

Great Wastes Sourcebook  
United States  
California & Sierra/Nevada Deserts

Version 0.1

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## Authors Rambling's

This is going to be a reference for my Fallout style campaign that I hope to post and , as the plan goes, write a few short stories using this.

I must apologise also as I do not live in the US, or even visited there for that matter, I live in Australia. I also have no idea what goes where and what township makes what and all that kind of stuff but I hope this will not matter at all as the planet has been practically wiped clean by the Nuclear Armageddon.

This is not using cannon Fallout universe data but it will be using it as a reference for some things, though I will try not to.

All of the equipment that is detailed in the Fallout PnP rule book can be used except the heavy energy weapons as I think they would unbalance the game, and they do not suit what I think a post apocalyptic world would be like.

Ok enough of the ranting. To the introduction:

## Introduction

After the bombs fell many cities ceased to exist and those that still did were blasted ruins suitable, by pre-war standards, to be demolished as they were unsafe in the extreme. Many who lived in the major cities of the world died quick deaths through the cleansing nuclear fires or died long and agonising deaths due to radiation sickness, chemical agents and biological viruses.

The people that managed to get into Vaults managed to survive for decades after the bombs fell, not having to live through the hardships of the less fortunate. They didn't see the ruined cities for almost 50 years, and what a shock they received!

Those that survived started to explore the blasted world that they now have to call home. With the lack of food and clean water many of the survivors huddled together and tried to eke out a living from the blasted earth. Plants refused to grow, animals were dieing in droves and the water was poisoned.

Still more died as the millions of survivors from the blasted Californian cities started to venture out into even more hostile environments: the Sierra and Nevada Deserts. In these areas the radiation count was much lower but food was next to non-existent and water? What water!

Many years passed and still millions more died, but there was hope... the plants were adapting and in some places flourishing! Many small hamlets were forming by now. Some near or on the remnants of deserted or destroyed towns. Others were thrown together out of wood and scrap metal near where the edible plants were. Most of these hamlets failed for one reason or another. Be it water poisoning, radiation sickness from the fallout still in the atmosphere, raids by other desperate survivors or failed crops.

In these desperate times many heroes surfaced to help and lead the failing townships. Men like Guntar Harvey and Frenel Kerenski helped

thousands survive by leading them to fertile land and clean water supplies.

Almost 36 years after the War the first permanent and self sufficient town was established. It was named Higara, home in some long forgotten language, and it is still in existence to this very day, over 100 years later. Its founder was Guntar Harvey and there is a statue of him in the town centre.

Fifty or so years after the War the Vaults started to open and a new wave of settlers descended on the blasted and barren landscape. It was found out that many of the vaults had failed and the occupants either died or went to set up their own settlements with the Vaults equipment, again most of these failed.

Now with the release of humanity on the blasted terrain strange things were being discovered. Altered humans, dubbed the Affected, the Diseased or Freaks. The most common name for them is the Affected. They are what is left of some cities population after being attacked by some potent biological agent, or mutigen, that altered them at the genetic level. The cities attacked by such weapons are few, only 2 in America, New York and Los Angeles, but there is still stores of it in some American Biological and Chemical Weapon Storage facilities.

With the 'discovery' of the Affected and their, then, numerous communities, mainly around highly radioactive hot spots, many new ventures were conducted deep into what is now known as the Great Wastes, once the Sierra and Nevada Deserts. None of those sent ever returned. This was blamed on the rise of mutant creatures that have been seen out in the Great Wastes.

The Mutant communities let themselves be known after the disappearances were found out. They are the result of failed experiments conducted by the US Government to create the ultimate warrior. The human settlements first shunned them but when they helped defend Higara from a raiding band. From that point onwards they were accepted by 'most' normal human settlements, they already had trading ties with the Affected communities.

Every settlement around the Great Wastes is surrounded by a collection of abandoned, destroyed or ruined remains of buildings. These serve as sniper posts and watch towers for almost every settlement. These are also a stark reminder that humanity, in all its new forms, are fighting a war of sheer survival against the harsh world that has been created.

## **Settlements**

These settlements are the major, well known ones that the adventures will more than likely visit during their adventures. Each will be expanded on in even more detail at a later date.

### **Higara**

Population: 20,000+

Radiation Level: Low

Description:

Higara was founded by Guntar Harvey and was the first permanent and self sufficient settlement to grace the blasted remains of California. There is a large rock statue of Guntar Harvey in the courtyard along with his wife.

Higara is situated on a river that is now known of as the Harvey River. Higara is a trading township and will trade with anyone that they deem friendly or not a threat to the township its self. There is a very strong police presence here. All weapons must be left at the inner gates before you can enter the town proper, the traders all are just inside the outer wall, but anyone can get into the town proper even the Affected and Mutants are allowed in. If you are caught with a weapon in the town proper you loose the weapon and get fined rather heavily, if you cannot pay you work off your debt. If you get caught twice you get kicked out of town with only the cloths you came in and the Wardens have every right to hunt you down for sport, if you are very unlucky.

There is a large Warden outpost in Higara to keep relations strong and they help the actual police do their jobs if it gets to dangerous. Because of the Wardens raids have dropped dramatically except for a small mission of Armageddonists

Anything that you want to trade for is here, from a bottle of water to that combat shotgun you've been looking for, but it all has it's price. You can even get a car if you are lucky and know who to talk to.

### **Delton**

Population: 750

Radiation Level: Moderate

Description:

Delton was once a very small town in California that sprung up in the early 21<sup>st</sup> century. It was a farming town that grew genetically engineered crops, designed to survive higher levels of radiation and be poison resistant due to the damaged ozone layer. This project worked, to a certain extent, the plants survived but they became toxic to anything that eats them.

Delton now is still a farming community that has got hold of some other, more edible stock, and are trading the food to other surrounding communities. They also have a black market trade with poisons and toxins from their original crops but they refuse to sell a plant at all, they want the monopoly.

Delton is hated by the Higara police and government and attacks have risen in regularity over the past few months.

### **The Dam**

Population: 1,500-2,000 (slaves not included)

Radiation Level: Low

Description:

The Dam is well.. a dam fondly enough. The river it was damming has long since dried up and gone but the Dam remains. The Dam is now home to a group of religious fanatics that call themselves the Clan. Little is known about the Clan except that they are very unpredictable and that they hate Affected, Mutants of all sorts and Tribals and think that they should all be destroyed.

The Dam its self is a 100 foot tall structure spanning almost 500 metres. It has a small settlement nearby, where the river used to be, dug into the banks. The only way into these areas is through the Dam itself, where a Vault style door opens to the rest of the Dams living and research space.

No-one is ever welcome to the Dam and will be shot one sight. The Clan has a large selection of weapons but no energy weapons, they just don't trust them enough.

### **Junkville**

Population: 500

Radiation Level: None

Description:

Junkville is a small community that is one the crossroads of two large highways, it got it's name because the walls surrounding the town are made up of bits or cars and trucks salvaged from the highways. It seems to of been a small community that sold fuel and perishables to passers by because of the large supermarket and petrol pump and charge station, now damaged beyond repair. They survive by farming the land around them and scrounge together ruined cars and trucks that litter the highways.

Very little contact with any other settlements means that Junkville is almost totally self sufficient, even water is not a problem as there is a large underground supply tapped by a large well.

They are very wary of visitors and demand that visitors give up their weapons at the gates, they can be collected upon leaving. Mutants and Affected are welcome as some of the population are Affected.

### **Vault Town**

Population: 2,500

Radiation Level: Low

Description:

Vault Town was established when the Vault opened nearly 60 years ago. It has a Democracy style government but those that cannot trace direct lineage to those from the original inhabitants do not have any say in anything.

Only pure humans are allowed in the towns grounds and any Affected or Mutants seen will be turned out, if they refuse to leave they will be shot out of fear. The trading in Vault Town is very good, if you like texts and other useless stuff from pre-war times. There is never any weapons or ammunition for trade and no armour is traded either. This is because no weapons are allowed in the town at all, even knives, if you are found with a weapon on your person or even drugs you will be shot where you stand with NO warning. Vault Town and Higara are trading partners but even that is strained at times.

### **Balra**

Population: 1000

Radiation Level: High

Description:

The only existing Affected community. The rest were destroyed by the Clan and the only reason this one is still around is because of it's incredibly high radiation count, enough to almost kill an unprotected human in a few days or weeks.

This aside the Affected welcome anyone that can brave the conditions and have many high technology items for trade, they salvaged them from highly radioactive ruins. They are currently looking for anyone who could wipe out the Clan for killing their brethren. The rewards were not mentioned but they would be great.

### **Killingham**

Population: 1,300

Radiation Level: Low-Moderate

Description:

A little unknown hamlet that is situated underground. It's inhabitants live of fungi grown in specialised chambers and algae grown in vats. These humans will attack anyone that enters their layer without the proper password, which changes every two weeks randomly.

Killingham will trade with only Mutants and the Affected as they do not trust 'normies', which they no longer consider themselves part of.

### **Yalamber**

Population: 1,500

Radiation Level: Moderate

Description:

Yalamber is a Mutant community that wants nothing more than to be left alone. The Mutants have access to many powerful energy weapons and hold no bars to using them if anyone threatens the peace of their society.

Affected and Mutants are accepted but 'normies' are frowned upon and if a 'normie' only party tries to enter the settlement they are first kindly asked to leave. If they refuse they are asked once more, if they don't leave they are shot where they stand.

Trade between Yalamber and Balra is very strong and a mutual trust has been developed over the years. The Mutants are getting ready to

launch an attack on The Dam at the moment as they have seen what could happen to them if they are discovered by the Clan.

### **Fort Tyco (Tycongeroga)**

Population: None known

Radiation Level: Very High-Extreme

Description:

Nothing is known about this place apart from it being impossible to get within 500 metres without being fired upon by accurate and powerful energy weapons of an unknown sort.

It is thought that it is a weapons depot but this is yet to be proven and properly never will be in this generation. The area surrounding the Fort is highly radioactive, the reason/s are unknown why as there is no evidence of an impact crater of a warhead. Yet another mystery of the Wastes.

### **The Factory**

Population: 300 (not including slaves)

Radiation Level: Low-Extreme

Description:

The Factory was a robotics and weapons factory before the War. It was hit by a low yield nuclear warhead, the reason why it has extreme rad levels in places, that damaged part of the production line and 'cracked' the nuclear reactor coolant chamber. This crack was repaired by the resident bots but still leaks occasionally.

It is inhabited by a band of machine worshipping fanatics that are obsessed on getting the production lines repaired, using whatever means necessary, including the brutal use of slave labour.

The Factory is defended by a small selection of bots and fanatics wielding Gauss Rifles, intruders are shot on sight, but not killed. This is so that they can work on getting the production line working again.

### **Maximus City**

Population: 15,000

Radiation Level: Low-Moderate

Description:

Maximus City is on the coast on the remnants of San Francisco. It has a functioning port with a dry dock but no ships are present, or have been seen for close on 10 years.

The city is home to a large cross section of people. Ranging from normies to Mutants and the Affected. It even has churches to the various post-war religions, though tensions between the Cult and the resident Affected and Mutants is strained at best and open war at worst.

Anyone is welcome as there is no single government ruling. The Affected and Mutants have their own government, a true Democracy lead by a Mutant called Fergious. The normies have no true government as gangs rule their own turf and impose their own laws when they feel like it.

Weapons trade in this city is a thriving business because of the constant fighting. There is four different places to trade. Two are with the Affected and Mutants. Another is with the Ravens, a gang into liquor and guns along with a bit of prostitution and finally with the Clan that deal in weapons, drugs and many different poisons and toxins.

### Alimos Base

Population: 2,400

Radiation Level: None

Description:

This was once a military survival base deep in the Nevada Desert. It was not discovered until 3 years after the War had taken place. It's doors were left open for some unknown reason so it was inhabited by a group of marines that deserted the American and Chinese Armies, this rag-tag group became known as the Survivalists.

With its discovery the base was revealed to be a massive complex much bigger than the Vaults. It had maps of the world on holo displays and all sorts of high technology equipment. The marines found out it was designed for the American Vice President and his advisers and their families to survive the War, this never happened for some unknown reason.

The base is part of a very small underground 'colony' with 'wings'

There is also a small automated factory to make mundane items and specs for strange types of armour but no-one can understand them.

### Orital (The Mines)

Population: 4,700 (Prisoners not included)

Radiation Level: Low (High in uranium mine)

Description:

Orital is a quite but strict community spread over a rocky area with the mines scattered for up to 40 miles distant from the township. There exists 4 iron mines, massive things from before the War going hundreds of metres below the surface, and 1 uranium mine that is almost played out but enough is being brought up by the slaves. The police in Orital are very strict but can also be very forgiving and can be very helpful if you are there to make a purchase of iron or uranium or are with a caravan. The religions are not tolerated in Orital at all and preachers are sent into the uranium mines for life if they are caught, which every effort will go towards their capture

This community has trading ties with almost every settlement due to its supply of iron ore and small smelteries. The population trades the ore for food and perishables that it cannot produce, as they are on rocky infertile ground for miles in every direction.

They have trading ties especially strong with the inhabitants of Alimos Base due to their need of iron and uranium, and Orital needs the mundane items they produce along with the food that is produced underground and in greenhouses by the 'Base.

The slaves used are criminals that have murdered or committed horrible crimes against humanity, Affected and Mutants. It is



effectively a prison that gets use out of the prisoners. The especially evil prisoners are sentenced to death by work in the Uranium mine with explosive collars attached, just explosive enough to blow off the prisoners head from his/her shoulders.

### **Moreland**

Population: 700 (Not including slaves)

Radiation Level: Low

Description:

Moreland is a slave trader town that is despised by many and downright hated by others. There have been raids against Moreland to get rid of the trade of slaves but they have been ineffective.

The main inhabitants of this backwater are the slave traders of the wastes, mainly the Cult and other Raider bands selling recently 'acquired' stock for rapid sale.

If you ever visit this place a gun is a must as there is always some gang war going on. Outsiders are also not welcomed unless they are to buy slaves. Affected and Mutants are, obviously, shot on sight by the Cult members and gangs, especially the Deaths Hand, just for the fun of it. Weapons trade is also booming here along with drugs.

This community is experiencing a major drug problem with a recently released drug by the Cult. Rumours state that it destroys the mind of the taker, after prolonged use, and makes them the perfect slaves for use, they will do anything asked of them. But they will die within a week of the brain death as the body needs the brain to survive in the long term.

### **Armistad (Warden Headquarters)**

Population: 400

Radiation Level: None-Low

Description:

Armistad is the 'Warden' headquarters of the region. The Warden are a raider band that have existed for almost 40 years and are the most well known and feared/loved group. They do however have a very strong sense of morals and will never attack unarmed persons or settlements.

The community doesn't house the entire raiding band, only about 20%, the rest are out doing what they do. Armistad has strong trading ties with Higara, Vault Town and Orital. They trade food to these towns and vital information on other raiding parties and other 'criminal activities' that are occurring.

They will let anyone into the town that has the proper password, paper work and knows the answers to three questions that relate to their trading partners. If that is all answered then the person/s are let in and are offered a place to stay. The only thing that is requested on entry is that if the settlement is attacked they are to help defend it to the best of their abilities. Also the people entering must state what weapons they are carrying and show them along with a demonstration on targets supplied, this can be refused but do so at your own risk.

All of the security actions are required because the Wardens have got a lot of enemies over the years and they want to defend their

families and the party as a whole. Summed up its for the better of the whole.

### **Salamant Reactor**

Population: 200

Radiation Level: None-Low

Description:

Salamant is a massive fusion reactor that was constructed before the War. It was used to power the whole Western Coast of California. This dream was not realised as the reactor proved to be too unstable for that high demand of power. For low power demands it was very stable and safe.

It is used to power Higara as it is near there, 150 miles away. It is protected by automated laser and plasma weapons drawing their power directly from the reactor making the cannons much more powerful but less accurate, but very prone to breakdown. Because of this Salamant Reactor has not been attacked since the first failed attempt, 10 years ago by the Vipers, a very powerful slaver gang, were wiped out to a man before they could reach the outer walls of the reactor.

The occupants are half Affected and the other half normies. They live in the reactor compound inside the walls and defensive cannons. They trade for food, they do produce their own but it is not of best quality and there is not much animals near the reactor because of the noise, which can get very loud. The inhabitants have developed ear muffs and ear plugs to block out the noise and also act as a head set so that you can still hear and talk to your workmates. This invention has been sold to Orital for use of the refiners and to the Alimos Base occupants for the workers in the small factories there.

Salamant also has the protection of Alimos Base and the Wardens but it is not needed at this point. It is only there because of Armageddonists may want to make the reactor go critical and meltdown, destroying the landscape even more.

### **The (Holy) Crater**

Population: 3,000-5,000 (Numbers not exactly known)

Radiation Level: Moderate-Deadly

Description:

This is the headquarters of the Armageddonists, a fanatical group that believe that the world should be cleansed again by nuclear fires to let only the true believers survive.

The Holy Crater, to them, was a nuclear missile silo and nuclear weapons store house. It was hit indirectly by a multi kilo-ton tactical nuclear missile. This destroyed the launching tubes and the missiles inside them but the warhead supply house was left undamaged, though with only two warheads present, according to records.

The launch tubes are left alone and as they are 4 miles way from the storage house the Armageddonists call home. They survive the high radiation count by living under ground in the bunkers near the store house. They have dug and blasted out a way in and out away from the launch tubes and fitted a large Vault Door which the got from the

entrance to the underground storage house, many died getting it in place. The Crater has many high technology facilities like an advance medical facility and anti-radiation equipment rivalled only by two places known: Armistad and Alimos Base.

Many raids have been conducted against The Crater but all have been unsuccessful due to the high radiation levels and the advanced equipment used against the invaders.

There are many missions set up in almost every township, using different names but they are all controlled by the Armageddonists elders. There is a mutual hate between the Armageddonists and the Clan and fighting is common in towns where both Clan and Armageddonists missions are. On many occasions the missions have been destroyed mysteriously overnight by an unknown agency.

### **Sierra One**

Population: Unknown

Radiation Level: Unknown

Description:

Nothing is known about this location, come to that even it's location is unknown. There have been passing reports about it in Alimos Base. They say Sierra One was a new experiment if the world should end as they known it, ala the War. Nothing else is detailed in the records except that the base is buried deep underground in the Sierra Desert, but as we all know the desert is a damn big place.

No-one has ever found it and it only lives in legends. You can find at least one drunk at any bar that says that he has found the base and even has a map, but when asked the next day the map has mysteriously disappeared or some other likely excuse.

### **Organisations:**

#### **The Wardens:**

The Wardens are an organisation that will only ever attack raiding parties and people or groups that they perceive are trouble makers and 'disruptors of the peace'.

They hate slavers and will attack any settlement that uses slaves for no reason, Orital is an exception as they only use criminals. They will take prisoners or 'slaves' to Orital to be put to work in the mines and they will release any slaves that they come across and take them to the place of their choice or if they want they will accept them into their fold.

The originator of the Wardens, now long dead, was a police officer in San Francisco, he was Damon Taiaha. He was on holiday in the Rockies with some of his police friends when the bombs fell. When they heard that San Francisco was all but destroyed they set off to a settlement they had passed by a few days ago. When they reach there they find it almost deserted. They, along with the remaining population stayed and built the foundations of the band. Many years passed and the population of the town Armistad grew. Reports of raiders started to trickle to them by know and Damon decided to form a band of law enforcers and called the 'the Wardens'. They rounded up two gangs and wiped them out in the space of 3 years. They then started recruiting and the band has stuck to its original teachings.

Upholding the old laws is what the Wardens are about now. They are currently at war with the Clan and Moreland. They are accepted in almost every town that doesn't endorse or use slaves without a very good reason.

They are normally wearing combat armour and carry assault rifles, laser rifles and other high end weapons. They also have access to a large supply of vehicles like dune buggies, vans two APC's and a broken down tank, that they got through defeating raiders and scrounging the nearby areas. The tank defends Armistads only entrance with a 120mm cannon and two MG3's, not a good sight. The only problem for the vehicles is powering them. Armistad does have a charge station but it is faulty and has ruined many engines through burnouts and power surges, that's how the tank got immobilised.



## Geographical Breakdown

### Settlement Locations

In the map below the locations of all the settlements are shown. Also, in red, are common trade routes between the various settlements.

