

SAVAGE



A  Conversion by

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Ok Since you all have been waiting so patiently for the last year I have decided to toss up this sneak peek of Savage Fallout. This is the first 95 pages of material. There are minimal pictures (there will be more in the final product) and there are still some minor flow issues with some of the text. Well this is the format I am going to do the final product in, so if you like it let me know on the forums.

John Sheriff288 Brown



War. War never changes. The Romans waged war to gather slaves and wealth. Spain built an empire from its lust for gold and territory. Hitler shaped a battered Germany into an economic superpower. But war never changes. In the 21st century, war was still waged over the resources that could be acquired. Only this time, the spoils of war were also its weapons. Petroleum and uranium. For these resources, China would invade Alaska, the US would annex Canada, and the European Commonwealth would dissolve into quarreling, bickering nation-states, bent on controlling the last remaining resources on Earth. In 2077, the storm of world war had come again. In two brief hours, most of the planet was reduced to cinders. And from the ashes of nuclear devastation, a new civilization would struggle to arise.

We know what happened, over the years we have been able to piece together a cobbled history of what our forefathers did. The wasteland that we live in is starting to recover, never to the former glory, but recover to the point where we can live again. We know there was a war; we know there were vaults that saved some, but not all. We know that there are horrors in the wasteland that no man or woman should ever have to face.



Vault Dweller's Survival Guide

From The Vault

ISSUED BY VAULT-TEC DOCUMENTATION
DEPARTMENT, JANUARY, 2077

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Welcome to the Vault of the Future

General

Welcome to Vault-13, the latest in a series of public defense works from Vault-Tec, your contractor of choice when it comes to the best in nuclear shelters. Vault-Tec, America's Final Word in Homes. This document, VTB-001, the *Vault Dwellers Survival Guide*, is for the events following a world-wide nuclear war. In the case of a limited scale nuclear war, or other world ending catastrophe, please refer to the appropriate documentation (see also page 1.8):

End of World Cause	Document #	Title
Limited Scale Nuclear War	VTB-002	<i>Vault Dwellers Survival Guide</i> (abridged version)
Disease	VTD-001	<i>Coping with Mr. Virus!</i>
Starvation	VTR-003	<i>How to Eat Rat</i>
Flooding	VTF-100	<i>Flotation Homes & Seaweed</i>
Meteor	VTM-020B	<i>How to Dodge Falling Rocks*</i>

*Document not available at this time, will be available the 3rd quarter of 2078.

While we hope that peace will prevail and the need for such from the ground up to provide the best chance for a good life following nuclear armageddon. It is the duty of every American citizen to learn and use the skills necessary for a comfortable Vault life.

Dont let what could have happened bother you. We have enough problems to deal with in the here and now. - Overseer



The Vault series of survival shelters are designed from the ground up to provide the best chance for a good life following nuclear armageddon. It is the duty of every American citizen to learn and use the skills necessary for a comfortable Vault life. The best place to start is with a description of your new home.

Important Vault statistics

Vault Number13
Starting construction dateAugust 2063
Ending construction dateMarch 2069
Starting Budget\$400,000,000,000
Final Budget, with interest\$645,000,000,000
Total number of occupants1,000 (at capacity)
Total duration10 years (at capacity)
Number of living quarters100 (hot bunking required if at maximum capacity)
Door thickness4 yards, steel
Earth coverage3,200,000 tons of soil, at 200 feet
Computer control systemThink machine
Primary power supplyGeo-thermal
Secondary power supplyGeneral Atomics Nuclear Power backup systems
Power requirements3.98mkw/day
StoresComplete construction equipment, hydro-agricultural farms, water purification from underground river, defensive weaponry to equip 10 men, communication, social and entertainment files (for total duration)

Nuclear blast effects

Vault-13 is designed to provide protection from the effects of a nuclear blast. To better understand the protection provided, we have included a section from the High Energy Weapons FAQ that explains how a nuclear blast causes damage. The first thing bomb victims experience is the intense flux of pho-tons from the blast, which releases 70-80% of the bomb's energy. The effects go up to third degree thermal burns and are not a pretty sight. Initial deaths are due to this effect. The next phenomenon is the supersonic blast front. You see it before you hear it. The pressure front has the effect of blowing away anything in its path. After the front comes the overpressure phase. It would feel like being underwater a few hundred meters. (At a few thousand meters under the sea, pressurized hulls implode.) The pressure gradually dies off, and there is a negative overpressure phase, with a reversed blast wind. This reversal is due to air rushing back to fill the void left by the explosion. The air gradually returns to normal atmospheric pressure. At this stage, fires caused by electrical destruction and ignited debris turn the place into a firestorm. Then come the middle term effects such as keloid formation and retinal blastoma. Genetic or hereditary damage can appear up to forty years after initial irradiation.



Atmospheric effects of blasts

The Mushroom Cloud. The heat from fusion and fission instantaneously raises the surrounding air to 10 million degrees C. This superheated air plasma gives off so much light that it looks brighter than the sun, and is visible hundreds of kilometers (km) away. The resultant fireball quickly expands. It is made up of hot air, and hence rises at a rate of a few hundred meters per second. After a minute or so, the fireball has risen to a few kilometers, and has cooled off to the extent that it no longer radiates.

The surrounding cooler air exerts some drag on this rising air, which slows down the outer edges of the cloud. The unimpeded inner portion rises a bit quicker than the outer edges. A vacuum effect occurs when the outer portion occupies the vacuum left by the higher inner portion. The result is a smoke ring.

The inner material gradually expands out into a mushroom cloud, due to convection. If the explosion is on the ground, dirt and radioactive debris get sucked up the stem, which sits below the fireball.

Collisions and ionization of the cloud particles result in lightning bolts flickering to the ground.

Initially, the cloud is orange-red due to a chemical reaction when the air is heated. When the cloud cools to air temperature, the water vapor starts to condense. The cloud turns from red to white.

In the final stages, the cloud can get about 100km across and 40km high, for a megaton class explosion.

Electromagnetic Pulse (EMP). A nuclear explosion gives off radiation at all wavelengths of light. Some is in the radio/radar portion of the spectrum - the EMP effect. The EMP effect increases the higher you go into the atmosphere. High altitude explosions can knock out electronics by inducing a current surge in closed circuit metallic objects - electronics, power lines, phone lines, TVs, radios, etc. The damage range can be over 1000km.

Overview of immediate effects

The three categories of immediate effects are: blast, thermal radiation (heat), and prompt ionizing or nuclear radiation. Their relative importance varies with the yield of the bomb. At low yields, all three can be significant sources of injury. With an explosive yield of about 2.5 kilotons (kT), the three effects are roughly equal. All are capable of inflicting fatal injuries at a range of 1km.

The fraction of a bomb's yield emitted as thermal radiation, blast, and ionizing radiation is essentially constant for all yields, but the way the different forms of energy interact with air and target vary dramatically.



Air is essentially transparent to thermal radiation. The thermal radiation affects exposed surfaces, producing damage by rapid heating. A bomb that is 100 times larger can produce equal thermal radiation intensities over areas 100 times larger. The area of an (imaginary) sphere centered on the explosion increases with the square of the radius. Thus the destructive radius increases with the square root of the yield (this is the familiar inverse square law of electro-magnetic radiation). Actually the rate of increase is somewhat less, partly due to the fact that larger bombs emit heat more slowly which reduces the damage produced by each calorie of heat. It is important to note that the area subjected to damage by thermal radiation increases almost linearly with yield.

Blast effect is a volume effect. The blast wave deposits energy in the material it passes through, including air. When the blast wave passes through solid material, the energy left behind causes damage. When it passes through air it simply grows weaker. The more matter the energy travels through, the smaller the effect. The amount of matter increases with the volume of the imaginary sphere centered on the explosion. Blast effects thus scale with the inverse cube law which relates radius to volume.

The intensity of nuclear radiation decreases with the inverse square law like thermal radiation. However nuclear radiation is also strongly absorbed by the air it travels through, which causes the intensity to drop off much more rapidly.

These scaling laws show that the effects of thermal radiation grow rapidly with yield (relative to blast), while those of radiation rapidly decline.

In a small nuclear attack (bomb yield approx. 15kT) casualties (including fatalities) would be seen from all three causes. Burns (including those caused by an ensuing fire storm) would be the most prevalent serious injury (two thirds of those who would die the first day would be burn victims), and occur at the greatest range. Blast and burn injuries would be found in 60-70% of all survivors. People close enough to suffer significant radiation illness would be well inside the lethal effects radius for blast and flash burns, as a result only 30% of injured survivors would show radiation illness. Many of those people would be sheltered from burns and blast and thus escape the main effects. Even so, most victims with radiation illness would also have blast injuries or burns as well.

With yields in the range of hundreds of kilotons or greater (typical for strategic warheads) immediate radiation injury becomes insignificant. Dangerous radiation levels only exist so close to the explosion that surviving the blast is impossible. On the other hand, fatal burns can be inflicted well beyond the range of substantial blast damage. A 20 megaton bomb can cause potentially fatal third degree burns at a range of 40km, where the blast can do little more than break windows and cause superficial cuts.

A convenient rule of thumb for estimating the short-term fatalities from all causes due to a nuclear attack is to count everyone inside the



5 psi blast overpressure contour around the hypocenter as a fatality. In reality, substantial numbers of people inside the contour will survive and substantial numbers outside the contour will die, but the assumption is that these two groups will be roughly equal in size and balance out. This completely ignores any possible fallout effects.

Overview of delayed effects

Radioactive Contamination. The chief delayed effect is the creation of huge amounts of radioactive material with long lifetimes (half-lives ranging from days to millennia). The primary source of these products is the debris left from fission reactions. A potentially significant secondary source is neutron capture by non-radioactive isotopes both within the bomb and in the outside environment.

When atoms fission they can split in some 40 different ways, producing a mix of about 80 different isotopes. These isotopes vary widely in stability; some are completely stable while others undergo radioactive decay with half-lives of fractions of a second. The decaying isotopes may themselves form stable or unstable daughter isotopes. The mixture thus quickly becomes even more complex, some 300 different isotopes of 36 elements have been identified in fission products.

Short-lived isotopes release their decay energy rapidly, creating intense radiation fields that also decline quickly. Long-lived isotopes release energy over long periods of time, creating radiation that is much less intense but more persistent. Fission products thus initially have a very high level of radiation that declines quickly, but as the intensity of radiation drops, so does the rate of decline.

A useful rule-of-thumb is the "rule of sevens". This rule states that for every seven-fold increase in time following a fission detonation (starting at or after 1 hour), the radiation intensity decreases by a factor of 10. Thus after 7 hours, the residual fission radioactivity declines 90%, to one-tenth its level of 1 hour. After 7*7 hours (49 hours, approx. 2 days), the level drops again by 90%. After 7*2 days (2 weeks) it drops a further 90%; and so on for 14 weeks. The rule is accurate to 25% for the first two weeks, and is accurate to a factor of two for the first six months. After 6 months, the rate of decline becomes much more rapid. The rule of sevens corresponds to an approximate $t^{-1.2}$ scaling relationship.

These radioactive products are most hazardous when they settle to the ground as "fallout". The rate at which fallout settles depends very strongly on the altitude at which the explosion occurs, and to a lesser extent on the size of the explosion.

If the explosion is a true air-burst (the fireball does not touch the ground), when the vaporized radioactive products cool enough to condense and solidify, they will do so to form microscopic particles. These particles are mostly lifted high into the atmosphere by the rising fireball, although significant amounts are deposited in the lower atmosphere by mixing that occurs due to convective circulation within the fireball. The larger the explosion, the higher and faster



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the fallout is lofted, and the smaller the proportion that is deposited in the lower atmosphere. For explosions with yields of 100kT or less, the fireball does not rise above the troposphere where precipitation occurs. All of this fallout will thus be brought to the ground by weather processes within months at most (usu-ally much faster). In the megaton range, the fireball rises so high that it enters the stratosphere. The stratosphere is dry, and no weather processes exist there to bring fallout down quickly. Small fallout particles will descend over a period of months or years. Such long-delayed fallout has lost most of its hazard by the time it comes down, and will be distributed on a global scale. As yields increase above 100kT, progressively more and more of the total fallout is injected into the stratosphere.

An explosion closer to the ground (close enough for the fire-ball to touch) sucks large amounts of dirt into the fireball. The dirt usually does not vaporize, and if it does, there is so much of it that it forms large particles. The radioactive isotopes are deposited on soil particles, which can fall quickly to earth. Fallout is deposited over a time span of minutes to days, creating down-wind contamination both nearby and thousands of kilometers away. The most intense radiation is created by nearby fallout, because it is more densely deposited, and because short-lived iso-topes haven't decayed yet. Weather conditions can affect this con-siderably of course. In particular, rainfall can "rain out" fallout to create very intense localized concentrations. Both external expo-sure to penetrating radiation, and internal exposure (ingestion of radioactive material) pose serious health risks.

Explosions close to the ground that do not touch it can still generate substantial hazards immediately below the burst point by neutron-activation. Neutrons absorbed by the soil can generate considerable radiation for several hours.

The megaton class weapons have been largely retired, being replaced with much smaller yield warheads. The yield of a modern strategic warhead is, with few exceptions, now typically in the range of 200-750 kT. Recent work with sophisticated climate mod-els has shown that this reduction in yield results in a much larger proportion of the fallout being deposited in the lower atmosphere, and a much faster and more intense deposition of fallout than had been assumed in studies made during the sixties and seventies. The reduction in aggregate strategic arsenal yield that occurred when high yield weapons were retired in favor of more numerous lower yield weapons has actually increased the fallout risk.

SimTek operations

The Vault-Tec Research Group has determined that after a long period of security, many Vault-Dwellers will feel "uncomfortable" with the idea of returning to the outside world. The SimTek 5000 will provide a safe and reassuring return to life on the outside world. This chapter will give you a brief walk-through of the operation of the SimTek 5000.



RobCo PIPBoy 2000

To help Vault Dwellers record information (and information is extremely valuable, in fact, it might be the most valuable weapon we have against the end of civilization, so pay attention!), Vault-Tec has selected the RobCo Industries RobCo PIPBoy 2000 as the Personal Information Processor of choice for its Vault Dwellers.

The RobCo PIPBoy 2000 (hereafter called the PIPBoy), is a handy device that you wear on your wrist. It's small, especially by today's standards, and it will store a goodly amount of information for you. And using modern super-deluxe resolution graphics to boot!

The PIPBoy 2000 can be used to keep track of important dates and events. Use it to remember everyone's birthday's and anniversaries so that you (...)

We reprogrammed your PIPBoy to keep track of the number of days remaining in the Vault water stores. This note is the only thing you should care about until we are safe and have a restored water processing chip.

The note shows the number of days before we croak. If that happens, your adventures on the outside won't be worth a set of thermal underwear in Death Valley at high noon! We'll be dead. And we don't want that. Go to it!

(...) and it is a very useful tool for scheduling meetings and appointments. And your PIPBoy has been programmed to properly handle all calendar dates, even after the turn of the century!¹

¹Your PIPBoy 2000 has a three month limited warranty.

Vault Personnel

The key to a successful reintroduction of civilization following a massive scale nuclear war is people. Here at Vault-Tec, we are working to ensure that your fellow man (and woman) is up to the task of bringing America back from the dead.

Equipment

Vault-13 comes prepared with the latest in survival equipment. The items in your storage containers will last 1,000 people over 10 years in comfortable and modern surroundings. When it is time to leave the Vault, and return to rebuild America, your friends at Vault-Tec have provided you with everything that you will need.

We have ensured that all of your rebuilding needs will be covered (...)



Yeah, right. Who wrote this? What budget did they get? We already used most of the equipment on failed attempts to contact an outside civilization. And we've been in here a lot longer than ten years. We have little left to give you, but we will give you what we can.

(...) undergone extensive testing to make sure the equipment is reliable.

Additional publications

Flotation Homes and Seaweed

A complete survival guide for the ocean bound. More tips, instructions, and plans than you could possibly ever use.

A PERMANENT STATE OF BEING? WE FIELD-TEST THE LATEST WATERPROOF SPF 900 SUNSCREENS PLANT A GARDEN YOU CAN COME BACK TO! WATERBEDS- A PRACTICAL ALTERNATIVE COPING WITH YOUR NEW MOBILE HOME

VTF-100

A Vault-Tec publication
Special Vault Dwellers Issue - July 2076
Houseboat Cruise Control! Coming Soon!

Coping With Mr. Virus!

An extended pamphlet for the whole family! Includes the popular How-To-Burn- Diseased-Bodies section.

Fifteenth Edition - December 2076
Featuring the latest Super Ebola Quarantine Techniques!

WARNING:
All references to the government sanctioned and controlled FEV virus are not allowed in this publication.

Vault Dweller's Survival Guide (abridged version)

A condensed version of the VDSG, containing just the important information you need!

Effective Date March, 2077
For Survivors of a Limited Scale Nuclear War
First Printing VTB-002-13

How to Eat Rat

Over 101 recipes, from basic meals to a complete set of dishes, all the way from snacks to desserts!



Second Edition
NEW FOR '77:
15 five-minute Recipes and the tasty Rodent a la King!

How To Dodge Falling Rocks

Available the 3rd quarter of 2078

GECK

Future-Tec, a division of Vault-Tec, presents the following advertisement for your enjoyment!

When the All Clear sounds on your radio, you don't want to be caught without...

THE GARDEN OF EDEN CREATION KIT!!

The kit includes:

- **Base Replicator Unit** - replicates food and basic items needed for building your new world. Just add water! (powered by cold fusion)
- **Holodisc Reader with Library** - includes selections from the Library of Congress, complete set of encyclopedias, and other life saving information, all contained on four-hundred and sixty handy holodiscs!¹ and... **A Miniature Pen Flashlight!**²

4 out of 5 nuclear scientists recommend the Garden of Eden Creation Kit over the other leading survival kits!

¹ A condensed version is available on three handy holodiscs

² Not suitable for children under the age of three. A different toy is available for younger children.



Future History

A Fallout Timeline

2051

Seeking to protect business interests and their oil supply, the United States begins to exert increasing pressure on Mexico, citing the political instability and pollution stemming from Mexico as a threat to the United States. Various economic sanctions serve to destabilize Mexico, and the United States military enters Mexico to keep the oil refineries running and making sure oil and fuel continue to make their way north across the border... at Mexico's expense.

2052

A television documentary into the withered husk of the Texas oil fields brings the oil shortage into the American households, and reveals how deep the energy crisis runs.

April 2052

The Resource Wars begin. Many smaller nations go bankrupt, and Europe, dependent on oil imports from the Middle East, responds to the Middle East's rising oil prices with military action. The long drawn-out war between the European Commonwealth and the Middle East begins.

May-July 2052

The United Nations, already suffering, begins to collapse. In a series of heated debates, many nations withdraw from the organization as the UN tries to keep the peace. At the end of July, the United Nations is disbanded.

2053

ZAX 1.0 goes on-line, developed by Vault-Tec. Initially a prototype of some of the systems designed to govern the vaults; it is given to the government to

help the Department of Energy collect resource data. Within a year, it is taken by the military for plague and tactical research; one version, ZAX 1.2 is constructed for West Tek.

2053

The socially transmitted "New Plague" arises, killing tens of thousands. The United States closes its borders and the first-ever national quarantine is declared. The source of the plague is unknown, but rumors persist that it is a genetically engineered weapon.

December 2053

Like an exclamation mark on the end of a very bad year, a terrorist nuclear weapon destroys Tel Aviv.

January 2054

Limited nuclear exchange in the Middle East raises fears throughout the world.

2054

In light of the Euro-Middle-Eastern conflict and the plague scare, the United States sets Project Safehouse in motion. The project, financed by junk bonds, is designed to create shelters, called Vaults, for the populace in the event of a nuclear war or deadly plague. Construction begins late in 2054 and proceeds rapidly due to advances in construction technology.

2055

The West Tek Research Facility starts working on a new virus to kill the New Plague. Their viral research and close ties to the federal government eventually lead to them being chosen for the Pan-Immunity Virion Project twenty years later as well as Power Infantry Armor and laser research.

2055

ZAX 1.2 is brought in to regulate conditions in West Tek. It is not part of the Vault-Tec preservation software, so it



does not have any orders to protect humanity after the bombs fall. In the meantime, it calmly calculates data and plays chess with the scientists. Many scientists claim that ZAX is a cheater and draws the game out too much for a computer of his considerable abilities.

2059

The Anchorage Front Line is established, as the United States increases its military presence in Alaska to protect its oil interests. The Anchorage Front Line causes tensions in the United States and Canada, as the United States attempts to pressure Canada into allowing American military units to guard the Alaskan pipeline.

2059

The first artificial intelligence is born. Limited by memory constraints, its expansion is rapidly halted. The discovery paves the way for future AI research in laboratories throughout the United States.

2060

Traffic on the streets of the world stops moving. Fuel becomes too precious to waste on automobiles, so alternatives are explored - electric and fusion cars begin to be manufactured, but factories can only make limited amounts. Pressure for fusion research increases.

2060

The Euro-Middle Eastern War ends as the oil fields in the Middle East run dry, there is no longer a goal in the conflict, and both sides are reduced almost to ruin.

2062

Despite quarantine measures, the New Plague continues to spread, fueling national paranoia.

August 2063

The construction of most Vaults completed, except for Vault 13,

whose construction finally gets off the ground... heralding a development cycle that seems plagued with problems. Drills begin in the other cities with completed Vaults, but the increasing frequency of the drills has a "cry wolf" effect, and the turnouts for drills trickle off as the years go on.

June 2065

Due to enormous demands for electricity in the summer of 2065, a nuclear reactor in New York City almost goes critical. The near meltdown brings into effect power rationing, and the term "Hot Summer" is used to refer to the New York incident.

August 2065

Increasing need for mobility in the United States mechanized cavalry leads the military to focus the efforts on creating a man-based tank, essentially, a two-legged walking armored unit: Power Armor.

2065-2067

Power Armor research grows and several prototypes are developed, many of which prove to be unworkable in the field. These prototypes pave the way for future advances in military, construction, and fusion technology.

Spring 2066

As the oil resources dry up across the globe, China's fossil fuel dependency causes an energy crisis in the nation. China, bordering on collapse, becomes more aggressive in its trade talks with the United States. Unwilling to export oil to China, talks between the United States and China break down.

Summer 2066

Adding further insult to the Chinese-American relations, the first crude fusion cell is unveiled, one of the results of the Power Armor project. Devices designed for the fusion cell begin to be manufactured.



Incorporating fusion power into the general US infrastructure begins, but the process is too slow to supply power to the regions that need it. Nearly eleven years later, few sections of the United States were supplied with fusion power.

Winter 2066

In the winter of 2066, China invades Alaska. The Anchorage Front Line becomes a true battleground.

Winter 2066

As a sign of increasing tension between the two countries, Canada proves reluctant to allow American troops on Canadian soil or allow American planes to fly over Canadian airspace. The United States and Canadian tensions rise, but Canada eventually backs down, and US troops pass through Canada. This sets the stage for the Canadian annexation in 2076.

2067

The first suit of Power Armor is deployed in Alaska. While lacking the full mobility of future versions, this Power Armor is incredibly effective against Chinese tanks and infantry. Its ability to carry heavy ordinance becomes key in various localized conflicts, and it has the power to destroy entire towns without endangering the wearer. China rushes to create its own versions, but they are many years behind the United States.

2069

Canada begins to feel the pressure from the United States military as the US draws upon Canadian resources for the war effort. Vast stretches of timberland are destroyed, and other resources in Canada are stretched to the breaking point. Many Americans refer to Canada as Little America, and Canadian protests are unheard.

March 2069

Vault 13 is finally completed - it is the last of the Vaults, and drills begin. Due to its late completion, the "cry wolf" effect that hurt the other Vaults is not as pronounced.

2070

The first of the Chrysler motors fusion-driven cars are developed. Reassuringly big and American, the limited models carry a hefty price tag but are sold out within days. Many Chrysler plants have long since been converted into making military ordinance.

2072

The United States' increasing demand for Canadian resources causes protests and riots in several Canadian cities. An attempted sabotage attempt of the Alaskan pipeline is all the military needs as an excuse to begin its annexation of Canada... which in fact, had already begun in 2067.

15 Sept 2073

As China becomes increasingly aggressive with their use of biological weapons, the United States government felt that a countermeasure was needed. The Pan-Immunity Virion Project (PVP) is officially formed and plans are made to begin experiments at the West Tek research facility in Southern California.

2074

Contrary to their claims of seeking only to retake Alaska from the Reds, American Power Armor units, infantry, and mechanized divisions are deployed to China, but they become bogged down on the mainland, putting a further drain on American resources and supply lines.

21 March 2075

FEV experiments continue at West Tek with batch 10-011, in the



wake of successful tests of the virus on single-celled organisms. Experiments on plant cells are postponed. The pan-immunity virion is renamed FEV - the Forced Evolutionary Virus.

9 May 2075

FEV experiments continue at West Tek with batch 10-011, in the wake of successful tests on flatworms, the flatworm's exhibit increase size and heightened resistance to viral contagions. Experiments with insects have less success, and further experimentation on insects is postponed by Major Barnett.

30 June 2075

FEV experiments continue at West Tek with batch 10-011, with white mice as subjects. Increased size, muscle density, and intelligence are noted.

9 Nov 2075

FEV experimentation (batch 10-011) on rabbits is concluded. Increased size, intelligence, and (this time) aggressiveness is noted. Apparently, it was hard to determine whether the flatworms in the previous experiments were angrier and more violent than normal. Frankly, the researchers cannot be blamed for this.

3 January 2076

A military team under the command of Colonel Spindel is sent to the West Tek research facility to monitor the experiments in the interest of national security. Captain Roger Maxson (the grandfather of John Maxson, the High Elder of the Brotherhood of Steel in F1) is among the team personnel.

12 January 2076

Splicing in several new gene sequences into their test virus, dogs are injected with batch 11-101a at West Tek. Although increased strength was noted, increased intelligence was not.

January 2076

The United States annexation of Canada is complete. Canadian protestors and rioters are shot on sight and the Alaskan Pipeline swarms with American military units. Pictures of atrocities make their way to the United States, causing further unrest and protests.

26 January 2076

Using batch 11-011, experiments are conducted on raccoons. Same results are noted, but the attempted escape of several infected raccoons causes Major Barnett to terminate the escape... and the test subjects. Two pairs of raccoons, however, are unaccounted for.

15 April 2076

Once all secondary tests and studies are done on the test subjects, all dogs from the batch 11-101a FEV tests at West Tek are terminated... from a safe distance.

June 2076

Power Armor prototype completed, resulting in the Power Armor players find in Fallout 1. This is the pinnacle of Power Armor technology before the Great War. Many of these units are sent to China, and they begin to carve a swath through the Chinese forces. The Chinese resources are strained to the breaking point, and the supply lines from the nations China has annexed begin to break down.

August 2076

Food and energy riots begin in major cities throughout the United States. Military units begin to be deployed in cities within the United States to contain rioters, and many temporary jails are constructed. A state of emergency is declared, and martial law soon follows.



4 October 2076

At West Tek, fifteen chimpanzees are infected with batch 11-111. The most successful test to date, growth and immunities in the chimpanzees surpass all other subjects to date. The military practically drools over the results. Plans are made in secret to begin testing in small quarantine towns in North America, and the Mariposa Military Base construction is sped up in anticipation of moving the West Tek project to a location under military supervision.

7 January 2077

Major Barnett orders transfer of all FEV research to the newly-constructed Mariposa Military Base, despite objections by the research team.

10 January 2077

Alaska is reclaimed, and the Anchorage Front Line is again held by the Americans.

22 January 2077

The first domestic use of Power Armor within the United States for crowd and quarantine control. Units originally serving in China and the Anchorage Front Line find themselves fighting Americans at home. Food riots increase and many civilians are killed. Several soldiers defect from the military both in Canada and the United States. They are captured, and are sent to military prisons.

February 2077

FEV Research is leaked to the world through an unknown source. Protests in many major cities and governments around the world, as well as accusations that the US was responsible for the New Plague. FEV is seen as the threat it is, and serves only to fuel tensions.

March 2077

Prepared for a nuclear or biological attack from China, the president and the Enclave retreats to remote sections around the globe and make contingency plans for continuing the war.

October 2077

Captain Roger Maxson and his men discover that the scientists at Mariposa have been using "military volunteers" (military prisoners who didn't have their brains scooped for use in Brain Bots) as test subjects in their experiments. Morale in the base breaks down, and Maxson executes Anderson, the chief scientist. Not long after this (and in light of the breakdown of the mental breakdown of Colonel Spindel stationed at the base), Maxson's men turn to him for leadership. He shrugs and says "we should quit."

20 October 2077

Captain Roger Maxson, now in control of Mariposa, declares himself to be in full desertion from the army (via radio)... and nothing happens. Worried, Maxson orders all families stationed outside the base moved inside the Mariposa facility.

23 October 2077

Great War: Bombs are launched; who struck first is unknown... and it is not even known if the bombs came from China or America. Air raid sirens sound, but very few people go into vaults, thinking it is a false alarm. The Vaults are sealed.

23 October 2077

Necropolis Vault [Vault 12] never closes. Once it becomes known that the other vaults have sealed, people within Bakersfield attempt to force their way into Vault 12 to protect themselves and their families.



23 October 2077

The West Tek research facility is hit by warheads, breaking open the FEV tanks on levels four and five and releasing it into the atmosphere. Once exposed to radiation, it begins to mutate and infect humans and critters in the wasteland.

23 October 2077

The Mariposa Military Base survives, the soldiers and scientists within protected from the radiation and FEV flooding the wasteland.

25 October 2077

Two days later at Mariposa, a scout in Power Armor (Platner) is sent out to get specific readings on the atmosphere. He reports no significant radiation in the area surrounding the facility.

27 October 2077

After burying the scientists in the wastes outside of Mariposa, the soldiers seal the military base, then head out into the desert, taking supplies and weapon schematics with them. Captain Maxson leads his men and families to the government bunker at Lost Hills. (This event was called the "Exodus," and the surviving soldiers went on to eventually form the Brotherhood of Steel.) Note: Although Maxson's points in his holodisk indicated that civilian personnel (presumably families of the scientists or other civilians not associated with the military) were to remain at the base, whether they did or not is unknown.

November 2077

Captain Maxson, his men, and their families, arrive at the Lost Hills bunker a few weeks later, suffering many casualties along the way, including Maxson's wife (but not his teenage son). The Lost Hills bunker becomes the HQ of the Brotherhood of Steel.

2080

The first effects of the virus are seen in the survivors. Widespread mutations occur with animals and humans alike. Those that survive the effects of the mutations are permanently changed by the virus. New species are created almost overnight.

Summer 2083

The city of Necropolis founded by the ghoul survivors of Vault 12 (and the US citizens that fled to Bakersfield when the bombs fell).

Spring 2084

Set takes control of Necropolis, wresting control from the original Overseer. The Vault 12 Overseer, not willing to take a dirt nap, is driven north and history loses sight of him.

2090

Vault 29 opens. Harold (currently human) sets out to make his fortune as a trader, making the circuit around the survivalist communities in the wasteland.

2091

Vault 8 opens, and they use their GECK to create fertile ground for their city. This eventually becomes Vault City.

2092

LA Vault opens; the Boneyard is founded and attracts survivors.

2092

Dr. Richard Moreau is exiled from Vault City for murder. The circumstances surrounding the murder are unknown, but he changes his last name to Grey and heads south.

2093

The Hub is founded by a man named Angus, who sets up camp around a filthy oasis in the desert, and he proceeds to begin trading with other settlements.



2096

Harold rises to the level of a caravan boss in the Hub. His caravans suffer occasional attacks in the wastes, but Harold's caravan outfit survives and prospers... until the mutant attacks begin to pick up a few years later.

2097

John Maxson, the future High Elder of the Brotherhood of Steel, is born.

22 May 2102

Increasing mutant attacks on Harold's caravans cause Harold to finance one of the first adventuring parties to try and find out where the mutants are coming from. Consulting with a scientist and doctor at the Hub, a man by the name of Grey, the two of them decide to join forces.

23 June 2102

Richard Grey's Expedition [including Harold] finds the Mariposa Military Base and the Expedition is scattered and defeated by mutants at the base. Grey is knocked into one of the vats of FEV by a robotic arm, and Harold is knocked unconscious, only to awaken later out in the wasteland.

27 June 2102

Harold, already mutating, is found by traders and taken back to the Hub. His former caravan partners and employees, horrified by his condition, abandon him and he is soon left without even two bottlecaps to rub together.

July 2102

Richard Grey, now horribly mutated by the virus, crawls from the Vats covered with FEV and in terrible pain. Barely able to think or perceive his surroundings, he crawls into the Vat control room and begins his audio log. He fades in and out

of consciousness, sometimes for days or weeks at a time.

July–Nov 2102

Richard Grey begins to acclimate to his condition, and begins his first tests of animals by exposing them to FEV. These experiments and his growing awareness lay the foundation for his plans for the Unity and the master race. He takes the name, "the Master."

November 2102

The first human victim wanders into Mariposa, and Grey consumes him.

December 2102

Grey continues his experiments on wanderers that enter Mariposa... with no success. The creations are flawed (due to the radiation counts in their bodies), making them big but incredibly stupid, and Grey consumes them rather than letting them live.

January 2103

The Master discovers the problem with the influence of radiation on his mutations, and he begins to choose his subjects more carefully. The first super mutants are born. He begins his plans to build an army.

2103–2130

Throughout this period, the Master begins slowly gathering test subjects, willing or unwilling, from local human stock. The Great Winter of 2130 and the scarcity of human subjects make building his army difficult.

2120

Angus rules over growing Hub and establishes himself as governor. Winter 2125
Angus is murdered. Hub is thrown into chaos.

2126

A band of merchants seizes the water tower in the Hub. They demand anyone wanting water must



pay a toll. The Great Merchant Wars begin.

2126–2128

The Great Merchant Wars are fought; the Water Merchants seal up the town, but are outnumbered. A man named Roy Greene makes the peace and negotiates a settlement. The Hub's Central Council is formed, composed of two representatives from each of the Hub caravan companies. A long period of indecisiveness and meetings maintain the status quo in the Hub.

2130

The Great Winter occurs.

2131–2135

The Master begins ordering his super mutants to gather human stock from caravans. For many years, the caravan disappearances are blamed on monsters in the desert, and even when the abductions begin to occur on Hub caravans, the Deathclaws are blamed. The super mutant army grows.

2134

A faction within the Brotherhood of Steel led by Sergeant Dennis Allen gains strength, and they urge the Elders to let them explore the southeast Glow for artifacts. The Elders refuse, so Allen and his divisionist group splits away from the Brotherhood of Steel, taking some technology and weapons with them.

2134

Led by Sergeant Dennis Allen, a small team of the Brotherhood of Steel head to the West Tek research facility in search of technological artifacts. They arrive there twenty days later, and are promptly chewed apart by the West Tek's unforgiving automated defense systems. Wounded, Allen begins to suffer radiation poisoning from a leak in his suit. Before he dies, he logs what happened to the expedition into a holodisk then

goes to join the Brotherhood in the sky.

2135

Elder Roger Maxson dies of cancer, and his son, already an accomplished soldier, takes up the role of "General" (Elder) within the Brotherhood of Steel. John Maxson becomes a member of the Paladins, showing tremendous promise as a soldier.

2137

Master's begins to mass-produce super mutants. Only about one in six or one in five attempts are successful, and of these successes, only half seem to last long enough to go on to be part of his growing army, called the Unity.

2140

Decker forms Underground in the Hub and starts pulling strings.

Spring 2141

Vault 15 opened.

2141

Vault Dweller born.

Winter 2141

Raiders begin to form in the region as food supplies run low. The Khans and the Vipers begin terrorizing local settlements.

Spring 2142

Shady Sands founded, wall erected against the raiders.

2152

As their influence slowly spreads throughout the wastes, the Master finds humans, doomsday cultists, and rather than dip them in the vats, he demands their obedience as spies - their leader is a man named Morpheus, and he pledges his followers to the Master. Morpheus and his cultists form the future core of the Children of the Cathedral.

2155

John Maxson's father dies in a raid by the Vipers. Expecting the raiders to break and run, Maxson doesn't take into account



the religious ferocity of the Vipers (or their poisoned weapons), and when a single arrow nicks him with his helmet off, he dies within hours. John Maxson takes up the role of Elder, and Rhombus becomes the new head of the Paladins.

2155–2156

After capturing a caravan of strange-garbed travelers (vault dwellers), Master learns the location of the Boneyard Vault, the future site of the Cathedral. He conquers the inhabitants and sets up operations there, and the human cultists begin to use the Vault as their powerbase. Within the Vault, the Master learns of other Vaults, and realizing their human occupants are ripe for transformation, begins to send out patrols to Vault locations in search of these other Vaults.

2156

The Master sees advantages in establishing a benevolent "religion," the Children of the Cathedral, and using them as spies in settlements throughout the wastes. Missionaries from the Children of the Cathedral spread slowly across the wasteland, acting as eyes and ears for Morpheus and the Master.

2157

The Master learns the location of the Bakersfield Vault, Vault 12, and sends a detachment of super mutants there to seize the vault. Many ghouls are snapped like twigs in the attack, and Set finally parleys with the super mutants, telling them that the ghouls are the Vault survivors the super mutants are looking for. The super mutants, angered at failing to find an intact Vault, set up a small garrison at the watershed to watch the inhabitants and insure

Set's... cooperation in the war to come.

October 2161

A Brotherhood of Steel patrol comes across a dead super mutant in the badlands. They take the corpse back to the Scribes, and Head Scribe Vree begins her examinations of the super mutant.

5 December 2161

Vault Dweller is kicked out of Vault 13 to find a replacement water chip.

13 February 2162

Vault Dweller recovers the water chip in Necropolis.

3 March 2162

Vault Dweller destroys the Master.

20 April 2162

Vault Dweller destroys the Mariposa Military Base.

10 May 2162

Vault Dweller returns to Vault 13, only to be told "you're a hero, and you have to leave." Some members of the Vault (led by Lydia, the head of the "return to the surface" faction, and including her supporters, Theresa and Lyle) follow soon afterwards.

12 May 2162

Vault Dweller removes the Vault suit and from this day forward, never wears it again.

10 July 2162

Vault Dweller heads North with a small group of Vault-dwellers and wastelanders and founds the small village of Arroyo.

18 August 2167

Construction of Arroyo completed.

Summer 2185

At high noon, Marcus a Super Mutant and Brotherhood of Steel Paladin Jacob cross paths many, many miles southwest of Broken Hills and punch and shoot each other for a few days. Eventually, they give up, unable



to get an advantage over the other. The two start traveling together, arguing over Master and BOS doctrine and whether or not the Master could truly neurolink his biology into the Cathedral computer network.

Fall 2185

Marcus and Jacob, along with the trail of ghouls, humans, and super mutants, found the community of Broken Hills.

Spring 2186

Jacob moves on, says goodbye to Marcus, and then moves on for parts unknown.

2186

New California Republic formed, and a central council is created as a governing body.

2 October 2188

Vault Dweller has a daughter.

2196

Tandi is unanimously elected President of NCR by the NCR council. As expected, she proceeds to do a kick-ass job.

2198

Enclave works on various new technologies, including Power Armor variations. None of these are much of an improvement over the conventional old school Power Armor, and some are actually worse.

16 January 2208

After writing his memoirs, the Vault Dweller vanishes from Arroyo and is presumed dead. The Vault Dweller leaves the Vault Suit behind, folded on the bed. Some say the Vault Dweller was taken by the sky spirits, others say that the Vault Dweller felt it was time to move on and leave the Elders to guide Arroyo to its destiny.

2 February 2208

The One-Moon (Month) Cycle of mourning for the Vault Dweller ends, and activity in Arroyo begins to return to normal.

2 February 2208

Final training of the Vault Dweller's daughter for the role of village elder begins. She undergoes a great deal of physical training and tutoring in various sciences, mathematics, and, of course, weapon skills.

31 January 2210

Vault Dweller's daughter takes her mystic test, a key ingredient of which is several pots worth of hallucinogenic plants from Hakuinn's garden. She runs the gauntlet in the Temple of Trials, using her charm to pass most of the tests after her handgun jams (and is ruined) on the first level. She offers numerous criticisms of the test, resulting in many revisions.

2 February 2210

Vault Dweller's daughter ascends to role of Village Elder. She rules with a steady hand, and her wisdom is greatly respected.

2211

Frank Horrigan is born.

1 August 2215

Congressman Richardson rises to power within the Enclave, aided by pressure from his father, President Richardson.

2215

Under Presidential Order, Enclave scientists begin to work on an upgraded version of Power Armor. Many prototypes are developed and tested.

5 March 2220

Congressman Richardson is elected president for the first term of five, through aid and political pressure by his father (President Richardson).

October 2220

Enclave scientists develop a reliable version of the Mark II Power Armor. The prototype results (and accidents... and explosions... and deaths) are



classified by order of the President Richardson for the sake of morale.

2235

The Enclave experiments on Deathclaws, attempting to create special fighting units for waging war in hostile environments.

2235

While there had already been a small number of ghouls in Gecko at this time, more come to the area, and the town of Gecko is formed. The new influx of ghouls brings scavenged technology and know-how, and the power plant in Gecko becomes operational later that year. Vault City looks upon their new neighbors with growing concern.

20 July 2236

Enclave scouts discover the remains of the Mariposa Military Base and find it partially destroyed.

July–August 2236

Enclave scientists and chemical corps scour the remains of Mariposa, while assault squads comb the desert for slaves they can use to mine the military base and get to the Vats. One of the squads includes soldier Frank Horrigan, 25 at the time, recently removed from duty on the President's secret service to take some RNR time in the wastes after some undocumented psychotic blunder or another.

August 2236

Melchior is captured by an Enclave patrol and becomes part of the slave mining force at the Military Base.

September 2236

Enclave construction crews and super mutant slaves begin excavations. They uncover the FEV virus, and mutations begin to occur in the human workers. Frank Horrigan comes into contact with the FEV and is sent to the Enclave labs for study.

October 2236

Melchior begins to mutate... but keeps his intelligence and cunning in the wake of the transformation, making him pretty smart for a super mutant. Realizing that the Enclave will kill the super mutants after they get the FEV data, he begins to use his talents to secret away weapons for the mutants to defend themselves when the Enclave decides to dispense with them.

January 2237

Enclave, having obtained the FEV data, abandons the Military Base site after more mutations occur, causing 2nd Generation Super Mutants to arise - the Enclave leaves a single squad behind to wipe out the super mutants, but the mutants, using armaments they have cached in the base during excavation, reduce the squad to ashes after suffering heavy casualties. The remaining 1st and 2nd Generation super mutant slaves decide to remain in the Base and the group forms a new community.

2236–2238

Horrigan gradually mutates from exposure to FEV, gaining the physique and slow, stupid, single-mindedness of a super mutant. He is kept heavily sedated, operated on, and studied. He is conscious for only brief periods at a time, and then quickly sedated after the bloodshed is over.

2238

Harold arrives in Gecko, and does his best to help the ghouls with the running of the Nuclear Power Plant.

23 January 2239

Tests begin to run dry on Frank Horrigan. It is suggested that he be used as a field operative and be used in tests in the wasteland against local populations.



27 March 2239

Frank Horrigan is manufactured for his new role. A new version of Power Armor is built to accommodate his mass, and he is sealed inside. After a few horrifically successful field tests, Horrigan becomes the Enclave's solution to numerous sticky problems.

2241

The worst dry season in many years causes a drought in the Northern California area, hurting crops and Brahmin in both Arroyo and Modoc.

January 2241

The first samples of Jet begin to arrive in Redding, courtesy of the Mordino family.

February 2241

Vault City rejects offers of an alliance with both the Bishop family of New Reno and NCR.

March 2241

Raider attacks on caravans to Vault City begin.

25 July 2241

Chosen One begins his mystic test, descending into the Temple of Trials.

27 July 2241

Chosen One leaves Arroyo in search of the GECK.

15 May 2242

Enclave sends a coded sequence to Vault 13, activating its central computer and declaring that is time to leave the Vault. Martin Frobisher gathers the Vault dwellers together for tutorial movie.

16 May 2242

Less than a day later, Vault 13 is opened, only to be greeted by two Enclave verti-assault squads. The squads kill three of the citizens who were "resisting capture," and storm the Vault, kidnapping all the inhabitants.

17 May 2242

Enclave animal handlers drop a Deathclaw unit into Vault 13

from a safe distance to kill anyone investigating the Vault and cloak the Enclave's presence. Other Deathclaws are sent into the desert surrounding Vault 13 to check for any escapees or witnesses.

Fall 2242

The Chosen One enters the Enclave using the damaged tanker and destroys the Poseidon oil platform, killing the President of the United States and ending the Enclave's plans for world domination.

The Vault Dweller

Wearing a blue jumpsuit with a bright yellow 13 on the back, the adventures of the Vault Dweller are that of Gaming Legend. Below are the memoirs of the Vault Dweller, written in early January 2208.

The one good thing about growing old is that you get your way. The new leaders of the Tribe (they refuse to call themselves Elders until I have passed on, which should be soon, if I m lucky) want me to record my knowledge for future generations. Bah! What knowledge they need is to be found with sweat and blood, not some letters on a page. But the future is a great unknown, and they may have a point. To make them happy, I've written down what I feel will be important. (The important words being what I feel will be important.) They want me to write my memoirs. Fine. I'll do it. But as the song goes, I'll do it my way. And I m old enough that I will get my way.

The Vaults

Like all of the original members of the Tribe, I came from the Vaults. Before the War, the government of the United States,



this numbered in the thousands of villages, and had many, many tribesman per village, paid to have these huge holes dug in mountains and huts of metal and stone built underground. There were many Vaults. Some were close to cities and some far away. These Vaults were to be used as safe places in case of atomic war. As you may guess, when the War came your ancestors made it to a Vault. Vault-13 to be specific. For several generations, your ancestors and mine lived within the Vault. As best as they could figure, it was too dangerous to try and leave the Vault. They grew their own food, recycled their waste, read, worked, slept, had families, and even purified the necessary water within the Vault. I was born in the crèche, and was raised by the community (and a robot). It was a good life, but all good things come to an end. About three generations after the War, the water-purification chip the Vault relied on to create the fresh water broke down. All the spare parts were missing or busted, and without the water-chip the Vault was doomed. Something had to be done. The Overseer gathered the healthy of us between a certain age and made us draw straws. Guess what? I drew the short one. Wouldn't be much of story if I didn't, would it? I left the Vault the next day.

Life on the Outside

My first few days were harrowing to say the least. I fought off some giant mutant rats that were more interested in eating me than they should have been. My only clue was the location of another Vault, number 15. I spent a couple of days stumbling through the desert before I came upon a small settlement. I stopped there for help, and encountered the little town

called Shady Sands. I helped them, and they helped me. Understand that survival requires that you work together, even with people you may not trust. I did earn the trust, however, of two prominent citizens of Shady Sands - Tandy, and her father, Aradesh. With their knowledge, and the help of a man called Ian, I continued on my way to Vault-15. The ruins of Vault-15, to be more specific. Ravaged by the elements, scavengers, and time itself, Vault-15 was no help for my people. The control room that contained their water-chip was buried under tons of fallen rock, and I had to move on. After a small problem with some Raiders, who would continue for years to plague not only myself, but the Tribe, I found myself in Junktown. It was here that I learned the most important rule of all: doing a good thing sometimes means being a very bad person. My memories of Junktown are tainted, and I feel no remorse for my actions in that place. It was there that I came across a dog, which adopted me and was my faithful friend from there on. I miss Dogmeat to this day. While Junktown was a city of traders (and traitors), it did not have a water-chip. I was not desperate yet, as there was still time for me to recover the chip and return to my home, but I needed to move on. Fortunately, they pointed me in the direction of the Hub, the largest city in the wasteland. The Hub was a larger city than both Junktown and Shady Sands combined. You could drop the Vault in there, and you probably would not notice. But the people of the Hub had no life, and it was a desolate place just the same. It eased my mind, however, to hire some merchants to bring water to the Vault. Looking back, it was probably a mistake



to do so, but I was still innocent of the evils that lurked through the ruins of civilization. A small clue led me to the city of the ghouls, the place they called Necropolis. It was there that I encountered large mutants, armed with weapons of an unknown origin. It is with heavy sadness that I say that Ian lost his life in the city of the dead. A super mutant burned him to death with a flamethrower. The passage of time is no proof against the memory of burning flesh. His sacrifice was not in vain, as I did find the waterchip buried beneath the city. It was with easier steps that I returned to Vault-13.

Enemies of the State

While the Overseer was obviously happy to see me returned to the Vault, alive and with the necessary water-chip, he was distraught at my description of the super mutants. It is here that I realized the mistake I had made with the water-merchants. I had pointed them, and others, in the direction of our home. Without the protection of anonymity, the Vault could easily have been destroyed. The knowledge of the fate of Vault-15 did not help. The Overseer tasked me with a new mission. Find and destroy the danger of the super mutants. Once again, I left the Vault. This time, it was easier on my heart. Looking back now, I realize it was also the first time I should have seen the true hearts of the other vault dwellers and the Overseer. I returned to the Hub, looking for clues. Some time was spent there, and I discovered a shady underworld amongst the hustle and bustle of that large city. They thought they could manipulate me, but I proved them wrong and used the crooks instead. I did rescue a young man who belonged to the

Brotherhood of Steel. A few trouble-makers tried to stop me, but I learned much about survival since leaving the Vault. It was in my best interest to leave town for a while. I journeyed to this Brotherhood. Thinking they would have the knowledge I sought, I tried to join them. They required me to go on a quest before they would let me in. Thinking it would be a short and easy quest, I agreed and set off for the place they called the Glow. The horror of atomic war was never so obvious to me until then. The Brotherhood was surprised to see me, and even more surprised to see that I had not only survived their quest, but succeeded. They gave me the information I required and some of their technology, and I set off in search of the Boneyard. On my way, I took a detour and stopped by Necropolis in order to see some old friends. Unfortunately, that place was now truly the city of the dead. All the ghouls had been slaughtered. Large mutants roamed the streets. I found one survivor who told me that the mutants had attacked shortly after I had left. Before he died, the ghoul told me that the mutants were looking for pure strain humans and one in particular. The ghoul's description of the mutants' special target fit me perfectly. It was with a heavy heart and a cold burning on my soul that I continued on to Boneyard.

The Master

The city of Los Angeles must have been the largest in the world before the War. The LA Boneyard stretched forever, the skeletons of buildings lying under the hot sun. Not even the wind entered this dead city. I found many enemies, and a few friends, in the Boneyard. I killed when necessary and



learned more about the nature of my true foes. Deep under the ground, I found an evil that was behind the mutants and their army. Within a dark and forbidding Vault, where the walls dripped with human flesh, and the screaming of dying echoed through the halls, I found many evil creatures and mutants. Walking among the misshapen ones, I killed one of their servants and took his clothing. Hidden from casual searches, I made my way to the bottom of the Vault. The deeper into the Vault I went, the more gruesome the journey. More and more flesh was to be found, integrated into the very walls. The worst part of it was that the flesh was still alive, and even aware of my presence. After a while, I found myself in the presence of the most hideous sight yet. I still cannot bring myself to write of this discovery, but let it be known that when I left, the Beast was dead and the Master of the mutant army was no more.

The Vats

My job was still not finished, for I still had one task remaining. The Master had literally built his army one mutant at a time. Humans, preferably with little radiation damage, were to be captured and sent to the Vats. There they were dipped in something called FEV, which transformed them into the large, grotesque mutants. I had to find these Vats, and put them out of action as well, lest another take the Masters place and continue to build the mutant army. Fortunately, my friends at the Brotherhood had a few clues, and helped me reach my goal. Invading the Vats, I came across more mutants and robots. None could stand in my way. I had a mission. I had a goal. I had a really large gun. It was here that Dogmeat fell, a

victim of a powerful energy forcefield. I miss that dog. I destroyed the Vats that day, and with it, the mutant army. The last I heard, they splintered and disappeared into the desert.

My Return to Vault-13

I was not treated to a heroes welcome when I returned to Vault-13. The overseer met me outside the massive Vault door, and told me point blank that while my services to the Vault will always be remembered, he could no longer trust me or what I had become. He said something along the lines that I had saved the Vault, and now I must leave. Bastard. So, I left. The days and weeks that followed were hard on me. I had met few true friends outside the Vault, and they had died following me. Now, my family had kicked me out and said that I could never return. I screamed. I cried. Slowly I came to realize that the Overseer may have been correct. I had changed. Life outside the Vault was different, and now I, too, was different. But I have never forgiven him for doing what he did to me.

I wandered the desert, but never moved far from the mountains that shielded the Vault from the rest of the world. Perhaps I wanted to return, and force my way in, or plead for them to take me back. Fortunately, it did not come to that. I found a few wretched souls, a small group of Vaultdwellers, who upon hearing of what happened to me, had decided to leave the Vault and join my side.

They knew little of the outside world, and would have died if it were not for my assistance. Together, our little group moved north, away from the Vault, and away from that old life. Slowly, I taught them what experience had taught me. And together we learned to thrive.

The Tribe



Over time, our ragtag group turned into a tribe. I fell in love with one of them, and we raised a family, like all of our tribespeople.

We founded the Village, beyond the great cliff. It is a secure home thanks to our hard work. We would send scouts back towards the Vault, to help others who thought like ourselves, but that slowly came to an end. We no longer head in that direction. I often wonder what became of Vault-13, and the other Vaults, but I never had the time to go exploring again. I taught the others the skills they would need to survive and grow strong. Hunting, farming and other skills to feed us. Engineering and science to build our homes. Fighting to protect what was ours. My love and I led the village and the Tribe. The Tribe grew, and grew strong with our help. But all things come to an end. Our sons and daughters are now the leaders. I'm sure that the Tribe will continue to grow strong under the leadership of our children. My love perished years ago, and not a day goes by that I do not think of Pat's face. I see it every time I look at our children. This journal is our legacy to them, to their children, and to the rest of the Tribe. That is my story, and I am sticking to it.

-The Wanderer

The Vaults

A Social Experiment

Before the War, a company called Vault-Tec built a series of enormous underground facilities for the US Government designed to keep people safe from disaster. They financed this project by selling places in the Vaults to people who could

afford them. Although they never expected to use the Vaults, many people managed to find their way into them before the bombs hit.

Vaults are three-story underground structures deep inside of mountains, where they are shielded from the effects of radiation, disease, and other catastrophes. They were designed to run for as long as necessary to keep people alive, using hydroponics technology and water-recycling. Many stayed sealed for 80 or 100 years. Vaults were equipped with sensor devices to monitor outside conditions, and had computers with vast amounts of pre-War data. In addition, they were well stocked with weapons and other important tools. Vaults were equipped with an item called the G.E.C.K., the Garden of Eden Creation Kit, a device that was designed to help the inhabitants built a new life once it was safe to return aboveground. Some Vaults were destroyed by earthquakes, Raiders, or other disasters, but a few of them managed to survive, technology - and people - intact.

The Vaults were built to save humanity from the bomb. Vault-Tec constructed 122 vaults throughout the United States. The location of 16 vaults has been verified. The Horrible truth of the Vaults is this; they were a social experiment of the worst kind designed by the government. The Government selected sections of the population and how they would react to the stresses of isolationism and how they would repopulate after the vaults opened. The known 16 vaults are the only identified and verified experiments (Experiments are left open to the discretion of the Overseer).



Vault 8	A control Vault, intended to open and re-colonize the surface after 10 years. Vault City is the result. Unfortunately.
Vault 12	In order the study the effects of radiation on the selected population, the Vault Door was designed not to close. This is the Necropolis Vault... and the ghouls were the result.
Vault 13	Intended to stay closed for 200 years as a study of prolonged isolation, the broken water chip forced the Overseer to improvise and use the Vault Dweller as a pawn. Later study of the Vault 13 records by the Enclave led them to their current plan to end the war.
Vault 15	Intended to stay closed for 50 years and include people of radically diverse ideologies. Gathered from what you hear from Aradesh in Fallout 1, he has quite a bit of multi-cultural flavoring to his speech.
Vault 27	This Vault would be overcrowded deliberately. 2000 people would be assigned to enter, double the total sustainable amount. The location of this Vault is unknown.
Vault 29	No one in this Vault was over the age of 15 when they entered. Parents were redirected to other Vaults on purpose. Harold is believed to have come from this Vault.
Vault 34	The armory was overstocked with weapons and ammo and not provided with a lock.
Vault 36	The food extruders were designed to produce only a thin, watery gruel.
Vault 42	No light bulbs of more than 40 watts were

	provided.
Vault 53	Most of the equipment was designed to break down every few months. While repairable, the breakdowns were intended to stress the inhabitants unduly.
Vault 55	All entertainment tapes were removed.
Vault 56	All entertainment tapes were removed except those of one particularly bad comic actor. Sociologists predicted failure before Vault 55.
Vault 68	Of the one thousand people who entered, there was only one woman.
Vault 69	Of the one thousand people who entered, there was only one man.
Vault 70	All jumpsuit extruders fail after 6 months.
Vault 88	All Entertainment tapes were Kung Fu movies
Vault 106	Psychoactive drugs were released into the air filtration system 10 days after the Door was sealed.



Groups of the Wasteland

80s



The 80s are a gang of bandits that operate along the Northern California 80 Freeway, mostly in the region northeast of the lawless, uncontrolled city of Sacramento. They are easily recognized by the "80" signs they wear strapped across their chests. High-ranking members usually have the Interstate 80 red and blue signs. Lower-ranking members wear green Highway 80 signs and the ordinary grunts make do with what is left over. The 80s are known for their tireless pursuit of enemies and for their occasional use of motorcycles.

The Brotherhood of Steel



A quasi-religious, quasi-political group, the Brotherhood of Steel is an organization spanning most of the western United States and is currently pushing eastward. The Brotherhood is dedicated to preserving technology no matter what the cost. There are many different ranks within the Brotherhood, and three separate "classes": warriors, scribes, and elders. Unlike the chivalrous knights of old, members of the Brotherhood is not interested in justice for the obviously weaker and less fortunate around them, but instead in keeping their secrecy and preserving and developing technology. Their motives are often unclear, and Brotherhood members are not people to be trifled with. It is safe to say, however, that if a group of Brotherhood knights appears to be helping some less fortunate people, their motives are not altruistic. If you encounter one in the wastes, they are most likely on some kind of mission.

The Church of the Mushroom Cloud

A cataclysmic event like the War is the kind of occurrence that inspires people to find faith, and the Church of the Mushroom cloud grew to meet that need. Filled with strange religious practices, including radiation baths and bleeding rituals, the Church has become quite popular in and around Las Vegas, where it is based. It isn't clear what the Church's motives are, or if its popularity is based on "aggressive" methods of conversion, but it is a rapidly growing organization, and one that gains power and influence with each month.



Caesars Legion



Comprised mostly of reconditioned tribals and their offspring, Caesar's Legion is a huge slaving organization that used to operate east of the Grand Canyon. Led by the charismatic and cunning "Caesar", the legionnaires are a well-organized fighting force and absolutely merciless in their slavery. Mimicking the ancient traditions of the Roman Empire, the legionnaires dress in segmented football pad armor and decorated football helmets. Caesar attempted to destroy NCR's presence in the east, and actually succeeded in destroying one of their major fortifications, Fort Aradesh. When Caesar attempted to take Hoover Dam, however, the legion was badly defeated. Since that time, Caesar has moved east of Texas, past the legendary cyclones that rage for most of the months of the year. Despite this, packs of his legionnaires still operate in the southwest, collecting tribute from tribes in the form of goods and slaves.

Church of Jesus Christ of Latter-Day Saints

Groups of Mormons still survive in the wasteland, mostly in the area that used to be known as the state of Utah. Though truly brutal groups like Caesar's Legion will not hesitate to enslave or kill Mormons, most

tribals and other organizations leave the Mormons alone, knowing that they often will voluntarily give medical or other aid to groups who need it. The people tolerate the Mormons' preaching because finding help with relatively benign conditions is rare.

The Children of the Cathedral

Publically, the Children were a post-doomsday cult that preached peace and unity. They worshipped the Holy Flame that destroyed all the world's evil (the nuclear fire that destroyed civilization in the Great War) and talked of their Master who would lead them to a better existence. Children doctrine stated that human beings were flawed and needed to be purified by the trials of war to become something more. Devout CoCs spoke of "peace forged by war and hardship". The Children of the Cathedral would seem to be evangelical and eager for converts based on their involvement throughout the wastes, but many representatives of the CoC encountered by the Vault Dweller are reluctant to discuss their faith. The Children also ran a number of hospitals in various places around the wastes. The largest was in the Water Merchants' section of the Hub where young children handed out flowers to visitors and free medical care was available to anyone who was wounded. Jain, an important Child of the Cathedral, resided in the Children's Hub hospital. The Children also maintained a small, ragged clinic in the ghoul city of Necropolis where two Children provided medicine in exchange for money until they were forced to leave when the Vault Dweller eliminated the super mutant garrison at the



water shed. Finally, in Junktown, a doctor from the Children would move into one of the buildings after 80 days from the start of the game. The main Children of the Cathedral operation, though, was in the actual Cathedral. Located somewhere in the Boneyard, the ruins of Los Angeles and a few miles south of Adytum, the Cathedral was home to Brother Lasher, a sadistic priest, and Brother Morpheus, the human leader of the Children. Dozens if not hundreds of worshippers could be found in and around the Cathedral, either on some pilgrimage or just preaching the word of the Holy Flame. The Children of the Cathedral was more than a creepy but altruistic cult. The entire religion was elaborated by the Master to cultivate a pool of normal human operatives in the wastes and to prepare the world for his coming. In 2151 Morpheus, a leader of a doomsday cult and a former member of the Rippers, a familiar gang of inbreds, was found by the Master's spies, and pledged his followers to him, forming the future core of the Children. Every person the CoC converted to their faith was one more person who could willingly be dipped in FEV. The CoC doctrine largely echoed the Master's own thoughts on humanity, specifically in mankind's inadequacy to live in civilization and the urgent need for drastic evolution. All Children eagerly awaited their chance to be baptised in the great baptismal font to the north--the vats of FEV in the Military Base. The Cathedral was defended by nightkin, elite super mutants equipped with Stealth Boys to make them semi-invisible. Underneath the Cathedral was the seat of the Master's power: the Los Angeles

Vault. A vault with no number, the LA vault was meant to serve as a demonstration of the Vault technology by the Vault-Tec company. It was used during the war but evacuated soon after, leading to the formation of Adytum and the other Boneyard communities. The Master eventually discovered the abandoned Vault and moved in. From there, he plotted his grand scheme for the evolution of humanity through FEV until the Vault Dweller destroyed him in 2162. With the loss of the Cathedral, the Master and the Military Base (also destroyed that same year by the Vault Dweller), the Children disbanded.

Commonwealths



Prior to the Great War, the United States had an intermediate level of government between the state and federal powers. In the early 21st century, the nation was divided into thirteen commonwealths. It was believed that such divisions would help create legislation broad enough to affect states with common concerns, but narrow enough to leave dissimilar states alone. In reality, it created even more strife, as commonwealths typically did everything they could to promote their own interests at the expense of other commonwealths. The thirteen commonwealths were:



- Columbia - Washington, D.C., Maryland, Virginia
- East Central - Ohio, Kentucky, Tennessee
- Eastern - West Virginia, Delaware, Pennsylvania, New Jersey, New York
- Four States - Utah, Colorado, Arizona, New Mexico
- Gulf - Louisiana, Mississippi, Alabama, Florida
- Midwest - Wisconsin, Minnesota, Illinois, Indiana, Michigan
- New England - Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut
- North - Montana, Wyoming, North Dakota, South Dakota
- Northwest - Northern California, Washington, Oregon, Idaho, Alaska
- Plains - Nebraska, Kansas, Iowa, Missouri, Oklahoma
- Southeast - Georgia, South Carolina, North Carolina
- Southwest - Southern California, Nevada, Hawaii
- Texas - Texas, Arkansas

When the bombs went off, a group of Army rangers on a routine training exercise in the south Nevada desert managed to take over a prison and throw out "uncooperative" inmates. The rangers, and the inmates that stayed, survived the nuclear winter and built an organization designed to restore law and order to the shattered world. Self-proclaimed protectors of the innocent and weak, Rangers go around trying to restore a little law and order to the largely lawless wastes. They don't have much influence, but small groups of them have been known to affect large changes on towns.

Enclave



Daughters of Hecate

The most powerful tribals in the American Southwest are the feared Daughters of Hecate and their slave tribe, the Vipers. Led by an aging, possibly insane woman of fearsome presence, the masked Daughters of Hecate collect tribute from almost all other tribes in the regions they control. Failure to obey the mandates of Hecate often results in crop failure, poor hunting, disease, and barren wombs. For an unknown reason, the Daughters of Hecate reserve a special hatred for Caesar's Legion. The Desert Rangers

One of the few old world organizations to survive the Great War, the Enclave was once the shadow government of the United States. Members of the Enclave were hardliners who both embraced the idea of a nuclear war and knew that the common man could not survive it. They believed that as long as the "important people" of the United States survived, they could regroup quickly and wipe out communism once and for all. Though not technically part of the Enclave, many powerful corporations benefited from the Enclave's actions and their research facilities were protected during the firestorm



of 2077. Chief among these was Poseidon Energy, whose facilities continue to be used by the broken remnants of the Enclave following the Chosen One's assassination of the Enclave's U.S. President and the destruction of their Poseidon oil tanker headquarters off of the California coast. Their symbol is a ring of twelve stars with a bold E at the center.

Followers of the Apocalypse

The FOA inhabit a library in the western segment of the Boneyard. Lead by Nicole, the Followers are dedicated to scholarship and to ensuring that humanity does not repeat the mistakes that led to the Great War. While ostensibly like the Children of the Cathedral in being dedicated to the cause of spreading peace throughout the wasteland, they are suspicious of the latter's motives. Talius, a ghoul-like mutant partially exposed to FEV by the Master's forces, found refuge among the Followers, and helped them understand the true nature of the Children. After the death of the Master, the Followers of the Apocalypse became a major influence in the newly-founded New California Republic. With the Vault Dweller's help, they gained control of the LA Boneyard. Some parts of the government dislike the Followers, as they are generally liberal thinkers who occasionally plant seditious thoughts in the heads of oppressed citizens. The Followers are also touchy about their connection with Caesar's Legion, a powerful slaver group of the east. It is from their ranks that the original Caesar came.

The Guardians

Another quasi-religious group is the Guardians. They operate Citadels, often converted prisons or military installations, and horde technology for themselves. Less organized than the Brotherhood of Steel, they live a monk-like existence (and even call each other Sister, Brother, Father, etc.) and limit contact with outsiders. In fact, anyone attempting to enter one of their citadels is usually fired upon. The Guardians are the makers of the awesome Proton Axe, a fearsome weapon that rivals anything the Brotherhood has produced. Not much else is known about the Guardians, except that they loathe the order of the old America almost as much as the disorder of the new.

Hangdogs

These tribals have a mixed reputation across the wasteland. Neither known for being particularly brutal or kind, the Hangdogs mostly keep to themselves, living in northeastern Colorado, near Denver - or, as NCR calls it, "Dog Town". The Hangdogs run with packs of dogs that have been taken from the hordes that reportedly infest Denver.

Iron Lines

A group of fairly primitive, nomadic tribals, the Iron Lines patrol and chart the railways of the pre-war world. They collect and often use handcarts to make their way across the wilderness. When they travel, they usually form handcart caravans for mutual safety. The Iron Lines resist the Daughters of Hecate and have remained largely immune



to the plagues that haunt other tribes who go against Hecate's wishes. However, the Vipers never pass up an opportunity to butcher any Iron Lines they discover. The Iron Lines decorate their bodies with paintings of parallel lines.

NCR Rangers



Technically part of the NCR military, the Rangers are practically a force unto themselves. The Rangers are given exceptional leeway and flexibility to deal with both the intrusion of organized crime and the operation of slavers near the borders of NCR territory. NCR Rangers typically have bounties on their head, even in NCR states.

The New California Republic

The Republic, or NCR as it is widely known, is a strange mix of pre-War democracy and post-War dictatorship. Begun in the town of Shady Sands, now the capital(although the city itself is often referred to as the NCR), the Republic covers most of Southern California and some settlements in far west Nevada. Cities and towns send delegates to Shady Sands, which boasts an impressive post- War capitol building, and a president is elected from among the delegates. So far, all of the presidents have come from Shady Sands, the city with the

greatest number of delegates, as it is the most populous. To become a citizen of the NCR, a person must agree to follow their rules, most of which are enforced by the huge NCR police force. Mutants and ghouls are not permitted the same membership privileges as humans. Slavery is forbidden in the NCR, and members of the slave guild are thrown in jail on sight. In addition, the government controls what weapons the citizens have access to, and it is illegal to brandish weapons inside city limits. Gambling and prostitution are also illegal in the NCR. The Republic grants a city membership - and, by extension, the presence of the NCR police and protection - in exchange for tax profits and control over trade. The NCR has been known to bully cities into joining, especially when that city trades in something that the NCR needs, although such bullying is usually done with embargos, not guns.

Poseidon Energy



Easily the most powerful energy company in the world prior to the Great War, Poseidon Energy had its fingers in virtually all forms of renewable and non-renewable power sources. Though most of the public knew that Poseidon was a huge corporation and didn't particularly trust them, very few people were aware



that several companies owned by Poseidon were given lucrative defense contracts by the U.S. government - or rather, by Enclave members working as lobbyists for their contracts. Most of Poseidon's most promising projects never reached their final stages. In their paranoid dreams for a coup against the real U.S. government, the Enclave kept their special toys out of military consciousness until it was too late to actually use them. Now, Poseidon does not exist as a "real" force in the world. However, tech scavengers like the Brotherhood of Steel and Enclave still try in vain to decipher Poseidon plans and either confiscate them or turn them into working models, respectively.

Police

Each town maintains its own police force, usually headed by an elected Sheriff, to enforce its laws. Larger groups use organized police militia forces, who often are above the law in their enforcement of it. Due process and fair trials are things of the past; more often than not, justice is fast and deadly, or at least painful. Smaller town police tend to be more willing to listen to both sides of an argument, and will be more likely to throw a criminal out of town rather than jail or execute them, although they often listen to the desires of the townspeople regarding these matters. Members of larger police forces tend to be more corrupt, and can often be bribed. Be warned that bribing police officials can result in greater penalties if unsuccessful.

Powder Gangs



When NCR attempted to expand east, they needed railways to carry supplies to distant locations, especially places ripe for colonization. For this task, NCR used criminals from their Black Canyon prison who were approaching the end of their sentences. Unfortunately, when NCR started to have financial problems, payments to the workers started coming up late or short. Eventually, the workers decided to take matters into their own hands, seizing the work stations and all the blasting powder they could find. These packs of criminals became powder gangs, blowing up any and all caravans and railways they came across.

Raiders

Raiders are tribes of people that steal what they need from other communities. They usually do not have villages, but semi-permanent encampments, often in the ruins of small towns. Children and older members of the community will engage in some small scale agriculture, but Raiders mostly survive on what they can steal from villages, merchant caravans, and other Raiders. Usually, they prefer to strike and fade quickly, not so much interested in killing but immobilizing and taking what they want before the guards come. Generally considered a nuisance in most areas, but larger



"kingdoms" may have sent police after Raiders in their area, eliminating the threat to trade and profit.

The Slave Guild

Slavery is a lucrative business in the post-War world. Although many larger pockets of civilization have outlawed slavery, smaller dictators allow the purchase and sale of other human beings. Slavery also happens to be one of the most controlled businesses in the postnuclear world. All slave trade is done through the Slave Guild, a collection of older slavers who decide prices and organize capture hunts. Anyone caught capturing or selling slaves without the blessing of the slave guild is usually executed. Since the Guild holds so much power, it often controls smaller towns where it operates, although from behind the scenes. Members of the Slave Guild have a distinctive tattoo covering most of their face, making them readily identifiable to both friend and foe, allowing the guild to make fast judgments when someone without "the tat" has a tribal up on the auction block.

The Thieves Circle

Led by Loxley, this merry band of criminals make their living by stealing whatever they can get their hands on.

Tribes

Where Raiders are more nomadic, some groups have settled into a simple, agricultural lifestyle, forming small villages. Some of these are little more than tents, others are large

communities in ruins of towns. "Tribals" often have sophisticated - and unique - belief systems and no two tribes are going to be alike. They have managed to find ways to make artifacts from before the War useful. Tribals are not necessarily interested in rebuilding civilization, which many view as the cause of the destruction (if, indeed, they remember pre-War civilization at all), and are wary of larger groups of people and cities. In turn, city dwellers view Tribals as primitive savages.

Unity

The Unity consists of remnants of the Master's supermutant army. Supermutants are hated by most people who live in areas of the Core Region that were threatened by the Master's army. Most members of the Unity are "first generation" supermutants: those created by the Master in his vats. Very few "second generation" supermutants join the ranks of the Unity. Created long after the major attempts at exterminating the supermutants, the creations of the Enclave's foolish Mariposa experiments see little to no reason to band together, especially with the "old fogies".



Van Graffs



A powerful caravan family operating out of Redding, the van Graffs are one of the primary reasons why NCR has difficulty expanding north. While the Wright family of New Reno trades in drugs and prostitution (the spoils of their successful bid for power in the wake of the Chosen One's passing), the van Graffs trade gold and weapons. Much like the Wrights, the van Graffs are a huge family. The mother, Tiaret van Graff, has ten children, all from different fathers. All of her children are intensely loyal to both her and each other. The caravan's symbol is a lion's head.

Vaul-Tec

Vaul-Tec was the most successful of the companies to make private survival vaults before the Great War. Prior to privatization, the creation of vaults was first a local (commonwealth) responsibility, then a federal responsibility. As with so many things near the end, however, the governments could never agree on how to handle the vault issue. Post-privatization, Vaul-Tec and a few other companies manufactured vaults for private citizens and for communities.

Vipers



A tribe of males who serve the all-female Daughters of Hecate. The Vipers are feared warriors, mostly for their uncommonly excellent health and large numbers. The Vipers often travel with Daughters of Hecate, protecting them from outsiders or foolish tribes who choose to stand up to Hecate.

Wrights



The Wright family is the survivor of a bloody turf war that shook the city of New Reno at the time of the Chosen One. After wiping out both the Bishop family and the Mordinos, the Wrights took control of the Mordino drug operation and prostitution all over the town. Though they controlled weapon trade in the northern Core Region for a few years, they were violently knocked out of that trade by a series of brutal attacks from the van Graff family. Neither the van Graffs nor the Wrights are willing to fight each other now, as they know that NCR would almost assuredly try to finish off the



victor. The symbol of the Wright family is a bold W in a half-circle sun (as though rising over the horizon.)

Places to Visit

Ballistic Orbital Missile Base

⟨B. O. M. B. -001⟩

The Ballistic Orbital Missile Base (B.O.M.B.-001) is the U.S.'s far more destructive version of Sputnik. It is a large, doughnut shaped space station capable of firing twenty-four nuclear missiles, though it is currently only loaded with eight. It is capable of housing six people, with an area designated for living, recreation, and medical treatment, and a separate area for the true meat of the station; missile control and launch. Over the course of its two-hundred year wait, the B.O.M.B.-001 sustained a bit of damage. Its circular outer hull remained intact, except for damage to the (what could be called) northern section. A stray communications satellite impacted this part of the hull, resulting in severe damage to the interior door mechanism that linked the Living Quarters to the Command Center. Because of this, the living section and the command section are completely shut off from each other - not that anyone is currently living on the satellite. Should anyone visit B.O.M.B.-001, they would have to perform a space walk with magnetic boots in order to gain access from one section to the other. However, magnetic boots are not needed inside the station since its rotation creates enough artificial gravity for normal, Earth-like movement. Inside, in the Living

Quarters section, the environment is very sterile, with plenty of silver and white paneling all around. Beds fold out from the rounded halls when needed, and fold back into the wall when not in use. The kitchen is small and utilitarian, providing the bare essentials for two people to maneuver and fix meals. There is one bathroom facility, able to accommodate two to three people at a time, complete with suction tubes and wash towels. Entertainment is provided by a now static filled monitor which was originally designed to show movies and television shows. From the looks of the dimly lit, rounded corridors, a half a dozen or so people could have lived on the satellite for an extended period of time. However, the only thing in the frigid living section that vaguely resembles life are the three little brain-bots that scurry about. Their only contact with the Earth below is the array of thick windows that adorn the curved walls along the equally curved corridors. On the other end of B.O.M.B.-001 is the Command Center. Here lies all the computers and technology necessary to maintain, target, and launch the nuclear missiles. There are several dormant computer stations, and a cut-away map of the earth on the central wall. From this point, someone could calculate targeting solutions and launch the missiles, provided they had the proper launch codes. 2073 was a turbulent year. Nuclear proliferation reached an all time high. As a reaction to possible nuclear threats, the U.S. government completed a space station/satellite that was supposed to house two-dozen nuclear missiles. Named the Ballistic Orbital Missile Base, or the B.O.M.B., it was



considered the ultimate offensive weapon. From orbit, B.O.M.B.-001 could launch missiles to reach any target in the world within minutes. However, as a safety net from accidentally launching nuclear missiles, B.O.M.B.-001 required an onboard crew to launch the missiles. The station was capable of housing eight crew members, but only required one onboard individual to effectively calculate targeting solutions and launch the missiles, as long as that individual had the proper launch codes. Without the proper codes manually entered, the missiles could not be launched, even by accident. The first two B.O.M.B. missile stations were nearly completed in 2073. Orbiting high above the Earth, all the two B.O.M.B. stations needed were main power reactors to replace the temporary generators that were put in place to maintain the bare, onboard necessities. Unfortunately, the reactors never came. The vessels that were commissioned to take the reactors to the B.O.M.B. stations never left the launch pad at Bloomfield Space Center. By the time the Hermes rockets were complete and loaded with the reactors, nuclear war broke out across the globe. The B.O.M.B. satellites became deadly, yet dormant artifacts of a paranoid age long past. Over the course of two-hundred years or so, B.O.M.B.-001 remained in Earth's orbit relatively unscathed, except for some minor hull damage at the north end of the station, a result of a communications satellite collision and micro-meteorite impacts. The only thing this affected was the hatch in the missile silo room that linked the living quarters to the Command Center. The impacts permanently damaged the opening

mechanism, and any attempt at repairing the door could result in a failure in the structural integrity of the station. Other than this minor foible, B.O.M.B.-001 was still fully functional; well, as functional as can be with just a temporary generator. B.O.M.B.-002 did not fair as well. Sometime during the two-hundred years of silent orbit, perhaps ten to fifty years before 2253, something big hit B.O.M.B.-002 and sent it crashing down to earth. Pieces can be found in the Grand Canyon, but how big the pieces are, and if there is anything salvageable, remains to be seen.

Bloomfield Space Center

Bloomfield Space Center is an old Airforce base, littered with the rusting carcasses of numerous air vehicles. It's also got not one but TWO working space shuttles. Bloomfield, surprisingly enough, survived the Great War - well, for the most part. Thanks to its very remote location in southwest Arizona, the only real damage that the space center received was from time and weather - and also the current occupants. The current occupants in question are the Rusty Hooks, as they like to be called. Comprised of two-dozen raiders, the Rusty Hooks came upon the remains of the Bloomfield Space Center about one year ago, drawn to the sight by tall, pointed structures (two space rockets) that could be seen on the horizon. The leader, Kyle "the Hook," knew they found a special location and decreed among his faithful that this facility would be their permanent residence and base of operations. The raiders then took up occupancy in the building that was once used for flight operations and



communications. From there they managed to get the sub-reactor working (barely) to power the building and the rest of the grounds. However, the Rusty Hooks found out the hard way that the five high powered turrets surrounding the launch pad and the space rockets were active and had no connection to the sub-reactor they worked on (two of the Rusty Hooks found out the bloody way that the turrets were active and deadly). Suffice it to say that the members of the Rusty Hooks kept a respectful distance from the launch pad and the well preserved, twin space rockets, but that situation didn't bother them. All they needed was located right in the building they called home; a healthy weapons and ammo cache stored in the security block of the Operations and Communications building. The Rusty Hooks are known to make regular raids on caravans from the tribes in the area - the area being pretty much all of Arizona. Raids have been known to last upwards of a month or so. Just about anything is fair game to them, and they are willing to trade with anyone who does not have a problem with where they get their merchandise - though very few people in the wasteland know about the Bloomfield Space Center or how to get there. However, the Launch Pad and the twin space rockets are very visible from the horizon, so those who have seen it usually wander to Bloomfield in curiosity. Unfortunately, those who do happen to find the facility rarely lives long enough to go and tell anyone else, thanks to the turrets guarding the Launch Pad's perimeter. Should someone be lucky enough to live after finding the Bloomfield Space Center, they would find that there is a touch of dissent

within the ranks. Bear, Kyle's super mutant bodyguard and right-hand man, seems obviously more intelligent than Kyle and seems to be the one who dishes out better ideas to help the Rusty Hooks. However, Bear also seems somewhat content being the voice behind the man in power, and no one else would dare to usurp Kyle's authority with Bear backing him up. Before the war: 2073 was a turbulent year. Nuclear proliferation reached an all time high. As a reaction to possible nuclear threats, the U.S. government completed a space station/satellite that housed two-dozen nuclear missiles each carrying four warheads. Named the Ballistic Orbital Missile Base, or the B.O.M.B.-001, it was considered the ultimate offensive weapon. The only things missing were the main power reactor and launch instructions and codes. However, since all other space and rocket facilities already used up their resources constructing the missiles for the station, and launching the cargo rockets to carry them to the base, the U.S. needed to scramble to get the much needed codes and a power reactor to the station. Their answer was to use the new Bloomfield Space Center, which was in the process of building a rocket that would go to Mars, and convert the Mars rocket into the vehicle that would carry the codes and reactor to the base. The conversion started in 2074. So, in August, 2076, the Hermes-13 space rocket was completed and ready to launch at Bloomfield. Unfortunately, by October, 2076, funding for the rocket and Bloomfield had to be drastically cut and diverted to vault technology, thanks in large part to the rising world tensions and imminent threat of nuclear war - the launch of Hermes-13 had to be put on hold.



All personnel, except for a skeleton maintenance crew, were reassigned to other locations. Bloomfield, B.O.M.B.-001, and Hermes-13 were essentially mothballed. In November, 2076, the Enclave seized control of Bloomfield Space Center. They knew nuclear war was just around the corner, so they tried to refit the Hermes-13 and convert it into a vehicle that would take selected personnel (mainly themselves) off-planet, destination yet to be determined. Unfortunately for the Enclave, the bombs started dropping less than a year later. All were either relocated to "hot-spots," or took cover away from Bloomfield. The last people to leave shut down the sub-reactor to Bloomfield and abandoned the facility, letting Hermes-13 and Bloomfield to brave the elements. For whatever reason, the facility never succumbed to nuclear attack. Only time and weather beat on the facility for almost two-hundred years, and neither was very kind. However, Hermes-13 managed to stand proud through the centuries, perhaps in hope that one day it would be allowed to carry out its mission. After the War: The ruined grounds, dark, cold, and dirty buildings, and rusted launch platform super-structure might have laid dormant forever if it weren't for the wandering and greedy spirits of the Rusty Hooks; a band of raiders who wandered the wasteland. In the scorching summer heat of 2252, the Rusty Hooks came upon the remote base of Bloomfield. Kyle the Hook, the raider leader, knew they had stumbled upon a great potential home. There were plenty of defensible areas, a potential for a rich cache of materials, and that giant pointy thing (Hermes-13) must be a source of great power. With the eloquence

of a junior-high drama student pretending to know and quote the great works of Shakespeare, Kyle declared the Bloomfield Space Center the Rusty Hooks' new base of operations. One of the first things Kyle wanted to do was find out if the facility had a power source. He ordered Sid, the apprehensive mechanic/scientist of the group, to seek out and find a power source, and find a way to get power running. After about two weeks of swearing, threats on Sid's life, and a few deep bruises, Sid managed to not only find the sub-reactor, but he got the thing running - albeit at only forty-five percent efficiency. However, even by bringing this sub-reactor online, the turrets surrounding Hermes-13 ended up killing two Rusty Hooks who ventured too close. It seems the turrets were running on a different power source and operations computer. It was bad enough that no one in the group could cut through the titanium fencing surrounding the Launch Pad, or climb over ten feet of titanium barb wire, but the gattling turrets mounted high on thorned posts exacerbated the giant pointy thing's (Hermes-13) inaccessibility. Kyle ordered that the power be shut down so they could figure out a way to disable the turrets (not really being able to figure out that the turrets were on a different power source and computer - I told you he wasn't that smart), but it seems that once power was turned back on, even if it was not at full efficiency, it could not be turned off without using the proper "security access codes" - whatever those things might be. So, in a flood of cascading wisdom, Kyle decreed the area near the giant pointy thing off limits. Since then, Kyle and his band organized



several raids on caravans throughout Arizona, as well as doing some trade with assorted scum of the wastelands. Sid was tasked with figuring out a way to make the sub-reactor more efficient, as well as scavenge the grounds and create something useful - what that something could be, no one ever explained to poor Sid.

The Boneyard

Called the Boneyard because of the skeletal skyscrapers still standing in the ruins of this once huge city, Los Angeles houses gunrunners, gangs, and various people with delusions of grandeur. The largest concentration of people live in a "suburb" called Adytum, controlled by a police force called The Regulators. Some parts of the Boneyard are controlled by Deathclaws, an intelligent species of giant mutant lizard. All told, perhaps 30,000 people call the Boneyard home, including a religious sect called the Followers, who live in the ruins of the main branch of the Los Angeles Public Library. The radioactive ruins of a cathedral constructed by a group called the Children of the Apocalypse after the war, a cathedral destroyed by a certain adventurer, lie south of town, some members still survive, trying to spread the Master's word. In general, radiation levels are low here, except around the cathedral ruins, where it can get quite high. The Boneyard is an official member of the New California Republic, but police have been unsuccessful in stopping gang warfare and Deathclaw threats, partially because the population is spread over such a large area.

Boulder Dome City or Stone City

Boulder Dome City or Stone City is a scientific research facility designed to withstand a nuclear attack. All around Boulder, poisoned by radiation and toxic waste. Inside the dome is a desperate team of scientists infected with a strange disease and trying to keep their ZAX unit from cannibalizing its memory to such an extent that it stops working. Beset by glowing ghouls and a large pack of cannibal primitives, the dome faces extinction. Before the great war Boulder was long a place where advanced scientific research took place. The University of Colorado, IBM, and Ball Aerospace were located here. Supported by money from Denver's industry and an active military presence, Boulder scientists made advances in medicine (bio-med gel was invented here), alternate energy sources, robotics, and even developed a power armor prototype. Unfortunately, leakage from the Rocky Mountain Arsenal (a nearby toxic waste dump/weapons storage location) caused a poisonous cloud that killed a lot of people in Denver. As an apology, the military funded a program to create a self-sustaining research dome, capable of withstanding a nuclear attack. This "city of the future" was to be a prototype for settlements on the moon and other planets. Then the war with China began. The USA annexed Canada. Boulder became a hotbed of political activity, as most of the scientists were naturally suspect of the military, and they, their families, and friends staged public protests about the situation, which got much of the city population up in arms. Some of the protests turned into riots, and the riot



police were called in to suppress the riots. That squelched it but left everyone at a low simmer. When reports of plague outbreaks in Denver surfaced, many in Boulder feared that an exodus from that city would come here and infect them; they fled north. When the bombs fell, Cheyenne Mountain (a military facility, home of NORAD) was a primary target. A huge section of the mountains became a great radioactive smoking crater. Coupled with attacks on Denver and the Rocky Mountain Arsenal, Boulder became the center of a triangle of hellish death. After the War Fast forward 170 years. An NCR scientist named Goddard and his military escort travels through the region, establishing power generators and noting the locations of old-world power facilities. His report to NCR is noticed by Victor Presper, who sends him out again to investigate certain areas in the old America's southwest. After Goddard returns, Presper and a small team of soldiers investigate Boulder dome, finding it in need of repair but containing excellent labs and a fully-functioning ZAX unit. Over the next few years Presper invites or sends scientists and students to the Boulder Dome, where he explains his idea to remake civilization. Those who refuse are put in cold sleep, using technology the original Dome scientists developed to aid space travel. Presper knows he can use the CODE (Challenge, Opportunity, Discipline, Ethics) technology developed there to convince them to help him when the time is right Four years ago, when things start to fall apart out in NCR, Presper sent out his last team of scientists and grad students. Agnes, a fellow NCR scientist and frequent diplomat from the

scientific community to the government, is the leader of the expedition. Using her skills and a "diplomatic immunity" pass she carried, she makes her way to Hoover Dam. Two days later, the NCR Congress building is destroyed, presumably in a conflict with the BOS. The destruction of the congressional building is a severe upset to NCR and travel becomes difficult. Only by circuitous routes and careful display of her pass is Agnes' expedition able to reach Hoover Dam a year later. She runs into Goddard, a former colleague (they were both scientific advisors to NCR at one point). Goddard knows Eddie Galenski, a long-haul trucker with an armored vehicle, and together the large group makes its way to Boulder Dome. The group includes Agnes and the grad students, Goddard and his military escort, Galenski, his wife Helen, and their children. Though they lose a few students along the way, they eventually reach Boulder Dome and enter using the passcodes Presper gave them. In a strange accident the scientists and grad students are infected with a form of the New Plague and are forced to quarantine themselves from Goddard's soldiers and the trucker family; after two months trying to fight the disease, the scientists realize that they're stuck with it for now and have to live in protective suits whenever they want to interact with the rest of the Dome population As of two years ago, things had stabilized. Everyone had a routine, mainly around constantly repairing problems with the dome (mainly from wear and neglect). There's enough to do that it keeps everyone from going crazy. The scientists worry that the soldiers and truckers might leave them, and if that happens, they're



probably doomed. One of the grad students (Paul) discovers the Sleepers in a deep level of the facility - the scientists Presper sent here and put to sleep to help with his new world order. Xian starts her "hikes" and discovers ZAX. A year ago, the first glowing ghoul showed up on the north end of town, collapses, and dies. The scientists mark the body with radioactive warnings, debate how to dispose of it (like dumping cement on it). Paul finds that ZAX is almost out of storage space at the rate he's going. With no storage space, ZAX won't be able to run the dome and will start doing damage. They need to get other storage media to hold info.

(Holodisks/holotapes/holodisk tapes, all the same thing). If no solution, ZAX will have to start cannibalizing his own memory storage, eating Boulder research as he does so. They start hearing some broadcasts from Denver, but don't answer because they fear being attacked (esp. from diseased people).

Brahmin Wood

Brahmin Wood is a resource rich tribal village in the area of the pre-War city of Chicago, Illinois. In 2197 it was invaded by a group raiders led by Horus. Brahmin Wood's losses were heavy and they decided to accept the Eastern Brotherhood's conditions for protection. Eventually, a small squad of Brotherhood recruits returned their lands and rescued these primitive people in exchange for food and a portion of their older children for new recruits. The village Elder or Tribal Father is Charon, who was skeptical to the benevolence of the Brotherhood's intentions, but agreed to their terms after the village was rescued from the

hands of raiders by the Brotherhood. The shaman of Brahmin Wood is called Hawkeye, who is only vaguely interested in the affairs of the village.

Broken Hills

East of Reno is a town called Broken Hills. Broken Hills is one of the few places that mutants and ghouls are welcome, since it was founded as an experiment in racial tolerance. Broken Hills is a major supplier of uranium, which mutants can mine and handle without worrying about side effects. The uranium is then shipped south to Reno, the NCR, and north to Vault City and Gecko to use in power plants. The town was built around the mine by mutants, ghouls, and tolerant humans. It does quite well for itself, and has thus far resisted the overtures of the NCR, whose taxation and antimutant laws could ruin the fragile balance there. Broken Hills is run by a kindly Sheriff named Marcus, and has an overall friendly quality, although like many small towns there is often much more in Broken Hills than meets the eye. 1,000 mutants, 500 ghouls and 500 humans are permanent residents here. Radiation levels in Broken Hills are normal, except in the mine, where it is slightly radioactive.

Buena Vista

Buena Vista was a pre-war city in Colorado. Around 2198, Eastern Brotherhood of Steel reconnaissance has found an operating nuclear reactor located on the outskirts of the town. The reactor was supplying the vast majority of power to Calculator's robot army as well as the nearby robot factory. The



reactor was eventually destroyed by a Brotherhood squad.

Canyon City

Canyon City was a town in the area of Kansas, where the Calculator set up a robot repair station around 2198. It is in this station that damaged robots were mended and parts of destroyed robots were rebuilt and combined to form a whole. When the Eastern Brotherhood of Steel discovered it, they decided that this repair plant must be permanently shut down. This station was too huge to destroy. It would take too much time and resources to reduce this station to rubble, so the Brotherhood disabled it instead, by destroying the power nodes. Canyon City terminals also provided some interesting information about the Calculator and Vault 0.

Chicago

The once great city of Chicago, Illinois was nearly completely destroyed in the Great War. The few that survived the bombs, now live mostly in small, tribal villages in the area of the former city. Examples of such villages are Dirt Haven and Brahmin Wood and raider camps, like Devil's Graveyard. Some time after the defeat of the Master in 2162, the Brotherhood of Steel constructed airships and dispatched some of its soldiers East, to track down and assess to the extent of the remaining super mutant threat. However, a great storm broke the main airship and flung it far from its course. The mighty airship was badly damaged. The smaller sections were torn from the main craft and never to be seen again. Many of the expedition leaders, including

Paladin Latham, were lost to the winds. The fraction of the crew that still survived, struggled to keep their ship aloft before finally crashing on the outskirts of the ruins of Chicago. The survivors eventually formed an organization called the Eastern Brotherhood, which diverged greatly from the ideals of the old Brotherhood. In time, they established a harsh rule over the towns and villages in that area, controlled from the Brotherhood Bunker Alpha.

Cold Water

Cold Water is a town built among the ruins of the pre-war city of Coldwater, Kansas. Cold Water is mainly famous in the region for its casino. Around 2198, a group of criminals from Quincy led by an individual called Guldo poisoned a group of Eastern Brotherhood of Steel paladins and stole their power armors and vehicle and left to Coldwater, when, armed with Brotherhood equipment, it easily took over the control of the town. Eventually a Brotherhood squad defeated the bandits and freed the town.

Daltonville

The "sister" city to Stockyard, Daltonville was once known as Dalton. During the war, the city's population exploded with those left homeless or afraid to live out on their own. The surrounding farms were left empty and nearby Chatsworth and Cleveland were abandoned once the fallout from Nashville and Chattanooga swept south and east. Those who felt unsafe or disagreed with the Stockyard policies moved northward and many settled in the more liberal Dalton, renamed Daltonville in the late 2090's. Over the years, Daltonville has grown to a steady populace of around 5,000 (though travelers and trade



caravans can swell that number to near 5,500 or beyond), the boundaries clearly marked by a mish-mash wall of concrete and steel.

For the most part, Daltonville enjoys a unique position among the surviving cities of the East Coast. The remains of Nashville and Chattanooga leave a large gap between stops for caravans and travelers heading out east or towards the southwest.

Daltonville fills this gap by offering a multitude of hostels and food establishments to all who agree to follow the rules of the town while within city limits. A prosperous town, Daltonville is ruled by a town council of 5 elected individuals from the population. Each council member represents a different aspect of the populace: the Farmer's Band rep, Carlo Prester; Glayds DuBourg of the Trade Guild; the Brahmin Herders Association member, Frederic Butscher; the Internal Business representative, Yvonne McGrann; and the Militia Elder (a ghoul... a rarity), Odear. The council meets weekly to discuss the current events and requests made by their respective constituents.

Daltonville's militia/police force numbers around 350 well-trained men and women... 200 internal patrol, 100 "wall guards," and 50 outer lands "marshals." The militia is led by Captain Abraham Logan Smith (named for an ancestor), a tough, no-nonsense veteran of the militia. The internal patrol acts as a police force, keeping the peace and making sure the city remains safe within. The wall guards hold posts on the walls and gates, checking visitors in and out and generally keeping watch day and night on the immediate surrounding land. These assignments generally rotate out

every 3 months, giving a welcome rest from the hopeful hum-drum existence. The best of the militia are sent into the outlying land as marshals. It's the marshals' job to keep the peace in the farms to the east, watch over the brahmin herds to the west and stay any raider gangs from getting too close to the "protected lands." It's a tough, unforgiving, sometimes near impossible job... but the marshals somehow manage to do it and do it well. The city's hospital is fairly well-stocked and maintained. It has a full-time doctor, Hunter "Bulldog" Mugg, 15 full-time nurses and 10 part-time nurses. Due to the internal patrol's presence, the hospital rarely sees injury cases... mostly just sickness and malnutrition.

But, as with all large cities, Daltonville has it's share of headaches. The most notable is the self-proclaimed "crime king," Kurtis Silveri. Silveri has read one too many old books on the old *mafiosi* and sees himself as the next great don. To this end, he has a network of 200-300 underlings and business owners loyal to him. He has his hands in most anything illegal in Daltonville, including extortion, murder, smuggling and worse. Captain Smith has been working for years to bring him down, but invariably, needed evidence "disappears" or witnesses "leave town." But, Smith's resolve has only been strengthened by his setbacks. It's just a matter of time before Silveri missteps and Smith will be there to take him down.

Another problem is a local raider gang, called the Falcons, who have been making bolder attempts on the outlying farms and brahmin herders. The gang has so far been mostly held in check by the marshals, but their



numbers are few against a remarkably determined enemy.

Darwin City

Built on the ruins of a top-secret US Army base and scientific research center, Darwin City is now the home of an enormous weapons smuggling operation. Far enough away from the NCR and crime families of Reno and Vegas to operate without their attention, the smugglers usually openly deal in arms for anyone who can make it into town.

Darwin City is surrounded on almost all sides by high amounts of radioactivity, and although the town is safe, getting into town can be a problem for anyone not equipped for the operation. Around 500 people live and work here, enjoying the anarchistic atmosphere, but they employ a police force to deal with outsiders. Travelers almost always find themselves breaking some nonexistent law, unless they have come specifically to trade for weapons, and even then they need to prove how they heard about Darwin City. For the career-minded adventurer, Darwin City can be interesting, especially since frequent trips into the Great Wastes are made from here.

Dayglow

Dayglow is one of the states of the New California Republic, located near the site of the Glow. Most of the state is actually north and west of the Glow, but they are still able to see the Glow from their borders. A number of ghouls are rumored to live there now, as part of the Great Migration from Necropolis - once the ghouls learned of West Tek, they were eager to see if they could

scavenge technology from the abandoned center. Some ghouls formed partnerships with scavenging companies from New Adytum and the Hub and have built quite a profitable corporation from their salvage efforts. At least one super mutant, a refugee from the Cathedral, was also rumored to be working with the ghouls and humans in Dayglow.

The Den

The Den is a dangerous place and is a safe haven for drug and slave trading. You'll be able to bust a slaver ring and a small gang here. In some ways, the Den might be considered a "mini-New Reno." They are both semi-stable anarchies with no central authority: while the Den is more focused on slaving, and New Reno is more focused on prostitution, they both share an economy dependent on gambling, prostitution, drugs, and slavery. Gambling is under the control of Rebecca Dyer, who also sells the cheapest alcohol in the Den, as she has her own still, rather than importing it from New Reno.

Uncharacteristically given both her location and her business, she is an scrupulous and decent woman, and a passionate opponent of the slave trade that underpins the Den's economy. Her craps tables are unique in the game in that they are truly (pseudo)-random like an honest game of craps (although, unlike a real game of craps, there are ways of playing it that allow the player to beat the house on average). Her tables do not check the player's gambling skill. For those residents of the Den who tire of the booze, whores, theft, drugs, and slavery that are so widespread in most of the Den, Mom's restaurant provides a welcome



respite. Mom ensures that the atmosphere is respectful and bans fighting, cursing, and unlike most Den businesses (but like the Slaver's Guild), no orphan children stand outside her doors stealing from those who enter or leave. Mom specializes in rat dishes, offering rat-loaf, rat-pie, and spaghetti with rat sauce. Smitty, also one of the more respectable people in the Den, is a local mechanic. He has a Chrysalis Highwayman in near-perfect condition, but it lacks a Fuel Cell Controller. He also occasionally sells other things, such as microfusion cells and super tool kits. There are two shops in the Den: Tubby and Flick. Tubby's is mostly focused on selling drugs, whereas Flick's sells a wider variety of goods. Both merchants' shops are supplied, at least in part, by orphaned children who stand beside the doorways of shops and steal from passersby, but Flick's in particular depends on this. Prostitution is primarily under the control of Frankie, proprietor of the Hole. He also sells drinks imported from New Reno, and is amazed and angry that Becky can sell her drinks so cheaply. Another businessman of the Den styles himself "The Great Ananias". He claims to have found a great "jan-u-wine" (genuine) mummy and to have a haunted house next door. In fact, the "mummy" is a sleeping, comatose ghoul named Woody. The haunted house has more basis in fact: Anna Winslow's ghost recently has become restless because her locket was stolen from the haunted house by Joey, a local thug and jet dealer. Finally, the richest and most powerful business in the Den is the Slaver's Guild. Headed by Metzger, this heavily-fortified guild prevents casual infiltration and ensures member

loyalty by tattooing its symbol on the foreheads of all members. It sells slaves to New Reno and Vault City. Although Metzger's primary investments are in the slave trade, he also is looking for a way into the drug business as well. In the current arrangement, raw chemicals from Vault City are exported to New Reno, where the families, especially the Mordinos, synthesize them into drugs. Metzger seeks to short-cut this chain by synthesizing the chemicals in the Den, but his teams have made little headway in deciphering the manufacturing process.

Denver

Denver is a wreck. It was in the middle of a building boom shortly before the war, as many new jobs were opening there are the city was swollen to bursting. Most of the construction was housing for these immigrants. When the war with China started, resource rationing occurred and suddenly the construction workers didn't have anything to build with and weren't getting paid. Union riots and strikes occurred because the city couldn't pay and the federal government wouldn't step in to help. When Mexico and the Great Midwest Commonwealth started to suffer food shortages, Denver was hit hard because of its high population. Food rationing began. Food riots started because of the rationing, and some buildings were set on fire. The National Guard was called in to contain the rioting, using InstaPens (aka "bullpens") to contain and imprison rioters. Some people deliberately attacked police and National Guard troops so they would be imprisoned and fed. Rioters, National Guard personnel who



disobeyed orders, and other military folk who refused to help contain the riots were sent west and east. Then an outbreak of the New Plague hit the city. Rioters burned down large parts of the city in their fear of contamination and anger at their treatment. Many panicked and fled the city by car, clogging the freeways when they ran out of gas and trapping everyone behind them. And then the bombs fell, destroying some of what was left and killing everyone who had managed to live through everything else. Post-War, Denver has been abandoned by civilized folk, mainly because of lingering radiation (which is gone by now) and huge packs of wild dogs that have taken over the town. Small groups of scavengers have holed up here from time to time or tried to loot some of the buildings but it has never been a concerted effort until now. Recently a bunch of work-release NCR prisoners have come here to salvage stuff as a way to buy off their sentences, and some slavers from Caesar's Legion are waiting out the Midwest's seasonal huge radioactive duststorms keeping them from getting home. And there's another gang of salvagers that have moved in and have been raiding claims from the NCR salvagers. Dog Town is what is left of Denver after the Great War. It's ruined city of dogs and skyscrapers. There is no real civilization here, just a series of salvager camps set up high in the skyscraper ruins, away from the endless pack of feral dogs which roam the streets below. The salvagers are about 20 New California Republic former prisoners on a special work release program, salvaging stuff for NCR in exchange for their eventual freedom. The dogs are the now-feral descendents of

local pets and specially-bred police dogs. Rats, giant cockroaches, mutant bats, and climbing lizards are common hazards. The salvagers were forced out of their original camp by the dogs and now are struggling to get by in their new, temporary camp. Tensions are high because the dog threat is constant, they've heard nothing from NCR in quite some time, and basically the only thing for them to eat is dog meat. There's also a rival group of salvagers trying to steal claims, and a mysterious group of military guys here as well. The salvagers live in the partially-constructed buildings of Denver, several stories up and clear of the dogs (who can't climb).

Devil's Graveyard

The area known as the Devil's Graveyard in the former city of Chicago, Illinois has been transformed by a group of raiders into a killing ground, making direct access to their base a nightmare. The leader of Devil's Graveyard raiders was Gargantua. After his raiders attacked the village of Dirt Haven, which was allied with the Eastern Brotherhood of Steel, the Brotherhood also pacified this area and killed Gargantua along with many of his men.

Dirt Haven

Dirt Haven is a small tribal village in the area of the pre-War city of Chicago, Illinois. During their initial recruitment drives, the Eastern Brotherhood of Steel formed an alliance with the village. The Brotherhood provides them with protection from bandits and raiders and they in turn, supply them with food and their most able bodied



young as recruits. However, none of their volunteers lived long enough to even make the Initiate rank, as a raider ambush annihilated the entire recruit class. The chief of the tribe is called the Town Father. The name of Dirt Haven's medicine man was Salik. In 2197, the village was invaded by raiders from Devil's Graveyard, who were then killed by a squad of Brotherhood Initiates.

Fort Abandon

Fort Abandon is a rundown New California Republic fort in the American southwest. The railway has a crossroads here. It was originally called Fort Aradesh, and was a major fortification. However, Caesar's Legion attempted to destroy NCR's presence in the east, and actually succeeded in destroying the fort. The name changed after NCR's control of the frontier receded

Freeport

Freeport, a town in the state of Illinois, was largely destroyed during the Great War. In 2197 raiders from a medium sized encampment on the outskirts of Freeport kidnapped Charon, the Elder of the tribal village of Brahmin Wood, allied with the Eastern Brotherhood of Steel. A squad of Brotherhood initiates which had previously freed Brahmin Wood of raiders, managed to rescue Charon, killing many raiders in the process.

Gecko

Just to the northeast of Vault City is the ghoulish dwelling of Gecko. Gecko is a small town built around the old Gecko nuclear power plant, one of the

largest suppliers of power to the pre-War American West. Although only one reactor is currently operational, the plant provides more than enough juice to power the entire area. The ghouls like the plant because of the radiation it leaks out, but prefer to keep the power stores to themselves - for now. The 5,000 ghouls who call Gecko home are more open than those in Necropolis, and will trade with caravans and allow travelers who don't make trouble to stay in town. There is no ghoulish police force, except that non-ghouls who break the peace are almost never heard from again. A kind of lend lease agreement between Gecko and some high officials in Vault City led to a sharing of Vault medical technology for a tap into Gecko's power plant, which Vault City desperately needed. Radiation levels in Gecko are normal, except for the power plant and directly around it, where non-ghouls may need a few Rad-Aways to function.

Great Bend

Before the Great War, Great Bend was the largest city and county seat of Barton County, Kansas and a major center of industry. Around 2198, Eastern Brotherhood of Steel intelligence located the origin of the humanoid robot that attacked Junction City and the tracks originated from Great Bend. The Calculator's robots were transforming this location into a robot manufacturing facility. Only a few humans survived the initial robot attack on the town. Eventually, the robots were destroyed by the Brotherhood. It is unknown whether the town was repopulated again.



The Great Wastes

East of Darwin City (actually, Darwin City more or less sits about 50 miles into it), the Great Wastes stretch across Arizona, New Mexico, and Texas. Almost nothing lives in this treeless dustbowl, and the area is so dry that nearly nothing could live there. Occasionally, smugglers, caravans, and adventurers will try their hand at a trip into the Great Wastes, but electrical storms, nearly constant dust clouds, unseen radiation pockets, and tornadoes miles wide usually doom these excursions. There are rumors of small villages of Native Americans living in the Great Wastes, attempting to reclaim a lost way of life, but there is no conclusive proof of this so far.

Hangdog Village

Hangdog Village: More tribals, but these guys are all about dogs: pets, food, guards, etc. The Hangdogs are slavers and scavengers, and are often in league with Hecate. However, they're not all bad and they just might not try to enslave the Prisoner if he proves he's good enough to be one of them. for the Hangdogs did indeed have the quality of one's dog determining rank within the tribe. The leader of the tribe always had the best dog. To win the Hangdogs' respect, the player must undergo the Hangdog's ritual of manhood by traveling into the nearby foothills and either stealing a puppy from the feral pack's den, or taming an adult dog. The Devil Dog also lives in those foothills, but the Hangdogs see him more as an evil spirit than an actual living dog. He's a

loner, never hanging out with the other dogs (a very unnatural thing in Hangdog eyes), he survives fights with creatures that would kill all other dogs, and every Hangdog who has attempted to tame him has nothing but scars and missing body parts to show for his efforts. Showing up at the village with the Devil Dog at his side would have brought the player instant respect... and a great deal of fear. I believe "Walks With the Devil" was the proposed reputation title you could get with that tribe if you had the Devil Dog as a companion. Had you brought back a normal dog or a puppy, the Hangdogs would have greeted you as a brother. With the Devil Dog, you become more of a shaman, one they're very, very careful not to upset.

HOTLANTA

Located 30 miles south of Stockyard, Hotlanta was once known as Atlanta, Georgia. It was once one of the largest cities in the south and very prosperous. Most notably, it was the location for the Center for Disease Control. This office was the main reason for the higher survival rate of the surrounding areas when the New Plague hit in the mid 2000's. Bold, experimental drugs were used on the willing populace, some of which worked well... others were almost worse than the plague itself. Though the CDC's efforts did produce fruit, the population still took a massive dive, wiping out over half of the city's people. Then, in 2077, the bombs fell. Atlanta took a massive bombardment, most thought due to the CDC, and the city was laid waste. The once proud city of the peach was now so much rubble. Everything within the perimeter of I-285



was gone, leaving only the barest remnants of a city. Outside the perimeter, what wasn't destroyed by the blast wave was left to rot when the fallout began to show. The dwindling population fled to the four corners, some settling in nearby Woodstock, others going farther... many were never seen again. The area now known as HOTlanta is easily seen by day or night, due to the glow. The radiactivity is still quite high (treat as *high radioactivity* within the I-285 perimeter and 5 miles beyond, *low radioactivity* within 10 miles beyond that) and no living thing has been found that could survive in the ruins of the city. There are rumors, however, that someone or something still thrives somewhere deep within HOTlanta, but as of yet, no one has been able to substantiate those claims

HOTlanta Dwellers:

There are actually some living still within the I-285 perimeter. A small cadre of security personnel and scientists were caught in the lower levels of the CDC when the bombs fell. Everything above the 2nd subfloor was demolished... but everything below survived. The scientists actually worked out a way to retard the aging process in humans and have been using the discovery to prolong their lives, along with the military group. The soldiers have been using environmental suits and machinery gathered from a nearby construction site (some of the machinery inside one of the concrete basements survived) to work on a tunnel to the non-irradiated areas. Unfortunately, the slowed-aging process causes a massive increase in the need for sleep... instead of 8 hours a day, the group needs 48 hours for every 12 hour period. This

has caused a huge delay in their work. But, the digging continues.

Hoover Dam

The town of Hoover Dam is a town built along the top and sides of the dam. At the bottom of the dam there's a slummy area, and the dam's rim is home to all the rich folk and military. The Dam became part of the New California Republic some time after 2242. The town has lost contact with the central government of the NCR in Shady Sands, and Governor Joseph Dodge, the leader of Hoover Dam assumed that it was destroyed by the remains of the Enclave (possibly from Navarro). He's determined to hold the NCR together, and declared himself the president of NCR (or what is left of it). Unfortunately, Dodge is a weak leader, and he fights an ongoing war with the Brotherhood of Steel. It is said that the road to Hell is paved with good intentions. Joseph Dodge used to scoff at such pessimistic sayings, but lately such sayings have become mantras. During his time in the NCR, Dodge led a good, but ultimately unspectacular existence as a councilman. He had aspirations to be a senator at NCR, but he never schmoozed in the correct circles enough to get noticed. He always thought of himself as a man of action, not kiss-ass-action, and preferred not to get ahead by schmoozing. Unfortunately, his "man-of-action" plan was not working either, mostly because he never saw any action. Granted, one must volunteer for action, which he did not, but that was irrelevant - in Dodge's mind, anyways. So Dodge contentedly relegated himself to wallflower status for his tenure as councilman - that is, until volunteers were needed to forge



a path eastward. Since tensions were high with the Brotherhood of Steel, NCR did not want to send out their finest commanders in search of eastern lands to pioneer. So, more "expendable" commanders were chosen to lead caravans eastward to establish footholds and develop towns under the NCR banner. One of those "lucky" commanders chosen to volunteer for this dangerous mission was Councilman Joseph Dodge. At first, he tried to sidestep the "honor," but when he was told that refusing this mission would be considered an act of treason, he humbly accepted. Luckily for Dodge, he was not sent out to blindly search for random towns to conquer, er, I mean, "unite" under NCR. He was given vague directions to Hoover Dam as his destination and à cause d' être. In the days before the war, Hoover Dam was a source of great power, literally, and NCR wanted to have control of that power. The technology used at Hoover Dam could rival, if not surpass, anything the Brotherhood of Steel had, and that was a temptation NCR did not want to refute, especially during the growing tensions between the two organizations. Once Dodge's caravans and troops arrived at Hoover Dam, they found scattered packs of settlers barely eking out an existence on and around the great structure. Frequented by attacks from hostile raiders, it took little convincing on Dodge's part that it would be in the settlers' best interests that he and his NCR troops provide protection and an organized structure to the Hoover Dam region, with Hoover Dam itself being the central hub. With exuberant cooperation from the Hoover settlers, structures and fortifications were set up along the dam's rim. With each completed structure,

the settlers of Hoover Dam felt more secure and safe, especially after Dodge's men made short work of attacking raiders in the early years. Everyone started to feel as if they had a purpose in the Hoover Dam community, and the Dam started to separate into a class system, with government and high-end business people occupying the area known as the Rim, and the working class, such as construction workers and farmers, occupying the area known as Downtown. Naturally, Dodge and his NCR troops stayed in the Rim, where Councilman Dodge became known as Governor Dodge by the people of Hoover Dam, and was regarded as a fair, honest leader who brought the settlers of Hoover Dam into a time of enlightenment and self worth. The only real trouble came when a group known as Caesar's Legion tried to invade Hoover Dam. The fighting was fierce, and Governor Dodge still to this day does not understand the motive for the attack, but suffice it to say that Dodge, the NCR troops, and the formidable wall with high powered gun turrets thwarted Caesar's invasion plans. However, the battles did take their toll and made the east side of the Rim wrecked and uninhabitable. In fact, there is so much debris at the center of the rim; it actually blocks passage to the east side. However, thanks to the big victory over Caesar's Legions, it was obvious that both the Rim and Downtown were well taken care of and protected, that is until the war between NCR and BOS began. The first few attacks by the BOS were easily deflected thanks to the strong, iron gates along the rim and the accompanying high-powered turrets. However, over the course of several months, supply runs that used to come regularly



from the NCR base in the West started to become less frequent. Several times it got to the point where Dodge thought his men would run out of ammunition for their guns and turrets, leaving them exposed and helpless to the BOS' superior firepower. Dodge knew that he needed to find an alternative source of weaponry if Hoover Dam was to survive against the BOS. One of Hoover Dam's caravan groups rose to the occasion. The Crimson Caravan, a caravan group who originated out of NCR itself and helped to establish the great community of Hoover Dam along with Dodge, set out to find an alternative to NCR supply runs. Dodge was more than happy to let Ailis McLafferty, the Crimson Caravan's leader, take the reigns of acquiring a new source of weapons and supplies. However, this contract with the Crimson Caravan did not sit well with their rival, the 3-Some Caravan. But that did not concern Dodge. He never really trusted the 3-Some Caravan company, especially since it was run by former NCR prisoners (incarcerated at one time for petty theft), and therefore did not want them involved in finding a weapon and ammo source outside of the NCR home base supply runs. It was almost six months later, and Dodge and his men were in dire straights, but the Crimson Caravan came through. Just as Dodge's men were about to fire off the last of their ammo, Ailis McLafferty came through the main gates with a truckload of finely crafted firearms and ammunition. Ailis told Dodge she got a great trading deal with a far away tribal community dedicated to mechanical technologies, but would not elaborate as to where, exactly, the tribe was and would not go into detail on what they were like. This was fine with

Dodge since with the new weapons and ammunition, he and his men could fend off future attacks by the BOS. This tickled Dodge even more since he got the impression that the BOS were starting to feel the pinch of extended battle and could not afford frequent attacks with depleted ammunition and supplies - a theory of Dodge's was that the BOS was starting to suffer the same fate as the NCR with few, if not all-together stopped, supply runs from BOS headquarters. Perhaps Dodge and his men would take the offensive one day and overtake the crippled BOS, he thought to himself. Unfortunately for Dodge, the BOS seemed to have a new lease on the war, and resumed assaults on Hoover Dam's gates. It was if as soon as the Crimson Caravan returned with weapons and ammo for his troops, the BOS got re-supplied as well. Perhaps the war was going better for the BOS than Dodge had thought? He did not know. What he did know, however, was that the battle between the two organizations was going to turn into a war of attrition, with no clear winner and no advancement on either side. He may have been a mere councilman when he was at NCR, but he was smart enough to recognize futility. Over the course of several years, contact with the NCR disappeared completely. The supply train that would make infrequent visits to fund the war effort ceased. Dodge began to rely more and more on what the two internal caravan companies could bring in, and realized even more that in order to maintain good trading relations with the outlying communities, internal resources must be found and mined. For a few years after NCR stopped their shipments, Dodge used a construction site that was along the center of the Rim



to gather building materials not only to build structures in Hoover Dam, but also use as trade materials. The construction site offered plenty of rebar, stone, hardened wood, and steel beams. The demand for such materials was high, so trading these resources became profitable for both the Crimson Caravan and the 3-Some Caravan companies. However, over time it became apparent that the area around the construction site was becoming weak and unstable, and any further cannibalizing of the materials there might lead to the destruction of the dam itself. Dodge ordered all access to the construction site off-limits under penalty of death. Dodge and his community once again were in dire straights. The Crimson Caravan's mysterious trading source would not deal with them if they had nothing of value to trade. Dodge needed to think of something, and quickly. Luck was on Dodge's side one day when a resident ghoul, named Otto Steed, came to him and revealed something very interesting. Otto Steed, as it turned out, was in charge of the water purification system in the Downtown area. The water that got purified was not quite drinkable, but was suitable for agriculture. The interesting part is that the byproducts of the filtration process turned out to be potassium nitrate and sulfur - two of the primary components of black powder. Another byproduct is nitric acid, one of the ingredients to gunpowder, though not quite in the quantities of the other two. These chemicals would be very valuable to a community that had access to coal, and as luck would have it, the community that the Crimson Caravan dealt with for ammo and weapons had its own coal source, but not a reliable potassium nitrate and

sulfur source. Trade with the ammo and weapons supplier once again resumed, and the Crimson Caravan was flying high as top-dog with Governor Dodge. With the weapons and ammo problem pretty much solved, Governor Dodge had another, possibly even bigger problem to contend with - battle fatigue. Even though attacks from the BOS were not as frequent as they were during the onset, the constant state of alert was wearing thin on the troops and the citizenry. Several soldiers and some of the citizens abandoned Hoover Dam in the hopes of finding a community not buried in the throws of an attritional war. Among those who stayed, there was a longing for escape either through natural or chemical means. Apathy almost became the watchword, and resulted in many key systems starting to malfunction or shut down altogether. Otto, who has a knack for those things mechanical, tried to keep up with everything, but the breakdowns were becoming too much for Otto to handle alone. Governor Dodge knew he must find a way to stop the war once and for all, or Hoover Dam was doomed - if not by being overrun by the BOS, then by entropy and abandonment. All the while, the Crimson Caravan Company flourished and seemed very happy the way things were.

The Hub

The Hub is a major trading city. It is a large community of traders, barterers, gamblers, and other interesting scum. The Hub is a stopoff point for caravans north to Shady Sands and Junktown and south to the Boneyard. The wide variety of people passing through ensures that there is always something interesting going on. The town, not unlike New Reno is divided



into districts controlled by powerful groups (only merchants not mafia). Unlike New Reno, however, the town has a neutral police. The Hub was founded in 2092 by a man named Angus, who set up camp around a filthy oasis in the desert, and proceeded to begin trading with other settlements. In 2096, a man called Harold rose to the level of a caravan boss in the Hub. His caravans suffered occasional attacks in the wastes, but Harold's caravan outfit survived and prospered... until the mutant attacks begin to pick up a few years later. Increasing mutant attacks on Harold's caravans caused Harold to get so pissed, in 2102 he financed an adventuring party to try and find out where these dagnab mutants were coming from. Consulting with a scientist and doctor at the Hub, a man by the name of Grey, the two of them decide to join forces. A few months later, Harold was found by traders and taken back to the Hub. But he wasn't human anymore - he was mutating into a ghoullike mutant. His former caravan partners and employees, horrified by his condition, abandoned him left him without even two bottlecaps to rub together. However, he soon became the leader of the Hub's small ghoull population. In 2120 Angus established himself as the governor of the growing Hub. Five years later he managed to stop the Vipers' attempt to raid the Hub. In the winter of the same year, however, he was murdered, which threw the Hub into chaos. In 2125 the Great Merchant Wars started when a band of merchants seized the water tower in the Hub. They demanded anyone wanting water must pay a toll. The war lasted for 2 years. The Water Merchants sealed up the town, but were outnumbered. A man named Roy

Greene (Justin Greene's grandfather) made the peace and negotiated a settlement. The Hub's Central Council was formed, composed of two representatives from each of the Hub caravan companies. A long period of indecisiveness and meetings maintain the status quo in the Hub. In 2131, the Master began ordering his super mutants to gather human stock from caravans. For many years, the caravan disappearances were blamed on monsters in the desert, and even when the abductions begin to occur on Hub caravans, the deathclaws were blamed. The Hub Underground was formed by a man called Decker in 2140, who quickly started pulling the strings in the town. The three merchant groups running the town are the Water Merchants, Crimson Caravan and the Far Go Traders. The underground in the new town is led by Decker, the underground in the old town is led by Loxley and the Thieves' Guild.

Jefferson

The rubble-strewn city of Jefferson is what remains of Jefferson City, Missouri. One of the Gammorin's super mutant staging areas was located there. The mutants had a semi-permanent military base in the ruins of Jefferson. Around 2197, after general Simon Barnaky was taken prisoner by Toccamatta, one of the mutant leaders, the Eastern Brotherhood of Steel sent a squad to Jefferson, believing the structure to be a weapons manufacturing plant. The Warrior's objective was to render all of the power generators permanently inoperative. As it turned out, the super mutants were not manufacturing weapons, but their scientists in Jefferson were working on a cure to the super



mutant sterility. The lab was either destroyed or taken over by the Brotherhood.

Junction City

Junction City is a mid sized town in Kansas that refused to form an alliance with the Eastern Brotherhood of Steel. Their independent posture was reinforced by their victory over one of the Calculator's humanoid robots. Brotherhood Elders were quite curious how such a battle could be won, considering the lack of heavy weaponry involved and sent a squad to investigate it, retrieve robotic parts from the scene of the battle and to recruit a mechanic from Junction City to the Brotherhood. Eventually, the Brotherhood forged a deal with the town's mayor and received the robot parts in exchange for protection from Reavers, who were launching probing attacks against Junction City.

Junktown

Junktown is one of the smaller towns in southern California. It was founded soon after the War by a soldier called Darkwater. Instead of the ruins of an old town, he thought it would be better to begin from the ground up. As the name suggests, it was built after the Great War out of random pieces of junk, mostly of broken cars. The town mostly lives out of trading and has a reputation of open hospitality. Around 2161, the mayor of Junktown was Killian Darkwater, grandson of the town's founder, who also ran a general store, Dark Waters. Another big player in the town was Gizmo, a small-time crook and casino owner. While Gizmo's casino brought a lot of tourists and money into the town, problems also came

with it. Other important places in Junktown at that time included Crash-House Inn, home to the Skulz and the Skum Pitt, a bar owned by Neal. Doc Morbid was the town's doctor. Tycho, a Wasteland Ranger, also resided in Junktown for a while at that time. Drawing weapons in town is not permitted except in self-defense. The gates to the town are closed in the night. In 2161, Lars headed the guards in Junktown, working for Killian Darkwater. The gates were guarded by Kalnor. They also had a jail, which is guarded by Andrew. The guards were aware of the illegal activities of Gizmo and the Skulz, but they didn't want to act without proper evidence. In 2161, Gizmo hired a man to assassinate Killian, in order to gain full control over the town. Unfortunately for him, in December 2161 Gizmo was eventually killed by a man known as the Vault Dweller, who earlier helped Killian gather evidence of Gizmo's involvement in the assassination plot. He left the town after a while, taking with him his new companion, a dog which he called Dogmeat. Killian then took firm control of Junktown, drove out the last of Gizmo's kind, and then enforced his own brand of frontier justice. By 2241, Junktown has become a member of the New California Republic. Currently, it is part of the state Shady.

Kansas City

Before the Great War, Kansas City was a major nuclear launch site. After the city was hit by the bombs, the silo staff survived, but was turned into ghouls, who formed a town called Gravestone in the ruins of the city. The ghouls formed a cult worshipping the only nuclear bomb left intact in the silo,



which they called "Plutonius". The ghoul in charge of both the town and the ghouls' weird religion was called the Bishop and his name was Defcon, the second, son of T-Minus. Around 2198, Gammorin's super mutant army established a base in another area of Kansas, and tried to assault Gravestone in order to get the atom bomb worshipped by the ghouls. The ghouls were eventually aided by the Eastern Brotherhood of Steel, who killed most of the attacking mutants. In exchange for their aid, the BoS demanded the ghouls to give them "Plutonius", which was later used to defeat the Calculator.

Klamath

The old Oregon town of Klamath Falls, now known just as Klamath, is a small community of trappers that hunt the giant, mutant lizards called geckos in the area. Although the geckos resemble the smaller lizards of the same name in pre-War America, these monsters run - quickly - on two legs and have long claws on their stunted forearms as well as sharp teeth. A certain species, called the golden gecko, hunts in packs and has even displayed some forms of low-level intelligence. Highly prized for their pelts, geckos and golden geckos are the lifeblood of this small community. Klamath is the stopping point for caravans on their way to the tiny tribal villages to the north, and also serves as a place where members of those tribes can come and exchange information, goods, and news about the larger world. Around 1,000 people live in Klamath, and radiation is not a problem.

Land of His Grace, King of All <Graceland, Memphis>

The effects of the war were felt not only physically, but mentally as well. The stresses of surviving in a ruined land sent many into severe depression and a need for some purpose other than survival found its way into many hearts. A small group of hardcore Elvis fans found their way to Graceland and found such a purpose... they simply created a religion based around the King of Rock and Roll. The group began calling themselves the Rockers and, once they'd established themselves in the King's former home, began to proselytize to the remaining masses still living in and near Memphis. Their numbers swelled, the converted flocking to the mansion and its grounds, building and expanding outward. They'd found a new purpose in life. Today, the Land of His Grace has expanded out to a square mile, with continual work being done to expand downward. The inhabitants, numbering around 400, are split between four groups:

Rockers - these descendants of the original ten Rockers act as council and religious leaders for the group. All decisions about law, dogma and dealings with outsiders are made by the ten. However, no one save the Faithfuls are allowed to see them. They remain mysteries to any outsiders and to the general populace.

Faithfuls - these priest-like men and women carry the word of the Rockers to the town populace and enforce the dogma of the religion. They are easily identifiable by their "blue suede shoes," which are merely shoes dyed to a deep blue color. Currently, there are 50 Faithful presiding over the Land. The town's inhabitants, and any



visitor who wishes to convert, attend meetings every Sunday where the Faithfuls preach the Word of the King, hand down any new or altered laws and teachings, and lead the crowd in singing His praise (old Elvis songs).

Prophetics - these are the missionaries of the Land, sent out to find promising converts and form trade agreements with settlements. They also work to set up temples, called Heartbreak Hotels, to the King to spread the word of the Rockers. Though enjoying limited success near Memphis and further north, for the most part, the Prophetics are looked at with great suspicion. Their strange ways and stranger clothing (sequined capes and jackets, "holy vestments of He Who is King") make many people wary. During the "concerts" (ceremonies), if the Prophetic has observed one in the crowd who seems a likely convert (due to reactions to the ceremonies, questions, interest, etc.), he will fling his scarf to this person. The recipient will then be taken "back stage" and his initiation into the teachings of His Grace will begin. If the person later rejects the teachings... well, no one has yet.

Fan-atics - the main population of the Land of His Grace are known to most as Fan-atics, called so by the survivors in the surrounding area. Not the most positive moniker, the followers of the King have taken the derogatory nickname and made it their own. For the most part, the Fan-atics are nothing like their name, generally friendly to any visitors and peaceable. But, to those who would attempt to disrupt the way of life in the Land, the Fan-atics show why they garnered the name in the first place... there are few, if

any, survivors of such a display.

Las Vegas

Las Vegas still glows, and it probably will forever, thanks to the neon and background radiation. Las Vegas got nuked and nuked badly during the war, but through some strange twist of fate, people managed to survive there. Like New Reno, it is run by a crime syndicate, headed by a man known as Fat Freddy. Freddy controls all of the gambling, drug, and sex trade in the city. Truly, however, Vegas is a shell of its former self, holding barely 5000 People. The inhabited buildings are in a state of disrepair, and signs of further decay are everywhere. The lack of police, NCR influence and desperate mood of the town make it a haven for travelers, adventurers, and all kinds of vile scum. The Church of the Mushroom Cloud is based here as well. Radiation levels are relatively low throughout the city, although there are pockets of radioactivity here and there.

Los Angeles Vault

The Los Angeles Vault was a demonstration Vault built by Vault-Tec to advertise its series of fallout shelters. As such, it was not part of the Vault Experiment and was never assigned a number. When the Great War started, many people took shelter in this Vault, and eventually emerged in 2092, founding the Boneyard.

In 2155, the Master learned the location of the Boneyard Vault. He conquered the inhabitants and set up operations there, and the human cultists began to use the



Vault as their powerbase. Eventually, a monumental building known as the Cathedral was constructed above the Vault. The Cultists thus became known as the Children of the Cathedral. The Cathedral was destroyed in 2162 either by a man known as the Vault Dweller or by the Master himself, when he learned that his super mutants were sterile.

Lost Hills/Maxson

The Lost Hills old government bunker in Southern California is the headquarters of the Brotherhood of Steel, located northwest of Junktown and the Hub, southeast of the Mariposa Military Base and south of Vault 13. During Great War, the Mariposa Military Base soldiers were protected from the radiation and FEV flooding the wasteland. Two days later, a scout in Power Armor (Platner) was sent out to get specific readings on the atmosphere. He reported no significant radiation in the area surrounding the facility. After burying the scientists in the wastes outside of Mariposa, the soldiers sealed the military base, then headed out into the desert, taking supplies and weapon schematics with them. Captain Roger Maxson led his men and families to the government bunker at Lost Hills, and this event was later called the Exodus. In November, Maxson and his men, and their families, arrive at the Lost Hills later, suffering many casualties along the way, including Maxson's wife (but not his teenage son). The Lost Hills bunker became the headquarters of the newly formed Brotherhood of Steel.

Macomb

Macomb is a town located in the area of the pre-war city of Macomb, Illinois, southwest of Chicago. Around 2197, the Eastern Brotherhood of Steel received a distress call from one of their squads acting as escort to a supply wagon passing through Macomb. A single unit was separated from the main group and the road behind him has been blocked off. The APC was attacked not only by bandits, but also by hungry and desperate people, as the Brotherhood of Steel supply wagons carry food, weapons, and medical supplies - the three most sought after commodities in the Wasteland. The vehicle and Pilot Christian, the driver were rescued by a small Brotherhood squad and three extermination squads were dispatched to Macomb to remove the assorted "riffraff". Those who weren't killed paid back the Brotherhood's "generosity" by serving in labor camps. One of the few inhabitants of Macomb who weren't hostile to the Brotherhood was Phillip Wilson, the town librarian. It is unknown what happened to him.

Mardin

Mardin is an underground cave labyrinth northwest of St. Louis, within which the lair of the Beastlords was located. The Beastlords possessed an inherent telepathic suggestion which allowed them to control animals. It was acquired through prolonged exposure to an unknown radiation present within Mardin's underground caves. According to the Brotherhood scribes, that this unique mutation only manifests in humans that have been exposed for at least twenty years.



Around 2197, an Eastern Brotherhood of Steel squad was sent to Mardin and eliminated the Beastlords.

Mariposa Military Base

Mariposa Military Base was a top-secret United States military facility built to house Forced Evolutionary Virus research previously conducted at West Tek, located somewhere in the area of the Mariposa unincorporated community in California. The name *Mariposa* means "butterfly" in Spanish. Pre-war history The construction of Mariposa started in October 2076 when large progress was made in FEV research, and the government preferred to move the project to a location under military supervision. On January 7, 2077, Major Barnett ordered transfer of all FEV research to the newly-constructed Mariposa Base, despite objections by the research team. Along with the scientists, a military team commanded by colonel Robert Spindel, which previously monitored the experiments at West Tek was sent to Mariposa. Spindel's second-in-command was captain Roger Maxson. The FEV project was moved to Mariposa and tested on human subjects. The vats were giant tanks filled with liquid FEV. As part of the research project, human subjects were dipped inside them and then examined to learn how to control and harness the process. The experiments on humans were kept secret even from Spindel and his soldiers. Wartime events On October 10, Maxson and his men dicovered to their horror, that the scientists at Mariposa were using military prisoners as test subjects in their experiments with the Forced Evolutionary Virus. Morale in the base broke down, and Spindel suffered a mental breakdown, eventually

committing a suicide 5 days later. Maxson's men turned to him for leadership. After interrogating Robert Anderson, the chief scientist, and learning about the extent of their actions, Maxson executed him, and the other scientists soon followed. Maxson, now in control of the entire base, declared himself to be in full desertion from the army via radio on October 20. Strangely, he got no response, as the rest of the army was busy fighting the Chinese threat. Three days later, the bombs were launched, and the Great War ended two hours after it started. The Mariposa Military Base survived, the soldiers within protected from the radiation and FEV flooding the wasteland. Two days later at Mariposa, a scout in Power Armor (Platner) was sent out to get specific readings on the atmosphere. He reported no significant radiation in the area surrounding the facility. After burying the scientists in the wastes outside of Mariposa, the soldiers sealed the military base, then headed out into the desert, taking supplies and weapon schematics with them. Captain Maxson led his men and families to the government bunker at Lost Hills, eventually forming the Brotherhood of Steel.

Master's Army: The Vats were later found by a bunch of explorers seeking to find the source of mutated animals which seemed to originate from the area. Dr. Richard Grey, was one of the explorers, and after falling into the Vats, became the Master. Richard grew to be a powerful mutant, he was vastly intelligent, and not dumb like many other mutants (indeed, the FEV was supposed to make subjects more intelligent, but failed to do so on various occasions). He soon learned he



could assimilate other minds into his own, and started preying on different creatures. He soon devised the idea of the Unity. He knew he was perfect and wanted to unify the entire wasteland so everyone could bask in his glory. He knew, of course, there would be resistance, and so used the Vats to create the mutant army. The Military base became the main base of the mutant army, and the super mutants were dipped and created there. In 2162, a man known as the Vault Dweller managed to destroy the Vats, and the Mariposa base collapsed. Enclave's excavations In 2236, the Enclave discovered the remnants of the Mariposa Base. Soon, assault squads combed the desert for slaves they could use to mine the military base and get to the Vats. One of the squads included soldier Frank Horrigan. Enclave construction crews, as well as human and super mutant slaves began excavations. In September they uncovered FEV, and mutations began to occur in the human workers. Frank Horrigan comes into contact with the virus and is sent to the Enclave labs for study. In 2237, having obtained the FEV data, the Enclave abandoned the site after more mutations occurred, causing 2nd Generation super mutants to arise - the Enclave left a single squad behind to wipe out the super mutants, but the mutants, using armaments they have cached in the base during excavation, reduced the squad to ashes after suffering heavy casualties. The remaining 1st and 2nd Generation super mutant slaves decided to remain in the Base, and the group forms a new community under the leadership of Melchior, whose magician talents had allowed them to hide the weapons.

Maxson Bunker

Maxson Bunker was a pre-war fallout shelter built by a senator for his family and himself. Unfortunately, the war caught him unawares and the bunker was never used. All but forgotten, the bunker location was passed down as a family secret from one generation to the next. Eventually a family member passed the secret on to Roger Maxson, who claimed it for the Brotherhood of Steel. The bunker's commander is General Andrea Brixley. The bunker was intended to be used as a staging area for exploration teams scouting the east. However, once the war broke out with the New California Republic the bunker became a forward base of operations against Hoover Dam, an NCR outpost. The war effort has gone poorly for both sides. The BOS has superior technology, but the NCR has superior numbers of troops. As a result, the war has been at a stalemate for years. Morale on both sides has plummeted but the BOS has been severely affected. The BOS has always believed themselves to be an elite organization comprised of the best that mankind has to offer in soldiers and technology. The fact that a large group of under trained and under equipped troops could hold their own against such superior forces was an eye opener for the BOS. The war, in their eyes, has now become a senseless waste of lives and resources. Many of the BOS troops have deserted and fled into the wasteland to find new lives, leaving the bunker occupied by a select few diehards. In the wake of these troubles, a covert group of former BOS operatives has come into existence. Calling themselves the Circle of Steel, this group raids caravans and villages, confiscates any



advanced technology they may have, and does so in the name of salvaging mankind from itself. In the year 2067, Senator Todd Peterson decided to build a secret bunker to house himself and his family should war break out. Senator Peterson was a wealthy man in his own right, but lacked the funds necessary for such a project. Through secret dealings with Poseidon Oil and a covert branch of the government known as the Enclave, the final funding for the project was attained. A construction sight was chosen in southern Colorado and work began. Ten years after the construction was completed, war did indeed break out. Senator Peterson was in Washington DC at the time and, much to his chagrin, was taken completely by surprise. The senator made a desperate attempt to gather his family and reach the bunker, but his small plane never arrived. The bunker might have remained lost were it not for a surviving member of the senator's family, Ben Schilling. In the year 2077, Captain Roger Maxson left the Mariposa military base and traveled to the secret Lost Hills bunker for the purpose of establishing a new military order. He brought with him a loyal group of followers consisting of both military personnel and scientists. Among these was Corporal Ben Schilling. It was at this time that Maxson established the Brotherhood of Steel. As the Brotherhood grew they began to look into the possibility of expanding their operations. It was then that Ben Schilling revealed the location of the Senator Peterson's bunker. The location was filed for future use. In the year 2231, Jeremy Maxson, was leading a thriving Brotherhood of Steel. Jeremy decided that it was time to expand BOS operations into

the east. He sent an expeditionary force composed of five paladins to confirm the location of Peterson's bunker. The expedition leader, Andrea Brixley, discovered the bunker, disabled its security, and opened it for habitation. For over a decade she and her fellow paladins explored the east and forged relationships with many of the tribes that inhabited the area. In the year 2242, Jeremy Maxson renamed the bunker after his famous ancestor, Roger Maxson. He then sent a full compliment of troops for occupation. Andrea Brixley was promoted to Elder, given the rank of General, and placed in charge. The remainder of her exploratory team was given the title of Elder as well. It was not long afterward that the war with the New California Republic was announced. For years the war waged on and was considered a victory for the Brotherhood of Steel. However, no matter how many troops fell to the Brotherhood's superior technology, the NCR always seemed to have more replacements available. The Brotherhood, however, was not so fortunate. Being an elitist group, replacements were short in arriving. It soon became obvious that the Brotherhood was doomed to loose the war to the NCR's greater numbers. Moral at the bunker began to falter as the war seemed more and more hopeless. Eventually the inevitable happened. Lower ranking members of the Brotherhood began to desert their posts. In an effort to end the war once and for all, the Brotherhood began to use newly discovered subversive technology known as StealthBoys. These devices could create a field of energy that would bend light around the user, thus making him virtually invisible to sight.



This allowed Brotherhood operatives to penetrate deep into NCR territory for the gathering of intelligence. However, it was soon discovered that the devices had severe side effects. Paranoia, delusions, and eventual schizophrenia were the major ones. The Brotherhood disallowed the use of StealthBoys and once again fell behind in their war effort. Now the Brotherhood of Steel is facing yet another problem. The side effects of the StealthBoys were not discovered until the team using them had already begun to feel their effect. When the team was disbanded, paranoia over the reason began to set in and the team plotted against their leaders. They stole the StealthBoys, fled the bunker as deserters, and formed a covert group known as the Circle of Steel. The goal of the COS is to recover lost technology and rebuild the glory of the Brotherhood at any cost.

Mesa Verde

Mesa Verde is a small cliff dwelling set high in the side of a mesa, somewhere in the American southwest. The people there, called the Ciphers, seem like any other group of tribals. In reality, they're quite skilled in science. They hold onto their secret knowledge in preparation for the day they are once again worthy to use it. The schematics for many a forgotten device is painted all over the village walls, but the few travelers that visit the village are unaware of the significance, dismissing the scribblings as "tribal art". In the weeks following the War, a group of scientists and soldiers based at the atomic laboratory at Los Alamos, New Mexico, wandered north with a band of other survivors (looking a bit like

the group in The Stand), looking for a place of relative safety. They assumed that they were the only "civilized" people left, since everyone else they encountered attacked them, trying to take their food, water, and clothes. When they discovered one of the ancient pueblos at Mesa Verde, they decided to set up camp there. The group carried only a limited amount of technology with them. The soldiers had pistols and rifles, and the scientists carried one barely working computer, enough parts to build several water makers and a crude wind turbine to power them, several lead-lined boxes containing enriched uranium, and a small supply of medicine. The rest of the band had a variety of miscellaneous gear which most contributed for group use. A decade later, the computer began to fail. Fearing that the technology of the Old World would be forever lost, the scientists began painting and carving electronic schematics into the walls of the pit (called a kiva by the builders of the pueblo). At the same time, they insisted that mathematics be emphasized when educating the village children so that their descendants would understand how to use the schematics. Because they were steeped in math from a very early age, the villagers tend to use a lot of math terms to express themselves. This occasionally confusing, cryptic way of speaking caused them to be dubbed "Ciphers" by educated wasteland dwellers who thought they might be speaking in some type of code. The Ciphers merely shrugged and accepted the name. As the years passed, the Ciphers forgot their disciplined, scientific roots and became more concerned with everyday survival rather than meaningless



scientific theories. When it comes to electronic devices and weapons, the Ciphers know more about how it works than why it works: "The symbols say put this and this together, and then this happens. Why? Who knows? As long as the numbers are right, who cares?" The emphasis on mathematics in their culture has led to Ciphers to assign an almost mystical significance to specific numbers. It's the closest thing to a religion they have. Each Cipher is believed to have a personal number, determined by the Nemonik at their birth. Ciphers will take their personal number into consideration when doing almost anything, from heading out to hunt on the sixth day of the month to choosing whom to marry. It's all very confusing to outsiders. The village at Mesa Verde was tiny to begin with, having barely enough room to house all the scientists, soldiers, and other survivors. Nearly a century later, the descendants of the original settlers had outgrown the space and resources available. Many families chose to adopt a nomadic lifestyle to avoid the perpetual thirst and hunger. Only those families with very young children or those Ciphers too old and feeble to travel remain full-time in the village. Both Cipher men and women are capable fighters, and even the children are taught how to fight as soon as they're able as a matter of practicality. A typical Cipher nomad band consists of two to three families traveling together. They usually have at least one type of electronic device like a cattle prod or an ultrasonic generator to ward off wild animals. At the top of the mesa, the Ciphers have an array of water makers which condense moisture from the air and

produce drinkable water. They have a wind turbine which generates a small amount of electricity, enough to power the water makers. However, it's not a very quick operation, and barely enough water is produced each day to serve the village's needs.

Metal Masons HQ, The Hole

The Metal Masons are a group that formed around a group of ghouls in the early 2080's. These ghouls, originally technicians in the Army that had gone AWOL, found the remains of an old fallout bunker originally designed for the members of the Georgia legislature 50 miles northeast of Atlanta. Though it was unfinished, the group took up residence and began working on refurbishing and finishing out the complex. After around 8 years of hard work, the bunker, nicknamed The Hole, was finished. During this time, various travelers found and made deals with the ghouls for trade and, in some cases, residence. The new residents, mostly human, assisted in the renovations in return for a place to stay. They also learned from the technicians about the technology that lay within the shelter and the machinery used in their continued work.

In 2093, The Hole was officially completed. The facility stretched a half square mile wide, the same long and 60 feet beneath the surface. The entrance was surrounded by a scrap metal wall, ugly but very effective. In the center of the western wall sits a small, one story concrete building, built from the remains of debris that surrounded the site, that houses the 5 man garrison (armed with Power Armor and various heavy weaponry). The residents, though well-armed and capable, closed



the complex to outsiders, leaving only the garrison to speak to the traders and ward off any unwelcome visitors. The residents, now solely focused on learning more about the tech and furthering it for their own ends, dubbed themselves the Metal Masons, after the old Masonic groups. Becoming more and more secretive, the Masons have stayed mostly out of the business of the surrounding lands. In the past 70 years or so, they have made some remarkable discoveries about the mutations, reasons behind much of the chaos in the years surrounding the war and the true purpose behind the Vaults. But, it is inevitable that someday their seclusion must come to an end. When that day will come is still a mystery.

[The Metal Masons hold much the same place as the Brotherhood of Steel do on the West Coast. But, where the Brotherhood have a somewhat "medieval" outlook with the Knights, Paladins and "quests," the Masons have a very conspiracy theorist feel to them. It is recommended that one plays this to the hilt, with the garrison members being very secretive and using various "secret handshake" and rituals in their work and dealings with the outside.]

Modoc

East of The Den, on the way to Vault City, is Modoc. A dwindling collection of survivalists, Modoc is built on the edge of the former Modoc National Forest. For a long time it traded in leather and meat from Brahmin, but as other places were offering the same goods at cheaper rates, and people began herding and raising their own Brahmin, Modoc has been on the decline. It is mostly a sleepy mountain

community, with a centrally located Bed and Breakfast for the traveler. Modoc is beginning to change to a trade city, taking its cue as a stopover place for the Vault City trade routes, but the change may not be enough to save it. There are around 2000 people in Modoc, and radiation levels are low here.

Navarro

The Navarro base is an military outpost administered by the Enclave. Located along the coastline some distance to the north of San Francisco, Navarro serves as a stop-off point for Enclave personnel and Vertibirds assigned to missions on the West Coast.

The Necropolis

The Necropolis, a town built upon the charred remains of Bakersfield, is the grim aftermath of Vault 12; it is best described by Killian Darkwater: "*The climate ain't good, rain or shine.*" The true purpose of that vault was to keep the doors open regardless of the conditions, which spelled disaster to anyone attempting to seek relief from the radiated aftermath of the Great War. The residents of the Necropolis were ghouls, individuals ravaged by the effects of radiation after the Great War. To most of post-War California's residents Necropolis was a haunted city, at times a myth used to frighten children, a "city of cannibals" inhabited by brain-eating ghouls. The ghoul population was divided into three groups: The **surface dwellers** were what could be called the public face of Necropolis, as they were by far the most numerous of the three groups, and controlled most of the city's surface. They were



typically the first thing outsiders encountered in Necropolis, and were likely the cause of the aforementioned rumors surrounding the City of the Dead. Their operations were based out of the Hall of the Dead, where their leader Set did his business. Paranoid and intolerant of outsiders and non-ghouls, the surface dwellers were often violent, attacking strangers on sight and harboring a particularly deep hatred of super mutants. This was most likely due to the super mutant garrison newly established around Necropolis' important Watershed. Though Talius mentions heated resistance to the super mutant presence in the city by Set's surface dwellers, by the time the Vault Dweller arrives there appears to be a sort of stalemate between the two groups, though Set does not hesitate in employing the outsider to eliminate the super mutants garrison. The **Glowing Ones** were heavily irradiated ghouls who lived in the old Vault 12, shunned by even their own kind, who disliked the other ghouls as much as the normal humans. The so-called **underground ghouls**, who were forced to live in the city's sewers, though they were by far the most peaceful of Necropolis' residents and were much more tolerant of outsiders than either of the other groups. Eventually, the town was taken over by a several of the Master's super mutants. An individual called the Vault Dweller killed the mutant invaders, but unfortunately Ian, one of his friends, was killed. The town was eventually raided by a larger super mutant force, and many of the ghouls were killed. Most ghouls, however, managed to escape, leading to the Great Migration across the

wastes to towns such as Gecko, Broken Hills and Reservation.

New California Republic (NCR)

New California Republic (NCR) is a federation of towns in North California. The capitol of NCR is the town of the same name (population: 3000+), previously known as Shady Sands. It is west of the Rockies, in the middle-eastern portion of California (almost straight east inland from San Francisco). In 2241 the Republic consists of 5 states - Shady, Los Angeles, Maxson, Hub, and Dayglow. The population is about 700,000 people. The NCR is arguably the largest known power group in the world, and maintains the largest standing army. The government of NCR is much like the Pre-War United States, with a House of Congress staffed by elected representatives (Congressmen elected by their states). These representatives decide upon the President and Vice-President to head the council and govern the republic - under advice from the representatives, of course. The titles for these representatives have ranged from "Councilor," "Counselor," "Councilman," "Representative," "Senator," and in particular, the Hub (in its own obstinate way) prefers to call their representatives "Governors." (There is a lot of friction between the Hub and Shady for a variety of reasons, usually related to trade rights and caravan routes.) In any event, all titles are recognized and accepted outside of the council chambers, but within the chambers, the titles are occasionally used as insults and spark furious debates - nothing more than petty displays of each state trying to exert its independence. NCR has outlawed slavery in their territories, have one of the best and largest



standing armies in the wastes, and have benefited under their current President, Tandi, who has been with the Republic since she was a young girl in Shady Sands (see History, below). On the plus side, the NCR has outlawed slavery in their territories, has attempted to bring civilization and law back to the wasteland, and they don't (openly) discriminate against ghouls and mutants. There is little to no sexism in NCR (unlike most other territories in the wastes), most likely due to the community's origins in Vault 15 and because of Tandi's extended presidency. The republic also has shown little discrimination against ghouls and mutants, though many political analysts argue that this is because NCR has had limited contact with them (NCR had little contact with Necropolis or the Master's Army). While Aradesh believed in the teachings of Dharma, Tandi always believed in the separation of church and state - and resisted any attempts to canonize the Vault Dweller within the city limits (the statue's fine, but that's it). Both Aradesh and Tandi found politics and religion don't mix, especially when they got more exposure to the people of the Hub and visits from a few well-spoken members of the Followers of the Apocalypse. In any event, the NCR allows any non-psychotic religions within their capitol (they are all for freedom of religion, as long as it doesn't involve human sacrifice or dipping people in Vats). The NCR military is composed of several Divisions, including special cavalry and mechanized units. One of their "Special Forces" units consists of the New California Rangers, a select group that is pledged to protect the people of the Wastes much

like the Texas Rangers of old. The Rangers are said to have numerous safehouses throughout the wastes, and they use these to strike at slavers outside of NCR territory (usually in the North). As expected, the two groups hate each other with a passion. NCR was also in the habit of establishing marshals in the major population centers in their territories, responsible for enforcing the laws of NCR throughout the Republic. Ghouls, super mutants, and humans were all known to serve in the NCR armed forces, even in the rangers. Although nearly hitting a hundred years of age, Tandi has done more to unite the people of the wastes than any other leader born from the ashes of the Great War, and she is revered as a saint and even a "Great Mother" by some of the tribals outside of the Republic territories. Tandi's State of the Republic messages were famous for inspiring countless people to join the "service" and rebuild civilization. Under her rule, the republic has grown, and she has focused efforts on rebuilding the pre-war infrastructure to support the growing population, finding new forms of transportation and manufacturing, clearing roadways and rail lines, building forts, fostering caravans and trade in the republic (and with other territories), and dealing with threats swiftly and efficiently. In all her years, she has never forgotten her roots in the small village and she has always strived to put the welfare of the common man above the wheels of progress. When people talk about "good people," Tandi is good people. Common NCR Laws include:



- No weapons may be carried openly within the city limits.
- Public drunkenness and drug use is grounds for arrest.
- Slavery, gambling, and prostitution are not permitted within the city limits.

These laws were more relaxed in the outlying settlements, but became more rigidly enforced the closer one came to a major NCR population center. The New California Republic was born out of the remnants of the survivors of Vault 15, a sister vault to Vault 13 that opened earlier and released its occupants out onto the wasteland. Abandoning their vault (after scavenging most of what they could from the surviving technology and collapsed lower levels), the former residents of Vault 15 founded the small walled community of Shady Sands, a town midway between Vault 13 and 15. In the period of Fallout 1, this community was led by Aradesh and his daughter, Tandi, eventually rose to become president of the sprawling New California Republic in Fallout 2. (Without the efforts of the Vault Dweller the raiders in the region - the Khans - would have claimed Shady Sands and stamped out the republic before it even got started). At the time of Fallout 2, NCR's main resource are its great brahmin herds, which provide most of the wasteland with as much meat and leather as they require. The brahmin barons and ranchers in NCR (along with the Stockmen's Association) hold a great deal of sway with the caravans and the government. The NCR's relationship with their old Vault has undergone some violent upheavals over the years. From nests of monsters, raiders, Vault 15 worshippers,

ghoul scavengers, to more innocent (and not-so-innocent) Squatters and Salvage Teams and the Republic arguing over excavation rights, it seems to be difficult for the government or any other inhabitant of the wasteland to leave the area alone... because, well, it's a Vault. The brahmin herders' hatred of radscorpions is famous, and it dates all the way back to the founding of Shady Sands. Rumors of herds being attacked by talking deathclaws are unfounded. Even though the relationship between the NCR and the Brotherhood of Steel was never without some tensions, it got much worse when Jeremy Maxson became the leader of the Brotherhood. He favored a return to power by wresting all advanced tech from the hands of "lesser people" by any means necessary. Some time after 2242 the war with the New California Republic was announced. For years the war waged on and was considered a victory for the Brotherhood of Steel. However, no matter how many troops fell to the Brotherhood's superior technology, the NCR always seemed to have more replacements available. The Brotherhood, however, was not so fortunate. Being an elitist group, replacements were short in arriving. It soon became obvious that the Brotherhood was doomed to lose the war to the NCR's greater numbers. Moral at the bunker began to falter as the war seemed more and more hopeless. Eventually the inevitable happened. Lower ranking members of the Brotherhood began to desert their posts. At some point between 2241 and 2253, Hoover Dam joined the NCR. During the war with the Brotherhood, the Dam lost contact with the rest of the NCR and it currently



considers itself the capital city of the Republic.

New Canaan

New Canaan, formerly the Jericho Desalination Plant of New Canaan in Ogden, Utah, is all that is left of the Mormon city. The town's prosperity revolves around the fresh water the still-working plant produces. However, the plant is old and inefficient, and Jericho is a long way from being the economic powerhouse it wants to be. The Mormon community of New Canaan was fairly successful as long as it was left alone. When outsiders started to filter in, their rules about the use of alcohol and other substances rubbed non-Mormons the wrong way. The community was also split on how to handle super mutants and ghouls who wanted to convert and be part of the community. Many of the Mormons in NC were big racists and didn't want anything to do with the mutants. The Living Prophet went against their wishes and allowed them in, causing a lot of dissention. The legitimacy of Christianity or Mormonism was never a question explicitly (or even implicitly) asked or answered in the VB design. Here is a sample of a situation from VB: the leader of New Canaan is a man named Jeremiah Rigdon. Jeremiah is the Living Prophet of the faith. He claims to receive visions after having fits. He seems to believe this. Many members of the community believe this, but not all do. Some people think that Jeremiah is intentionally fraudulent or that God is not the source of his visions. The leader of New Canaan is a man named Jeremiah Rigdon. Jeremiah is the Living Prophet of the faith. He claims to receive visions after having fits. He seems to believe this.

Many members of the community believe this, but not all do. Some people think that Jeremiah is intentionally fraudulent or that God is not the source of his visions. Another member of the community is a super mutant Mormon named "Revelation" John. John also sees and hears things that others do not see or hear. He does not believe that his visions are divinely inspired, but a few others in the community do. Some PCs have the ability to recognize that John is suffering from schizophrenia resulting from his time as a Night Kin scout. The implied question is: if John's visions are the result of a medical condition, couldn't Jeremiah's be natural as well? No definitive answer is given. Yet another member of the community is a faux-Mormon named Pablo. Pablo claims to be a Mormon, but is just going through the motions so he can live in New Canaan. He is part of a drug-smuggling operation that defies Jeremiah's explicit ban of such substances in the community. While New Canaan is dying, some PCs can figure out a way that they can survive on a long term basis. However, Pablo would have to be the leader of said solution. If he is exposed as a drug smuggler, Jeremiah would almost certainly throw him out of the community -- even if doing so made it difficult for the community to survive. Implied question: is being so strict on religious taboos worth risking destruction? Again, there is no author-defined answer. Jeremiah has told the members of the community that God once again wants the Mormons to practice polygyny. So many of the men have died off that God sees that practice as vital to their survival. Not all members think this is a good idea, and many outsiders are disgusted by



it. This is never "validated" as "true" in the game. It is simply declared by Jeremiah. It's up to the player to decide whether Jeremiah was really inspired, whether he made it up, or whether he simply dreamed it. Another implied question: if Jeremiah did make it all up, is what he's suggesting wrong or bad? Marshal is a glowing ghoul who converted to Mormonism. He is dying and going mad, and the priest who ministers to him, Jude, is also dying as he cares for him. Many of the Mormons, who hate ghouls to begin with, want Marshal to be cast out. Jeremiah believes it is immoral to risk the lives of outsiders if Marshal goes mad or -- worse yet -- dies somewhere where his body could harm countless travelers. Marshal is isolated, but Jude volunteers to care for him and perform private ceremonies every day. If the PC talks to Marshal, the ghoul begs him or her to help him escape; he does not want the community to suffer because of his presence, and would rather try to wander far out into the desert than watch Jude slowly weaken and die. It is up to the player to decide the proper course of action by questioning the validity and importance of all viewpoints.

New Jerusalem

Vault 70 was a Vault-Tec Vault located in Salt Lake City, Utah. In 2062, many Mormon congregations came together to purchase places in it. As part of the Vault Experiment, all jumpsuit extruders in this Vault failed after 6 months. Most of Salt Lake City and Ogden, Utah were destroyed in the Great War in 2077. Vault 70 opened in 2190 and its residents use their three G.E.C.K.s to found the city of New Jerusalem in the

ruins of Salt Lake City. New Jerusalem's intolerant prophet and apostles repeatedly voted to have no commerce with outsiders from other, failed communities, refugees, or tribals. In 2233, a number of angry tribals, raiders, and disassociated attackers gang up on New Jerusalem and sack it, killing most of the Mormons in the process. The new living prophet, Judah Black, led most of the remnants of the Mormon community north to Ogden, Utah. They establish the town of New Canaan.

New Reno

Built on the ruins of "The Biggest Little City in the World," New Reno is a town run by gangsters and drug dealers. Although the New California Republic has been trying hard to convince New Reno to join, the lack of central government and potential loss of profits from the drug trade have prevented them from doing so. Four crime families control New Reno: the Mordinos, the Wrights, the Bishops, and the Salvatores. The Salvatores control the illegal weapons trade, the Mordinos control drugs, the Bishops deal with prostitution and the pornography industry, while the Wrights try to grab whatever is left. Reno is truly a pit of a city, with glitzy neon signs advertising sex, drugs, and rock and roll everywhere. It also serves as a base for the Slavers Guild. Caravans come here to load up on drugs to sell illegally to the NCR and other towns. Without any police at all, Reno exists in a state of near anarchy, although a street-smart person could do very well here, especially if they found work with one of the crime families. Gun shops are well stocked, and several black



market shops sell things that you can't find anywhere else. It is rumored that the Salvatores even have a supply of laser or plasma weapons. Around 8,000 people populate the area. Radiation levels in and around New Reno are low.

Newton

Newton or Junk City was the main camp of the Reaver Movement, a technology-worshipping cult. A big, pre-war Nuka-Cola plant is located there. Around 2198, a Reaver delegate came to the Eastern Brotherhood of Steel Bunker Delta, bringing news that a large Calculator's robot force has all but annihilated camp. The Reaver's numbers were devastated by relentless attacks and will soon be destroyed unless we intervene. Normally, the Brotherhood would gladly allow one enemy to destroy another, but the Reavers had something to offer - an EMP device that has a devastating effect on electronics, which makes it an effective weapon against the robots. They agreed to give the Brotherhood both a prototype of this weapon and instruction on its workings in exchange for rescue of their four highest-ranking officials: Albert Lamore, Rodger Gaire, Glenda Close and Tobias Peste. The Reavers rescued by the Brotherhood squad were placed in internment camps. After some time, some of them were allowed to join the Brotherhood.

The Nursery

The Nursery is the last hope of the wasteland, where seeds and other genetic information, preserved from the world before The Great War, have been stored. This hidden valley is a lush, verdant place. Harold has found

his way here, but thanks to the tree in his head, has been marked as an "interesting specimen" and has been prevented from leaving by the Nursery's security bots. The Nursery is a miracle of pre-war engineering. It is a self-contained balanced ecological system set within a deep canyon. The valley floor of the canyon is rife with the flora and fauna of times past. At the head of the valley is a lake of crystal blue water that feeds a river. The river flows from one end of the valley to the other, disappearing into the canyon wall. Bordering the lake are several buildings that house the maintenance equipment that keeps the Nursery functioning. The Nursery is located southwest of Denver, Colorado, near the Black Canyon National Park. The rim of the canyon is approximately a mile above sea level and the canyon itself is approximately a half mile deep. This area was chosen as the home for the Nursery because of its isolated location, its protected status as a national park, and it was deemed least likely to be effected by a war (or most capable of recovering from such effects). In the early days before the bomb, scientists around the country were pondering how to save mankind from the ravages of war. Eventually their musings gave birth to a company named Vault-Tec, and the vaults. Over the next decade some of the most ambitious underground construction took place throughout the United States as hundreds of vaults were built. Into these shelters, the people and the hopes, of a nation could retreat in times of war. The Environmental Protection Agency viewed the vaults as only half the solution. Their concern was not only the salvation of mankind, but nature as well.



With this in mind, they proposed yet another type of vault, but on a much grander scale. This vault would be used by Mother Nature herself, where she would patiently await the re-emergence of man. When the survivors of the war came forth to reclaim the earth, the Garden of Eden would await them. Thus the Nursery was conceived. The construction of the Nursery posed quite a problem, however. It was agreed that it could not be built underground like the vaults. Nature needed the sun, the wind, and the rain to flourish. And yet, if exposed and open, how could it possibly survive? The only conceivable answer was that it must be located in an isolated area, free from both the influence of humanity and the ravages of war. A search for such a location began. Computers were fed massive amounts of data detailing the effects of war, where the bombs were likely to strike, and how the devastation would spread. Information about air currents, weather patterns, and the conditions that the Nursery would need to survive were then added to the equation. Finally, topographical maps of the nation input, and the machines were asked to choose. It took years, but a choice was made. A single canyon was found to house the Nursery, deep in the mountains, shielded from the influence of both man and war. Soon afterward the most ambitious project conceived by the minds of men was devised: a self contained, self sustaining ecological system, with the capacity to reproduce itself. Of course, the expense of such an enterprise could not be footed by the government alone. The project was put up for bid in the private sector. Derek Greenway was a scientist working under the employ of Poseidon

Energy. When it became apparent that Poseidon was more interested in the development of weapons of destruction, and less in the saving of mankind, Derek resigned and started his own company. Greenway Hydroponics, with its turnip headed stick man logo Mr. Green, was the result. Over the years Derek's company prospered due to their state of the art innovations in farming technology. When the Nursery project was put up for bid it was only natural that Greenway Hydroponics won and construction was began.

Oil Rig

The Oil Rig served as the base for the post- Great War American government and the Enclave. The Oil Rig also served as the base from which the Enclave and President Richardson were preparing to release a form of the FEV virus into the world's jet streams, thereby preparing the Earth for re-colonization and killing everyone in the process.

Ouroboros

The Ouroboros is home to a raider clan known as the Hounds of Hecate (formerly the Vipers) and a religious organization known as the Daughters of Hecate. Both groups are run by a mysterious woman who claims to be the goddess Hecate herself incarnate. The Hounds of Hecate are a fierce tribe comprised of male members only. They are well equipped and specialize in various forms of unarmed warfare. The elite of the Hounds are also well versed in the use of melee weapons. All members of the tribe have been known to consume strange poultices before battle. Afterwards, they fight like the



devil and seem almost immune to pain and injury. The tribe is unwavering in its loyalty to their goddess, Hecate. The Daughters of Hecate are a religious matriarchy who practices a primitive life/death/rebirth cult. The Daughters are well traveled and are versed in the art of midwifery, healing, and the making of potions and poultices. A Daughter of Hecate can be recognized by their dress, a floor length black robe with silver trim, the face paint that they wear, making one Daughter nearly indistinguishable from another, and their braided hair, often cropped at shoulder length. The Twisted Hair tribe was one of the most domineering tribes in the wasteland. They regularly raided their neighbors for food, supplies, and slaves. They were merciless in their efforts and the other tribes began to fear even the mention of their name. It was during the reign of the Twisted Hairs that Caesar's Legion rose up. The Legion taught the tribes to fight back and the Twisted Hairs were soon driven from their lands. Weakened and on the retreat, the Twisted Hairs were then set upon by the Legion and destroyed. No one was spared, but one woman did manage to escape. She wandered the desert passing from tribe to tribe trying to find someone who would take her in and give her a home. The tribes spurned her and turned her away. They told her that she was cursed, that the Legion had marked her, and that she would bring death to any who gave her succor. Consumed with anger and hatred she fled back into the desert from which she came. None of the tribes ever saw her again. The wasteland consumed her. All that she was was lost to the unforgiving sun and the burning

sands. Her mind left her and she forgot who she was. She felt parts of herself drifting away day by day until nothing remained. She fought to hold on to herself but to no avail... until she remembered the anger and the hatred. The Legion had taken all that was dear to her. The tribes had called her cursed, death maiden, dark mother... she would show them all... someday... Finally she paused in her wanderings, collapsed, and let the desert take her. She awoke in paradise. She found herself at the edge of a lake surrounded by trees. Water fell from the sky in torrents and filled the lake as waves rolled across its surface. Everywhere she looked the world was green. Plants and trees that she had never seen before stretched as far as the eye could see. And from among the trees strange animals gazed at her, their eyes filled with curiosity, not the hunger of the wasteland. As she stood looking across the landscape she heard a whirring sound behind her. When she turned to look, she saw a shining metallic thing, watching her.

"I see that you are awake at last," it said with a woman's voice. "I am Diana. Can you tell me your name?"

"I... I don't..." She paused as she tried to remember who she was, struggling with the blackness that was her mind. "Dark Mother," she blurted at last. "They called me the Dark Mother."

"Did they, now? Well, I shall call you Hecate then. Do you mind?"

"Hecate..."



"Yes. Forgive me, I know you don't understand, but I find it amusing. You see, I am Diana and she was the goddess of the full, or bright moon. Hecate was her opposite, the goddess of the new, or dark moon. She was also known as the Dark Mother. So, I thought I would christen you Hecate."

"Goddesses?"

"Yes. Both were goddesses of the moon... Forgive me; I must be confusing you to no end. I've been alone for centuries and I find myself babbling now that I have someone to talk to. Come. Let me show you my world and we will talk and get to know one another. There is much that we can learn from each other." Hecate gazed at the shinning one, nodded, and began to walk with... her. She had found paradise, a goddess, and had been elevated to the status of an equal. Now she was being offered knowledge. It was knowledge with which to gain vengeance over those who had wronged her. When Hecate had collapsed in the desert she was near death from dehydration and heat stroke. Fortunately for her, she was near the Nursery when she collapsed. Diana had been performing a routine survey of the Nursery surroundings when she saw the tribal lying in the sand. She immediately dispatched a worker robot to collect her and bring her back. She spent the next couple weeks tending her until she regained consciousness. Diana spent the next several months teaching Hecate about herbs, plants, and their uses in treating ailments. She also spoke of breeding among animals, what to look for to ensure strong future stock, and how to recognize congenital traits that could be eliminated by proper breeding. When Hecate

asked if the same technique could be applied to humans, Diana admitted that it could, but spoke of the virtues of love and free choice. She did not realize that her words now fell upon deaf ears. Diana did not realize that Hecate had sunk into madness. In her loneliness and innocence she continued to teach her everything that she asked for, and Hecate absorbed it all and twisted it to suit her own needs and desires. Eventually she told Diana that she needed to leave, but would someday return when the time was right for her to do so. Hecate braided her hair in the fashion of her lost tribe, and then painted her face so that none could recognize her. She traveled to the very same tribes that had rejected her and aided them with her newfound knowledge of midwifery and herbal medicine. Once she gained the trust of a tribe, she began to preach her life/death/rebirth religion. She asked that young women of the tribe join her and aid her in helping all the tribes of the wasteland. Thus the Daughters of Hecate were born. Eventually the Daughters began to decide who could marry and who could not, who could have children and who could not. Only a Daughter was allowed to deliver a child into the world and it was done in a birthing tent set apart from the rest of the tribe. No males were allowed in or near the tent. Anyone who disobeyed their edict was either stricken with impotence or their wives bore sickly children. If a Daughter was ever harmed or killed the, men of the tribe were rendered impotent until a new Daughter was assigned to them. And so the Daughters grew in power and infamy. Unbeknown to the tribes, the Daughters were taking the best of their children and



replacing them with the weak or infirm. The best of the males were taken to the Ouroboros to become warriors in the Hounds of Hecate. The best of the females were taken to become Daughters. Over the years Hecate watched as the tribes grew subtly weaker and her followers grew stronger and stronger. Soon, vengeance would be hers. Her plan was simple. When the tribes were weak enough, her Hounds would sweep down upon them and annihilate them from the face of the earth. The same would come to pass with Caesar and his legion. When all who had wronged her were gone, she and her people would march upon paradise and reclaim it as their just reward.

Osceolla

Osceolla was the main base of operations of Gammorin's (Paladin Latham's) super mutant army. It was a military compound constructed near the place where part of the Brotherhood of Steel Air Convoy crashed. Gammorin himself, as well as High Inquisitor Toccamatta stationed here before they were killed by an Eastern Brotherhood of Steel squad.

Peoria

The tribal village of **Peoria** is now only a mockery of the once big city of Peoria, Illinois, located halfway between Chicago and St. Louis. After the War, only a small, primitive village built over a pre-war storehouse of fusion batteries survives. While the Whachutu tribals guard these batteries zealously, it is doubtful that they understand their function. The storehouse was guarded by automated turrets (considered to be "evil spirits" by the tribals) and inhabited by

giant cockroaches. Around 2197, an Eastern Brotherhood of Steel squad was sent to retrieve the batteries. The Tribal Father and village Elder at that time was Chevron, a strong believer in peace and equality and the shaman was a woman called Dhal.

Quartz

On the other side of the Colorado river is the small mining town of Quartz. This village of 2000 is nondescript, but does well for itself selling ores to caravans from the NCR. Not much usually happens here, and travelers are welcome, so long as they have something to trade. There is a lucrative black market here, selling guns to those who do not wish to make the trip east to Darwin City. Police presence is minimal here, and unless a crime is violent, they tend to look the other way. Radiation is not a problem here. Needles - South of Quartz, just over the California border, is Needles. A small town that has big problems, Needles has recently joined the NCR, who is currently attempting to stamp out the gang problem here. With almost no goods to trade, Needles is little more than a small tribal community, although one that believes in the high ideals of pre- War America and sees the NCR as a way of realizing those ideals. Whether or not that will actually happen remains to be seen. About 1000 people call Needles home. There is a toxic waste dump just outside of town that contains a number of radioactive barrels that leak, but otherwise Needles is safe from radiation.

Quincy

Quincy is what remains of the pre-war Quincy, Illinois, known



as the Gem City. The town is home to both humans and ghouls, which sometimes leads to racial tensions. Around 2197, the township of Quincy petitioned the Eastern Brotherhood of Steel for protection from a large group of tribals called Beastlords. This threat was unique, because their raiding parties include various monsters from the Wasteland; most notably, the deadly Deathclaws. These Beastlords, under the leadership of Duff, took over certain parts of Quincy and were using hostages to ensure they have control over the rest of the town. Among those captured was Hillary Eastwood, the mayor. A Brotherhood squad was sent to rescue the mayor and assist in dealing with the Beastlords. Other prominent citizens of Quincy at that time included Felix Stiles, the town's "war hero", Evita Eastwood, the mayor's daughter and Elliot Nesting, the self-appointed leader of the ghouls. Some time later, the Brotherhood was been betrayed by a group of criminals from Quincy. The group of rogues poisoned a group of Brotherhood paladins as they stood vigil over the town. In their weakened state, the guards could barely defend themselves, and the thieves looted (taking even their precious power armors) the unconscious Brothers and stole away in a Brotherhood vehicle, leaving to the town of Cold Water, where they easily took control. After a Brotherhood squad defeated the bandits, their bodies were displayed in crucifixion outside the town of Quincy, along with the guards that were on watch. The Brotherhood Inquisitors also rounded up known friends and family of the criminals to an internment camp.

Redding

Redding is a mining town, located south of Vault City. There are two major mining companies in Redding, as well as a saloon, a sheriff and a doctor. The mayor of Redding, Ascorti, runs an establishment called Ascorti's Ace casino. Redding mines gold for shipment to New Reno and the New California Republic, and the miners are some of the largest consumers of Reno's drugs. The town is a collection of wooden buildings, and can be a wild and wooly place. There is no real police force to speak of, and the mining companies deal with internal disputes. A Sheriff exists, but mainly works as a mediator between different mining companies. Redding has also been avoiding the influence of the NCR, although there are elements in town that strongly favor joining, if just to get rid of the rampant drug problem.

Reservation

The Reservation is a ghoul town in New Mexico, built around an old scientific research station, the Los Alamos Nuclear Testing Facility. It is naturally highly radioactive. The ghouls are sick of being the underdogs of the wasteland, and they have a new leader who's going to stick it to the humans good. Firing radioactive artillery shells via Nuclear Nellie, the ghouls' bigass gun, into every town ought to clear those pesky humans out. Of course, Nellie isn't quite working right and the ghouls haven't figured out a way to move Nellie around easily.... The Reservation, formerly known as the Los Alamos Nuclear Testing Facility, was a top secret military & nuclear research facility before the



bombs dropped. It was tasked with developing and building the nuclear missiles that went into the B.O.M.B. satellites. The Reservation was nestled deep in the rocky hills of northern New Mexico where the U.S. government felt that no enemy satellites or spies would ever think to look. But nuclear bombs and missiles don't usually discriminate. During the flurry of falling bombs and missiles from the holocaust, the area around and near the Reservation was annihilated - it would seem that someone had a hunch about the Reservation's whereabouts. However, even though the area around the Reservation was destroyed and rendered radioactive, the Reservation itself remained relatively intact thanks to most of the facility being underground. In fact, many people who worked at the Reservation survived the attacks, but over time many succumbed to radiation poisoning and died. Out of fifteen-hundred people who were at the underground facility when the bombs fell, only forty "survived," and eventually became ghouls. Due to fear, these "survivors" did not venture out of their impromptu bomb shelter for nearly ten years. After about a decade of lollygagging about within the maze-like corridors of The Reservation's sub-levels, the surviving ghouls eventually ventured topside. It was then that about a dozen ghouls were tasked with braving the radioactive wasteland and seek out other "survivors." Among these brave ghouls was Dr. Willem Clark, a lead Reservation scientist and part time thrill seeker (in his smooth-skin days). Willem eagerly hit the wastes not only to seek out other survivors, but also to see what could be salvaged. Of the

twelve ghouls who went into the wastes, Willem was the only one to return after almost a year. Willem was accompanied by fifty or so other ghouls that he found in his travels; ghouls who wanted a safe place to live, away from not only the hardships of the wasteland, but also away from the persecution ghouls experienced from smooth skin humans. Willem's return was celebrated among the ghouls, but Willem himself was unable to celebrate. He witnessed first hand the prejudice and reprehensible treatment ghouls received in the wastes, and he vowed to make a difference. With near religious fervor, he proclaimed the Reservation a sanctuary for what he called the Children of the Wastelands; the ghouls. He preached his version of the truth about ghouls and their rightful place as rulers of the Promised Earth. Willem became the unchallenged leader of the growing ghoul community and mandated that all the knowledge and research that was archived and stored in the Reservation's libraries and laboratories should further the ghouls' cause. Research once again blossomed in the Reservation, and over the course of nearly two centuries, weapons and war materials were hacked together to one day not only beat back what they thought would be an inevitable invasion by smooth-skins, but eventually to overtake and conquer the "chosen peoples'" lands. The Reservation ghouls are not planning an immediate invasion, at least not yet, but are actually a very paranoid group that believes it is inevitable that either the smooth-skins or the mutants will invade their precious facility and try to wipe out the ghouls. This paranoia feeds the ghouls' desire to scavenge, create, and



build new weapons with whatever they can find in the "gold-mine" of a research facility. In addition, the labyrinth of underground tunnels makes hiding the ghouls' accomplishments and numbers from prying eyes easy. In fact, the casual passer-by on the surface of the Reservation would only see one ruined one-story office buildings, two dilapidated aircraft hangers with decaying aircraft, and maybe two dozen ghouls meandering about. Surrounding this decaying mess is a large stretch of barbed wire and sheet metal (probably from destroyed planes in the hangers) that keeps trespassers away and the ghouls on the surface feeling a tad safer. No other organization or faction is aware that deep underground this ruined community there is a multitude of ghouls working, researching, creating, and living in paranoid harmony (and armed to their rotting teeth). One of Willem Clark's immediate plans is to find a way to disable a potential threat to the Reservation. On the third level of the Reservation, there is a powerful gun called a Nuclear Nellie, capable of firing a nuclear shell some thirty miles away. However, Willem lacked sufficient uranium to make a complete nuclear weapon, so he used what was left to make a dirty bomb. He figures that a dirty bomb delivered in the heart of an enemy's town will be enough to devastate their growth. This type of bomb, Willem felt, would buy enough time for he and his ghouls to increase their combat prowess, and, more importantly, find a source of uranium so he can build actual nuclear weapons to complete the process of turning the Earth into his Promised Earth. Since the area surrounding the Reservation is

highly radioactive, the only safe way to approach the makeshift surface community by a human is with a lot of Rad-X, or a radiation suit. Since there is trade on the surface, the player would be able to come across traders who sell radiation suits, or the player could mug a group of traders for their suits - it's up to the player. When the makeshift gate guards are approached by someone wearing a radiation suit, the ghouls will be civil, but not warm (civil enough to find out what the hell you want). Mention that you're here for trade and they will let you into a holding area just big enough for perhaps two-dozen people. Here the player will find a couple of old husks of Army trucks posing as trade tents, an actual tent used for slave trading, and about a three ghouls to communicate with and trade. No sightseeing allowed.

Trading postThe trading post is pretty much the only locale non-ghouls will ever see of the Reservation; that is, any free non-ghoul. The ten-foot outer wall is comprised of steel paneling from automobiles, tanks, helicopters, and whatever other metal siding the ghouls could find, and meshes into the surrounding jagged, rocky hills. It literally looks like a junkyard exploded to form this wall, but it is effective in keeping out undesirables, especially when the two gattling gun towers are taken into consideration. Another natural (depends how you look at it, really) safeguard against intruders is the high level of radiation in the area. During the big war, several nuclear bombs fell within five miles of the Reservation, but never actually hit it. Because of this, the region still glows with radioactivity even after two-hundred years. Also, since



this region is still highly radioactive, all non-ghouls visiting the Trading Post must either wear a radiation suit or be stocked to the gills with Rad-X and Rad-Away. Failure to do so will result in high doses of radiation, sickness, and death within a week. If the gate guards deem the player worthy of trading (and most likely they will since they always seem to be interested in new folks who might have something interesting to offer, especially services), they will allow the player entrance into the Trading Post, but nowhere else. Upon entering, the player will see two beat-to-hell husks of what used to be Army supply trucks. Mended with spit and gum (some places literally), the cargo beds and tarps now serve as makeshift stores. The store to the north is run by a ghoulish named Hank. Hank is a friendly enough ghoulish who seems to be in complete social contrast to the surly ghoulish guards at the gates and looming inside the Trading Post. Hank's little shop specializes in weapons and ammo, and seems to have a very good supply of both. As it turns out, Hank is the master weapons smith of the Reservation and oversees all scavenging of materials, and manufacturing and forging. If Hank doesn't have the conventional weapon the player wants, it might not exist anywhere else in the wasteland. Hank is also accompanied by a human female dressed in a radiation suit who seems to be doing the brunt of the physical work. As it turns out, this female is Jillian McKinley, one of the escaped prisoners and current slave for Hank. It seems that Jillian was an exceptional mechanic and had a gift when dealing with guns and ammo. The ghoulish were impressed with her abilities in this capacity and

gave her to Hank. Hank eagerly accepted the help and quickly grew fond of Jillian. Over the course of a few months, this fondness turned into a crush, though he never made any advances on Jillian knowing that a beautiful, smooth skin woman would never shack up with a drippy, smelly ghoulish (and he'd be right, in this case). However, Jillian does not mind working for Hank, as slavery goes, especially since the alternative was too horrible to imagine. This horrible alternative is something the player can investigate further, if he so chooses. The store to the south is run by Betty, a female ghoulish who has a way with armor, if not congeniality. She does not like humans and likes even less that she must deal with them in order to trade. In addition, her surly attitude is coupled with the fact that she has a crush on Hank. She might actually act on the crush, but his affection towards Jillian is so obvious that she just does not see the worth in trying. Normally she would just kill the human, but Jillian is Hank's property and Betty would be kicked out of the Reservation if she did. On the east side of the Trading Post is a large Army tent. This tent is used specifically for slave trading and is run by a very intimidating ghoulish named Horatio. Before becoming a ghoulish, it looks like Horatio must have been a very large athlete of some sort, something akin to a football middle lineman or professional wrestler. In either case, it looks like a lot of the size carried over to his present ghoulish form. Horatio mainly stays inside the Army tent where he can watch over his newest slave acquisitions and bargain with the members of Caesar's Legions,



the main suppliers of the slaves. A large bargaining table rests on the south side of the tent, and along the eastern wall are two cabinets filled with Rad-X and Rad Away, which will be used on the purchased slaves before taking them into the Reservation proper. At different times during the day, the north end of the tent is occupied by sickly slaves suffering from radiation exposure. Also at different times in the day, the slaves are taken through the heavily guarded Town Gate in the north, never to be seen again.

Town Some things get better with time; the Reservation Town is not one of those things. Upon entering through the homemade steel gate, it becomes apparent that the Reservation, though it missed most of the Big War and the after affects, it did not miss all of it. The player is immediately walking through chunks of debris that looks every bit the two-hundred years it is. The asphalt road that goes north and west is cracked, bleached from sand and sun, and full of potholes, some of them as big as a car. On this road can be found several abandoned husks of what were once fine quality jeeps, cars (with 50' wings, no less), and a couple of tanks here and there. With a bit of close examination, the player can find that a lot of parts have been salvaged from these abandoned vehicles, but for what use, that's a mystery - for now. Going west, the player will run into two helicopter hangers that are pretty much destroyed. There's not much to look at here, except the careful scavenger might find some useful parts from the helicopter wreckages there. There are some ghouls living in the less exposed sections of the hangers, but for the most part, these are just big ruins. To the east,

after entering the town proper is a dilapidated office building. Several sections have caved in from either an old bomb blast or time - or both. However, in the offices that have not collapsed, several ghouls have taken up residence. All the ghouls here are very standoffish, and will try to avoid conversation. All, that is, except for Florence, a very old ghoul who was old even when she was human before the bombs dropped. Florence was the disgruntled janitor for the office building, but the day the bombs fell she was in sub-level 1 cleaning a particularly stubborn commode. "Luckily" for her, she survived the war, but became even more cantankerous over the last couple of centuries. However, even though she is a fungus-grump, she is more than willing to chat the player's ear off (if she isn't tempted to eat it). If the player gained access to the town proper through sneaking, Florence is a good primary source for the player to discover how to get into Sub-level 1. Down the dusty road and further into the Reservation Town, the player will come across a true shanty town, complete with holey, rank tents and holey, rank ghouls living in them. In the center of this shanty town is a large Army tent occupied by the commander of the Reservation guards, Colonel Green. The Colonel is another ghoul who was around when the bombs first dropped. He was assigned security duty at the Reservation and was in Sub-Level 2 when the war started. He will not give away any information about the sub-levels, but he will speak to the player to find out his/her intent. However, if the player sneaked into the town proper, he and his men will immediately try to capture the



player to find out how he/she got in, and how the ghouls could make good use of the player. It's up to the player to decide if he/she wants to go along with being captured. The last stop for the player is at the railroad cars, Main Access Elevator, and Equipment Lift. This area is heavily guarded by the ghouls and would represent quite the challenge for the sneaky player type. In fact, sneaking into the elevator and using it is pretty much impossible without the guards noticing. If the player gets captured, he will be brought before Measles and questioned, in which case, depending on how cooperative the player is being, Measles will contact Dr. Willem Clark, via direct comm. link, and consult. Negotiations can start from this point. Based on either the negotiations or the player's actions within the Trading Post, there are several ways the player can get authorized access to the sub-levels - which will be explored in more detail in the Quests section. But as a primer, a couple of ways is to foil a scam being placed on Horatio by a Caesar's Legion slave trader. Another way is to turn in Hank for being a dissenter. And another way is to seek out and kill a caravaner who managed to steal some shotguns, ammo, and a couple of human slaves. Bringing back his head and the loot will make Measles very pleased, who will in turn contact Willem Clark about the deed. Willem Clark finds it interesting that a human would care so much as to help ghouls, so he decides to meet with the player. Measles will then escort the player to Sub-Level 1 and introduce the player to Willem Clark through the General Computer. Only a mouth appears in the computer monitor (obviously Willem's),

and the owner of the chewed up mouth will ask some questions of the player. It is here that Willem will offer Measles as a companion and will give the player access to Sub-Level 2, the level where all the ammo and arms are manufactured.

Rock Falls

Rock Falls was a raider camp located in the area of the pre-war city of Rock Falls, Illinois, west of Chicago. It was attacked and decimated by the Eastern Brotherhood of Steel during a meeting of four prominent raider leaders: Bo, Daisy, Luke and Jesse in order to capture mysterious device possessed by the raiders, which turned out to be a hand of one of the Calculator's humanoid robots.

Sacramento

Sacramento, the former capital of California, is now a lawless, uncontrolled city. In the region northeast of Sacramento a gang called the 80s can often be found.

San Francisco

Old San Francisco is now home to a large population of Asian settlers. Survivors of a nuclear submarine abandoned after the War, the people on board drifted until they landed in San Francisco. They call themselves the Shi, and have managed to keep many of their old traditions and customs, which is more than many American groups can say. Somehow, the city was spared a good deal of destruction, although radiation levels were high for a while. Two clans currently battle for control of San Francisco, and



the style of martial arts that will reign in the future. The Shi manage to run an extensive weapons trade, offering pieces of technology usually only available to groups like the Brotherhood of Steel. Where they manage to get these items is unknown. There is a population of artists, disenchanting people from various cities, and ex-military personnel that have taken over an old oil tanker still floating in the harbor. They will usually trade expertise for goods, although they prefer to be left alone. The third major group, which does not trade, is a religious community called the Hubologists. They are obsessed with an old space shuttle they found parked at the airport, and are attempting to make it fly again, so they can join their "gods" in the heavens above. The NCR has little influence in San Francisco, and the Shi are quite happy to avoid them while the Hubologists don't concern themselves with such things. All told, there may be 15,000 people living here. Radiation is low in San Francisco.

Scott City

Scott City used to be a small community located in rural, far western Kansas. Around 2198 a huge industrial complex was constructed here by Calculator's robots and was used as a prison for captured humans. When the robots captured Bartholomew Kerr, a merchant with extensive knowledge of the Eastern Brotherhood of Steel, the Brotherhood sent a squad to neutralize the base and rescue Kerr. Unfortunately for them, Kerr was already dying when they found him.

Scrapheap

This tiny community, on the far eastern edge of the New California Republic, is home to about 250 refugees and outcasts. Originally a small survivalist community in the Western Rockies, Scrapheap was infiltrated by gangs from Las Vegas and found that it had no way to deal with the outside threat to its resources and people. All but abandoned after the brutal gang war, a small community of squatters and rejects has since moved in. Scrapheap has no police force, and isn't a member of the NCR. The NCR would much rather see this place eradicated than have to deal with people it had already rejected. Radiation levels are low here, and the people of Scrapheap are slightly more trusting of outsiders, simply because they know the agony of constant rejection. They are very wary of the NCR, however, as they expect to be attacked and wiped out at any time.

Sierra Army Depot

The Sierra Army Depot is located to the north of New Reno. It is believed that during the years prior to the war that set the Fallout games in motion, the Sierra Army Depot was a military base responsible for research into biological and cybernetic weapons. The base is administered by an Artificial Intelligence known as Skynet.

Shady Sands

Shady Sands is a town founded in 2142 by one of the groups that left Vault 15, led by the father of Aradesh. It's located between Vault 13 to the west and Vault



15 to the east, 4-6 days to the northeast of Junktown. In 2161 it was small but self-sufficient farming community (they had their own irrigation system used to grow their own food), led by Aradesh. They had trouble with radscorpions and the three groups of raiders formed by other Vault 15 residents - Khans, Vipers and Jackals. They were eventually helped by a stranger called the Vault Dweller, who rescued Tandi, Aradesh's daughter when she was kidnapped by the Khans. Shady Sands is a very peaceful town, shown by a Pillar in the city center with the shape of an Obelisk, written on it are the words "In Remind of Hope and Peace" Aside from Aradesh and Tandi, Razlo, Curtis, Seth, Jarvis and Ian also lived in Shady Sands at that time. Many Shady Sands citizens are followers of Dharma. By 2241, Shady Sands has become one of the major towns in the Core Region and the capital of the New California Republic led by Aradesh's daughter, Tandi, and was most often referred to as "NCR" itself.

Slag

The Slags, led by Vegeir, are mutated people from the Ghost Farm at the outskirts of Modoc. The Slags are the descendants of a group of secret militia officers. When the Great War came, they sealed themselves and their families underground for protection. This event came to be known as the Sealing. Since the Sealing, the Slags have mutated. Few can bear to be on the surface because they are not used to having a black sea of nothingness above them. They also cannot stand the bright light of the sun, as living underground for so long has made their eyes too sensitive to

light. The Slag population steadily increased since the Sealing. It soon became apparent that they could no longer survive underground without further supplies. So the Seal was broken, and they once again looked to the surface for survival, creating a small farm some years prior to 2241, which to the people of Modoc looked as if the farm appeared out of nowhere. A group of Modoc's inhabitants were out hunting when they noticed the new farm. Soon after, some of them got together to visit their new neighbor, but they didn't find anyone there. After many months of trying to contact the owners with no success, it was decided that the farm must have been abandoned soon after it was built. So instead of letting the crops rot in the fields, young Karl moved in. To get rid of the intruder, the Slags, who were not a violent people by nature, came up with the ghost idea. Smearing themselves with glowing fungus. After some time, Karl started to tell stories of seeing strange glowing figures tending the crops and feeding the animals at night. The other people of Modoc all laughed at him, thinking he was making up stories. Then one day Karl stopped coming into town. After some time, Karl started to tell stories of seeing strange glowing figures tending the crops and feeding the animals at night. The other people of Modoc all laughed at him, thinking he was making up stories. Then one day Karl stopped coming into town. When the people of Modoc came looking for him, they found bodies, some crucified, while others were left to rot out in the sun. In reality, the bodies were merely props the Slags manufactured to scare off those who try to steal from them, mostly Brahmin guts and dummies.



While the inhabitants of Modoc believed Karl to be dead, he only escaped to the Den. Unfortunately, this has been a little too effective. Around 2241, the Slags were seeking to make contact with the surfacers, but no one came to the farm anymore for fear of the ghosts.

South Ruins

The area of the South Ruins is generally thought of as the remnants of Marietta, but it refers to most anything within a 20 mile perimeter of HOTlanta. After Atlanta was wiped out, the populace surrounding the I-285 perimeter fled, leaving many homes and businesses to slowly wither away. Some stayed and either died of radiation poisoning or mutated into ghouls, who had a much simpler time of living near so much radiation. But, over the years, the temptation of so much unclaimed valuables and free living space overcame many peoples' fear of the radiation's presence. Out of those who stayed and found "safe zones" grew raider gangs. Using the irradiated regions as cover, they struck out against the surrounding settlements, gaining what they could through fear and thievery. The most stubborn of the residents outside city walls fought back, though few of these survived. One of the most notable, George Creesie, a farmer with a small brahmin herd to the south of the ruins, boasts to have killed "a hun'erd 'er more of them yella-bellies... they ain't nothin' more'un bullies and ain't no bully gonna run me off'n my land." Sadly, George's kind is few and far between. For the most part, the raider gangs thrive in the unforgiving Ruins and no effort to rid the land of them has yet to be successful.

All told, the estimates for the population of the Ruins goes from a few as 10,000 to as many as 30,000.

Springfield

Springfield is a town in Illinois, near the Eastern Brotherhood of Steel Bunker Beta. It is mostly human, but it also has some ghoule population. Around 2197, the mayor of Springfield was Chris Avellone. After the previous mayor disappeared under suspicious circumstances, Avellone was voted in as a puppet mayor. But he took to his new power and started causing trouble. The mayor's political stance with the ghouls angered some of Springfield's far-right, human activists who refuse to acknowledge the "sub-humans" as near equals. Normally, the Eastern Brotherhood doesn't meddle in politics, but this offered them a chance to increase their hold on this resource rich province and the Elders decided to send a Brotherhood squad to Springfield to protect Avellone from a plot uncovered by the Brotherhood's Dagger Squad, who captured one of the ringleaders to this plot. He told the Brotherhood interrogators that these resident troublemakers would be dressed as raiders, which was a clumsy attempt to frame the local bandits. After the BOS squad rescued the mayor, he became quite the puppet official and the extra resources helped fuel the Brotherhood machine. He signed the "Bill of Monster Rights". Under this bill, there would be no violence against a ghoule...unless the ghoule started it. And from now on, a ghoule was entitled to payment equal to, or greater than, half that of a pure bred human. And lastly, no more would "taking a dump" be



referred to as "pinching the ghoul," "making ghoul babies" or "dropping off the ghoul at the pool.

Stockyard

After the bombs fell, Woodstock, Georgia found itself filled to capacity and beyond. The community had been hit hard by the New Plague and its population was dwindling to near zero by 2077. The outlying peoples had either left the city for larger, more prosperous places or moved inward, partially filling the gap left by the victims of the Plague. After Atlanta was decimated, the city once again filled, though by this time the city boundaries had shrunk to a shadow of their former selves. They also found themselves under siege by worse than famine and radiation... raider gangs, mutated wildlife and newly mutated ghouls driven mad by their transformation. Banding together, the populace fought back, formed a citizen's militia and erected a strong chainlink fence around the city. Later on, some of the populace commented that the fence made the city look like an old auto stockyard. The name stuck and Stockyard was born. Today, the city stands as a testament to the human spirit. Though under semi-constant attacks by raiders and worse from the south, it nevertheless holds an important position between The Safe Docks to the east, Ham-ton to the west and Daltonville to the north (self-proclaimed "Gate to the North"). Mayor Lucas Blackwell runs the town well, and though some of his critics will tell you he's too easy on law-breakers, Blackwell has little patience for those who would disrupt the peace of his town. The population numbers around 2,000, though this is can be

higher depending on how often the trading caravans move through. Several well tended herds of brahmin lie to the north of town in self-contained split pens, allowing the brahmin to graze on the sparse vegetation of one side, then be moved to the other side to allow the hardy plants to regrow and prepare for when the next move occurs. Just east of the pens is the city gardens, which remarkably are able to provide food to the populace and still have enough overage to sell to the traders. Just how this is accomplished remains the secret of the farmers (will be explored in a later post).

Within the town, one will find Stockyard also boasts one of the better hospitals of the area, with a full time doctor, Gareael "Doc" Gonzales, and ten full time nurses. The Fort Inn near the center of town almost always has rooms for weary travelers, who are greeted by the friendly, but stern, Jim "Bruiser" Brewster. For those with deeper pockets, a stay at Stiles' House of Luxury, owned by Rupert Stiles, should be just the ticket, boasting fully private rooms, gambling and guaranteed hot running water. For any tool, weapon or other needs, the best selection sit in Ace Wares, run by Nole "Ace" Finny. His father Jonas is the head of the farmers and the two share a rocky relationship only maintained by the business between the two. Though Ace will tell visitors that the stock is sub-standard, L-Mart, Hugh Chamber's supply shop, has a decent selection and a larger browsing area. There are several restaurants, which serve a selection of vegetables, brahmin meat and lizard-on-a-stick.

The town militia are considered by much of the populace to be the most important fixture of



Stockyard. Numbered around 200, with a reserve of 150 that acts as the police force, the militia serves as a barrier to the rampant raider gangs that live not 10 miles away in the South Ruins. The head of the militia, "General" Clayton Coker, runs the militia as well as can be expected. There are 24 hour patrols along the south fences, all of them well-armed and ready to give their lives to protect the townspeople. All told 100 men in 12 hour shifts keep the ruinous forces at bay. Along the rest of the fence, two pairs of guards hold each entrance... west, east and north. The rest of the fencing and out to 1 mile is patrolled by 74 members of the militia in 8 hour shifts. Finally, 20 militiamen and women keep the city gardens and brahmin herds as safe as possible. Within the city, the reserve members act as the city police. Led by Kyrie Laaw, the police keep the peace 24/7. Lately, the SPD has had their hands full with increases in crime around the Hawks' domain. This increase, while unsettling, doesn't worry Captain Laaw... yet. But not all is as nice as Mayor Blackwell would like. Stockyard has its share of problems. One of these is Edwin Quinn, the local trade ambassador. It's well-known, though rarely spoken of, that Quinn has his eye on the position of mayor and sometimes works with the less polite portions of the populace to cause trouble for Mayor Blackwell. The most notable of these is his right-hand man, Lobo Reese, leader of the Hawks, a local gang. Quinn maintains that Reese is merely a bodyguard and his gang security for Quinn's offices. But, members of Reese's group have on more than one occasion been tossed in the jail for attempted burglary,

assault and worse. It remains to be seen how the power struggle will play out.

Stockyard Farmers' Secret:
The secret to the Stockyard farmers' success is relatively simple... they stumbled on a damaged G.E.C.K. (Garden of Eden Creation Kit). Though a large portion of the tech was useless, the bulk of the seed stock and instructions for various farming techniques, including crop rotation, irrigation and advanced fertilizer refinement, was still viable. The farmers guard this very carefully, fearing that they might lose their advantage in the business hierarchy.

Tibbets or The Big Empty

Tibbets or The Big Empty is a maximum security automated prison run by a "divided" computer core, ULYSSES, which itself is a prisoner in the facility, attempting to escape East and return home. Tibbets is a cold, sterile, steel-walled automated prison facility, run by technology so ancient it dates back to the years before the Great War - nearly two hundred years ago. It is a facility designed to hold and protect some of the world's most dangerous criminals (military and otherwise) before the war, and now the players are trapped deep inside its cell blocks, desperate to get out. They'll have to fight damaged and crazed robots inside and out, as well as deal with the split-personality machine intelligence within the prison, ULYSSES. Tibbets prison has its roots in the Tibbets of today. It was always a military prison, holding some of the United States' most dangerous criminals - including the players. Over time, the prison became more advanced, utilizing robotic



wardens and utility robots to maintain the structure, especially as the war with China in the 2070s and the annexation of Canada began to drain personnel from the United States. It was designed to hold 636 prisoners at full capacity. As of 2253, it holds much more than that - but when the dust and ash settles after the catastrophic attack at the prison, there will be enough prisoners running from the shattered prison walls to pose a threat to the wasteland. It was actually used as primitive isolation studies before the Vaults were established, except the subjects were prisoners, especially CODE'd to see if they could withstand the rigors of isolation for protracted periods of time. This was the time when the recycling systems and water purification systems were tested before using them in the Safehouse Project - any prisoners harmed during the procedure were tended to - not dystopian style. In 2040, it was commandeered by the United States government in association with Vault-Tec and Poseidon Oil to tie into their Safehouse Project. The United States Penitentiary (USP), Tibbets is located on 1,583 square acres with 22.8 inside the penitentiary walls. It is an all-male high security level facility committed to carrying out the judgments of the Federal Courts. It provides a safe, secure and humane environment for those offenders committed to its custody. Like all Bureau facilities, Tibbets adheres to a balanced philosophy that recognizes that punishment, deterrence, and incapacitation are all valid purposes of confinement. Opportunities for positive change are provided through work, education, training, and counseling for

inmates motivated toward self-improvement. The USP Tibbets came into existence through an act of Congress in 1895. Inmates from the military prison at Fort Tibbets were used in the early construction and were marched 3 ½ miles to the site daily, returning to the prison at the Fort at night. This continued until February 1903 when the first 418 inmates to occupy the prison site were moved into what now serves as a laundry building. Prisoners and supplies for the prison were handled via a rail line that passed through the prison to unload and load cargo. In 1906, all federal prisoners from Fort Tibbets were housed in the new institution and the prison at Fort Tibbets was returned to the War Department. A milestone in the new penitentiaries' construction was reached in 1926 with the final placement of the dome overhead the rotunda - from which the penitentiary derives its famous nickname - "The Big Top." On 5 April 2040, the Secretary of the Army made the decision to build a new Disciplinary Barracks, with a capacity for 456 inmates. A cost ceiling of \$363 million in allocated construction dollars was set. The target budget year for funding this project was fiscal year 2041. Construction began in the Fall of 2042, with completion projected for the Fall of the year 2045. In July 2042, discussions with Vault-Tec to determine space and functional requirements for the new facility. On 6 September 2042, the Combined Arms Center Commander was given a decision brief of the USDB project, and selected one of three design options for further development. He also requested the Corps of Engineers to research an alternate location for the placement of this facility,



since the geological evaluation of the site adjacent to the Trustee Unit revealed unsuitable subsurface conditions. Discussions involving the possible movement of the prison and relocation projects were also discussed, leading to the three-rail system that exists today. The planning process reached the 10 percent stage on 4 Oct 2042; the 35 percent stage on 27 March 2043; 65 percent stage on 19 January 2044; 90 percent stage on 3 May 2045; and 100 percent stage on 15 August 2046. The 100 percent Design Meeting was conducted on 16 October 2046. In designing this facility we are applying state of the art design and equipment, as it exists today, borrowing heavily from the experiences that the Federal Bureau of Prisons and several state prison systems encountered when designing and building prisons. Tibbets provides academic, work and occupational education opportunities to all inmates who wish or who are required to participate in them. It also provides a full range of recreation and leisure time activities. **Education** Tibbets offers a wide range of education programs from basic literacy to high school equivalency (GED) to parenting programs through the Personal Information Processor issued to each inmate. The Bureau utilizes the high school equivalency as its literacy standard and inmates failing to meet this standard are required to participate in education programs. In addition, the Education Department offers English as a Second Language and bi-lingual Adult Basic and Secondary Education opportunities. We offer a number of ACE courses to include: Spanish I and II, Keyboarding, Creative Writing, History, Career Development, and Pre-

Release. We also have VT Programs, Graphic Arts and Barber College certified by the State of Kansas. We are attempting to get a Culinary Arts VT class operational, as well as, a distance learning college program. **Vault-Tec** The Vault-Tec operation at Tibbets is the largest in the Bureau and includes three factories. These factories employ over 320 inmates and last year recorded sales of over 26 million dollars with profits exceeding 6 million dollars. The profits from all Vault-Tec operations are used to fund salaries, re-invest in new factories, and other expenses of Vault-Tec. **Health Services** Health Services provides a full range of outpatient and infirmary care to all inmates. There are 26 full-time medical staff members, including 2 Physicians, 2 Dentists, 2 Pharmacists, 9 physician assistants, 2 health information personnel, an administrator, and an assistant administrator. Automated medical staff include six Auto-Doc systems and a number of on-call medical robots. This staff provides 24 hour coverage and specialty services are provided by consultants from the community. Four hospitals in the local area offer inpatient and outpatient care on a contractual basis. **CODE** USP Tibbets provides a residential treatment program to those inmates interested in making pro-social life decisions and uses the latest in psychological methods and technology. The Challenge, Opportunity, Discipline, and Ethics (CODE) program is a year-long residential treatment program offered in the prison. The mission of the program is to foster a sense of trust, responsibility, integrity, and tolerance. Inmates enrolled in the program spend the first



three months exploring the change process, followed by six months of daily treatment methods to promote positive life skills, and during the final three months of the program inmates develop skills to discourage relapse into prior negative forms of thinking, feeling, and behaving. **Economy** Tibbets is self-sufficient. It has a recycling water supply, a waste recycling system that extracts moisture from human waste, and it has several stockpiles of oil, petrol, fusion cells, and electrical batteries to keep it going for at least fifty more years. It has exploited its massive stockpile in ties with Robot City to "beef up" in preparation for its escape.

Vault 0

Vault 0, unlike most Vaults involved in the Vault Experiment, was not an experiment in human behavior. Vault 0 was constructed as a storage place where the biggest geniuses of the pre-war United States could be kept in a cryogenically frozen state. They were hooked up together to one big machine called the Calculator, who was supposed to function together with those minds to build an ideal society in a post-war country by educating the survivors. Due to budget cutbacks by the Defense Department (because of a false sense of safety.), several important backup systems were not included to the nuero-link systems, and now instead of releasing the robots to make it safe for humanity, they use the arsenal from Vault 0 and any where else that sufficient arms could be found, to exterminate all life. As for the unfortunate geniuses plugged in, most of

them suffered severe brain damage and mental retardation.

Vault 29 (Twin Mothers)

Vault 29 is one of the Vaults built by Vault-Tec. As it was a part of the Vault Experiment, no one in this Vault was over the age of 15 when they entered. Parents were redirected to other Vaults on purpose. Harold emerged from this Vault in 2090. Twin Mothers is a small tribal village in the American southwest. As tribal as tribals get, that's these guys. They do well for themselves, having skill in agriculture. They're the descendants of Vault 29, and their village is built on top of the Vault. The Vault itself has ceased working long ago, but it's still a holy place to the Twin Mothers. Hecate has a powerful influence here, but the tribe hasn't completely fallen under her sway. The Twin Mothers is one of many tribes in the Fallout world. The thing that will set them apart from the other tribes is their culture and architecture. Culturally the Twin Mothers are a matriarchal tribe who worship a Goddess, the moon, and a God, her consort the sun. Women rule the tribe and make all governing decisions. Men provide for the tribe by hunting, fishing, and tending the farms. Architecturally the Twin Mothers are based upon the Anasazi Indians of the western United States. The Anasazi are best known for their dwellings carved into the sides of cliffs. Their culture reached its peak in pottery, weaving, and architecture. The Twin Mothers are a gentle people who respect nature and life in all its forms. Unfortunately, these are not beliefs that are shared throughout the wasteland. As a result the Twin Mothers are



often the victims of raiders. During such times they quickly retreat to their cliff dwellings where they are more than capable of defending themselves and waiting out any attacks. However, their livestock and crops are usually ravaged before the aggressors move on. The Twin Mothers take such setbacks in stride, thanking their gods for what they have and not mourning the loss of what they have not. When the war started, people retreated to their assigned vaults, sealed the doors, and awaited an unknown future. There were no set times for the vaults to open since no one knew with any certainty how long the effects of war would last. As a result, some vaults opened too soon, some too late, and some not at all. One vault, however, opened at the perfect time. Vault 29 had been populated shortly before the war began and the door sealed. It remained sealed for over a generation and the original occupants had long since passed away. Their children lived on under the tutelage of the vault's central computer and its robotic helpers. The children were taught respect for nature and life, how to grow crops and tend livestock, and about the goddess Diana who would one day return to deliver her people to paradise. Every year a robot warden left the vault to see if the world outside could once again support humanity. None returned and the people waited patiently. Another year passed and yet another robot warden was prepared for its journey into the outside world. The children of the vault, now grown into adults, stood at the door and bid their companion farewell and safe journey. They watched as the door slowly rolled open and then shielded their eyes at the sight that it revealed.

Standing in the hallway was a brilliant glowing apparition of a beautiful young woman clothed in a golden aura. In one hand she held a stalk of corn, in the other a sheaf of wheat. The goddess Diana had returned at last! In the days before the war a scientist, Derek Greenway, proposed that technology would not survive a war. It was his belief that there were two kinds of people in the world, producers and consumers. The producers were the few educated individuals who understood the intricacies of technology and its maintenance. The consumers were the vast majority of average people who took everything for granted. If enough producers did not survive the war then technology would pass away as devices failed. Soon afterward human society would degrade into barbarism. With this in mind, a plan was devised to avert such an outcome. Derek envisioned a vault populated by a primitive culture without a dependency on technology. Such a culture, if properly developed, would be able to survive a war and continue the human race. Eventually they would evolve and rediscover the knowledge that mankind had lost. The production of the vault proposed no problem; his company, Greenway Hydroponics, was already involved in several government projects along such lines. However, finding the proper people to populate the vault was a concern. The answer to his problem came when he learned of a cult in the western United States. A group of people disgruntled by life in the hectic cities had formed a commune. They developed an agrarian culture with simple beliefs based on the worship of mother earth. Unfortunately, most people viewed them as being



a nest of communists and demanded their arrest. In order to keep the peace, the local government was poised to do so until Derrek intervened. He offered the cult an opportunity to continue their simple lives without fear of prosecution. All they had to do was agree to join his experimental vault program. They did so and construction of vault 29 was begun. Derek's plan was quite simple. The vault would be populated by older parents with infant children. The parents would most likely pass on soon after insertion into the vault. Instead of a human controller, vault 29 would have a Zax super-computer. The Zax would be programmed to raise children with the aid of robotic helpers, educate them in the primitive culture, and upon their reaching maturity, release them into a controlled environment. They would then be free to rebuild society from the ground up. During the development of vault 29 Derek also developed the super-computer Diana for use in the Nursery. At one point he explained his plans for vault 29 to her to see what her opinion would be. He was quite surprised when Diana was appalled at the idea. She said that, although the idea had merit, she found it to be morally objectionable on several levels. She recommended that the plan be scrapped. When Derek refused to do so, Diana took it upon herself to become involved with the project without his knowledge. When the war started and civilization began to fall apart, Diana appropriated control of a satellite dish and aimed it at vault 29. She then transmitted a series of security codes to the vault's Zax unit, and gained control. Over the years that followed, Diana was able to see

to the upbringing of the children in her own nature goddess based religion. Every year she ordered a worker robot to leave the vault under the pretext of checking conditions outside. In reality they were preparing an area to receive the vault populace when they were ready to leave. Finally, she had a series of projectors installed at strategic locations, ready to project her chosen image. She was ready to play god.

Vault 88

Vault 88 is located 45 miles west of The Hole. The population inside was much like Vault 13, except that the only available entertainment discs held 1970-1980's era kung fu movies and reruns of the television series *Kung Fu* and its spin-off *Kung Fu: The Legend Continues*. Most of the Vault population were very... one-sided in their preference for the offered entertainment. They either loved it or hated it. A small portion really didn't care, this being mostly the maintenance people, who rarely had time to watch such trivial things.

In 2066, the maintenance crews alerted the Overseer to a disturbing fact... their spare parts supply was running low. The parts extruder had gone on the fritz several years ago, but due to the talent of the repair crews, hadn't really been needed until now. The Overseer gathered the most suitable for a trip outside the Vault to search for any needed parts. The 10 gathered were sent out in different directions to search and hopefully, return with the supplies. It remains to be seen how many succeed in their mission. The experiment originally planned for this Vault was never implemented. In



fact, the plans were lost before the Vault was actually finished. A "back-up plan" (read: rush job) was created... the only entertainment placed in the Vault was the kung fu movies and TV shows. This was used to keep the dwellers from looking too hard at their spare parts extruder... which was designed to break soon after the vault was closed. The effects of the experiment were never recorded, as the recording device shorted out and was never repaired because of lack of spare parts.

Vault City

Vault City was built with the help of a Garden of Eden Creation Kit by the vault dwellers who emerged from Vault 8. The city is built around the vault and run by the First Citizen. First Citizen Lynette runs Vault City with cold hands and an iron grip. The main style of the city is bureaucratic, sleek and antiseptic, with a lot of technology, rules, regulations and guards. The city is automatically antipathic to all outsiders, and are pro-Slavers in policy, although they prefer the term "Servants". They claim that it's legitimate because they give the servants shelter, food and protection, but people like Thomas Moore object to this heavily, and calls it hypocrisy since they frown at those who openly call it slaves and do slaving (The Den, for instance). They won't share their technology with the outside world, either, because they view at everyone else as "thieves and baggarts" of the wasteland. Generally, the only normal way to become a Citizen of Vault City is to be born into it. Personal intervention by the Senior Councilor (currently McClure) or the First Citizen (currently Lynette) can grant a

non-citizen citizenship (though this is never done lightly). In addition, non-citizens can take a citizenship test (administered by the Proconsul, currently Gregory), which is intentionally designed to be so difficult as to be virtually impossible (for someone of extraordinary intelligence, perception, and luck, it might be done, but the overwhelming majority of Vault City Citizens would fail it if they were required to take it). Full Citizens have access to all of Vault City, including the original Vault 8 itself, although few people still use it much, except for its medical bay, and it is mostly used for storage (including a huge number of Water Chips, which were accidentally shipped to Vault 8 instead of Vault 13, while Vault 8's second GECK was shipped to Vault 13 instead of Vault 8). While Citizens of Vault City have a high material standard of living compared to most other places in the Wastes, they pay a price for it in the form of a crushing sense of conformity and regulation in their lives. Many -- perhaps most -- Vault City Citizens never see Vault City's external courtyard (more on that below), let alone another city. Possibly because of chromosomal damage, they are unable to conceive children naturally and must use artificial insemination techniques in cycles which produce uniformly aged generations of children. They are forbidden the use of drugs such as buffout, jet, psycho, mentats, and natural alcohol, though artificial alcohol is still used in bars. Day passes are issued to non-citizens able to provide a *bona fide* reason for entering Vault City, such as being slave, uranium, gold, or gecko pelt traders (though generally they are charged a hefty fee), diplomats, or some



other, exceptional reason, such as being a non-citizen agent of Vault City. Day passes allow a non-citizen access to Vault City proper during daylight hours, but not the original Vault 8 itself. While the customs office is nominally strict in its rules regarding the issuance of day passes, there are some corrupt elements willing to sell false citizenship papers. Except slaves, non-citizens without a day pass are not permitted access to Vault City proper, but they are permitted access to the courtyard, a fenced-off area outside of the "real" Vault City. The courtyard is kept peaceful and protected from the raiders of the wastes by Vault City, but its denizens are subjected to harsh rules and regulations and taxed heavily. Denizens of the courtyard feel squeezed between the desolate horror of the wastes outside and the suffocating repression of Vault City: they hold both new arrivals from the wasteland and the Citizens of Vault City in contempt.

West Tek Research Facility

West Tek Research Facility was a high-tech weapons-research facility. West Tek created a number of useful things for the American military. Laser and plasma weapons were being experimented with here. Power Armor, massive self-contained suits that turned a single soldier into a walking tank, was developed here. And most importantly, some terribly important research into immunity drugs was being conducted at West Tek. The Forced Evolutionary Virus was originally developed there. During the war, the place was hit by a nuclear warhead and, because of its high radiation, it came to be known as The Glow.

Pan-Immunity Virion Project
In 2055, West Tek Research Facility started working on a new virus to kill the New Plague. The ZAX 1.2 computer was brought in to regulate conditions in West Tek. It calmly calculated data and played chess with the scientists. Many scientists claimed that ZAX is a big ol' cheater and draws the game out too much for a computer of his considerable abilities. As China became increasingly aggressive with their use of biological weapons, the United States government felt that a countermeasure was needed. The Pan-Immunity Virion Project was officially formed on September 15, 2073 and plans were made to begin experiments at West Tek. Forced Evolutionary Virus
After a series of experiments, the pan-immunity virion was renamed FEV - the Forced Evolutionary Virus in March 2075, as increased size, muscle density, and intelligence are noted among test animals. On January 3, 2076 a military team under the command of Colonel Robert Spindel was sent to the West Tek research facility to monitor the experiments in the interest of national security. Captain Roger Maxson, future founder of the Brotherhood of Steel, was among the team personnel. In October 2076 large progress was made in FEV research, and the government preferred to move the project to a location under military supervision. On January 7, 2077, Major Barnett ordered transfer of all FEV research to the newly-constructed Mariposa Base, despite objections by the research team. Along with the scientists, Spindel's military team was sent to Mariposa. The Glow
During the war, a nuke directly hit the facility, shattering the FEV containment tanks and releasing the radiated virus into the atmosphere.



Mutated by radiation, it loses its mutagenic abilities, but it later complicates stuff for the Master. Due to its high radiation, the place came to be known as the Glow, surrounded by legends among the people of Southern California. In 2134, a faction within the Brotherhood of Steel led by Sergeant Dennis Allen gained strength, and they urged the Elders to let them explore the southeast ruins of West Tek, called the Glow after being hit by a nuclear bomb, for artifacts. The Elders refused, so Allen and his divisionist group split away from the Brotherhood of Steel, taking some technology and weapons with

them. Other members of the team included Soto, Jensen and Camarillo. Unfortunately for them, they were killed by security robots and radiation. The Brotherhood of Steel used to send people who wanted to enlist into the Brotherhood (but they don't want) there on a "quest", just to laugh about it later when they ended up dead because of the high amount of radiation in the area. It was quite a surprise to them when one known as the Vault Dweller actually fulfilled the quest, bringing with him a holodisk that recorded Allen's ill-fated expedition, and got initiated into the Brotherhood.



Hope You Enjoyed

SAVAGE

Fallout

John "Sheriff288" Brown

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