

# THE SCAV

SEASONAL

WINTER ISSUE

2055

## SPECIAL EXTENDED ISSUE

### JUNKTOWN BOUND, THE DIG CO. VAULT, AND THE RISE OF THE RAIDS

By Mercy Briar,

JUNKTOWN - The lower rail yard erupted into chaos mid october when a rust stained Dig Co. freight train slammed into the station. Its lights were flickering, its brakes screamed for several minutes, and every rail car was packed with terrified survivors from the fallen Redding Colony.

This arrival was not organized or expected. There were no escorts. There were no warnings. This was a last chance to escape from total destruction.

#### THE FALL OF REDDING

Refugees from the colony report that the blue bitten around their settlement were changing. They grew stronger, faster, and more coordinated with each passing day. What began as scattered sightings became nightly battles, and the final night ended in a full collapse of the perimeter walls.

With the streets overrun, the survivors fled underground into the old Dig Co. industrial tunnels. These tunnels once carried freight through California, and still held traces of dormant power. Deep inside, half buried under dust, they



*Redding's final escape. A battered Dig Co. train emerges from the darkness into Junktown Station.*

found a massive Dig Co. freight locomotive. It was damaged but still responsive, but it was the only option.

Under intense pressure from the blue bitten above them, the survivors forced the engine to life and escaped north. They sealed each heavy door behind them as the horde slammed against the metal.

#### THE JOURNEY NORTH

According to the survivors, the trip through the forgotten tunnels was filled with hazards. They passed collapsing passages and long dead maintenance zones. Strange creatures lurked near the rails. A mutant trader attempted peaceful contact, but frightened travelers beat and robbed him. A player discovered a strange rubber rat linked to an invasive species problem, but the creature died before it caused trouble.

During the flight, the group overcame several major hazards. These successes prevented catastrophic outcomes such as tunnel cave ins and biohazard breaches.

One survivor commented, “The only reason we made it out is because that train wanted to reach Junktown more than it wanted to die.”

## WHY WAS JUNKTOWN THE DESTINATION

Dig Co. records that survived the old world are incomplete. Early analysis suggests that Junktown was once part of a deeper corporate rail network that stretched across several states. The routing system may have followed an emergency evacuation protocol or a freight priority path.

Town staff are currently examining the recovered systems for more clues.

## DISCOVERY REPORT DIG CO. SECURE VAULT

*By Tin Cup Marlow,*

In what researchers are calling the “biggest archaeological victory in years,” the JTB teams recovered **all components necessary to access the mysterious Dig Co. Secure Vault.**

Little is known about what Dig Co stored in this sealed chamber.

Corporate records from the old world describe their Secure-Class archives as containing:

- experimental prototypes
- ultra-restricted AI materials
- vault-grade chemical storage
- abandoned construction projects
- and at least one “Irretrievable Item, Subject Redacted”

The vault door will be opened after the next opening day, assuming Junktown can assemble a skilled enough team to breach it safely.

A celebratory announcement from the Head Mechanic’s staff was short-lived, however, as security concerns brewed over what Dig Co may have left behind.

## THE TRAIN THAT COULD CHANGE EVERYTHING

*By Piper Flint,*

With the survivors from the fallen Redding Colony now safe inside Junktown’s walls, and the ancient Dig Co. freight train still holding together after its impossible journey north, the town now faces a new question. What happens next?

The train is more than a piece of old world machinery. It is a symbol of survival. It is a miracle of engineering that defied time and ruin. It is also the first real possibility of rebuilding long distance travel and supply routes across the wasteland. Every major power in the region understands its value. Every faction wants a voice in how it will be repaired, where it will travel, and who will benefit from its return to service.

Some see it as a lifeline. Others see it as a bargaining chip. A few already see it as a weapon.

## THE MISSION DOCKET

The town’s elected officials were presented with a thick mission docket. This document laid out every known problem surrounding the old rail system. Some missions involved clearing debris from ancient Dig Co. tunnels. Others required diplomacy with hidden tribes or restoring power to facilities that had not seen light in decades. Several missions carried warnings about raiders, mutated wildlife, or systems that had gone feral during the years of abandonment.

Each briefing included estimated difficulty, suspected hazards, and what kinds of skills might be required. Some missions called for fighters. Some needed technicians. Some required steady diplomats or brave scouts. A few needed all three.

## THE ROLE OF JUNKTOWN’S LEADERS

From that moment on, the burden fell on the town’s leadership. The Mayor, the Sheriff, the Caravan Master, the Pathfinder, the Head Physician, and the Head Mechanic now had to decide which missions to attempt, and who would be sent into danger.

The survivors from Redding were not the only ones facing a crisis. Junktown itself was now at a crossroads.

## THE STRATEGIC LAYER

From the first hour, it became clear that these choices carried consequences far beyond simple success or failure. The rail lines beneath the region are old, unstable, and tied to systems nobody fully understands. A wrong decision could collapse a tunnel, anger a hidden tribe, or strengthen a rival faction. A successful choice could restore power, rebuild infrastructure, or uncover valuable Dig Co. technology.

The officials had to judge each mission carefully. They had to guess which ones would support Junktown’s long term security and which ones carried hidden dangers.

Every choice counted.

## THE POLITICAL LAYER

While the elected officials were trying to focus on logistics and survival, the factions were already making moves. Representatives from the Barony, the Kingdom of Columbia, the Cascadia Commonwealth, and the Guild all pushed for missions that supported their interests. Some tried to convince the town to prioritize their concerns. Others warned about threats in rival territories. A few suggested that certain missions were not worth the risk.

# THE SCAV

The political tension grew as representatives made their cases. Each faction understands that whoever controls the repaired rail lines will have influence far beyond the borders of Junktown.

The train may have brought refugees to safety, but it also delivered the spark for a new struggle. Whoever commands the rail system will hold the future of trade, travel, and power across the Northwest.

## THE ACTION REPORT, WITH BIG JEPS

*By Jepson Quick,*

The arrival of the Redding survivors set the stage, but what happened next will be talked about for seasons. With the train sitting in the yard and a full slate of high stakes missions ready to go, Junktown stepped onto the field and played one of the wildest match days the wasteland has seen in years. Below is your full highlight reel.

### REPAIR DEPOT

Final Score: 10 to 0

Junktown walks in strong

The newest recruits came out swinging. Tasked with obtaining crucial repair parts, the squad handled every challenge with confidence. No fumbles. No broken tools. No wasted time. One guy who was already bitten turned, but fuck that guy.

The Depot crew set the tone for the entire day. Strong teamwork. Steady hands. A clean victory. The train rolled into the yard half dead, and after this job, it looked ready for a second career.

**MVP:** The whole rookie lineup.

### THE BIG FIX

Final Score: 8 to 2

Hard win under pressure

Deep under the rails, the engineering squad faced flickering lights, unstable platforms, and machinery older than most settlements. They pushed through it

all. A few slips. A few sparks. A few moments where everyone held their breath.

Not perfect, but more than enough to put Junktown in scoring position.

**Player Highlight:** The technician who found the missing part after the makeshift repairs had completed.

### SWITCHING STATION DELTA

Final Score: 0 to 10

A heartbreaking loss

This was the low point of the day. The squad split their formation to try to cover more ground. The moment they broke formation, the tunnel came alive with hostile systems and lurking threats. One bad call can lose a match. This one did.

The entire squad went down before rescue could arrive. A tough lesson in staying together when the heat is on.

**Post Game Quote:** Pathfinder McGill was seen shaking his head and saying, "We will not run that play again."

### SECTOR 12

Final Score: 6 to 4

Three heroes take on the scorpions and win.

This squad walked in looking like they were outnumbered. Three players against a tunnel filled with giant scorpions, unstable ceilings, and a blocked Dig Co. path. On paper this was a decent game, but on the field it was a highlight reel.

They cleared the whole sector, stabilized the supports, and then punched a hole straight through an extra collapsed tunnel. Behind that door was a corridor pointed directly at Guild territory.

A surprise point for the Guild, even though nobody on the squad realized what they had done.

**Play of the Match:** One survivor took down a scorpion bigger than a bull buy luring it into the path of a train. Ouch!

### NOMAD CAMP RELOCATION

Final Score: 10 to 1

Diplomacy plays like offense.

The diplomatic squad walked into the Nomad territory with empty hands and honest words. They walked out having successfully relocated an entire tribe to the tunnels under Junktown.

This was a flawless performance. The kind of win that builds new alliances.

However, one player snuck a souvenir from the Elder's tent. Nobody commented out loud, but the tribe noticed. A stain on an otherwise beautiful scoreboard.

**Commentator Note:** The Elder's stare as the squad left was the kind of look you get before overtime.

### LINE 7 RAIL RUN

Final Score: Forfeit

Ashrats steal the win

Junktown simply did not have the players for this one. With squads tied up on other missions, Line 7 went unattended. In that gap the Ashrat raiders sprinted in and scored hard.

They robbed the train, grabbed whatever Dig Co. cargo they could find, and vanished before sundown. This is the kind of thing that shows up again later in the season. Keep your eyes on the Ashrats.

### RESERVOIR CAVERN

Final Score: 10 to 3

The dragon goes down but the story is not over.

The Rad Dragon was a crowd favorite to cause trouble. The squad entered the cavern ready for a brawl and they got one. Flashing claws. Radiation storms. Echoes like thunder.

They tore the creature down in dramatic fashion. A perfect monster takedown.



# THE SCAV

But then scouting reports started coming in. There is another Rad Dragon. Twice the size. Twice the anger.

This match only looked like the end of the season. It was the opening act.

## SUBLEVEL GAMMA

Final Score: 8 to 0

Stealth squad makes it look easy

Three players entered a Dig Co. security facility that was built to stop entire platoons. They moved with quiet precision and never touched an alarm. They reached the AI core, reset the system, and slipped out without leaving a footprint.

This was a tactical masterclass. The kind of performance that gets replayed in training briefings for years.

**MVP:** We have no idea. They were so incognito, they don't even know who did what.

## CENTRAL UTILITIES COMPLEX

Final Score: 6 to 3

Zombies and generators collide

The squad met wave after wave of undead, fighting for every step toward the power controls. They kept the generators intact, held formation, and got the power running. With lights back on in several tunnel sectors, Junktown now has safer ground to expand into.

**Referee Note:** Multiple hits, no violations, and no players lost. Solid win.

## THE CESS

Final Score: 7 to 2

The Muckborn get demolished

This was a straight offensive strike. The squad rushed the Muckborn stronghold, cut through every defender, took out the leader, and escaped seconds before the entire hideout detonated. A clean, fast, brutal victory. The Muckborn will not be returning to the field anytime soon.

## FINAL SCORECARD

**Junktown:** Dominant performance

**Guild:** Gains an accidental point

**Barony:** No progress

**Cascadia:** No progress

**Columbia:** No progress

Junktown players showed up, played hard, and made the day their own. The factions will not forget this scoreboard.

And the season is just getting started.

## REGIONAL DESTABILIZATION AND FACTION INTERVENTIONS

*By Piper Flint,*

The arrival of the Redding survivors has done more than expand Junktown's population. It has signaled the beginning of a broader shift across the Northwaste. In the weeks following their arrival, settlements across the region have faced increasing pressure from threats that appear without pattern or warning. Turned surges, raider assaults, and mutant migrations have struck regions that once seemed stable.

Factions are responding as best they can, but many outposts report long delays, inconsistent protection, or complete silence from their parent factions. Into this growing uncertainty another pattern has emerged. Junktown citizens have stepped beyond their borders to answer distress calls across the wastes. These efforts have already changed the political landscape.



*It's anyone's game.*

Below is the official summary of recent regional incidents and territorial outcomes.

## BENTON WASTES

Date: Nov 1, 2055

Outcome: Territory is contested

The Benton Wastes settlement suffered a sudden raider attack after its Cascadian security patrol failed to arrive. A Junktown squad intervened and successfully forced the bandits back. Witness accounts indicate that the rescuers identified themselves clearly as Junktown citizens.

In the aftermath, local residents expressed doubt regarding Cascadia's commitment to their safety. The region is now contested.

## THE RESERVOIR

Date: Nov 8, 2055

Outcome: Territory is contested

A Turned surge erupted near the substation in this Barony-controlled zone. Fanghold forces were unable to respond quickly. A Junktown team engaged the horde and secured the settlement.

Residents later reported that the first visible banners on the field belonged to Junktown. As a result, confidence in the Barony weakened. The Reservoir is now contested.

## WILD FORESTS

Date: Nov 15, 2055

Outcome: Territory is contested

A group of rogue automatons operating out of the deep brush overran a Cascadian forward camp. Junktown citizens responded to the call and restored order. Their intervention weakened Cascadia's claimed authority. The Wild Forests region has shifted to contested status.

Sources in Cascadia leadership express concern that these losses indicate an ongoing decline in their frontier stability.

---

## DEAD MEADOWS

Date: Nov 22, 2055

Outcome: Barony holds the territory

In this instance Fanghold forces responded rapidly to a horde of mutated creatures. Their coordinated push held the line and preserved their existing control. The Barony retains a firm grip on Dead Meadows.

Observers note that the Barony's structured military response remains one of their greatest strengths.

## MEADOWLARK PRAIRIE

Date: Nov 29, 2055

Outcome: Barony holds the territory

Under cover of a sandstorm, raiders attempted a coordinated attack on the Meadowlark region. Barony patrols intercepted and defeated the raiders before they could reach the settlement. This successful defense further strengthened their position.

### **REGIONAL ANALYSIS**

The combined effect of these five incidents has reshaped the political map of the Northwaste.

#### **Junktown:**

Junktown stands at the center of a surprising shift in regional influence. Although it has not formally claimed any territory, its repeated intervention in vulnerable zones has altered public perception. Many settlements now question whether their original faction still protects them.

#### **Barony of Fanghold:**

The Barony remains the most stable of the four major factions. They have defended their territories effectively but failed to prevent Junktown from disrupting certain border regions.

#### **Cascadia Commonwealth:**

Cascadia has suffered multiple losses in a short period. Internal morale and public confidence appear shaken. Their border forces may be overstretched or disorganized.

#### **The Guild:**

The Guild has made no public moves during this period. Their silence raises

questions about whether strategic redeployment or internal disputes are underway.

#### **Kingdom of Columbia:**

Columbia has shown no visible response to any regional incidents. Their absence from the field has led several frontier settlements to question their reliability.

### **THE SHIFTING QUESTION**

Across the frontier settlements a new question is being asked. Not who commands the territory by charter or claim, but who arrives when danger strikes. For many communities the answer has recently been Junktown.

How the factions respond to this rise in influence will determine the tone of the coming times.

## **THE RUMOR MILL**

*Collected by Rue Lantern,*

A second Rad Dragon has been sighted near the southern ridge. Rangers report footprints twice the size of the deceased one.

The Nomad tribe that relocated beneath Junktown has begun carving new symbols on the tunnel walls. Some citizens claim the symbols glow faintly at night.

Someone matching the description of the mutant trader beaten during the Redding escape was seen speaking with travelers near the south gate. Witnesses say he asked for names. Then he left without a word.

A crate with a Dig Co. serial number was found washed into the river bend. The lock was broken. The inside was empty.

A pale figure was seen on a ridge above Meadowlark Prairie after the Barony victory. It watched the battlefield for a long time, then disappeared.

## **EDITORIAL: THE QUESTION OF RESPONSIBILITY**

*By Inky Dunwich.*

There is a new question traveling across the wasteland. Citizens whisper it in burned out markets. They ask it in half collapsed homes. They wonder it aloud after surviving another night.

Who protects us.

The factions claim territory, draw borders, and raise banners, but territory means little during the moments when help is needed most. Raiders do not wait for political clarifications. The Turned do not distinguish between one claim and another. If safety does not arrive, then alliances crack like dry boards.

During these past weeks Junktown has appeared in places where others did not. Settlements have learned to watch for the blue and brown banners and the dust clouds behind them. These communities are beginning to ask themselves an uncomfortable question. Who do they trust when trouble arrives.

Factions across the region will need to decide how to answer this shift.

Junktown must decide if it is prepared for the responsibility that follows it.

The wasteland is watching.