The Green River Alliance

From Apollo's Desk

> Survivors, as the general monotony of our day to day lives sets back in, albeit with a new danger lurking in the background. I've begun working with our neighbors to draw up a map showing all of our "claimed" territories and write a succinct treaty for a formal alliance.
>
> It's also come to my attention that most will know very little about, well, any of our neighbors. So, I've compiled some notes for anyone who's interested to learn more about them.

Alliance Members

Southern Indiana Regiment

The Southern Indiana Regiment, marked in green on our map, has a loose claim on the areas south of Indianapolis to the original east/west borders of Indiana. Their main claim is in the immediate area around Indianapolis. With some scattered locations as needed, such as the factory complex that we "liberated" for them. They're led by Drake Lowel who was an Army Staff Sergeant during the Gulf War. They live under a strict martial law and homes and jobs are assigned by faction leadership. Rarely do they need assistance from outside forces, but will lean on it when necessary. It seems most of their issues stem from being unable to mobilize their forces effectively versus actual fighting power.

Western Tennessee Republic

The Western Tennessee Republic, marked in red on our map, is currently in control of the ruins of Nashville and surrounding area. Greer Stadium near downtown Nashville was set up as an evacuation checkpoint. Shortly after the Louisville Quarantine Zone fell, anyone in the area who survived started to arrive here. Some were soldiers from Fort Campbell deployed to fight the undead and maintain order. A few officers from the Nashville Police Department made it. But, most

were normal civilians. As the soldiers gained a foothold in the area, and days passed they decided to rebuild Nashville starting with the reinforcement of Fort Negley. This would later serve as their “city hall” and center of their new city. They elected Elsa Hannock to lead their new group into the future. Today they’ve grown quite large with multiple settlements within Nashville and the suburbs that once surrounded it. They’ve designed their government after most local city councils with each of the settlements electing 1-2 people to represent their interests. Some have even ventured out into more rural areas using the hilly terrain to their advantage when defending from the undead threat.

St. Memphis

that leaves us with St. Memphis. Marked as brown on the map. They hold claim to a small area at the borders of Kentucky, Missouri, Illinois, Kansas, and Tennessee. It’s centralized at their capitol which stands on the remains of Paducah. The air national guard based out of Memphis was ordered to carpet bomb Paducah shortly after the Louisville QZ fell. Thinking they could stem the cascading wave of infection as it traveled across the nation. Obviously the attempt was misguided and all it did was kill thousands of potential survivors. The population of survivors is made up of citizens of both Memphis and St. Louis, hence the name St Memphis. Maintaining order and building the basic blocks of government are the Memphis police, backed by a large Air National Guard unit and a healthy group of navy sailors from the Naval Support base in Memphis. Their main city, unique in most cases as it’s completely built post-infection, is a multiple Quarantine Zones setup in hub-spoke blocks. Each with specific tasks to that block and governed in almost an old west style with each block having its own sheriff and the large blocks having multiple deputies. The faction is led by a First Lieutenant of the National Guard named Jarren Ohorie. They now boast the largest trade network of the three factions, often moving goods by all conventional methods across the dead zones.

> “Though I know many of you may harbor ill will toward St. Memphis for actions of the past. I urge you to give them another chance. Though their leadership and myself have never directly discussed the incident, it’s always been something there in the background. It’s acted as an invisible bargaining tool and anything that I’ve asked for, has not been denied. One such example, being the engineers we needed for the power station. Do you really think they wanted to make them available? Especially with the trip being as dangerous as it was? They stand fast as a strong ally against the infection as well as other entities.



Treaty Summary

Essentially, while in a faction's territory a person is subject to that faction’s laws/rules as written. This includes another faction’s leadership. Any land not claimed by another faction is considered a dead zone and is essentially lawless simply because no faction can afford to police these areas.

As all of the factions have had run-ins of varying severity with the so named Requiem of the Returned; any and all members of this group or those working with this group shall be deemed dangerous and a threat to all those still living.

To prevent mistakes of the past, any armed intervention from one faction on another faction’s territory must be done so only with explicit permission from the host faction. All options must be laid out on the table beforehand, and any deviation from these available options will result in immediate dismissal from the alliance. The deviation will be then considered an attack and retaliatory offensive from all remaining alliance members will commence on the offending faction.

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