

YELLOW DAWN ! Symbol Key for More Maps



Example settlement marker, surrounded by terrain marker, showing:

SIZ, TECH and Quality of Life. This settlement has a CLOSED GATE policy.

Population, Settlement Nature and any warnings about criminal gangs

Weapons can be carried in public; it's a New Independent Government, B-Status interlink.

Route Types



Interlink, Eroded or Food Road



Horse Trail



Major river route & direction of flow



Mileage between settlements (underscored means cross-country)

- Wonderful outlook

= positive outlook

= hard outlook

= Extremely bleak

X = Closed Gate policy, 1 cp to pass through.

***X** = Closed Gate with unfair tax because of criminal militia.

****** = Very dangerous corruption, stop & search policy.

W = weapons can be carried in open.

W = weapons must be kept concealed or unloaded.

∩ = Satanist sect in town

✠✠C = major religion controls settlement

✦ = positive right hand sect controls settlement

☠ = town is run by criminals

☞ = caution, criminal gangs operating in town and area.

UDP – Settlement has joined UPD

NIG – New Independent Government

UTOOC – Settlement is a corporatocracy

ORC = Orc Settlement

→ = Small plane arrives every 1d6 days, connecting nearest Living City.

△ = Orbital Shuttle comes through every 1d20 days, connecting to nearest Living City.

Roadside Structures

= Edge of Dead City

= Deserted & Destroyed

= Cluster infested with Zombies

= UDP Garrison

= UTOC Admin Post

= Po8 Sanctuary

= FABIAN Commune

Terrain feature

= Danger of quicksand when going "cross-country"