

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES

-Server 1-

Fallout; The Creole Wasteland

A short history of the "Creole Wasteland" as it's referred to widely, is one of radiation, survival, and more so than anything, conflict. When the United States erupted into hellfire on that fateful day in 2077, Louisiana like its sister states was not spared, most cities in the State were hit directly with nuclear weapons, instantly killing most of its inhabitants. In the following decades, signs of life slowly returned to the bayous, wetlands, prairies, and forests of the region. Some humanity scraped by as with most places, due to the Mississippi river being lethally radioactive, the entire water cycle of the region is particularly contaminated, even compared to most of the rest of the former United States.

New Orleans survived the blasts better than most, the city becoming a hub of trade, commerce, and culture after its "new founding" as The République of New Nawlins in 2190. The fledgling citystate quickly spread throughout southern Louisiana, making pacts of protection and trade with

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

the local populations in exchange for fealty. Peace was not to last long however, with the nation coming into conflict with its northern neighbor The Confederated Settlements of Mississippi or 'The Confederacy' for short. First contact between the states went poorly at the first 'Alexandria Incident' and set the temperature for the ensuing conflict to come. Quickly the République condemned the practice of slavery and human ownership by the Confederates, and the Confederacy demanded access by its slave catchers in République territories and protections and rights for Ghoulish citizens.

The first battle of Alexandria occurred when Ghoul settlers were set upon by République locals in a burst of sudden lynchings. The Confederacy sent an army south to punish the Republic, and it was stopped dead at Alexandria, defeated and routed, The Confederacy and République settled into a cold war with border skirmishes for decades. Many years later a second 'Alexandria Incident' occurred, inciting The Confederacy to act, and in swift action, they captured the city of Alexandria, then marched southeast and put to siege the City of

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Baton Rouge in an effort to break the will of the Republic. The famous then teenage general, Jone of Ark assembled an army, marched past the besieged city, and cut off the southern supply trains retaking Alexandria. The Confederate army lifted the siege of Baton Rouge and marched to retake Alexandria, in the ensuing battle, the city was suddenly destroyed, seemingly by a nuclear weapon. Both sides to this day contest the reason and method for the destruction of Alexandria. With both sides devastated a hasty treaty was signed, ensuring a fragile peace between the nations, to this day it has held but for how much longer who could say. . .

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Factions

République of New Nawlins; The republic was founded in the devastated remains of New Orleans by a ragtag group of militant survivors chasing out the bands of Swampfolk raiders that were terrorizing and enslaving the local population. The following decades saw an expansion beyond Newalins as it was called and an alliance of city states and settlements was formed. The republic claims to stand for the old world styles of democracy and representation, but often finds itself overstretched and dealing with bureaucratic rigamarole. They are heavily influenced by the French revolutionaries that were the foundation of modern democracy according to those in the National Assembly . . .

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Confederated Settlements of Mississippi; Or The Confederacy for short, was founded in the city of Jackson, famously particularly irradiated and producing more ghouls than anywhere else known across the American wastes. These ghoulish founders made a hard living for many many years until an army of raider marauders enslaved most of the population. For decades the people of Jackson endured this until an uprising saw the tables turn, having freed themselves of their cruel masters, the people of Jackson vowed to never again be under the lash, and formed an alliance with the nearby city of Vicksburg. The surviving human raiders were now the slaves of the people of the newfounded Confederacy.

From there the practice and foundation of slavery only grew as a concept for the Confederates, along with granting any citizen who requested it, ghoulfication. The Free men and ghouls of the Confederacy now look to expand their trade and powerbase across the South.

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

The Church of the Atomites; A massive cult formed around 'Apostle Becquerel' they worship radiation, accepting any and all members of the creole wasteland, the group has only grown in influence and power. With churches across the wastes and in nearly every major settlement in Louisiana.

Swampfolks; The mutated and inbred populations of the bayous across the creole wasteland, while some are non violent or even peaceful, most are raiders by nature, and some are even cannibals.

Survivors; The average citizen of The Creole Wasteland, most are just trying to get by day by day. Making their way farming, hunting, or scavenging.

Super Mutants; Becoming a more and more regular sight across The Creole wastes, seemingly nobody knows where they come from, even fewer know what happens to the survivors of their raids they drag off into swamps. . .

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Nuka-Trade Commission; The workers, robots, soldiers, and citizens of both Nuka-City and its sister factory to the south. All are under the careful supervision and employment of their mysterious benefactor, William Aknow

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Locations

Free City of Shreveport; A trader city by nature, under the protection of The Confederacy but fiercely independent, Industrious and a hub for the local slave trade, the city serves as a center of commerce in the northern Creole wastes being at a crux between trade caravans coming out of Texas, The Republique and The Confederacy.

Vicksburg; A city alongside the mighty Mississippi river, the city famous for its fishing and farming industry, feeding many of the free peoples of the Creole Wasteland alongside pushing trade up and down the river it rests on.

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Jackson; Capital of the Confederacy, a city famous for its ghoul population, and plantations of human slaves. A hub of industry and economic might, only rivaled directly by New Nawlins itself.

Rustown; The 'morgue town' as many call it, a dangerous ruined city populated heavily by feral ghouls, surrounded by near impassible swamps, many who have forgone paying the tolls to the 'ferryman' of the city have met their untimely fate, consumed by the maddened population.

Nuka-City; A gigantic memorial to the Nuka Cola Corporation, the settlement has a strange population that keeps to themselves mostly, rumors vary wildly on where the peoples of the town found its prolific robotic security or why they practice their strange rituals involving their cities namesake. Regular deliveries of fresh Nuka-Cola are made from its sister factory to the south to be sold to The Confederacy.

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Alexandria; A city destroyed in its prime, the former hub of all trade and commerce in The Creole Wasteland, now a radioactive ruin, a monument to the ongoing conflicts of the République and Confederacy.

Camp Beauregard; Defensive fortress of The République, standing in the wake of the first Confederate War, the military population serves as a base of operations for the République in Central Louisiana, and as a central processing hub for escaping slaves fleeing the Confederacy.

Homochitto Forest; A massive near impenetrable mutated forest covering most of southern Mississippi, few enter its depths and walk out to live to tell the tale, the region carries with it rumors of cannibals, voodoo witches, and creatures yet unknown.

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Nuka-Cola factory; One of the few working factories left from the old world across the United States, none in the creole wasteland know when the factory reopened for business or if it ever stopped service at all since the great war or how it could possibly have survived. Serving as a trade partner to The Confederacy, The République, and Nuka-City, little is known about its owner William Aknow or its interior operations. What everyone of the wasteland does know is the facility is a veritable fortress guarded by robotic servants.

Vault 82; A Vault famous for being the foundation for many of the populations across The Creole Wasteland, many survivors across Louisiana and Mississippi can trace their lineage to this vault. It's population has long turned native and built a settlement in the region with the Vault at its center, with the locals still practicing voodoo, its witch doctors can supposedly tell your future and cure any ailments.

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Baton Rouge; A cultural center alongside the Mississippi river, its famous port holding the might of the République Navy The USS Kidd. The population holds a particular balance between religions of the old world, and the children of the Atom.

Lay' fette; Referred to by many as 'Ammo town' the city is famous for its industry surrounding weaponry and ammunition. Also as a service hub for the famous airboats that operate across the bayous of the wastes.

New Nawlins; The famous New Orleans, cultural hub of all of The Creole Wasteland, Capital and home of The République of New Nawlins, 'The Big Easy' as many call it. Industrial and Economic might of the Creole Wasteland, rivaled only by Jackson for dominance across the region.

ROBCO INDUSTRIES UNIFIED OPERATING SYSTEM
COPYRIGHT 2075-2077 ROBCO INDUSTRIES
-Server 1-

Church of the Atomites; Primary chapel-fortress lead monastery for all of the Children of the Atom across The Creole Wasteland. Famously the third erected monument in the swampy region that stands still, somehow, despite its location.

Marekaj; A raider run city of vice and villainy, and a thorn in The République's side for many years. And a cultural hub for the Swampfolks of the wasteland.

Vault 89; A still sealed Vault, it does make contact and trade with the outside, mostly in extremely valuable electronic parts, little is known of its people or how they produce or procure these electronics.