the settlement mysteriously went dark, ceasing all radio transmissions. For months, an eerie silence enveloped the once-bustling community and it was not until 2162 before a patrol party from the nearest settlement happened upon the settlement. They found no trace of life in the settlement, and all its residents had disappeared under mysterious circumstances. Despite in-depth investigations into this strange case, there is no concrete evidence to explain the fate of the missing residents.

The only remains of their impact, however, are their many dogs - wandering the empty corridors. The patrol party noted with unease that the dogs appeared aggressive but unusually well-fed, despite the absence of their owners for months.

Warsburrow (Early 2080s - 2158)

Written by batboy

Warsburrow was a moderately-sized quarry town situated in the northeastern part of the Ontario peninsula. The settlement was one of the victims of the Panic of '57. Founded sometime in the early 2080s by 'Francis Wars', it is one of the handful of settlements that predates the Coalition. Many farming and mining prospectors had flocked to the town looking to seek their fortune. Unfortunately, a rival town had cropped up just a mile north, looking to take advantage of the same resources in the area. Unable to come to an agreement, conflict broke out between the now two warring settlements in the 2090s.

During this period, trench lines were built as the conflict grew to a slow but sustained battle for attrition. By the 2120s, the war had become an intergenerational fact of life, with both settlements becoming proxies for neighboring Coalition towns as its slow destructiveness had raked in profits from both towns' purchases. It almost seems like a sport, with yearly battles between the teams. But in 2140, the rival settlement to Warsburrow would crumble under pressure from the growing Huroni threats on the horizon, and surrendered afterwards to Warsburrow. It was quickly stripped of its parts, people, and resources until there were little to no traces of its existence left.

Warsburrow would at some point be pressured to join the Coalition for its strategic defenses, such as its populated trenches, in providing a covering flank from any possible Huroni attacks to the North. By the outbreak of the war, Warsburrow would

help prevent Huroni incursions southward to more vulnerable Coalition towns. Much of the population of Warsburrow would find itself uprooted, and entire families would be moved towards the front to sustain its manpower. Its offshoot and spiritual successor, Parados, would go on to cannibalize the now derelict quarry town shortly after the Panic of '57, starting with the uprooting of the former Warsburrow government to Parados in 2158, ending the town's official existence. However, some squatters still lived in its skeletal remains after the last guns of Huron fell silent before they too moved into Parados in droves.

Spokeswater (2089-2165)

Written by Miscreantagent

Spokeswater was once a trade hub, with a very lengthy history that benefited from being caught in between Murmac and Slagport, boasting a densely packed population with a high frequency of laborers compared to some other cities of its size. Though not destroyed, the city had been overrun by pro-Midwestern insurrectionists and to the wider Coalition government is deemed extinct — a lost cause as it holds no significant value.

First built on the remnants of a military port in the Ontario Peninsula, it was originally ruled by the crew members of the 'HMCS Spokeswater' of the Canadian Navy in the 2070s. However, it was taken over by a shady group of miscreants in the 2080s, in which they re-established the port into the town of 'Spokeswater'. They ruled for generations up until 2165, when it was overthrown and then integrated into the Midwest Union by its working class. Spokeswater has a deep classist divide, which has always existed even since its early inception. The ruling class live in sizable brick mansions whilst the downtrodden workers live in dense scrap slums packed together like fish. Even in its militia there is a divide, with the groups that serve beneath the ruling class given better equipment and far more leniency than the ones considered less-disciplined. This has only caused internal strife which had bubbled over for decades, culminating in the 'revolt of '64'. The port made a reputation for harboring a vast variety of pre-flash Canadian military surplus, though it had run out of these resources decades ago. It is also widely recognised as one of the many springboards used during the Huron wars, which inadvertently saved the town from bankruptcy due to the high frequency of trade conducted during this period.

With the meteoric rise of the Midwest Union, many of the laborers within Spokeswater became inspired and enamored with its ideals. They didn't want to be subjugated anymore and wished to reap the benefits of decades of hard work that had barely been repaid by the people who embezzled it all. In late November of 2164, a revolution began as many would begin to rise up against the pampered ruling class, it was short, though it was brutal and left the town in ruins as it had finally ended at the start of the new year in 2165. During the revolution, the rebels had made contact with the Midwest Navy and were given a boost in resources, which significantly increased their morale and their effectiveness. The town was integrated into the Midwest Union not long after and has since been used by the New Model Army as a foothold to push further into the Ontario Peninsula. News of its sudden takeover has yet to have reached the wider Coalition, with only small rumors floating around the nearby settlements.

Redline (2121-2159?)

Written by MartiniMedic

The town of Redline was a small community established in 2121, aboard the former United States Coast Guard Cutter Jared Linehan. One of the countless towns that joined the Coalition during its Golden Age, Redline established itself as a travelling trade community, often acting as a ferry for supplies between the larger settlements of the Great Lakes. Its relatively small size in comparison to other scrap towns, however, meant that it was uniquely vulnerable to raiding attacks. With excesses of money, the people turned to programmers for the solution: Autonomous units that would bolster their numbers without requiring the living space or stomach of a human soldier. These units, known as Coalition Autonomous Militiamen, or "CAM" for short, became a unique, well-known staple of Redline throughout the 30's and 40's, as it continued to build a web of settlements that it traded with. One of its notable partners was Bargetown itself, often meeting with the settlement as a liaison for land settlements such as Bulwark and Cleveland. These relations slowed down going into the 2150s, however, as corruption and mistrust eroded trade agreements between settlements.

In 2152, Redline mustered what few militiamen it could spare to participate in the Huron War, in vain hope that it could regain favor with former trading partners. The small fighting population of Redline dwindled further, leaving it more vulnerable to

raiding parties who roamed the Lakes. Several uneasy years were spent travelling along trade routes between freindly settlements, with the town even being attacked by Huroni Pirates on several occasions. Despite the immense sacrifices made by Redline to re-establish relations, in 2157 the few trading partners it had regained once again shuddered their doors with the onset of a major economic crisis. The town suffered tremendously, struggling to put food on the plate. In mid-2159, Redline disappeared. It is assumed that it sank to the bottom of Lake Erie, lost with all hands. The sole survivors of the town were the handful of Redliners who had outlived the conflict in Huron.