

GEORGIA

Georgia is split between several regional empires. The Albany Protectorate controls the southern lowlands; the Carolina Confederacy controls the Savannah River floodplain and dominates the coast; and the Georgia State controls the region around Atlanta. The rest of the state, from nuked cities to isolated farmhouses, is a mixed bag of independent farming towns and mini-empires, all vying for the best fields and rivers.

1) NUCLEAR TARGETS

ATLANTA (State Capital): SS-N-8 (single 2 Mt warhead); On Target; Low Air Burst

ATLANTA ARMY DEPOT, FORT GILLEM (Forest Park, S of Atlanta): SS-N-8 (single 2 Mt warhead); On Target; Low Air Burst

COLUMBUS: SS-16 (single 1 Mt warhead); On Target; Low Air Burst

FORT BENNING ARMY BASE (Columbus): SS-17 (MIRV: 4x 200 Kt warheads); On Target; Low Air Burst

SAVANNAH: SS-19 (MIRV: 6x 300 Kt warheads); Off Target; Crashed in Atlantic

FORT STEWART ARMY BASE (Hinesville, SW of Savannah): SS-N-8 (single 2 Mt warhead); On Target; Low Air Burst

FORT GORDON ARMY BASE (Augusta): SS-17 (MIRV: 4x 200 Kt warheads); On Target; Low Air Burst

ROBINS AFB (Warner-Robins, south of Macon): SS-17 (MIRV: 4x 200 Kt warheads); On Target; Low Air Burst

MOODY AFB (NE of Valdosta): SS-18M2 (MIRV: 10x 2 Mt warheads); On Target; Low Air Burst

EDWIN I. HATCH NUCLEAR POWER PLANT (Baxley): SS-17 (MIRV: 4x 200 Kt warheads); On Target; Low Air Burst

KING'S BAY NAVAL SUB SUPPORT BASE (SE corner of state): SS-16 (single 1 Mt warhead); slightly Off Target; Underground Burst

2) MORROW PROJECT ASSETS

Regional Agricultural Base G-3: Located off of Highway 30/280, between the small towns of Milan and Rhine.

Medical Base VF-1A: Located 5 miles east of Gainsville.

3) THE SAVANNAH RIVER VALLEY

The lush floodplains of the Savannah River, between the sea and the nuked ruins of Augusta, are firmly within the Carolina Confederacy (see [South Carolina](#) for a complete description of that Regional Empire). Trade is conducted up and down the river, with materials flowing from Confederate communities in northwestern [South Carolina](#) down to the sea where they are shipped off to far away ports. Fish and manufactured goods from coastal communities make the trip back up the river, with stops along the way to serve a string of small river towns that cater to the traders. Carolina Confederate Navy steam-launches patrol the river regularly, as well as maintain a number of Carolina Confederate Army garrisons to make sure nothing interferes with the traffic on the river.

Carolina Confederacy merchant ships and fishermen can be found up and down the entire Atlantic coast of old Georgia, occasionally making stops along the way to pick up trade shipments from small communities or to seek refuge from the summer storms. Relations with the insular towns along the coast are generally good, with the occasional dispute being settled by a landed contingent of Confederate Marines to "discuss" the situation with the locals.

Savannah: Something weird happened to the SS-19 that was bound for Savannah, spilling its warheads far out in the Atlantic. This luck, however, was only partial, as nearby Fort Stewart was pummeled by the blast of a 2 Megaton SS-N-8 missile. Spillover pressure damage and flash fires ravaged a goodly portion of the western third of the city. Fires burned for weeks and nearly 70% of the population died. While damaged to some extent, the part of the city north of the Savannah River survived the worst of the chaos and formed the core of the new city. Its vital strategic location on the mouth of the river made its reconstruction a prime concern for the Carolina Confederacy. Today, some 20,000 people

live in the area, most of them in the floodplains across the old state border. Savannah boasts an effective civic government and enough infrastructures to keep the citizens happy. Trade is king here and Industry is its Queen; the city has a very cosmopolitan feel about it. Fishing provides the bulk of the food for the enclave, supplemented heavily by locally grown crops in the fertile river bottom and by imported foodstuffs. The Carolina Confederate Army's "Savannah Brigade" is garrisoned in the port. Total manpower is some 500 soldiers with another 500 trained reserves available for call-up if needed. These men mostly check incoming ships for stowaways and pirates and watch the frontiers for bandits.

The CC Navy: The Carolina Confederacy's "Atlantic Fleet" is based in Savannah. There is just the one pre-war oil burning warship left, but numerous newer ships. The old US Navy warship is over 150 years old and has been manned by successive generations of Confederate sailors. It is kept running and afloat with ingenuity and baling wire, with the help of numerous parts hulks in harbors around the Confederacy. Crudely distilled fuel oil is available, but is rationed so that this older ship mostly sits at anchor for years at a time. In addition to the old warship, the Carolina Confederate Navy has been slowly building up a fleet of old-style Ironclad monitors. These are based loosely on post-Civil War designs and are built at the shipyard at Savannah. Production rates are slow, of course, as it usually takes about six years to construct each Ironclad. Currently there are five Ironclads in service, one more working up, another about 75% completed on the slips and another with just the keel laid so far. There is a hodge-podge of sailing trade ships, fishing trawlers and skiffs in Savannah, all obligated to enter Confederate Navy service if an emergency arises. There are also a large number of steam-barges here, some converted to passenger service, which handle the traffic up and down the Savannah River.

Old Dog: The old pre-war warship here is the *Oliver Hazard Perry*-class frigate *John L. Hall* (FFG-32). The *John L. Hall* fought all through the nuclear war before returning to America in January of 1991 when her missiles and torpedoes were all gone and her stocks of food were expended. Abandoned at Savannah by her crew as unserviceable, she was taken over by the Carolina Confederacy when that movement reached Savannah. Over the generations, the frigate has been refurbished half a dozen times, and by now bears little resemblance to the pre-war *OH Perry*-class. Her name has also changed a dozen times, but lately has been called the *Carolina*. Overall naval command in Savannah is directed from the *Carolina*, which is on the Lists as the Confederate Atlantic Fleet flagship.

Ironclads: The Confederate Ironclads, named *Aloisious Beauford*-class after a famous Carolina Confederacy Senator and champion of the Navy in the 2080s, are scaled-down recreations of the *Amphitrite*-class of seagoing Monitors from the 1870s; the plans for which were discovered in a museum in Savannah. These vessels are shallow draft Monitors, about 1,700 tons and about 200-feet long, with two armored gun turrets, one fore and one aft. They are armed with four 11-inch Dahlgren breechloading, smoothbore cannon, 2 guns per turret, which can fire both solid shot and canister, and mount numerous smaller guns for close-in protection, including four .50 caliber hand-cranked "Gatlin" guns. There are currently five *Beauford*-class Ironclads operational at Savannah, but occasionally serving at other ports for a season or two. The five commissioned ships are named for famous statesmen of the Confederacy, CCN *Aloisious Beauford*, the CCN *Brett Maverick*, the CCN *Billy Joe Creek*, the CCN *Ward Causewell*, and the CCN *Montgomery Makepeace*. These ships, despite the dated design, are quite powerful and more than a match for anything that anyone else can field (remember, the KFS doesn't have a navy).

Schematics: [Click for a larger picture of the *Aloisious Beauford* class. Game specific stats here as well.](#)

Fort Pulaski: Offshore of Savannah, Fort Pulaski is an old disappearing-gun emplacement that was a museum since the 1970s. Numerous dead-end tunnels, firing ports to nowhere, and dark mysterious passages make up the dilapidated structure. The Carolina Confederacy operates a lighthouse on the island now. The men here have been hearing strange noises out of the old fort for sometime now --dragging chains, low moans, eerie scratching. No one is brave enough to go down into the tunnels to find out what is going on.

The ruins of Augusta: The SS-17 that blasted Ft. Gordon Army base, west of the city, blew much of Augusta into the Savannah River. Rubble, collapsed bridges and sunken ships mostly block the flow of the Savannah River, causing a large lake to form north of the blockage. This flood has nearly swamped out the entire ruined area, and virtually no humans still live in the city of Augusta. The narrow, constricted channel of the river that rushes through the rubble and blockage has got to now be one of the best Class Five rapids in America. The actual port where the ships load and

unload is several miles downriver.

New Port: This was once a tiny unnamed put-in for fishermen and kayakers along the east bank (the [South Carolina](#) bank) of the river. Since the war and the alteration of the river, this small area has grown to be the main upper river port for the Carolina Confederacy. A new town has been slowly built, with some 2,000 people now living in the area. Several docks and gantries have been constructed to serve the ships--while numerous bars and whorehouses have sprung up to serve the sailors. A well-maintained road heads northeast from here, connecting with old Highway 25, the main trade route to the cities up north.

4) NORTHERN GEORGIA

The top third of the state is a mix of empty, overgrown areas and isolated, fortified communities. The closer you get to the Savannah River, the more the Carolina Confederacy's influence grows. The closer to the Tennessee River, the more often you can find Kentucky Free State soldiers and commercial agents. In the hinterlands, there is often nothing but dirty farmers and trappers. Frequent droughts, famines, and forest fires keep any hope of organization down, and have reduced the population to very low levels. Only around the ruins of Atlanta is there any semblance of civilization.

Gainesville: A well-organized bandit clan--calling itself The Smokey Mountain Militia--is currently harassing the three dozen farm families in this town northeast of Atlanta. The clan has 60 members armed with various weapons, though none modern. They moved into the old town hall and have been causing trouble for everyone in the area. The Militia, using their fast horses to give them immense mobility, have been raiding the Georgia State, and even as far as [Alabama](#), [Tennessee](#), and even into northwestern Carolina Confederate territory and the Augusta area. These bandits are unaware that a force of Carolina Confederacy troopers is looking for them, though in the wrong place (mostly because the Confederate troopers aren't looking all that hard).

Athens: East of Atlanta, Athens is now garrisoned by a veteran platoon from the Carolina Confederate Army, direct from the Columbia Brigade. Their official reason for being this deep into Georgia is that they are pursuing a large bandit clan that has been causing some trouble in the region. In reality, Athens is being quietly annexed by the Confederacy. While the Confederates search for the bandits, they are also building a small Army Outpost, as well as beginning several civic improvements, which the 200 locals do appreciate; they just don't realize the Confederates aren't planning on ever leaving. The platoon is well armed and well supplied, with 45 troopers, mounted in two heavy steam-trucks, re-enforced with a squad of 10 Recon Horse Cavalrymen. The platoon received false information, not too long ago, that the bandits were camped in the nearby, uninhabited ruins of Winder--whereupon the Confederates made an impressive display of firepower, leveling what was left of the ruined town. In fact, the bandits these Confederates are looking for are in Gainesville.

Blue Ridge: In the deep woods of the old Chattahoochee National Forest, on the northern shores of Lake Blue Ridge, the Blue Ridge Dam Hydroelectric Station still hums with life. Occupied many years ago by Warriors and Tech-Shamans from The Nantahala--a Cherokee Amerind Empire in far-western [North Carolina](#)--this plant now sends power north, into the heart of The Nantahala. At any given time, there are a couple dozen Warriors and Tech-Shamans here, operating the plant, and watching for bandits wandering in their forest domain. Twice as many horses as men are also found here.

Dalton: Home of a band of Kentucky Free State Army deserters-- ultra-racists who felt the Free State is too soft on "Racial Inferiors". This group believes themselves to be the "only true pure white military organization" left in America. They are dedicated to killing anyone who is not like them. First on the list are minority races, followed closely by half-breeds and anyone who opposes their ideology. This killing is done to "purify the human race" and remove any trace of the "lesser races". The dozen soldiers here were once part of a group of deserters from the KFS Army, currently holed-up in Dayton, [Tennessee](#). Though small in numbers, this group of ignorant White Supremacists can make enough noise for a battalion. Lately, though, they seem to be more concerned lately with finding women--any women!--than purifying the human race.

5) ATLANTA

The War and aftermath: A pair of 2-megaton warheads struck the Atlanta area. The firestorms following the blasts swept through those areas of the city that were not in rubble, destroying many of the structures that had survived the blasts. Over 90% of the native population died in the first two weeks and much of the city was reduced to a uniform layer of charred rubble.

Maggots: There were many survivors, of course, people who made it to bomb shelters, and others who were in subways and deep basements by chance. These survivors waited for their chance to come out again, in trickles and ones and twos and formed the basis of the current population in and around Atlanta. Not all the people came out of the dark, however; many stayed down underground, feeling it was safer than climbing back up to the harsh, Post-Bomb world above. There, in the dark, the radiation and disease combined with a limited gene pool, and spawned horrible mutations. These half-human creatures, generally called Maggots by the surface-dwelling humans of Atlanta, are vicious killers and now live in uncounted numbers in tunnels and caverns beneath the ruins.

At first, normal humans killed them on sight, as they were easily spotted. Then one day, perhaps 30 years ago, a normal looking man named Tom Jones wandered into the Atlanta area. He went into the tunnels and never came out. Folks were sure he was killed immediately, but they were wrong. This man was a Warlock, a mutant himself despite his normal appearance. In a short time, using his abilities, Jones became the ruler of the Maggots and they did his bidding for him. Since then, the Maggots have waged near constant war on the large normal population above ground.

Tom Jones: Jones is a super-mutant Warlock, one of the rarest of mutations found in the world today. He is over 170 years old; though he stopped ageing the day he was exposed to a massive dose of radiation during the nuking of Chattanooga, [Tennessee](#). Jones might possibly be the first Warlock born of the nuclear war, perhaps the wisest and certainly the most powerful. For years after the war, he wandered the South as his powers grew steadily--but as his powers grew, so too did the fear that "regular folk" hold for him. Finally, he recognized his own immortality, and the loneliness of it drove him crazy. His search for other Warlocks like him was fruitless and he eventually wandered into Atlanta in a depressed funk. The Maggots, he found, could be easily manipulated with his powers, and their primitive minds saw him as a God. Thus the last rational thread of Tom Jones' mind snapped, and he became the God of the Maggots.

Jones's powers are both amazing and dangerous. He can manipulate the Maggots, as well as some normal humans, through mental control. He can levitate small objects and hurl them through the air with impressive accuracy. When he concentrates, he can seemingly hear, smell and see for tens of miles around himself. He could probably do more, but he himself doesn't know all his abilities yet.

Glug: Glug is the Leader of the 'Lanta Maggot Horde, being one of the more intelligent of that new species, and is the Favorite of Jones. Glug is the result of a breeding program instituted by God-Jones, and for a Maggot, he is tall, almost normal sized, immensely strong, and very clever. He has killed many with his claws, but is also deadly with a mace made of stout iron. It is Glug who will lead the final, telling Maggot assault on the humans one day.

The 'Lanta Maggot Horde: This army of Maggots is a powerful force. Numbers are vague, but there are perhaps thousands. The average 'Lanta Maggot is about three-feet tall and hairless. They have powerfully built bodies and three-clawed hands ideal for digging tunnels and killing victims. They have excellent night vision, but poor daylight vision, and can move very quickly through pitch-black tunnels. The only reason they haven't yet conquered the surface world is their fear of the sunlight and a built-in compulsion to stay near their tunnels at all times. Jones is working on changing that.

"Georgia State": This is the name the people inhabiting Carrollton, and Carroll County, have taken for themselves--from memories of the old pre-war state. These folk make no territorial claims outside of the boundaries of the old Carroll County lines, except for the Ruins of Atlanta, which they claim as their "Ancestral Home" (even though nobody actually lives there). There are perhaps 5,000 people living in The Georgia State area now, in a connected network of farms and small towns surrounding Carrollton, surviving on expansive farming plots, and hunting game in the thick forests to the north and west, in a totally agrarian society, set up along the lines of Civil War-era plantations. What industry there is, is all of the "cottage shop" variety and an Eighteenth Century tech level. The Georgia State holds no slaves, per say, but the sharecropper serfs who are tied to the farms often feel like they are slaves. In recent years, more people have been

filtering in from [Alabama](#) and [Tennessee](#) as weather problems in those areas force people out. Relations with the Albany Protectorate, to the south, are cordial and often productive, with salvaged technology and loot from the Atlanta ruins fetching high trade value for processed foodstuffs and finished goods from the Protectorate.

Three Colonels: A Council of three powerful "Colonels", the largest and wealthiest landowners, runs Georgia State. In the post-war years, gangs and warlords fought for control of the ruins around Atlanta, until the three most powerful formed an alliance and wiped out all competition, eventually legitimizing themselves by adopting the title of "Colonel". The title of Colonel is now hereditary, passed down from father to son. The Council keeps to three (supposedly) equal members to "honor the original three Colonels", but in reality, the three ruling families have just been keeping power to themselves. This system has worked to keep one man from taking total control of Georgia State relatively well for a very long time. On only three occasions in the intervening years, has the power of one Colonel's Family been taken by a new Family--and always with the tacit approval of the other two Families. The current three Colonels are all strong and respected men, and all harbor secret desires to rule Georgia State alone. If given the opportunity to, they would each kill off the others and take over. Each of the Colonels has a family estate in the area, usually a large farm with many serfs and private guards.

Colonel Gary Rogers: The oldest of the Colonels, and the most physically distinctive, his prowess in battle is legendary. Years of fights with mutants and bandits--and his fellow Colonels--have left him scarred and limping. Colonel Rogers knows more about the Maggots than anyone, and is sure that they pose a very real threat to the Georgia State.

Colonel Evan Stendal: The best administrator of the three, Colonel Stendal is notably untested in battle. His family's personal wealth gives him the power to sit on the Council. Without the Council's knowledge, Stendal has been in contact with both the Carolina Confederacy and the Kentucky Free State. The Colonel expects to have business and trade deals--mostly advantageous to himself, of course--worked out with both nations by year's end. With the power this extra wealth will bring him, Stendal hopes to be able to dominate, if not completely control, the Colonel's Council.

Colonel Marcus Donaldson: The youngest and most ambitious of the Colonels--and the one most likely to stage a military coup in the future. "Colonel Marcus" is charismatic, handsome, gentlemanly--as well as cunning, deceitful, and perfectly willing to kill anyone on his march to the top. Colonel Marcus took over the family lands when he was just ten, after his Father, "the Old Colonel", died in a hunting accident. All his life, power and glory is all Colonel Marcus Donaldson has ever known, or cared about.

The greatest hindrance to Colonel Marcus just taking over everything is that he is viewed as an "Outsider". 60 years ago, Colonel Marcus' grandfather--an elderly widower with no surviving children--took to wife a foreign woman. She claimed to be from a wealthy Albany Protectorate family that was scattered and on the run for "crossing the President". Within a year of the marriage, relatives of the new Lady Donaldson had moved in and taken up positions of power and authority in the Donaldson estates--all objections from Donaldson family relatives went unheard by the elderly Colonel Donaldson, who was distracted and overjoyed at the birth of a son. Six months after the birth of his son, the elderly Colonel Donaldson died of "consumption". The internecine fighting that followed rocked the Donaldson family--"accidental deaths" and "terminal illness" fell upon them like a Biblical plague. When the dust settled, Lady Donaldson and her infant "Colonel" came out on top. Lady Donaldson's relatives assumed the Donaldson name, and both she, her son after her, and her grandson, the current Colonel, have ruled the family with an iron fist, ever since.

However, despite Colonel Marcus' military prowess and great wealth, his "foreign" bloodline is a fact that his enemies and detractors never fail to mention--privately, of course, for not only does Colonel Marcus have something of a temper, he's also an expert duelist.

Lady Alice Donaldson: Colonel Marcus' wife and daughter of Colonel Rogers (who has many sons and daughters). They were wed young by their two families to seal political bonds, and neither is really in love with the other. In fact, Colonel Marcus has a large harem of concubines, his flaunting of which Lady Alice is increasingly angry about. Several times, now, she has fled back to the home of her Father, Colonel Rogers, in an angry rage. Colonel Rogers has always calmed his daughter, and convinced her to return to her husband--an act for which Colonel Marcus has recently, and quite publicly, accused the older Colonel of being solely for the purpose of having her arrange an "accident" for her husband.

The Knights: The informal name of the Georgia State Army, and the shield deflecting the 'Lanta Maggot Hordes' attacks from the peaceful settlements of the Georgia State. Each Colonel has his own "private" Regiment, each of which forms a part of the greater defense of the Georgia State. They are armed with some primitive flintlock firearms--most Georgia State soldiers have bows--swords, spears and odd curved daggers with basket hilt handguards that look like midget sabers--or a Bowie knife with a basket hilt. The total number of troops is about 600, with perhaps 300 of those full time soldiers and the rest on reserve. So far they have been able to hold off the Maggot horde for a generation, thanks to superior tactics and weaponry, along with strong defensive positions.

6) THE ALBANY PRESIDENCY

A regional empire which has been active for 150 years, still holding onto the trappings of the old American governmental system. Based around the city of Albany, the Protectorate controls the majority of southwestern Georgia. The eastern border is roughly along the north-south Highway 129, from Macon in the north, down to Valdosta in the south. The western border is roughly the Chattahoochee River on the old [Alabama](#) border. The northern border roughly follows old Highway 80 between the ruins of Columbus and Macon. The southern border extends into the Panhandle of [Florida](#), but no further south than Interstate 10 and the ruins of Tallahassee. Moderate weather and few bandits have allowed this area to prosper and grow.

History: The Albany Protectorate was originally built around the US Marine Corps Logistics Center in Albany, which was a collection point for the local reserve units, plus nearby surviving Army and Air Force units in western and central areas of Georgia. The Protectorate traces its "legitimacy" to former US President Jimmy Carter, who was living the retired life north of Albany in Plains at the time of the war. In the chaos after the war, he was selected by local leaders and survivors to become the "head of state" for the emergency, since someone with Presidential status would command more respect than a mere State Governor or US Senator. He led for a short time and appointed his own successor on his deathbed, beginning a line of succession that has lasted to this day.

Social classes: Despite the best intentions of First President Carter and the early Protectorate leaders to hold onto "the American Way", Protectorate society developed into a Feudal-like system, where the Officer Corps, politicians, and the wealthy are in charge, with responsibilities to the croppers (farmers). Despite the name, there is no racial aspect to being a cropper; in fact wealthy croppers are often able to enter into higher responsibilities. The return of the Southern Gentleman is seen as a social refinement that is open equally to members of all races. The Gentleman is able to work on the farm, build houses for his neighbors (a'la Habitat for Humanity), plus spending time in developing his education, his manners, and his professional skills.

The status of women: The one problem with this social order is that women have again become the fairer sex and as such, women able to bear children are not allowed any responsibilities outside the home. Women who are considered to be past that age or those unable to bear children are able to work outside the home but are considered somewhat second-class women. Motherhood either prior to the birth of the child, raising the child, or after successfully raising children is the standard which women are judged in this society. However, some women are able to combine their careers with staying at home by farming, becoming Electronic Techs, or some other way that they can work at home.

Defenders of the Protectorate: The Albany Protectorate troops have always sworn to be loyal to any "reformed national government" that might arise one day. When that day comes, the Albany President will give up his emergency powers to that government. The troops wear dark blue berets, and the phrase "True Blue" has new meaning related to that they swear a blood oath upon their blue berets to remain loyal to the US Constitution, amendments and all. They still venerate the old 50-Star American flag as well as the State Flag Georgia.

The Secret Service: Former President Carter, like all former Presidents and their families, had a small detachment of US Secret Service assigned to him when he was approached to become the "emergency" leader of the Protectorate. Since that time, the Protectorate Secret Service has grown in size and scope considerably. The Secret Service has become the official Intelligence gathering service for the Protectorate, as well as an efficient Secret Police force. The Secret Service is responsible for, and answerable only to, the President of the Protectorate.

Relations with their neighbors: The Albany Protectorate's commercial agents range far and wide throughout Georgia,

[Alabama](#) and [Florida](#). They have officially hostile relations with the Free State, as they view them as having seceded from the Union. Though this is also true of the Carolina Confederacy, in [South Carolina](#), relations between Albany and the Confederacy are cordial, though there is a fair amount of economic competition between the two nations in the border areas of eastern and northern Georgia. Tensions are low enough, however, that it would take a lot to prompt a war between these two empires. They both have mutual trade agreements with several other smaller regional powers, including the Gulf Breeze fishermen and the Colonels of the Georgia State, near Atlanta. The Protectorate military has the means to shoot down KFS aircraft--and there are standing orders to do so, whenever such craft enter Protectorate airspace. The Protectorate Military Command isn't too happy about Ballooners, either, but the President has issued "Don't Shoot Until They Prove Hostile" orders, regarding Ballooners.

Albany: The capitol of the Albany Protectorate, home of the President and his staff. If a Soviet missile targeted Albany--and logic dictates that it probably was--then the missile miraculously got lost on the way.

Warwick: Northeast of Albany, just up the Flint River, this town is the location of the Warwick Dam Hydroelectric Plant, one of three old-but-functional hydroelectric plants maintained by the Protectorate.

Macon: At the northeastern corner of Protectorate territory, Macon is now a good-sized farming town of some 650 people. While severely affected by the nuclear strikes on nearby Robins AFB, hilly terrain deflected much of the destructive force of the blast waves away from this residential area northwest of the Base. Once the Protectorate took over, the less damaged areas of northern Macon were slowly rebuilt and it is now a prosperous and vibrant community. The farmers of Macon are prospering thanks to one wise man in town that has worked tirelessly for decades to increase pest resistance and improve crop yields in the fields. "Macon Corn", as traders know it, is the best in the region, and one of the main trade crops of the Albany Protectorate.

Milledgeville: Northeast of Macon, this was the Pre-Civil war Capital of Georgia and, in 1989, was home to the Georgia Military College as well as the Central State Hospital. But the Protectorate occupied this quaint Antebellum town soon after it had secured Macon, solely to gain control of the Wallace Dam Hydroelectric Station, on the Oconee River, just northeast of town. With careful management, and clever repairs, this hydroelectric station provides much of the Protectorate's power needs.

The ruins of Columbus: Along the Chattahoochee River, the nuked ruins of Columbus now support a small population of around 150 people. Made up of squatters, transients, and criminals banished from the Albany Protectorate, they mostly live around one of the housing districts of the old Fort Benning, "prospecting" for forgotten or abandoned military equipment, or scavenging recyclable steel from the ruins.

Georgetown: A trading settlement on the old [Alabama](#) border, taking advantage of the intact Highway 82 Bridge across the Chattahoochee River. Georgetown is the main stopover point for merchants traveling from [Alabama](#) into the Albany Protectorate, through Georgia, and to the Carolina Confederacy, beyond. Numerous traders stop here, including the occasional Gypsy Trucker, and a marketplace has been set up for the merchants to sell their goods to the locals. Albany military presence here is strong, watchful for the occasional bandits that often try and enter the area posing as traders.

7) SOUTHEASTERN GEORGIA

The open fields and swampy creeks of southeastern Georgia have seen a lot of death since 1989, mostly from epidemics and shifting weather patterns. A few communities still farm the river valleys and floodplains, but life for them is difficult. This area is the buffer zone between the Albany Protectorate and the Carolina Confederacy, and as such is frequented by trader convoys and travelers from both. As relations between the two empires are generally warm, there is little conflict and often groups from both sides mingle and live together.

Douglas: Home to more than 600 farmers, making it the largest town in the area. A modest market exists here, selling ammunition, food, clothing, and other basic items. Douglas is a melting pot of locals, merchants from Albany and [South Carolina](#), and travelers from the entire Deep South. It is not uncommon to find Gypsy Truckers, Mailmen or even Ballooners here during the trade festivals.

Baxley: This small town, 30-or-so miles northeast of Douglas, was home to the Edwin I. Hatch Nuclear Power Plant, and was hit by a Soviet SS-17 missile. The destruction of the nuclear plant contaminated the land for 10 miles in every direction. Now this "Death Zone" is known to be home to a myriad of Atomic Horror Beasts.

Waycross: Waycross and the surrounding countryside are home to 300 farmers and townspeople. Just this fall, there has been a horrible outbreak of smallpox in the town, killing many and driving more from their homes. The outbreak started in when an infected trader arrived in the area from [Tennessee](#). Due to the rapid spread of the smallpox, and the Mayor of Waycross' indecisiveness to do anything about it, several families have begun moving west towards Albany to outrun the disease. The Protectorate leadership is only now becoming aware of the seriousness of the situation. Though the medical services of the Protectorate are some of the best in the region, there is little that Protectorate authorities want to do about the smallpox outbreak except quarantine the affected and let it burn itself out. Protectorate interests are too focused on [Alabama](#), and growing KFS involvement there, to care much about eastern Georgia.

King's Point Submarine Base: This facility was developed to support and supply the US Navy's Trident Submarine fleet, and as such it held a stockpile of Trident-II missiles in armored bunkers. In an effort to crack these bunkers, the Soviet SS-16 missile aimed at this facility was a special "ground penetrator" type. This missile experienced a vernier failure while making its final course correction, and landed 6 miles due west of target (just north of Scotchville, GA). The missile plowed into the marshy terrain and detonated 10 meters below the surface, blasting out a huge crater--from the small town of Kings Bay in the east to I-95 in the west and St. Mary's River in the south to the Crooked River in the north--which immediately refilled with water from Cumberland Sound, becoming a brackish, swampy "back bay", several miles wide--isolating the bulk of the now-heavily damaged base as a new, marshy island. Travel to and from the ruins can be accomplished by boat, but why would you want to go there?

Kingsland: Originally 10 miles inland from the Sub base, on I-95, the basin blasted out by the Soviet SS-16 missile made the ruins of Kingsland waterfront property. Amid the rubble of this small community sits a six-story tall Trident sub; her hull rippled and torn, her keel bent, her tail section torn off, and listing seven-degrees to port, this is the final resting place of the USS *Tennessee* (SSBN-734). Blasted miles through the air by some freak of physics, this huge *Ohio*-class Triton submarine belly flopped into the middle of town just after the blast wave passed through. As the area has been heavily radioactive over the years, few have seen this sight--and fewer still have lived to ever report if there are still salvageable items to be found on the sub--like Triton-II missiles.

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