

# First things first

**I know this is kinda cringe, and all over the place, but please try your best to take this seriously and give criticism.**

## Setting

The game would start on March 4th, 2284, and be set in Texas. A hurricane is forming the gulf of Mexico but you wouldn't know about it until act 2 of the story.

## Main story

### Act 1

You start as a slave to Spartacus' Legion being equipped with an explosive collar. In front of you is a general of the Radicals and the slave master of the Legion. You are being told that you need to find 100 fusion cores and bring them back to The Kingdom. You're one of 8 slaves with this command, and you're told that the first to complete their quest is set free while the rest have their collars explode without warning. You and the other slaves are told that Tyler (the city) may have some and that you should start there if you want. Once the game starts and you leave the city of The Kingdom, your collar tells you to bring all of the fusion cores you find to Abilene instead of The Kingdom.(add more details)

### Act 2

After you get your collar off, which can be done in more than way but will usually have you bring fusion cores to The Kingdom or Abilene, you're told of the hurricane building in the gulf of Mexico. The person who gets your collar off will know that The Movement is behind it, Spartacus' Legion needed the fusion cores to fuel their nukes that they want to send to Houston and wipe out Elroy and his followers. Spartacus' Legion were also considering nuking the Radicals and actually ordered you to get twice the amount of fusion cores necessary to fuel one of their nukes. If you did the quest for the Legion, you can let them nuke Houston and maybe the Radicals, depending on how many fusion cores you returned with. Doing this will skip act 2, and immediately greet you with the slideshow that plays at the end of the game. You can talk them into not using the nukes and even use physical force to stop them, then you will need to take out the threat by yourself. The other ways to get your collar removed will usually be followed by you taking out the threat with a team.(add more details)

## Act 3

This would act as post-game content. After you watch the slideshow when you finish the story, you can watch a second slideshow to see what will happen if you leave Texas in its current state. You can watch the second slideshow as many times as you want and continue to play.

## Notable characters

### Torso guy

In Temple, there is a delusional quad amputee who works as a courier and occasionally works in a caravan. He gets around by crawling everywhere with the stubs where his limbs were. His dream is to run extremely fast, at least that's his newest dream, other goals include: Professional wrestler, bodyguard, engineer, and supreme ruler of the wasteland. When you meet him for the first time, he dismisses you as if you're trying to steal his delivery technique. If you talk to the bartender of [bar name], and ask about Torso guy, she will show pity and ask you to help him get robotic limbs. She would help him herself, but she is far too busy. You can find robotic limbs from a nearby followers of the apocalypse outpost. When you talk to him with robotic limbs in your inventory, he will show great interest in you and be extraordinarily friendly. He will tell you about his aspirations, family, love life, political views, ect. Once you talk him into having the limb implant surgery, he crawls to the procedure room. After he gets the limbs, he will pay you 1000 caps and walk away into the sunset. After that, you get an extremely high reputation with the followers of the apocalypse and the people of Temple. In the next game that he's in, he will have a pet cyberbird and ask you to help him achieve immortality by turning his upper-head into a bio-gel case for his brain.

### Lanius

If you've played Fallout New Vegas, you know all about Legate Lanius, however, he isn't a Legate anymore. Lanius is now the Caesar of Caesar's Legion. And one way to get rid of Spartacus' Legion is to send a "special";) courier(who is disabled by the way) with a note to the new Caesar of the Legion. (the courier I was talking about is Torso guy btw) If you wait an in-game month and visit Abilene, you'll see the place was destroyed and a note written with blood is left on the throne: "[a thank you note written in the way Lanius would talk]".

### Brick

Brick is a super mutant being held as a gladiatorial slave in Fortress Worth. Spartacus' Legion gifted him to the Radicals when they set up their battlereana. Brick is the first super mutant that the Radicals have seen. And what a mutant he is, since his arrival he has become the best

gladiator in the arena and the favourite fighter of the people. Standing at 10'11" (with a major slouch making him 8'5"), and weighing in at 1000 pounds, Brick is by no means your average super mutant, however, he just wants to pursue art and his masters are heavily abusive. You can have a conversation with him right before a fight when you first go to the arena, he tells you about his aspirations and his situation. You can talk to Jarvis, the owner of the ring, to try to arrange Brick's release. Jarvis will say that the only way he will be released is if you can beat him in combat, but you aren't allowed to talk to him before the fight. You can defeat him in a variety of ways, but you could also wait until night to open his cage and set him free, however breaking him out will turn him into a convict and he'll no longer be welcome in Legion or Radical territory. Once free, Brick won't know where to go, and he'll ask if he can join you. If you raise Brick's affinity enough, he will ask you to help him pursue a career in classical art, to do that you must find cans of paint, then a paintbrush, and a canvas. Then, depending on the colours of the paint, Brick will make a painting. Once he makes the painting he will ask you to go to an auction with him in Austin, he heard about it from a spectator in the arena. At the auction, you can sabotage Brick's art, or join the crowd. In the crowd, you can raise the bid of Brick's painting, and with a high enough luck, you can get up to 20 000 caps for the final bid. After the auction, depending on how things went, Brick will either thank you for helping him and leave you to pursue art, or he will quit art and join you again. With high enough speech, you can change his mind and make him either quit art or leave you. In the end slideshow, if he pursues art and got a high bid on his first painting, he becomes a rich and famous painter. If he pursues art but didn't get a high bid, nobody recognizes his talent and he gives up, he then becomes a mercenary. If he quit art, he will search for another talent and ponder on what could've been.

## Factions

### The Movement

In 2274, the NCR was being pushed out of the four-states commonwealth by Caesar's Legion, and Kimball had recently been elected president of the Republic. Kimball knew he had to make an extremely controversial decision, he evicted all of the citizens of Hoover Dam and converted it into a military outpost. The evicted citizens were rushed out through the east side, into Legion territory. The NCR tells a different version where they stumbled upon it by chance, and took control of a dormant dam. They did a wonderful job of hiding this takeover from the people of the Mojave. However, many people east of the dam knew what happened when droves of immigrants showed up in the many different colonies of the wastes. Most members of the fallen colony either died or moved on, but one particular man, Elroy, still holds a strong grudge against the NCR. After he was brushed away from the dam, he went east through Arizona and tried to rally people against the NCR, but only a couple of the ex-citizens of Hoover Dam joined his cause in the beginning. He led his small gang through the south-west, recruiting only one or two people at each location, until he led them to a small outpost for a pre-war space force. There he learned of a satellite called D.A.V.E.E. (Dire Abditive Vadelect Epoch Ensurance), this satellite was created to ensure life after nuclear armageddon. It can manipulate the weather and localise

sun beams from space among other things.(I will add another section for D.A.V.E.E. and explain it further) Elroy learns the satellite is currently floating in the Gulf of Mexico, and he is eager to get his hands on it. On his way to the gulf, he again recruits more people to his cause, but this time people join in droves because of the promise of D.A.V.E.E.. By 2284, Elroy had stationed his army in Houston, which is now partially flooded with water. He had to take out the citizens of Houston which only destroyed his reputation to the people of Texas. He had a scientist make a device that can actually remotely control D.A.V.E.E., it has poor response time but that's only because the satellite is damaged. By February 25th, Elroy would spawn a growing hurricane around D.A.V.E.E. that would carry it towards the Texas shore. At this point Elroy had made more enemies than anticipated, and before he would attempt to take out the NCR, he would try to off the opposing factions in his vicinity. (this will be the main focus of the game)(more details eventually)

## Radicals

Main base in The Kingdom (Dallas) and secondary base in Fortress Worth, scared of Hurricane. Timothy (VI) is the monarch. Timothy has met with Legion representatives who are only pretending to be nice, but he doesn't know this. Timothy traded with the Legion for some slaves after they discovered a hurricane headed for Texas. The slaves' first orders are to hurricane proof the kingdom. Radicals used to trade with the Texas Rangers but people in San Antonio have been awfully rude lately. (add details and history, also I think I'll change almost everything about this except base and relation to factions.)

## Texas Rangers

Main base in Austin and secondary base in San Antonio. They have a trade route with the Radicals that goes through Waco and Temple. They used to have a relatively good relationship with the Radicals but it appears that the Radicals has been attacking the Texas Rangers. The Texas Rangers had encountered Elroy and his followers, Elroy had tried to recruit them to his cause but the Rangers were actually very interested in forming an alliance with the NCR. Elroy was enraged and got his followers to attack the Rangers. The Rangers fended them off and made them run away to Houston. (add more detail)

## Spartacus' Legion

Legion lost Hoover Dam battle 2, Caesar died of brain tumor, several splinter factions were formed, including Spartacus' Legion. A man, who went by the name Spartacus, was a part of the Followers of the Apocalypse before he was enslaved by the Legion. During the fallout after the death of Caesar, Spartacus sparked a slave revolution and formed Spartacus' Legion, he then claimed ownership of much of the Legion's south-eastern territory. Spartacus doesn't

actually know how the legion was run, or that it's based off of ancient Rome, he thinks he's trying to mimic the European middle-ages. He built himself a throne and made Legionaries implement knight helmets and chainmail into their outfits. Spartacus is a hypocritical self-absorbed, idiot, he believes that Caesar's Legion failed because of two things: "First, they obeyed a guy who was on his death-bed, second, they tried to oppress me!". Spartacus still practices slavery and is unfazed by his days as a slave, he believes that those who cannot free themselves- from slavery are weak and deserve what they get. Spartacus is so self-minded that he doesn't think he needs a legate, in-fact, he tries to come up with war tactics on his own. In present day, Legionaries are in Fortress Worth and The Kingdom, being friendly towards Timothy (VI), but they're sending layouts of the place and the routines of important people to Spartacus who's in Abilene while he plans the attack and trains troops. The Legion has also cut off ties between the Texas Rangers and the Radicals, they've shot at many Texas Rangers while dressed as Radical troops. Spartacus' Legion is trying to take over the Radicals because Spartacus isn't convinced he will survive an attack from Caesar's Legion when they try to take back their territory, so he needs to strengthen his army with more cannon fodder and defensive positions. (add more detail)

## Family of Steel

After dealing with the calculator, the mid-western BoS started considering changing their name since there was a short period of relative calmness. The reasoning behind this was, if they continued to call themselves the BoS then the real BoS would benefit from it and take credit for their good deeds. At least, that's what some of the elders believed. They eventually landed on the name "Family of Steel", because they've let more than just their brothers into the family. The FoS's influence spans from the great lakes to the edge of Legion territory. The FoS has been at war with Caesar's Legion ever since the Legion was born. The Legion pushed the FoS out of the four-states commonwealth. Despite this, the FoS has preserved Vault 0 and loathes the idea of the Legion acquiring the secrets hidden within. So when the FoS found out that the Legion was expanding into Texas, territory that the FoS had their eyes on, they were of course quite ticked. However, the FoS doesn't know that Spartacus' Legion is different from Caesar's Legion, and if they did, then they wouldn't care. In other news, once the FoS had taken vault 0 from the calculator, they were finally able to contact the main Brotherhood of steel. The members of the BoS that had picked up the signal were too young to remember that, 35 years prior, a team in an airship was sent over the mountains and was never heard from again, so they brushed the FoS off. The FoS tried to prove they were who they claimed to be so a team, in hummers and horned FoS power armor, was sent to Lost Hills. The members of the BoS thought they were being attacked when they spotted a squad of weaponized vehicles approaching and shot at them. The team thought the BoS were attacking out of hostility so they radioed it in and got out of there. Now the people of the FoS have been ordered to shoot any BoS members on sight.

# Notable Locations

## Temple military base

In Temple, there is a hidden military base that is inhabited by intelligent primates. The military had discovered psykers and were testing to see the capabilities of them. They had turned some primates into psykers with a special helmet, although they didn't need the helmets after converting. After the bombs fell, the primates started to freak out and accidentally killed all military personnel with their mind. Immediately following this, the biggest silverback took charge, he assembled different teams to take care of different tasks, like farming, maintenance, and science. One day, a group of people tried getting into the bunker, and a new team was needed for outside security. They made makeshift hazmat suits and sent out some of the toughest to defend the bunker. One of the silverbacks unknowingly had a ripped hazmat suit and slowly mutated, he not only ghoulistified, but he got way bigger. Of course since then, he was the alpha, his name is Owen(01). When the player arrives, some of the apes will be verbally hostile but Owen steps in, Owen tells the player to either help them or die. Owen makes the player go check on his pre-war friends at Austin zoo. At the Austin zoo, everything is dead, so the player must return to the Temple base and tell Owen, who will then make the player find and kill 10 mole rats to return to him. After this, Owen lets the player into the base where they can help out several apes with things like: research, cooking, chores, ect. Once everything is dealt with, the alpha offers one of three warriors to aid the player. The first is Harambe, a disciplined silverback who has a 12 in Strength, and 10 in Endurance(the rest of the stats aren't too important). The second is Caesar(see-zar), a chimp who relies solely on his psyker abilities, and has an 11 in Intelligence and perception. The third is Crystal, a capuchin monkey who is great at stealing and a wonderful talker person, she has a 10 in agility and charisma.

## Gallery

[The map](#)