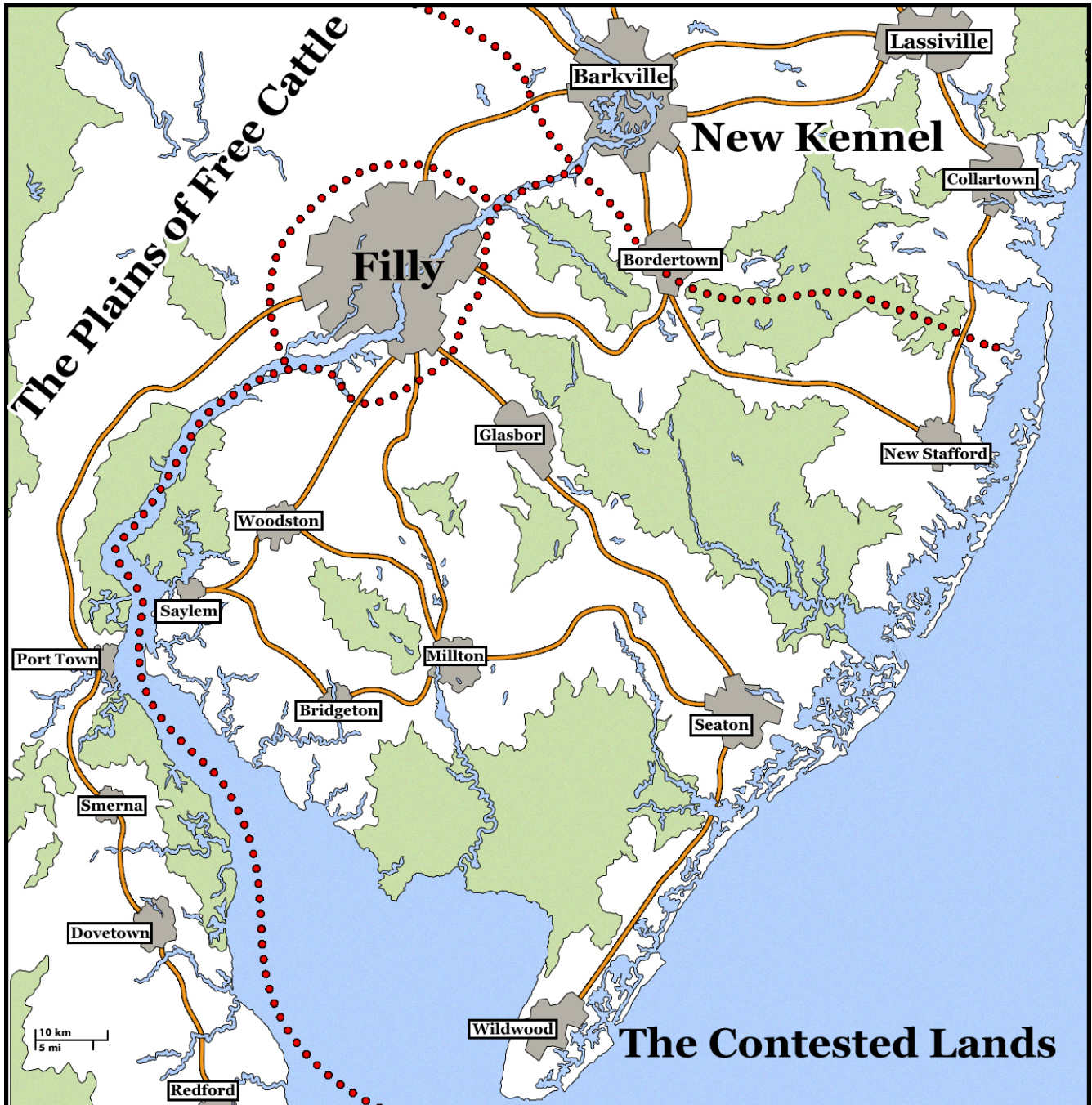


THE CONTESTED LANDS

AN AFTER THE BOMB® CAMPAIGN

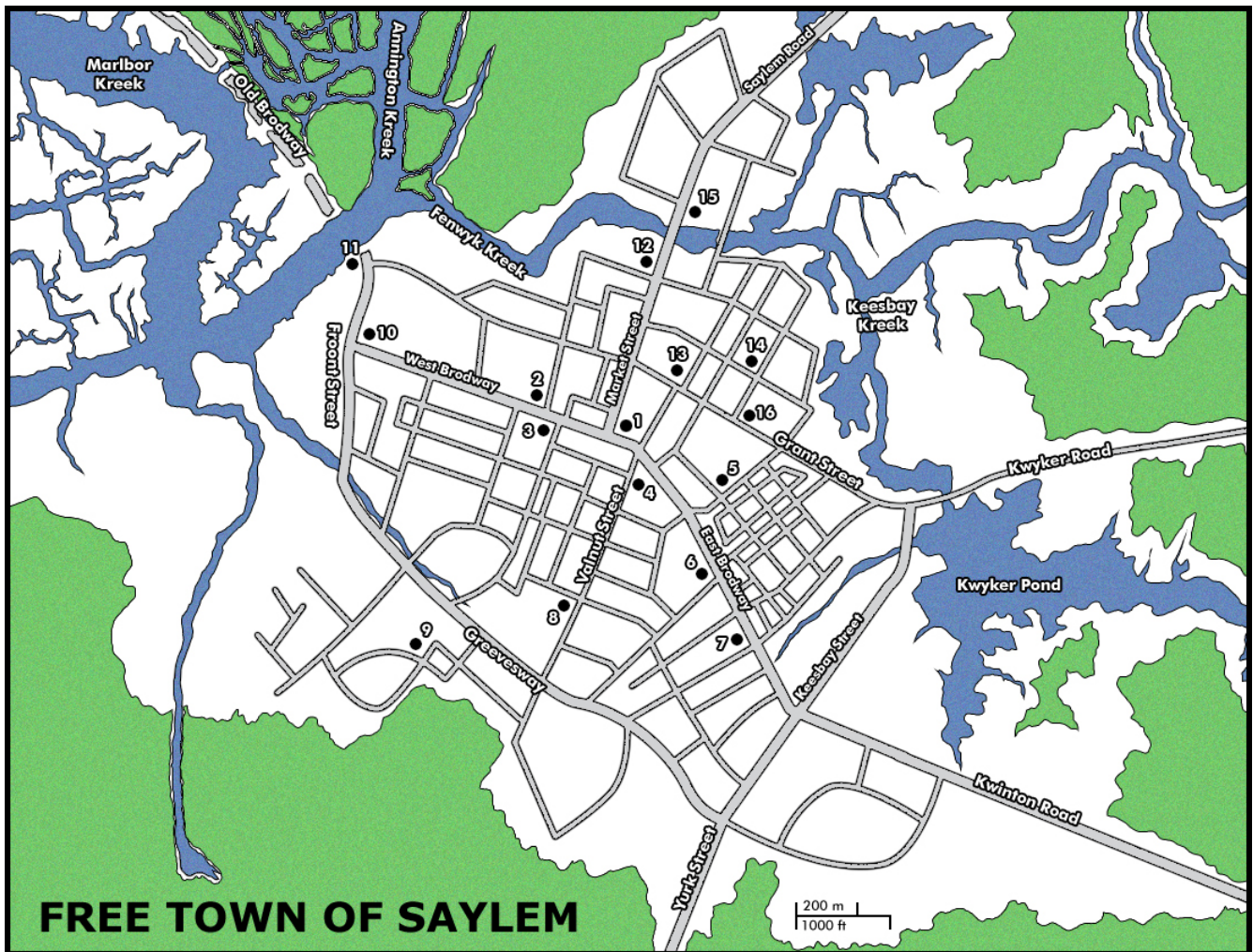
By Tim Hartin (Copyright © 2014)



The map shows the major settlements (mainly towns and the cities of Filly, Barkville, and Lassville). I didn't include the many villages that would be present to give myself some room to maneuver at a later date. Some of the towns/cities are based on real world locations while others are inventions of my own. I named most of the major locations within New Kennel after dog related terms or famous dogs. I picture a Church of Lassie is

popular within New Kennel and its primary institution is based in Lassville (hence its name).

The orange lines are the major roads. These roads are of inconsistent quality. They may be composed of Pre-Crash roadways, dirt, gravel, stone or some combination of all the above. The roads near water are often washed out during the spring (and watch out for flash floods). The red dotted lines are boundary lines. The green areas are forests.



The free town of Saylem is located on the south-western area of the Contested Lands. While the town doesn't recognize the authority of any outside government, it does maintain a brisk trade with both Cardania, the Plains of the Free Cattle, and even representatives from the Rodent Cartel of Filly.

Population: 6240

Government: Council of Five, led by a Mayor (who is selected from the council)

Current Mayor: Vesad Washton III (mutant domestic cat)

Armed Forces: Sheriff and seven deputies; citizen militia

Current Sheriff: Mosez Hues (mutant beaver)

Economics: Seafood, lumber, mechanic & electrical shops

Technology Equivalent: 1950s

Locations:

1. Town Hall
2. Osona's Diner
3. Saylem Oak Bank
4. Saylem Sheriff's Office
5. Saylem School
6. Pledger's Trader Market
7. Church of the Sacred Light
8. Loskel & Son Electricians
9. Harvest Time Worship Center
10. Doc Smyth's Surgery
11. Marlbor Marina
12. Saylem Teamsters
13. Haddock's Garage
14. Saylem Farrier Union
15. Embur's Blacksmith
16. Coryn's Saloon