

The Hub

Population: Population density:	239.412 (Census of 2240) High
Terrain	Lying in a mountain valley
Governmental system:	Parliamentary, federal republic, part of the New California Republic
Who currently reigns:	President Tandi Aradesh (NCR) Mayor Joy Greene
Military:	The New California Rangers (in short, NCRR)
Police:	Federal police
Electrical power supply:	Nuclear reactor
Vehicle provision:	The Hub can offer natural gas and diesel, but wood is a bit costlier than average.
Livestock provision:	Due to the many caravans that operate from the Hub, livestock is always well taken care of.
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 10 \$ → about 7 \$ (store price) → about 45 \$ → about 1 \$ → about 300 \$ → about 75 \$ → about 25 \$
This city in three words:	Gigantic, narrow, trade-oriented

The Hub, built on the ruins of the town of Barstow, is the nodal point and the commerce center of the New California Republic.

History:

The Hub was founded in 2093 by a man named Angus, that settled down at a dirty oasis near to a town that had survived the Great War mostly undamaged. He began to trade with other settlements that were near to his and more and more traders came to the Hub – and many stayed.

In 2120 Angus managed to become elected as the Governor of the Hub, a post that he could fortify among other successes by turning the attack of the raider gang “Vipers” on the Hub into a bloody defeat for the outlaws.

Hub based caravans kept disappearing, attacked by the slowly gathering Army of the Master, but the great caravan companies blamed the disappearances on monsters like deathclaws. The mystery of the disappearing caravans remained unsolved until the Vault Dweller turned up in 2241 and people in the Hub soon had other problem.

In the winter of the year 2125, just a few months after the battle, Angus was found dead. The murderer was never caught. Soon afterwards, a harsh war started, the so called Great Merchant Wars, when a group of merchants seized the great water tanks of the city and started giving out water only for payment. The war lasted two years. In the end, a man called Roy Greene managed to hammer out a peace agreement.

It created a new ‘government’ in the Hub, the central council, composed of two representatives of the great caravan companies, i.e. the Far Go Traders, the Crimson Caravans and the Water Merchants.

In 2241, as the Vault Dweller first set foot in to the Hub, all powers within the city had effectively put each other into check, including the city’s police force *and* the criminal underground. No party could change anything without the consent of the other parties and with such a divided and quarreling lot this was simply impossible.

The Vault Dweller changed this situation. Together with the police force, he ended the criminal underground and solved and ended the disappearing caravan problem.

The Hub then entered an era of until now nearly unknown peace and joined the New California Republic in 2211.

Overview of the districts:

Market place: The market place is an always shifting and moving tent city with few regular inhabitants, apart from iguana on a stick stands. Here, the caravans gather and offer their trade goods from everywhere.

Downtown: Downtown, on it’s own, probably has the highest population density of any region in California, but is not only composed of living space, but especially of stores with apartments above. The greater part of the stores lies in the open, big streets, but bargain hunters do well to check the side streets and alleys to find the more hidden stores.

The Heights: The heights are an upscale residential area, starting at the upper middle class and reaching to the super rich.

Old town: The old town has it’s very own history. In the beginning it was some kind of slum and the harshest part of town, the old town was thoroughly transformed since the Hub joined the NCR. Today it contains the governmental quarter, the university, the republican museum and even two theaters (among other things).

Republican Industrial Park: The industrial park contains the true heart of the Hub, it’s water purification facility and the hydroponic gardens. The area is well patrolled, both by the republican police as well as by the republican Rangers.