

# Fell Hounds Faction Packet



## Waif City - Humanity's Best Hope

Cleary County, what would one day become Waif City, was built by the hands of the people living in it. Steel workers, Mechanics, Engineers, Educators. It was the second largest city in The World, though technically it was a collection of small manufacturing towns. It and its people were always on. The soft glow of electric light, the hum of engines powering the machines that manufactured more than half of The World's automobiles. There was always a bustle of people shopping and heading to work at all hours, it made it a sought after suburban pseudo-city of the future.

When the bombs fell however there was a moment where everything seemed to stop. All was frozen in time.

Those on the ground seeing the sky light up were the last to see The World as it was; like some sort of sadistic photograph of the way things would never be again.

Civilization had come a long way and the corporate world was building ever upward toward the heavens. The moment after that flash however, it vanished almost entirely.

All that was left was the ash covered, irradiated stretch of melted steel and rubble.

Miraculously a few buildings in Cleary County weren't completely taken down. The dust settled and it was revealed that even some of the people in Cleary weren't going to let Nuclear Annihilation stop them even if they were mutated to hell and back.

Just as they had before the war, the people of Cleary continued to work towards the betterment of their community, turning the old auto-manufacturing building into a makeshift water processing site and a home for those who made it through the dangers of the wastes.

The city powered by engines and oil inevitably drew the attention of the Road Kings who quickly took control and did as only Road Kings do to the unfortunate souls living there.

Over time a few who had been accepted into the Road Kings grew tired of the way of the strong dictating the lives of the weak, sick of the atrocities that only seemed to fall onto the few good people left in The World; and a small growl of opposition began to grow.

It wasn't from some sense of self righteousness, it was humanity forcing its way back into the hearts and minds of those brave enough to push back. It was out of necessity and humanities need to survive that the Fell Hounds eventually formed, fought back and claimed Cleary County as the land of refuge and changed its name to Waif City.

The first "Good" news to come to the wasteland was the establishment of this city by the water.

Now, the Fell Hounds have become more of a standing military police, and while their resources are stretched and supplies dwindle, they continue to fight for the weak and recruit the strong.

Kids born into a hateful lawless world hear stories of the Fell Hounds as they drift off to sleep, safe so long as the Hounds guard their flock and hopeful that one day they too can join the ranks of the Fell Hounds.

Their best weapons have always been their practicality, adaptability and willingness to do what's needed for the good of the pack.

The Fell Hounds are perhaps the best chance The World has at getting past its basic instincts and getting back on the path towards a real society.

## **Fell Hound Ranking**

### **ALPHA**

- Oversees all operations regarding the Fell Hounds across The World, Possesses veto power in voting on matters regarding Waif City but voting power is not increased in any way. Is bound by oath to report to Waif City in case of emergency or executive matters in the capital, or centralized/critical votes which are often secret and kept among the Waif City Council.

The Commander in Chief of the Fell Hound "Army"

**Current Alpha:** Joseph Young

### **BETA**

- The second in command of the Fell Hounds. Their primary purpose is initiating votes and voting on higher-up executive matters within pack authority, as well as gauging, understanding, and reacting to the needs of the regions they are appointed to.

Often the ones giving the commands to the Pack leader Deltas and Gammas.

**Notable:** Beta William Stone, Beta Annie Grainse

### **GAMMA**

- Not every hound moves up the ranks by shooting the right people and winning the right duels. Gammas, while still just as capable as other Hounds, are operatives in non-combat situations. This includes diplomacy, science, engineering, construction, as well as overseeing these operations (sometimes independent of even the Betas). Gammas sometimes work in teams, and other times will request entire operations that they carry out independently.

### **DELTA**

- Deltas are as good as it gets when you're the kind of Hound that loves action. Deltas are the primary operatives and leaders in all missions, assaults, and squads. They have no advanced voting power of their own, but are trusted with knowledge of secret votes and executive planning. The vast majority of all Betas and Alphas were Deltas first, but this is not always true.

**Players in the Fell Hound Faction will be starting as Deltas or Gammas**

### **PACK LEADERS**

Pack Leaders can be of any rank, but most often on the field will be given the title Pack Leader Delta or Pack Leader Gamma. Depending on the mission at hand. Pack leaders are chosen by the Regional Beta Hound, and in times of a Pack Leader falling in battle, Packs will democratically elect a new Leader until superior command determines otherwise.

*Fell Hound Squads or "Packs" are built around the strengths of their operatives and the canine breed-like qualities that those strengths most closely embody.*

*Often a regional or behavioral quality of the Squad is applied in this fashion*

*Ex: The Sanguine Mountain Huskies, Bunker Bulldogs, Chihuahua Demolitions Unit, etc. etc.*

## **Important Points in Fell Hound History**

- **Cleary County is Rebuilt - 10 - 15 PA.**
- **Road to Ruin (Road King Takeover) - 29 PA.**
- **The Fell Hounds Officially Form - 43 - 47 PA.**
- **Waif City is Established - 54 PA.**
- **This is a Democracy! Official Government of Waif City is Formed - 55 PA.**
- **"The Drink Treaty" is Signed - 59 PA.**
- **Establishment of the First Law - 63 PA.**
- **Cerberus is Formed - 101 PA.**
- **Battle of the Bunker Bulldogs - 109 PA.**

For more information on these important moments in time ask your superiors for a history lesson

### **The Blessing is Real 117 PA.**

A signal from the Atom Order was intercepted by the Fell Hounds in late 117 PA.

It's message was clear: Blessing, the land once thought of as only legend is real and has been discovered.

Under the orders of Alpha Joseph Young a group of Fell Hound scouts has been formed to explore this foreign and fertile land thousands of miles away.

While the Fell Hounds can't afford to send too many, they are coordinating some of their best Gamma & Delta operatives to make sure the first steps on this new continent are heavy and make a well placed mark on the territories..

Join the Fell Hounds today for a chance at making history and securing the future!

<http://blessinglar.com/>