

Junktown

Population: Population density:	81.873 (Census of 2240) low
Terrain	Slightly hilly plain
Governmental system:	Parliamentary, federal republic, part of the New California Republic
Who currently reigns:	President Tandi Aradesh (NCR) Mayor Daniel Smith
Military:	The New California Rangers (in short, NCRR)
Police:	Federal police
Electrical power supply:	Junktown uses a wind farm and has a standing power line to the nuclear reactor in the Hub.
Vehicle provision:	Due to the name giving, close-by Junkyard, nearly all kinds of vehicles are well supplied in Junktown. It's just lacking a bit in wood fuel, apart from that, pretty much everything else is available.
Livestock provision:	Brahmin and horses aren't taken care of badly here.
Average education:	Medium to high.
What the law says about: → Theft → Murder → Assault → Drugs → Gambling → Cheating at gambling → Prostitution → Alcohol	→ Fine and six months of jail → Death penalty for willful intent, otherwise jail → Fine or jail → Illegal. Possession, use or selling: 5 years of jail → Illegal. Getting caught gambling for money means a fine (700 \$) or one year of prison → See gambling. → Illegal. Both client as well as service provider get one year of jail. → Legal.
Average prices for: → Iguana-on-a-stick → Nuka-Cola → A good, stomach filling lunch → A liter of clear, filtered water → A Jet Canister → A good room for the night → A bath	→ about 7 \$ → about 5 \$ → about 30 \$ → about 2 \$ → about 350 \$ → about 50 \$ → about 45 \$
This city in three words:	Small, secure, boring

Junktown is an older settlement, that started around a prewar Junkyard. Junktown was also the first city to join the New California Republic.

History:

Junktown was founded shortly after the Great War, by a soldier, Harry Darkwater. Instead of living in the ruins of a town, Darkwater preferred starting fresh and anew. He – and the people that soon joined him – found a nearby junkyard and began to build a new town out of the junk of the prewar society.

The settlement grew and as the Vault-Dweller set foot in it around 2241 it had become relatively big. He found the grandson of the founder, Killian Darkwater, who owned the town's biggest store and was the mayor, and helped him get rid of some criminal elements.

In 2209 Junktown became the first city state to join the New California Republic.

In 2247 it is rare to find huts built from scrap or junk in Junktown. Instead, one finds well built houses (by wasteland standards) made from concrete, stone and wood.

Overview of the districts

South: The south side of Junktown, that is, everything past the old town gate that is still there for reasons of tradition, contains the shopping mile of the town and ends at about the still biggest store: Darkwater's. The caravans usually stop south of the town and conduct their business with the stores there.

Downtown: Downtown, also called the town's center, is more or less the residential area of Junktown. There are few stores and the few that are found there mostly sell foodstuffs. The people of Junktown define downtown as the area between *Darkwater's* in the *south* and the *First Junktown Church* in the *North* as well as between *Gizmo's Casino & Bar* in the *West* and the *federal prison* in the *east*.

West: The West contains the amusement area of Junktown. It's where one finds the Bars and Gizmo's Casino & Bar, in which gambling is illegal – as it is everywhere in the NCR – but all manner of card games are played.

North: The north side of Junktown is part residential area and part industrial area, with some small stores scattered about. Here one finds the big (by wasteland standards) factories and workshops, some of them not only the biggest in Junktown, but in the whole republic.

East: In the east lies the governmental quarter. That means, the federal police, right next door to the federal prison (the biggest and more or less only one of the republic), city hall and what else is needed by the government.

The NCR-Ranger barracks: The barracks – and the training center attached to it – lies east of Junktown. Theoretically beyond the city's limits, but so close that everyone has by now grown accustomed to the fact that Junktown probably has the wasteland's highest soldier density.

Specialties:

Gizmo's Casino and Bar: is of course not owned by Gizmo anymore, since the Vault Dweller killed him. They kept the name for marketing reasons however, since it was the only tourist attraction of the town. As Junktown entered the New California Republic and gambling became illegal, the owners of the casino carefully read through the laws and noticed that poker and similar games did not count as gambling and held weekly tournaments.

The First Church of Junktown: The house of prayer of Junktown does not recognize any single denomination as the 'right one'. It does however offer preachers of various *christian* faiths a place to hold their services and give spiritual guidance. Since 2237 it also offers a place of worship to the growing Jewish community every Friday evening.

Only the always and everywhere starting 'end of the world' cults receive no ground or support by the organizers behind the church.