

Junction City

Population: Population density:	Every day different, usually around 200 - 400 medium to high
Terrain	Flat valley
Governmental system:	Anarchy
Who currently reigns:	No one
Military:	None
Police:	None
Electrical power supply:	None
Vehicle provision:	Sometimes some wood or bio diesel. From time to time even energy cells.
Livestock provision:	Brahmin and horses are usually excellently taken care of.
Average education:	Very differing
What the law says about: → Theft → Murder → Assault → Drugs → Gambling → Cheating at gambling → Prostitution → Alcohol	 → Compensation → public Hanging → Compensation → legal, but few are taken → legal → Compensation after taring and feathering → legal → very 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 3 \$ → about 5 \$ → about 10 \$ → about 5 \$ → about 10 \$ → not available → not available
This city in three words:	tents, merchants, cowboys

Junction City is a recently discovered valley, between Modoc and New Reno and the caravan rest place in northern California.

History

It's not even been five years, that a caravan between Modoc and New Reno lost it's way and found an idyllic, but not easily accessible valley. There was desert grass in masses for the brahmin and horses and a great watering hole. The discovery went from mouth to mouth and more and more caravans found this valley to be a good opportunity for a few days of rest in northern California.

Today, Junction City is a constantly breaking up tent city.

There is no permanent resident there, only caravans that are passing through and stop for a day or two to rest. The valleys soil allows desert grass to grow, but nothing else – many farmers have tried.