

## **The New California Train & Travel Company**

2161, the year in which the Vault Dweller changed the Californian wasteland changed completely, was also the year in which the corner stone for the New California Train & Travel company (NCTTC) was laid. After the rule of the Regulators over the Boneyard was broken and the nest of deathclaws there destroyed – not to mention ending the threat of the Army of the Master – for the first time in years, trading caravans from The Hub started arriving with some regularity again.

The first major caravan company, that really put in the effort into trade with the Boneyard were the Far Go Traders. Within a few months at least half of the scavengers that worked the remains of what had once been the flourishing city of Los Angeles, now worked directly for the trade with the Far Go Traders. The wares that the scavengers brought with them was mostly composed of old jewelry, cigarettes or small, technical appliances and devices, that were both very valuable and easy to transport.

Nonetheless the Far Go Traders knew quickly, that an alternative to the usual modes of transportation in the wasteland had to be found. When a scavenger discovered the old railroad museum of Los Angeles, the alternative was quickly found: trains.

Several locomotive carts and rail cars were retrofitted by the Far Go Traders, with caterpillar tracks instead of wheels for rails and they functioned as a driving service from the Boneyard to the Hub and then – after the Hub joined the NCR in 2211 – all the way to Shady Sands.

In 2226 a real railway was established between Junktown and the Hub. Since then the road trains, that are all owned by one company, the New California Train & Travel Company, a daughter company of the Far Go Traders, travel between the Boneyard and Shady Sands, with an extra stop in Junktown.

At the moment two road trains are working the route, one of them starting each morning in Shady Sands and one in the Boneyard, that then drive south and north.