

SETTLEMENTS

Settlements are the points of light and civilization that dot the lawless wasteland.

Settlement Attributes

The general prosperity of a settlement is measured by its **attributes**. These operate as **step dice** like character attributes.

Food (FOD): Quantity and quality of available food. *Increase by planting crops, building greenhouses, or raiding caravans.*

Capital (CAP): Available means of production, materials, and currency. *Increase by training workers, building factories, or drawing business.*

Governance (GOV): Efficiency of administration, trust in leadership, and social welfare. *Increase by appointing competent leaders, training existing leadership, or enacting beneficial policy.*

Hygiene (HYG): Cleanliness, health, and availability of clean drinking water. *Increase by providing healthcare, cleaning the streets, or building wells with proper treatment.*

Infrastructure (INF): Transportation, plumbing, the electrical grid, and structural integrity. *Increase by building beneficial structures and systems or making repairs.*

Shelter (SHL): Housing and space. *Increase by building homes, expanding the walls, or reducing population.*

Improvement

Performing a beneficial action related to an attribute increases its step by 1. Settlement attributes are capped at d12.

Decline

At the end of each **season**, or whenever the party arrives at the settlement after a long journey into the wasteland, roll each **attribute die**. On a 1 or 2, the attribute decreases. Additionally, if the result is 1 or the attribute **depletes**, the settlement experiences a **crisis**.

Crises

Crises are major issues that affect the settlement and anything in its sphere of influence. They remain until fixed by increasing their linked **attribute**.

Famine (FOD): Crops fail, scavenging missions return dry, and the people starve.

Depression (CAP): Mass unemployment, inflation, resource shortages, and crime on the streets.

Incompetence (GOV): Inefficiency, rebellion, and murmurs of revolution.

Epidemic (HYG): Pandemic, sickness, and mass graves.

Decay (INF): Blackouts, collapsed structures, and hazardous waste.

Housing Crisis (SHL): Overpopulation, homelessness, and hopelessness.

Failed State

If a **season** ends while there are 3 or more active **crises**, then the settlement collapses. The people revolt, leaders leave or fight for power, and new factions invade to lay claim on the smoldering ashes.

Leaders

Leaders run settlements. If you're in charge of a settlement, you need trustworthy leaders to run it in your absence. Most settlements have the following leaders:

Mayor: Enacts policy, allocates capital, and inspires the people.

Sheriff: Enforces the law, maintains safety, and protects the people.

Commander: Trains the military, musters **warbands**, and patrols the wasteland.

Spymaster: Gathers knowledge, monitors factions, and anticipates threats.

Ambassador: Maintains relationships, receives visitors, and brokers trade.

Science Officer: Researches technology, manages infrastructure, and oversees construction.

Factions

Most settlers belong to **factions** that hold their own opinions on the priorities of the settlement. These factions might be unique to the settlement or have a presence in the wider **wasteland**.

Politics

Every **season**, roll 1d6 to see if a random faction makes a power play through good works, violence, or subterfuge.

d6	POWER PLAY
1	Attempts a mayoral coup
2-3	Attempts to oust a leader
4-6	Increases influence

Settlement Projects

Leaders can work on building structures, enacting policy, forming alliances, or otherwise attempt to improve the settlement. Use the standard **action** procedure [see ACTIONS] to evaluate their effectiveness.

Minor projects such as mustering a **warband** or signing a trade agreement take between a **watch** and a week.

Major projects such as building walls or wiring the settlement with electricity take a **season**.

Grand projects such as establishing a railroad network or building a nuke-tossing killer robot take an **era**.

Legends

The **legends** outside the walls do not lie dormant. Every week you spend in a settlement, roll for a **legend chapter** as if you were traveling the wasteland [see TRAVEL].