



## FACT SHEET: BORN

CITY: Born, Tech-Level III

PROVINCE: Protectorate (Borca)

INHABITANTS: 2600 / stagnant

POPULATION STRUCTURE: Scrappers / dominant, Clanners / dominant, Anabaptists / numerous, Judges / present, Apocalypics / present

LEADER: Emissary Simeon

GOVERNING FORCE: Protector Daria

FEATURES: The kilns of Born produce charcoal which it supplies in large quantities to Justitian. The kilns power a steam generator that provides electricity to the sawmills and some city buildings; Born's sawmills provide lumber and wood-related products used in construction; The Pitsaw: Main Clanners living quarters; The Slag: Main Scrappers living quarters; Beatitudes: Main Anabaptists living quarters; Nest of the Blood Birds: The Raven Abbot use Born to smuggle Unity into the Protectorate

TRADE / GOODS: Charcoal, log, lumber, wood-related products, ironware and items forged by blacksmiths, distillate, beer, Burn

CITY GUARD:

◇ 25 Orgiastics

◇ Daria's squad: 3 City Judges and 3 Vagrants

ARTIFACT TRADE: Low. No alcoves

COMMUNICATION: Scrapper radio link to Mobilis. Post riders connect Born with the surrounding towns

## MAP:

01. CHARCOAL WAREHOUSES
02. CHARCOAL KILNS
03. ELECTRIC STEAM GENERATOR
04. SMITHIES
05. RADIO TOWER
06. SAWMILLS
07. JUGES' BARRACKS
08. THE TIPSY HOUSE
09. VICARENT'S CHAPEL
10. ORGIASTICS' BARRACKS
11. NEST OF THE BLOOD BIRDS
12. WATCHTOWER
13. THE WUTHERING INN