



B.O.M.B. – 001

(Ballistic Orbital Missile Base – 001)

Version 1.0

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*“To preserve the Great American Way and secure a safe future for our children.”
-Plaque on the airlock access wall.*

OVERVIEW

B.O.M.B.-001: A sentinel watches the wastelands from high above. It is cold and uncaring, silently waiting to one day fulfill its destiny. It was once considered a protector; providing supposed security to naive children thinking they were invincible as long as their sentinel watched over them. Should any enemies threaten those the sentinel was supposed to protect, it would rain down exacting punishment. But once the enemies did threaten, the sentinel could not respond. It needed permission from its creators to exact its punishment, but that permission never came. So the sentinel watched, coldly, as the children it was supposed to protect were incinerated in the mushroom clouds. When it was over, the sentinel, known as the Ballistic Orbital Missile Base 001, or B.O.M.B.-001, merely continued its observation of the charred planet below, waiting for the day when it would get permission to exact its designed punishment.

B.O.M.B.-001 is the final destination of the game. It is a large, doughnut shaped space station capable of firing twenty-four nuclear missiles, though it is currently only loaded with eight. It is capable of housing six people, with an area designated for living, recreation, and medical treatment, and a separate area for the true meat of the station; missile control and launch. From here the player may set targets to nuke, or try to avert targets from being nuked. However, either way, something is going to be nuked before the player leaves B.O.M.B.-001 – if he leaves...

Over the course of its two-hundred year wait, the B.O.M.B.-001 sustained a bit of damage. Its circular outer hull remained intact, except for damage to the (what could be called) northern section. A stray communications satellite impacted this part of the hull, resulting in severe damage to the interior door mechanism that linked the [Living Quarters](#) to the [Command Center](#). Because of this, the living section and the command section are completely shut off from each other - not that anyone is currently living on the satellite. Should anyone visit B.O.M.B.-001, they would have to perform a space walk with magnetic boots in order to gain access from one section to the other. However, magnetic boots are not needed inside the station since its rotation creates enough artificial gravity for normal, Earth-like movement.

Inside, in the Living Quarters section, the environment is very sterile, with plenty of silver and white paneling all around. Beds fold out from the rounded halls when needed, and fold back into the wall when not in use. The [kitchen](#) is small and utilitarian, providing the bare essentials for two people to maneuver and fix meals. There is one [bathroom](#) facility, able to accommodate two to three people at a time, complete with suction tubes and wash towels. [Entertainment](#) is provided by a now static filled monitor which was originally designed to show movies and television shows. From the looks of the dimly lit, rounded [corridors](#), a half a dozen or so people could have lived on the satellite for an extended period of time. However, the only thing in the frigid living section that vaguely resembles life are the three little brain-bots that scurry about. Their only contact with the Earth below is the array of thick windows that adorn the curved walls along the equally curved corridors.

On the other end of B.O.M.B.-001 is the [Command Center](#). Here lies all the computers and technology necessary to maintain, target, and launch the nuclear missiles. There are several dormant computer stations, and a cut-away map of the earth on the central wall. From this point, someone could calculate targeting solutions and launch the missiles, provided they had the proper launch codes.

When the player arrives at B.O.M.B.-001, he will dock on the [Living Quarters](#) side of the station. Upon entering, he will find that power has been fully activated on the station. Some of the fold away beds look like they have been used recently and there is evidence of use in the kitchen and bathrooms as well, not to mention the loud, audible computer voice announcing the current time until missile launch – “T-minus 120 minutes until missiles launch.” If the player accesses a computer terminal, he will discover that [Dr. Presper](#)

and some of his cronies have come aboard the station and taken control. Several information systems have been unlocked by Presper and the player may freely navigate through some of the information. Some higher level information may need some hacking to obtain. While in the living quarters, the player will meet [S.O.R.-1000 Alpha](#), the brain-bot in charge of the living quarters, provided the player reactivates him. Since Alpha is not hostile, the player may freely converse with it.

Once the player figures out that he needs to do a [space walk](#) in order to get to the [Command Center](#), he will put on one of the half-dozen or so remaining space suits and magnetic boots, and venture out into space via the air-lock. Outside, the player's magnetic boots kick in and he can walk on the station's inner hull to get to the Command Center air-lock. The only things that block his passage are two magnetized [security robots](#) stationed at the satellite's central hub. They start off looking like turrets, but they can detach, seek and destroy an exterior mobile threat (like the player). Once the robots lock onto the player, they will indeed detach and pursue.

Once past the robots and into the Command Center, the player might be greeted by [Coleridge](#) and some [NCR guards](#) (this all depends on whether the player Rambo'd his way through the security bots, or snuck past). On this side of the station, the player will interact with Presper and his merry band of bad-guys (if the player encountered and killed [Pierce](#), [Briggs](#), and [Davidson](#) at the Grand Canyon, they will not be on BOMB-001), as well as the computer systems that set targeting solutions and launch the missiles. Several possibilities may arise in this area, which will be covered in detail later in this document. But suffice it to say, this is the place that allows the player to rain down nuclear death.



The Area is composed of three maps

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: Living Quarters	Full Party		Small	Tile, vault-like interior w/2001 flair
2: Space Walk	Partial Party		Small	Custom exterior, space and crescent Earth background, narrow, tubular walkway
3: Command Center	Partial Party		Small	Tile, vault-like interior w/2001 flair

1. [Living Quarters](#): (Small Map)

By some strange twist of fate (read: design convenience), there is no one actually in the Living Quarters when the player arrives at the station. This is due to the fact that all of [Dr. Presper's](#) lackeys are in the Command Control Center having just started the countdown to missile launch. A very audible countdown can be heard every minute, so the player will know that doomsday is near.

The Living Quarters is the first place the player will enter. After leaving [Airlock 1](#), the player will go into the main [Medical Facility](#) of the station. It is a large room, comparatively to the others, with four hospital beds, a few medical cabinets, and an Auto-Doc. The Auto-Doc can be used anytime by the player. There is also a storage room that can be accessed in the medical facility. Inside, the player will find all kinds of Fallout medical stuff, including the various drugs and stimpacks.

Outside of the Medical Facility is the main living quarters' [hall](#). Along the east side of the hall's wall are a half-dozen foldout beds and footlockers. Four out of five beds are folded out and look like they have been used recently (which they have). On the west wall are three computer terminals, but only one is currently active. Any player, despite their skill, can discover from the computer that a launch countdown has begun. It seems that eight nuclear missiles have been given a targeting solution and will launch in 2 hours. The targets are Hoover Dam, New Canaan, Shady Sands, New Reno, Vault City, Denver, Brotherhood Main Bunker, and Maxson's Bunker. The player will also discover that there is only time to manually disable five of the eight launches (if that is what he chooses to do) – two launches will happen no matter what the player does (for neat end-game stuff). However, the player may program different targeting solutions for the missiles, but he will need to do that from the [Command Control Room](#). Even if the player sabotaged the station's [reactor core](#) (via programming or setting off an explosion), the resulting blast would set off the emergency launch protocols¹, drastically accelerating the missile launch countdown. Either way, reactor meltdown would be in two to five minutes – BOOM!

The [Maintenance Room](#), [Rec. Room](#), [Bathroom](#), [Kitchen](#), and [Mini-Med Room](#) all go along the western side of the living quarters' hall, and each room is open and accessible. The Maintenance Room holds a mini-mechanic's lab, as well as several tools, parts for (fill-in-the-blank), a deactivated brain bot, and a couple of work benches. The Rec. Room holds a ping-pong table, two computers used for gaming, a dining table for four, and a large projection TV. The Bathroom has two showers and three toilet stalls. The kitchen comes complete with a packaged-food processor, cutting table, and a freezer. And lastly, the Mini-Med is a simplified version of the Medical Facility, with med kits, drugs, and a few stimpacks.

There is a doorway on the north wall that leads to one of two [Missile Rooms](#). These rooms are locked out unless the player can hack the security codes in the computer(s). If he is able to do that, then he will find a room full of missile silos similar to what can be found in a ballistic nuclear missile submarine, like an [Ohio Class Trident](#) submarine (or the [Typhoon](#) mock-up in the movie [The Hunt for Red October](#)). The silos resemble red pillars that come out from the ground and enter into the ceiling. Each pillar is ten feet across and houses one nuclear missile (each missile holds six nuclear warheads).

Next to the Missile Room door, and to the east, is [Airlock 2](#). Inside, the player will find a half-dozen or so space suits that he can use. This airlock leads to Map 2, the Space Walk. In order to get to Map 3, the Command Center, the player will need to space walk the inner stabilizing hull using magnetic boots (provided).

2. [Space Walk](#): (Small Map)

Using magnetic boots and a space suit, the player can walk across the inner stabilizing hull to get to the Command Center. The center of the inner stabilizing hull is home to two mobile [security robots](#) that, at first, resemble turrets. Once these turrets have sight of the player, they will detach from the center hull and pursue the player. These robots use low caliber firearms so as not to penetrate the station's hull. Since it does not take much to penetrate a space suit, the robots are more than a match for the player.

¹ If the emergency launch protocol initiates, the missiles will immediately launch. The advantage to this is that since the launch was rushed, the station is not yet in the optimum launching position, which cause the missiles to be only 50% accurate.

Once the player gets past the robots, he may enter [Airlock 3](#). This will transition the player to Map 3, the Command Center.

3. [Command Center](#): (Small Map)

This is the pinnacle of the area. When the player first exits Airlock 3, one of two things will happen. If the player is an effective Stealth Boy and managed to sneak by the security bots on map 2, then he will not have to encounter some [NCR guards](#) just outside of the airlock (but, he will be treated to a cut scene which will reveal [Dr. Presper's](#) diabolical plan). It's the same outcome for Science Boy if he used the central computer to disable the two security bots. However, if the player just did battle with the security bots on map 2, then [Coleridge](#) and the NCR guards will be waiting for him. Coleridge will "politely" request that the player holster his weapon (if drawn) and come with him to meet their commander, Dr. Presper in the [Command Control Room](#). Here, the player will find a large monitor on the wall showing a close-up view of the Earth's surface. There are eight red targeting reticules on the map indicating the missiles' targets. Below this monitor is a computer terminal. This terminal handles all targeting solutions, and the countdown for eight missile launches can be clearly seen not only on the small computer monitor hooked up to the targeting terminal, but also on the large monitor overhead.

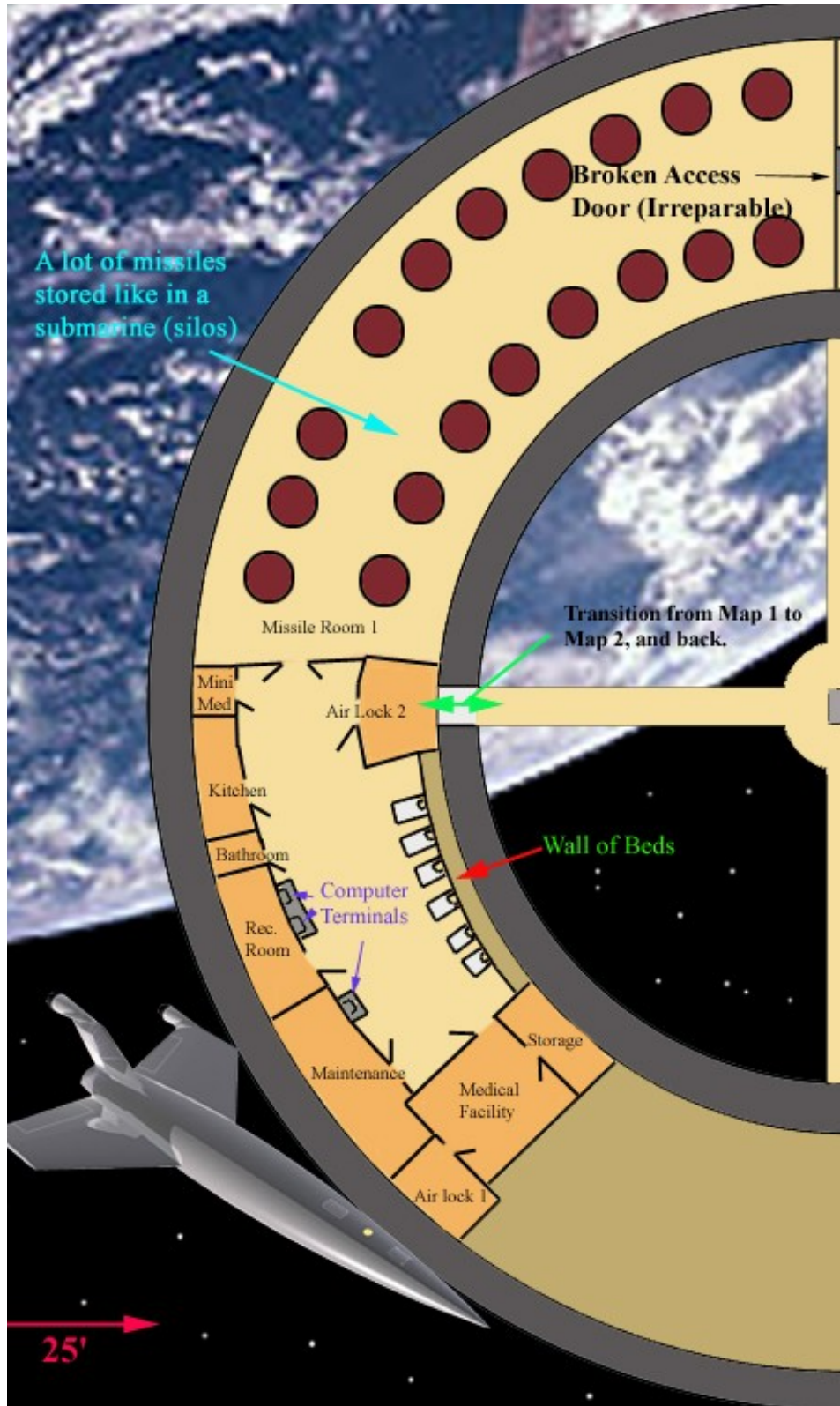
Directly north of the Command Control Room is another [missile silo room](#). It's exactly like the one that can be accessed from the Living Quarters.

Directly south is [Engineering](#). There are a bunch of monitors, computers, and generator looking things humming and whizzing along. Here the player will find a lone engineer fiddling with things. A good science boy could use the engineering computers to figure out a way to disable (read: lock missile doors to keep them from launching) five of the eight missiles (the whole time thing, again), since this is really the heart of station operations.

Lastly, directly south of engineering, is the [Reactor Room](#). This is the main power generator for the station. The player may sabotage this reactor using either explosives or computer skills (Science). Detonating an explosive will cause an instant radiation leak, so the player better have his space suit completely on. Unfortunately, reactor core meltdown will kick in the emergency launch protocols, drastically accelerating the launch countdown of the missiles.

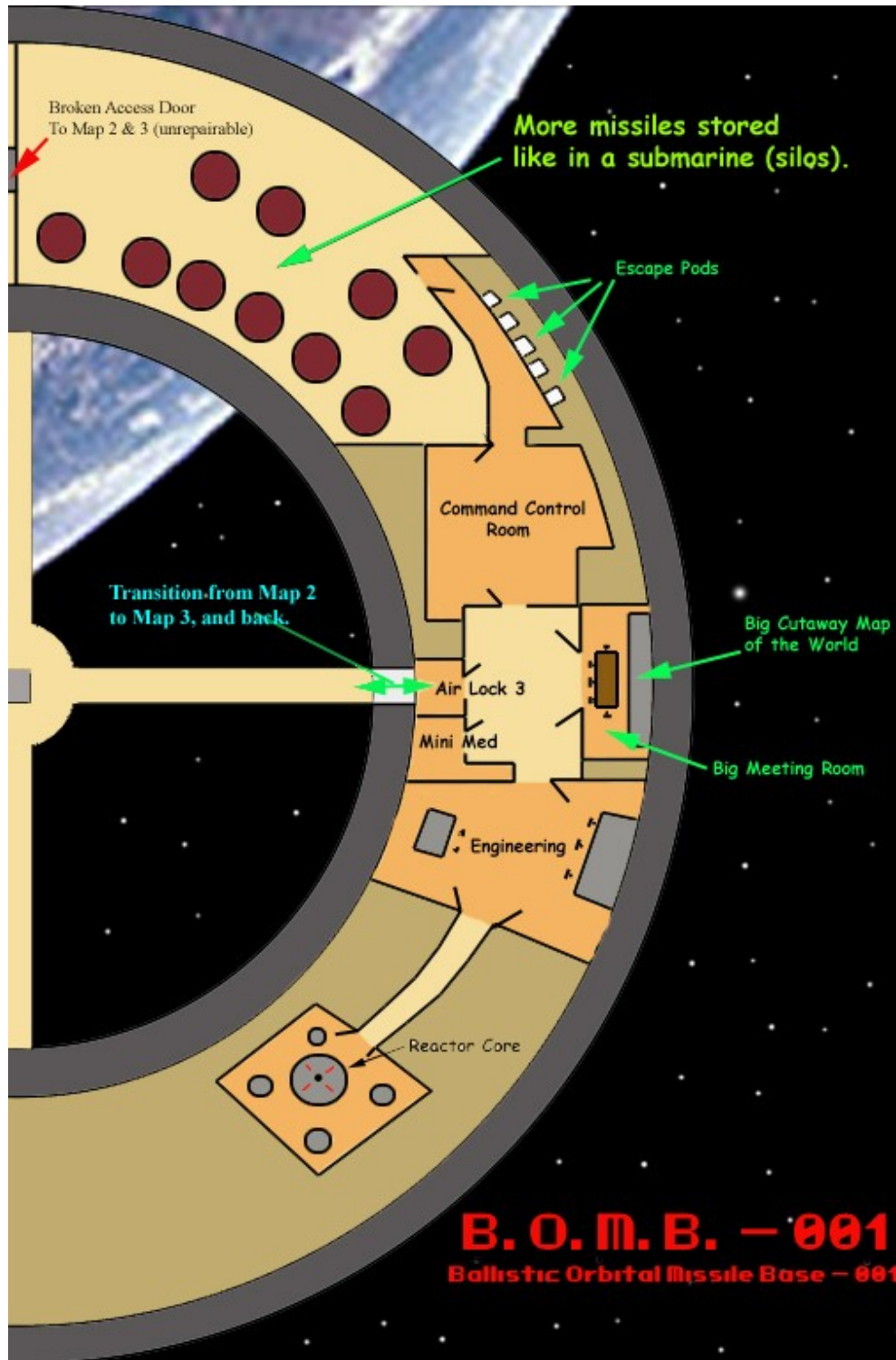
16_B.O.M.B.-001

MAP FLOWCHART & LAYOUT FOR B.O.M.B.-001 LIVING QUARTERS



16_B.O.M.B.-001

MAP FLOWCHART & LAYOUT FOR B.O.M.B.-001 COMMAND CENTER



16_B.O.M.B.-001

AREA BACKGROUND

2073 was a turbulent year. Nuclear proliferation reached an all time high. As a reaction to possible nuclear threats, the U.S. government completed a space station/satellite that was supposed to house two-dozen nuclear missiles. Named the Ballistic Orbital Missile Base, or the B.O.M.B., it was considered the ultimate offensive weapon. From orbit, B.O.M.B.-001 could launch missiles to reach any target in the world within minutes. However, as a safety net from accidentally launching nuclear missiles, B.O.M.B.-001 required an onboard crew to launch the missiles. The station was capable of housing eight crew members, but only required one onboard individual to effectively calculate targeting solutions and launch the missiles, as long as that individual had the proper launch codes. Without the proper codes manually entered, the missiles could not be launched, even by accident.

The first two B.O.M.B. missile stations were nearly completed in 2073. Orbiting high above the Earth, all the two B.O.M.B. stations needed were main power reactors to replace the temporary generators that were put in place to maintain the bare, onboard necessities. Unfortunately, the reactors never came. The vessels that were commissioned to take the reactors to the B.O.M.B. stations never left the launch pad at Bloomfield Space Center. By the time the Hermes rockets were complete and loaded with the reactors, nuclear war broke out across the globe. The B.O.M.B. satellites became deadly, yet dormant artifacts of a paranoid age long past.

Over the course of two-hundred years or so, B.O.M.B.-001 remained in Earth's orbit relatively unscathed, except for some minor hull damage at the north end of the station, a result of a communications satellite collision and micro-meteorite impacts. The only thing this affected was the hatch in the missile silo room that linked the living quarters to the Command Center. The impacts permanently damaged the opening mechanism, and any attempt at repairing the door could result in a failure in the structural integrity of the station. Other than this minor foible, B.O.M.B.-001 was still fully functional; well, as functional as can be with just a temporary generator.

B.O.M.B.-002 did not fair as well. Sometime during the two-hundred years of silent orbit, perhaps ten to fifty years before 2253, something big hit B.O.M.B.-002 and sent it crashing down to earth. Pieces can be found in the Grand Canyon, but how big the pieces are, and if there is anything salvageable, remains to be seen.

TIMELINE

YEAR	EVENT
2073, August	The Ballistic Orbital Missile Base, or B.O.M.B.-001, is completed and partially functional (for security and maintenance bots) using a temporary onboard generator. The only thing more the base needs are the manually inputted final launch instructions and codes, and the main power reactor.
2074, July	The new Bloomfield Space Center completes construction. The facility's first task is to complete the space rocket Hermes XIII and 14 to fly to B.O.M.B.-001 and 002 – respectively - (originally slated for a Mars mission before new orders arrived). The mission: have the crew deliver and install the bases' main power reactors, manually enter final launch instructions, manual check for safety nets and protocols, and do a manual inspection of the station.
2076, August	Hermes XIII and XIV are completed, loaded with cargo and placed on the Bloomfield launch platform, awaiting the final funding, and the okay to launch.
2076 October	Due to the seriousness of world events and the threat of nuclear war, launch is postponed while funds are routed to vault technology. Launch is rescheduled for 2077.
2076 November	Enclave personnel seize control of Bloomfield Space Center and begin researching and developing a way to convert Hermes XIII and 14 into a personnel transports to transport important individuals off-planet.

2077	Bombs drop. All Enclave personnel leave Bloomfield to either take cover or maintain “hot spots.” Sub-reactor is turned off. Bloomfield, B.O.M.B.-001 & 002, and Hermes XIII & 14 are completely forgotten.	
2200 – 2252 2252 June 15	B.O.M.B.-002 is knocked out of orbit and crashes in the Grand Canyon. Kyle the Hook and his Rusty Hooks discover Bloomfield Space Center and declare it their home.	
2252 June 30	Bloomfield has power once more, but sub-reactor is only operating at 45% efficiency.	
2253, October 23	Sentry robots at Bloomfield become semi-active – not moving, but the optical lenses and sensors turn on and start surveying for escaped prisoners from the Big MT. The robots ignore the Rusty Hooks.	F3 Begins
225?, sometime later	Dr. Presper and his NCR buddies find security overrides for the turrets and security bots at Bloomfield, as well as the space rockets’ launch codes. They invade Kyle’s beloved Bloomfield – Kyle and his men do not resist Dr. Presper and his technically more advanced brigade – and launch themselves into space to dock with B.O.M.B.-001. Four NCR guys stay behind with the remaining rocket to prevent anyone from launching the second rocket. The Rusty Hooks keep clear of the launch pad and form an “understanding” with the NCR guards.	

EMOTIONAL PORN



DRAMA

- Making [Dr. Presper’s](#) lackeys aware of the Doctor’s deception:
- [S.O.R.-1000 Alpha](#) wants B.O.M.B.-001 to be destroyed, even if that means he goes up with it.
- Audible and visual cues that immediately let the PC know the missiles will launch in two hours.

NPC ALLY DRAMA

MORAL DILEMMAS

- Determine the fate of the people eking out an existence on the Earth's surface:

OTHER ROLE-PLAYING TESTS AND EPITHETS

- Player may reveal Dr. Presper's deception to General Coleridge and his men, thus causing strife within the ranks (**Instigator**).
- Player chooses largely populated targets to hit with the nuclear missiles (**Armageddon's Hand**)

TIES TO OVERALL GAME THEMES

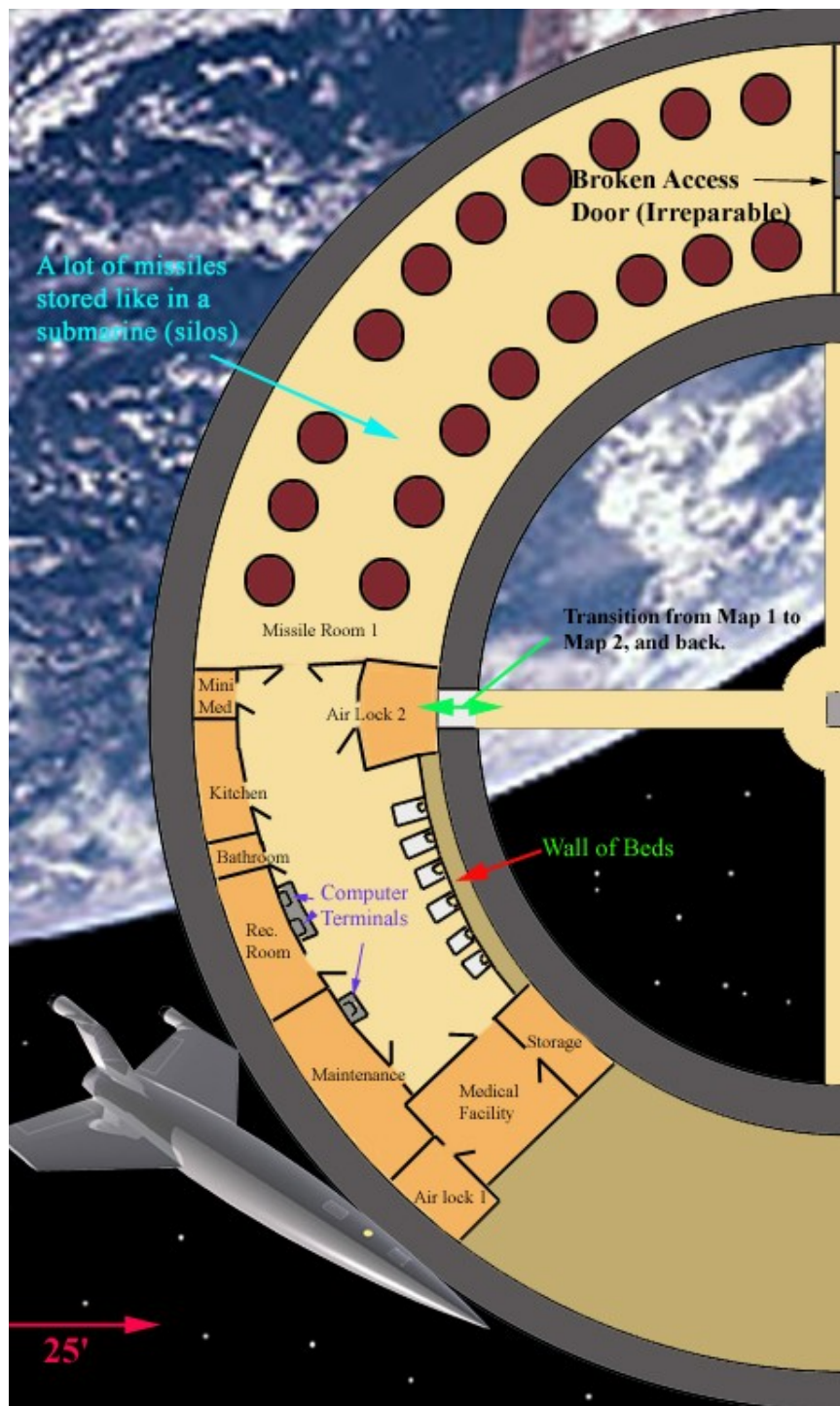
- **War... War never changes:** Discovering Dr. Presper's evil intent on "cleansing" the Earth's surface with a new barrage of nuclear missiles, thus reinforcing the adage that the more things change, the more they stay the same. This is amplified by the fact that at least two nuclear missiles will launch no matter what the player does.
- **Does anyone ever really win:** This is the wasteland – a land of hardship, backstabbing, and death. No matter how well the player does in Fallout 3, someone's going to lose and the player never really "wins." Lives will be ruined, communities will fall, and death will reap its crop.

NPC COMPANION USES

16_B.O.M.B.-001

LOCATIONS

MAP 1 – LIVING QUARTERS



Airlock 1

16_B.O.M.B.-001

Exiting from Hermes XIII, this is the PC's first stop. It is a very sterile looking room with an access panel next to the closed door leading into the station itself. No special access codes are needed to open the door, but the player will have to stand in the airlock for at least five seconds so the decontamination spray can hose the PC down. Once that happens, the player may simply click on the access panel and the door will open.

Medical Facility

The Medical Facility is at least twice as large as Airlock-1. It has six beds with three lined up against the south wall and three against the north wall. Smack dab in the center of the room is an Auto-Doc which the player may use at any time. There are also cabinets and shelves along the east and west walls, each holding various med-kits and drugs. If it's in the game, the player may concoct self-enhancing drugs and such in the lab that is placed next to the Auto-Doc. It's not an overly elaborate lab, but it is sufficient to make drugs and med-kits. It is basically one large table with beakers, tubes, and bottles lying about.

Storage

This room simply houses more med-kits, drugs, stim-packs, etc.

Central Hall

Exiting through the north door from the Medical Facility will place the PC in the Central Hall of the Living Quarters. Here the player will find several, recently used, fold-out beds attached to the east wall and three computer terminals attached to the west wall. Two of the three computer monitors are non-operational, but the lone operational central computer will display a countdown. At the top of every minute an audible computer voice will give a countdown status - for example, "T minus 120 minutes and counting to missile launch." This audible warning will continue until T minus 60 seconds, in which case the audio will countdown the seconds to launch.

Also in this hallway, the player will run into two [maintenance/security brain-bots](#). They look similar to the standard brain-bots, with the addition of two extra limbs that are laser guns. The brain-bots will immediately attack the PC on sight. However, the PC may avoid this conflict if he first observes the brain-bots' patrol pattern. There is a window of opportunity for the player to safely run into the Maintenance Room adjacent to the Medical Facility. Inside the Maintenance Room, the player will find another computer terminal that is directly tied into the brain-bots. A bit of hacking will get the PC into the brain-bots' command routines, where the PC may opt to disable the brain-bots. If the PC is not very science savvy, there are also quite a few EMP grenades and ammo for a pulse weapon.

Maintenance Room

The Maintenance Room is a bastion of hi-tech mechanic's delight. There are a couple of mechanic's labs the PC can tool around with, as well as materials to upgrade equipment - time permitting, of course; those missiles will fly soon, you know.

Also in this room are four docking stations for brain-bots. Three of the four are empty, but one has a brain-bot that looks like it has been recently deactivated. The PC can do some investigation on the brain-bot, as well as on the maintenance computer, and discover that the little bot has indeed been recently deactivated. A quick notes entry on the computer states that the brain-bot exhibited unusual actions, and even emotions, such as loneliness, anxiety towards [Dr. Presper](#) and his cronies' arrival, and even an attempt to halt Dr. Presper's plan to nuke the Earth's surface. The PC may opt to reactivate the brain-bot and try to reason with it (it will not take a dedicated Science Boy to reactivate the brain-bot). The brain-bot will first identify itself as S.O.R.-1000 Alpha, and then go into a tirade about how he must stop Presper from destroying the populated areas. The PC may discover through conversing that the brain-bot became "self-aware" about eighty years ago when a minor electrical surge opened up some new neural pathways. Alpha, as he likes to be

called, then began a crusade to learn all he could about what happened to the Earth, why B.O.M.B.-001 was built, and study the burgeoning societies that popped up here and there on the scorched Earth. To make a long story short, Alpha can become a CNPC and help the PC thwart Presper's plans to "cleanse" the Earth. Yes, he is a late level CNPC, but he can be very helpful, especially to a PC who is not Science focused. Plus, Alpha has dual laser guns, baby! Lastly, since Alpha is so late level, he does not count against the PC's companion limit – Alpha's a freebie.

Another fun thing the Mechanic Boy can do in the Maintenance Room is assemble a freeze gun. A bit of investigating in this room will turn up a schematic on a prototype freeze gun which the PC can use to assemble the gun. However, not all the parts for the gun are available in the Maintenance Room, so the PC will need to find viable substitutes for the components. Needed components are; freezer coils (kitchen); water and containers (bathroom); crushed crystal (TV in rec. room); power source (S.O.R.-1000 Beta of Delta). The remainder parts are in the Maintenance room. Once assembled, the gun works great against any armor since it super-freezes joints and moving parts, so the gun is effective against robots as well as the NCR guys. The gun will not necessarily kill a foe, but it will render it immobile, giving the player uncontested turns against the crippled enemy.

Rec. Room

The Rec. Room holds a ping-pong table, two computers used for gaming and information, a dining table for four, and a large projection TV. The PC can play around with the computers and get some information about the early days of the space program, and other miscellaneous stuff. A fun Easter egg might be to put an old Interplay game on one of the computers for the PC/player to play. There has to be something in Interplay's inventory that is really small (compared to today's games) that can be put into an in-game computer.

The PC can break the TV monitor and use the broken crystal for the freeze gun.

Bathroom

The Bathroom has two showers, two sinks, and three toilet stalls. Perfect for cleaning up or relieving one's self. The PC can find water containers to use with making the freeze gun.

Kitchen

The kitchen comes complete with a packaged-food processor, cutting table, and a freezer. The freezer coils can be used to assemble the freeze gun.

Mini-Med

This is a much slimmed down version of the Medical Facility. It basically just has one bed and medical supplies (med-kits, stimpacks, etc.).

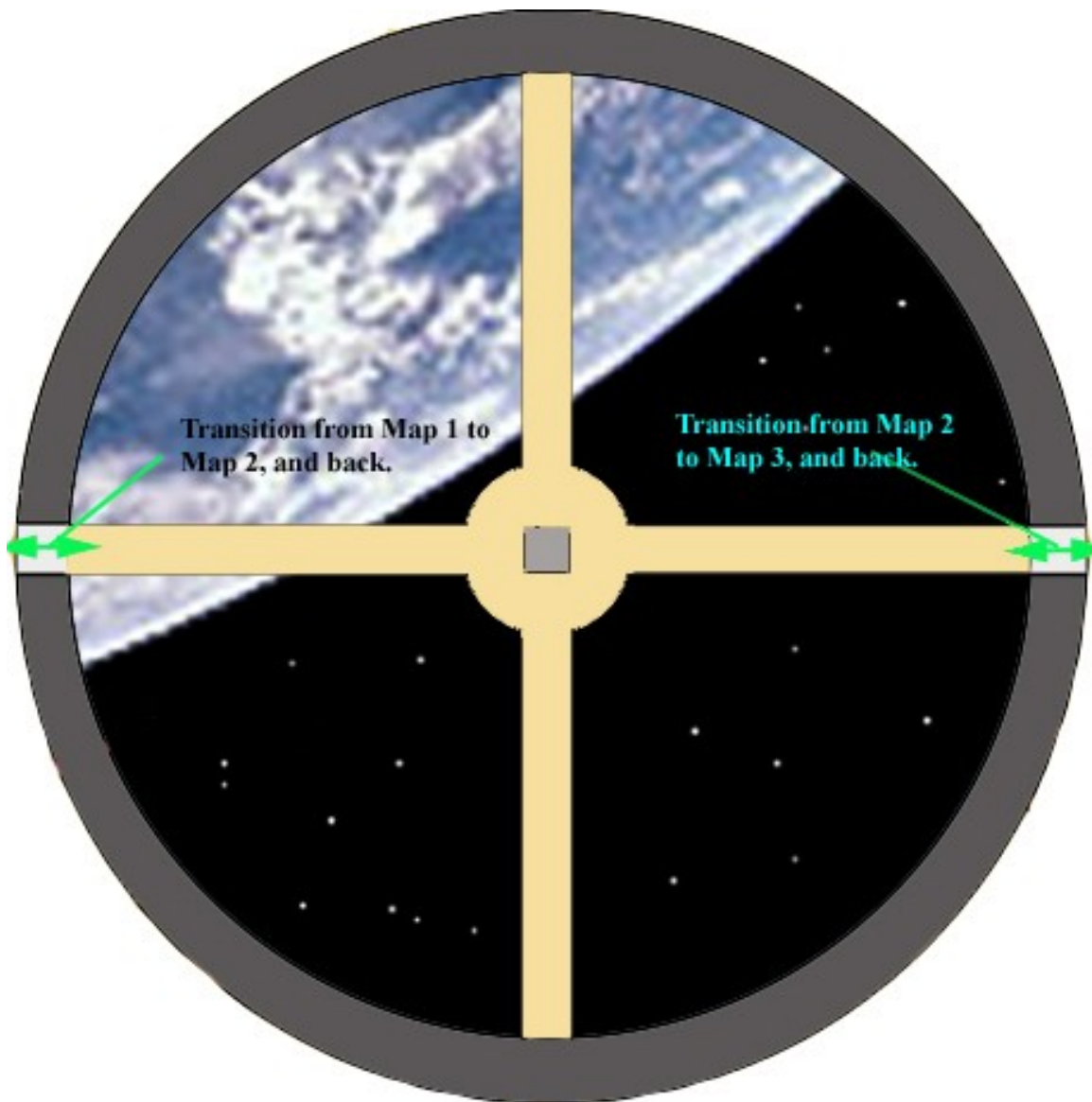
Missile Room 1

This is where five of the eight missiles that are going to be launched are stored. The ten foot thick, red silos come out of the floor and extend into the ceiling and form two rows of eight silos each (more or less, depends what the artist comes up with). The player can access the mini-computers that are attached to each silo and see which silo has a missile in it and which do not. Some of the silos show empty because the U.S. government never got the chance to fully stock B.O.M.B.-001 before the war started. However, for those silos that have a missile in it, the player can try to sabotage the missile launch system on a per silo basis. Unfortunately, this type of Science Boy tactic takes quite a bit of time, and the likelihood of the player sabotaging more than five silos in less than two hours is highly unlikely. But, sabotaging the silos would cause a systems overload, which in turn would cause the station to eventually blow up – like a couple of minutes after the non-sabotaged missiles launched.

Airlock 2

This airlock looks exactly like Airlock 1, but this airlock is a transition from Map 1 to Map 2 and back again. Also, there are six space suits for the PC to use on himself and his companions.

MAP 2 – SPACE WALK



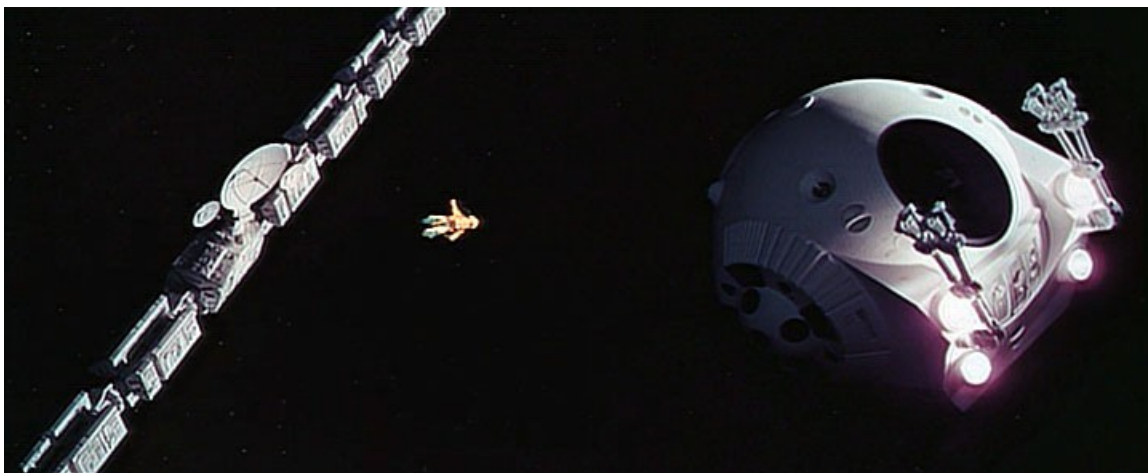
Inner Hull Support

16_B.O.M.B.-001

This is a steel reinforced support system that maintains the structural integrity of the round missile station. These are round tubes with a flat walkway in-line with the rest of the station. In order for the PC, or anyone, to walk on the hull support, the PC will need magnetic boots (supplied in Airlock 2, along with the space suits). Going in a straight line, the PC may walk to the east side of the missile station and enter the Command Center through Airlock 3. Of course, the PC must contend with the Security bots on the Central Hub.

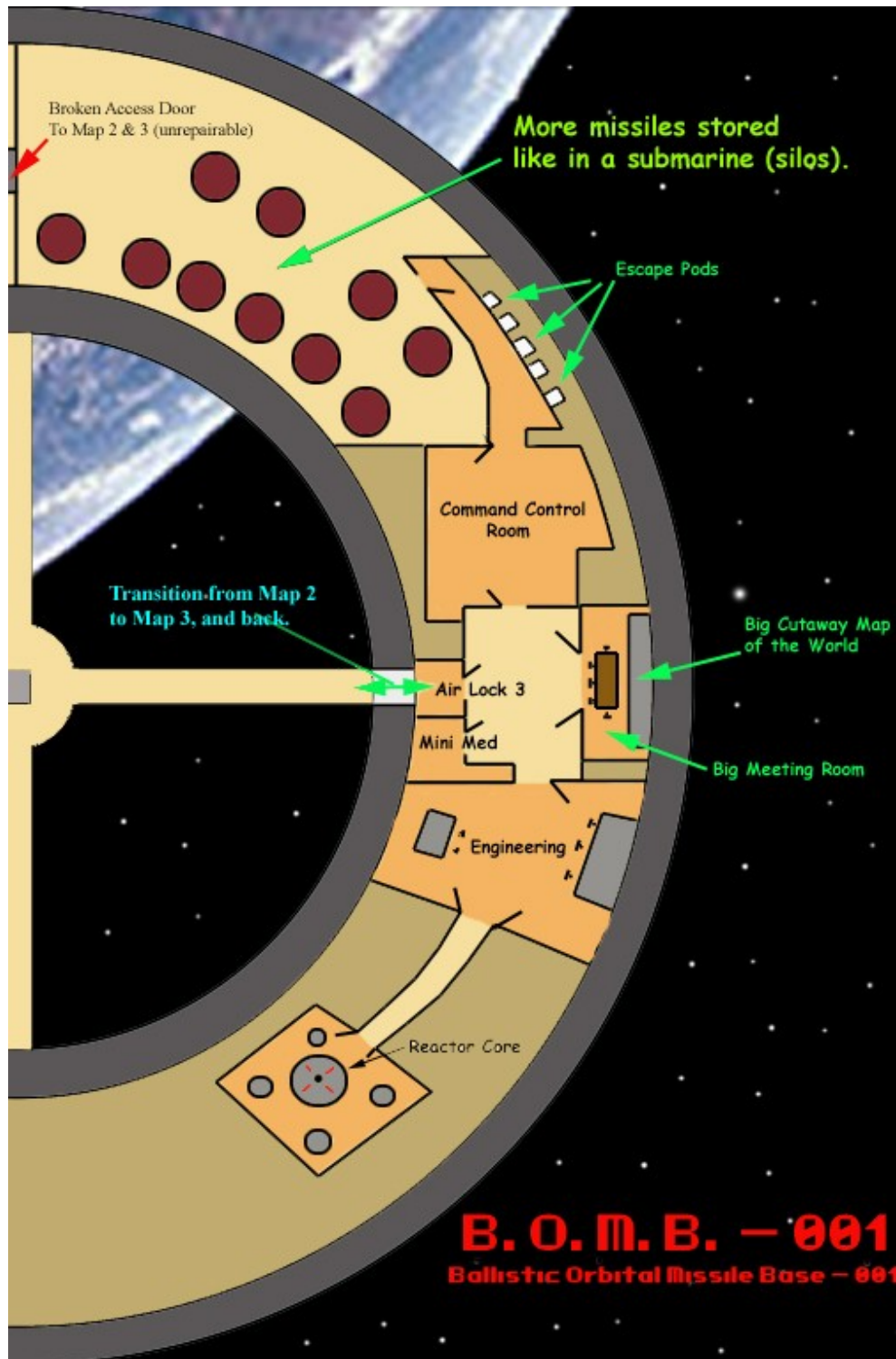
Central Hub

The Central Hub is the direct center of the missile station. The platform is large enough to hold a radio antennae dish, a handful of people, and two ill-tempered security bots. The security bots have magnetic treads which allow the security bots to move along the walkway without floating off into space. An adept Stealth Boy may sneak passed the bots, Combat Boy may choose to blow the bots away with a pulse gun or EMP grenades, and the Science Boy may develop a way to depolarize the bots' magnetic treads and have the bots float away harmlessly.



16_B.O.M.B.-001

MAP 3 – COMMAND CENTER



Airlock 3

16_B.O.M.B.-001

This airlock looks exactly like Airlock 2, but this airlock is a transition from Map 2 to Map 3 and back again. No space suits in this airlock.

Mini-Med

This is a much slimmed down version of the Medical Facility. It basically just has one bed and medical supplies (med-kits, stimpacks, etc.).

Meeting Room

Directly east of Airlock 3 is the station's Meeting Room. A large cut-away map of the world is hung on the east wall with red thumbtacks precariously placed on Midwestern locales. An observant PC (INT > 5) will notice that the thumbtacks are on the same points that the missile targeting solutions are assigned. In the center of the room is a large meeting table and eight chairs all around.

Engineering

Directly south is Engineering. This room has several computer terminals attached to large computer storage banks, similar to the spinning tape storage banks from the fifties. There are also four generator type things evenly spaced on the floor.

Here, the player will also find an NCR engineer. The player has several choices; if the player successfully snuck into the Command Center, he may choose to kill or knock out the engineer, take his armor and helmet (essentially his uniform), and use the PC's Deception skill to try and infiltrate the Command Control Room. Another option is to try and speak to the engineer using Speech skills, thus trying to convince the engineer that Presper has not been entirely honest with them (the whole death virus thing). Another choice is to blow the snot out of the guy and not worry about him.

Reactor Core

In this medium sized room is a large nuclear reactor with four smaller power nodes at each corner of the room. The reactor is very well insulated, but can be sabotaged using more than two dynamites or two C4 explosives (using more will not do any more damage). Using these explosives will breach the plutonium containment and leak a hell of a lot of radiation all over the Command Center. Also, reactor meltdown will commence, which gives the PC exactly five minutes before total meltdown and BOOM! Lastly, causing this type of catastrophe will initiate the emergency missile launch protocol, giving the PC four minutes to set new targeting solutions and one minute to get the hell out of Dodge. The one consolation about the emergency launch protocol is that six out of the eight missiles have a 50% chance of missing their assigned target, so if the PC can only reprogram half the missiles in the four minutes, there is still a chance that all the missiles will miss their targets. It's a gamble, but it's the price one pays for using meathead tactics. The same rules apply if the PC uses science on the reactor and programs it to overload.

Command Control Room

This is the ultimate room where the PC can save the world or help destroy it. There is a large monitor on the east wall that shows a close-up section of the Mid-West as seen from B.O.M.B.-001. Several red targeting reticules highlight different designated targets; Hoover Dam, New Canaan, Shady Sands, New Reno, Vault City, Denver, Brotherhood Main Bunker, and Maxson's Bunker (although the targeting computer uses old, pre-war names for the locations). Directly underneath the large monitor is the targeting computer. This is where the player may reprogram the targeting solutions. If the player chooses to disarm the missiles, he will be able to disarm all but two missiles. Since the computer was programmed to "cleanse" the areas that had been

exposed to the New Plague, it will refuse to halt all launches and insist that two missiles be launched. The player must choose two targets to hit – empty, uninhabited areas are not an option. If the player does not choose, then the computer will choose the two largest populations. Also, reprogramming targeting solutions takes a fairly long time. Since both the station and the Earth are moving, the computer must calculate for optimal launch trajectory, atmosphere re-entry, target positioning dependant on the Earth's current facing relative to the station, distance, fuel, and weather. All these factors could take some serious calculating time, especially since none of these variables are constant; the core information must be extracted on the fly and then worked into a target solution. It is quite possible that the player will not have time to reprogram all the missiles, so he would have to choose carefully which ones to change first.

Dr. Presper can be found fiddling around another computer that is in the left hand corner of the room. If the player ever decides to muck around this computer, he will find that Presper was using it to calculate explosion scenarios, radioactive fallout disbursement patterns and half-life, and other brainiac calculations. The center of the room holds the computer processing core, a large, metallic object that is shaped like a smaller Zax computer. Two NCR soldiers walk around this thing pushing buttons and such.

Escape Pods

Directly north of the Command Center is the hallway for the Escape Pods. These are accessible at any time and hold two people each. There are five pods total. All the PC needs to do is access the control panel over one of the escape pod doors and accept the emergency escape request.

One of the ideas I was toying with to keep the ending of the game “Fallout,” was that the escape pod does not have a designated landing site. Because of its limitations, the pod will land like a ‘60’s space capsule, parachutes and all, in an unknown, remote area. This way the player will get an end movie CG of having his PC leaving the pod and wandering into the sunset of an unknown land – play sad music and shed a tear. Then roll the “and what happened to...” stills and narratives.

Missile Room 2

This is where three of the eight missiles that are going to be launched are stored. The ten foot thick, red silos come out of the floor and extend into the ceiling and form two rows of six silos each (more or less, depends what the artist comes up with). The player can access the mini-computers that are attached to each silo and see which silo has a missile in it and which do not. Some of the silos show empty because the U.S. government never got the chance to fully stock B.O.M.B.-001 before the war started. However, for those silos that have a missile in them, the player can try to sabotage the missile launch system on a per silo basis. Unfortunately, this type of Science Boy tactic takes quite a bit of time, and the likelihood of the player sabotaging more than five silos in less than two hours is highly unlikely. But, sabotaging the silos would cause a systems overload, which in turn would cause the station to eventually blow up – like a couple of minutes after the non-sabotaged missiles launched.

ART REQUIREMENTS

- Map 1: Living Quarters – vault tiles
- Missile rooms 1 & 2 – meta tile
- Map 2: Space Walk – meta-tile
- Map 3: Command Center – vault tiles

CAST OF CHARACTERS

GENERIC NPCS

Dr. Victor Presper (EPIC VILLAIN: SCIENCE BOY: 30)

Importance - Epic

ST	4	FAIR	Hit Points: 179 Hit Points
PE	10	HEROIC	(29 + 5*30)
EN	5	AVRG	AC: 7%
CH	4	FAIR	AP: 8+2 (10 AP)
IN	10	HEROIC	Melee Damage: 1
AG	7	VERY GOOD	Damage Resistance: 0
LK	8	GREAT	Sequence: 20
			Critical Chance: 8%

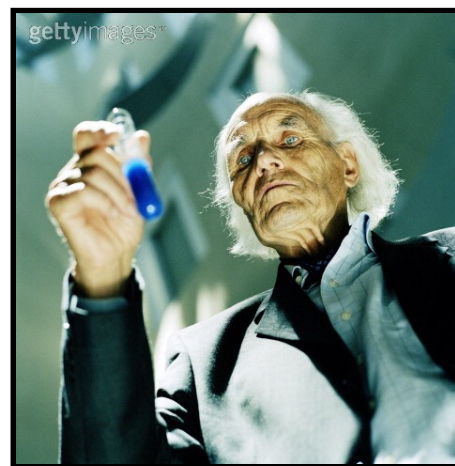
Shtick: Presper is a "quiet" mad scientist, and he is considered to be an end-game-level-threat on par with the Master from Fallout 1, and his stats reflect this. **He is the smartest man on Earth except for possibly the player.**

Karma: Presper is at 0 Karma.

Equipment: *Super PIP Boy* monitors his health, acts as a motion sensor, and has a programming attachment built in that allows him to instantly create and download his own programs. *Needler Pistol:* (4 AP, 2-12+12 with Penetration that cuts Armor in Half), with 3 HN Piston-Propelled Needles in the chamber filled with tranquilizer darts. He also carries a Multi-Tool, a Radio, and a Flashbulb Projector with a Bulb that has six flashes remaining, with the command: HALT action loaded into the punch card.

Presper would much prefer to spar with words than with bullets.

Skills: 75% Small Arms, 5% Big Guns, 25% Melee, 25% Unarmed, 45% Missiles, **All Sciences 250%** (or whatever the % mechanism is), 250% Game Theory.



16_B.O.M.B.-001

Traits: All science traits. I mean, all of them. - Presper accrues double the fatigue as if on half-rations, because he is fighting sleep all the time. He is secretly afraid of being asleep, and he will do anything to prevent being tranquilized or knocked out. **(3) Multi-Tasking** - as long as two separate tasks are within reach, Presper can proceed to do both at half his normal skill percentage with independent hands. He could code two computer programs, for example, or work out a math theorem in his head while shooting someone with his tranquilizer gun.

Perks (5): Cinematic Epic Bonus Perk: Smartest Man on Earth Except for PCs that, well, makes Presper the smartest man on Earth except for potentially the PCs, **Mad Scientist** which allows Presper direct input from the GM to perform his twisted actions, **Action Boy (2)** gives him a +2 AP on all actions, **Inventor** (+25% to all invention rolls), **Master of Sciences**, and all other Science-related perks

Prisoner 31.1: “Dr. Victor Presper”

Dr. Presper has a simple dream; to preserve the master race – humans.

The good doctor was born and raised in the area formally known as Shady Sands, now known as NCR. He spent many of his years as a scientific advisor to President Tandi before his disillusionment settled in – a disillusionment fueled by the Caravan houses that ate away at NCR. When his breaking point finally came, Presper became determined to find a way to rid the world of chaos and human impurities, and discovered his savior in Limit 115. Through extensive research, Presper discovered the history of Limit 115 and its genocidal potency, and also discovered a viable means to cleanse the world. Using Ulysses, the quarantine prison, and a ballistic satellite known as B.O.M.B.-001, the way to human planetary domination and order became clear. He needed to get to B.O.M.B.-001 and use the nuclear weapons to clean the filth and wretch that currently occupied the surface.

Presper and his followers released the New Virus in the remote areas near Boulder and Denver. It was close enough to the quarantine prison to spur ULYSSES into action, but not near enough to huge populations to start a general panic. Once enough people were infected and ULYSSES “arrested” enough people to just about fill up the prison, Presper infected himself, Coleridge, and a handful of loyal soldiers so they too could be taken into the prison. Once there, the rest of Presper’s men, who were not infected, would stage an attack on the prison which would allow everyone to escape. This event would start a countdown of sorts for missile launch on B.O.M.B.-001. ULYSSES would assess the viral spread, try to gather up the escaped prisoners, and once 90% of the prisoners had been retrieved, launch nuclear missiles to “clean & prevent” any further infection. By the time this happened, Presper had planned to be on, and in full control of, B.O.M.B.-001, and reprogramming targeting solutions to clean the areas *he* wanted. Humans of his choosing would wait out the second nuclear holocaust in the Boulder Dome, until the day came where he declared the Earth safe for pure blood humans once more. The only thing that really was a time consuming factor for his plan was figuring out the launch codes on the satellite. But Presper knew he was more than intelligent enough to eventually figure it out. After all, he was far more intelligent than the monkeys who originally programmed the launch computers on B.O.M.B.-001, or so he thought.

GENERAL COLERIDGE (EPIC COMBAT 15, DIPLOMAT 5)

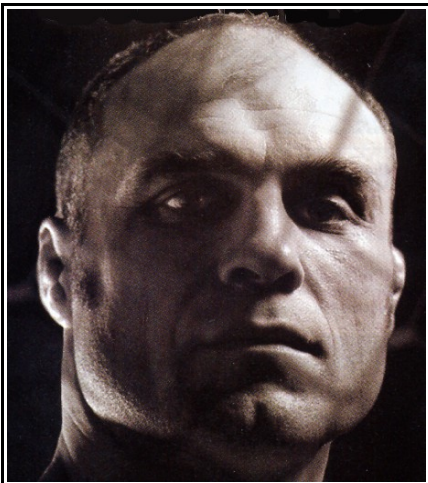
Importance - Epic

ST 6 GOOD
 PE 7 VERY GOOD
 EN 7 VERY GOOD
 CH 10 HEROIC
 IN 6 GOOD
 AG 7 VERY GOOD
 LK 5 AVRG

Hit Points: 155 Hit Points
(35 + 6*20)
AC: 7%
AP: 10
Melee Damage: 1
Damage Resistance: 0
Sequence: 14

Critical Chance: 5%

Theme Music: *Minstrel Boy* - Black Hawk Down.



Karma: Coleridge has Positive Karma for the purposes of Intuition. He doesn't believe in killing anyone unless his life is threatened, and he believes solely in his holy crusade to take back NCR from Lt. Gov Dodge.

Equipment: Super Stimpack, 3 normal Stimpacks, Full Fort Combat Armor Mark 2, Gas Mask, 10mm Pistol with a full magazine, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 3 Tear Gas, 3 Flash Grenades, Combat Knife, Assault Rifle with Scope, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

Combat Armor: Physical (6/40), Fire (35/3), Explosion (45/9), +20% Radiation Resistance.

Frag Grenades: (20-35; 3-18 +17, 3 Hexes) - See Combat, *Tear Gas:* (7-12+6) - See Combat

Assault Rifle: Single Shot (5 AP, 8-16), Burst: 8 Shots (6 AP), Range: 45/38. Has a full clip of 24 bullets.

10mm Colt Autoloader Pistol: Single Shot (4 AP, 5-12 + 2 for **Perk**), 12 Shots with a Range of 25.

Combat Knife: Stab (3 AP, 3-10 + 2).

Traits: Gifted (+1 to all Stats), Skilled (Normalizes Skill Points)

Perks (5): Cinematic Epic Bonus Perk: Born Leader: Anyone within Coleridge's zone of influence gains +2 to Sequence, +10% to all skill rolls, and +1 AG. **Cult of Personality:** Coleridge gains positive reactions from everyone, whether they are good Karmic or Bad Karmic, **Detect Lies:** Coleridge can detect lies easily by watching someone, and **Action Boy (2)** gives Coleridge +2 Action Points.

Weapons Skills

125% Marksman

93% Melee

113% Unarmed

Science Skills

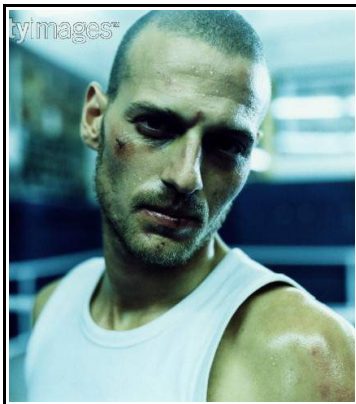
75% Medic

CAPTAIN DAVIDSON (COMBAT 25)

Importance - Minor

Will only be at B.O.M.B.-001 if not killed in Grand Canyon.

ST	9	GREAT			LK	8	GREAT
PE	10	HEROIC	EN	10	HEROIC		
			CH	5	AVRG		
			IN	4	FAIR		
			AG	10	HEROIC		



Hit Points: 244 Hit Points

(44 + 8*25)

AC: 10%

**AP: 12 (10+2 Action Boy,
+2 Movement)**

Melee Damage: 4

Damage Resistance: 10%

**PR (+10% to all Resistances
when < 25% HP)**

Sequence: 20

**Critical Chance: 8% +5%
for Perk (13%)**

Theme Music: *Running Gun Blues, Veteran of the Psychic Wars, Fight Club: Who is Tyler Durden? (Track 1) or What is Fight Club? (Track 3)*

Karma: Davidson has 0 Karma. He is a super soldier who follows orders, and he has no will of his own - everything he does is for Coleridge.

Equipment: 1 Super Stimpack, 3 Normal Stimpacks, Full Fort Leavenworth Combat Armor Mark 2, Gas Mask, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 3 Tear Gas, 3 Flash Grenades, Super Charged Riot Prod, 14mm Pistol with 6 bullets, Combat Knife, Assault Rifle, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

Combat Armor: Physical (6/40), Fire (35/3), Explosion (45/9), +20% Radiation Resistance.

Frag Grenades: (4 AP, 20-35; 3-18 +17, 3 Hexes) - See Combat, *Tear Gas:* (7-12+6) - See Combat

14mm Pistol: Single Shot (AP 4, 2-12+10, Range: 24, 6 14mm shells)

Assault Rifle: Single Shot (5 AP, 8-16), Burst: 8 Shots (6 AP), Range: 45/38. Has a full clip of 24 bullets.

Cattle Prod: Thrust (4 AP, 20-32; 6-18+14, or just 3-18+14 for simplicity, has 9 charges of a small energy cell). **Super Mutants and Ghouls** are not as resistant to this.

Combat Knife: Stab (3 AP, 3-10 + 4).

Traits: Gifted (+1 to all Stats, slower Perk Rate), Strong, Silent Type (+1 ST, +1 EN)

Perks (5): Cinematic Bonus Perk: Born Killer? Not sure what this Perk would do, except that he's designed to kill people. **More Criticals (1)** (+5% to all criticals), **Die Hard** (below 25%, gives 10% to all resistances), **Toughness** (+10% to all Resistances), **Action Boy (2)** gives Davidson +2 Action Points, and **Bonus Move +1** gives him +2 Bonus movement APs.

Weapons Skills

150% Marksman

150% Melee

150% Unarmed

Science Skills

75% Medic

93% Outdoorsman

CAPTAIN PIERCE (COMBAT 12)

Importance - Minor

Will only be at B.O.M.B.-001 if not killed in Grand Canyon.

ST	7	VERY GOOD	Hit Points: 108 Hit Points
PE	8	GREAT	(36 + 6*12)
EN	7	VERY GOOD	AC: 10%
CH	4	FAIR	AP: 12 (10+2 Action Boy,
IN	6	FAIR	+2 Movement)
AG	10	HEROIC	Melee Damage: 2
LK	8	GREAT	Damage Resistance: 0
			Sequence: 16
			Critical Chance: 13% (8%
			+ 5% Perk)



Theme Music: *Trip Like I Do* (Filter + Chemical Brothers)

Karma: Pierce is a bad person.

Equipment: 2 Stimpacks, Full Fort Leavenworth Combat Armor Mark 2, Afterburner Gum, and possibly Buffouts, Gas Mask, 2 Flares, Night Vision Goggles, 2 Frag Grenades, 3 Flash Grenades, Holdout 10mm Pistol with a full 12 bullet magazine, Combat Knife, Sniper Rifle, with an additional 24 .223 FMJ rounds, a tube of nutrient paste, PIPBoy.

Combat Armor: Physical (6/40), Fire (35/3), Explosion (45/9), +20% Radiation Resistance.

2 Frag Grenades: (20-35; 3-18 +17, 3 Hexes) - See Combat, *Tear Gas:* (7-12+6) - See Combat

Sniper Rifle: Single Shot (6 AP, 14-34; 1-20 +14 +2 for **Perk**), Burst: 6 Shots of .223, Range: 50. Has a full clip of 6 .223 FMJ bullets.

10mm Colt Autoloader Pistol: Single Shot (4 AP, 5-12 + 2 for **Perk**), 12 Shots with a Range of 25.

Combat Knife: Stab (3 AP, 3-10 + 4).

Traits: **Gifted** (+1 to all Stats, slower Perk Rate), **Finesse** (Attacks do -30% Damage, but he has a +10% chance to cause criticals).

Perks (4): **More Criticals (1)** (6: +5% to all criticals), **Martial Artist** (1, +1 Melee Dam, +1 DT HTH, and -5% to hit), **Bonus Ranged Damage** (+2 to all Ranged Damage Attacks).

Skills:

Weapons Skills

125% Marksman

95% Melee

95% Unarmed

Science Skills

75% Medic

MAJOR "BORDER" BRIGGS (COMBAT 12)

Importance - Minor

Will only be at B.O.M.B.-001 if not killed in Grand Canyon.

ST	8	GREAT	Hit Points: 123 Hit Points
PE	5	AVRG	(39 + 7*12)
EN	8	GREAT	AC: 7% (8%)
CH	5	AVRG	AP: 9 (10) (8 + 1 for Action
IN	5	AVRG	Boy +1 for Coleridge)
AG	7 (8)	VERY GOOD	Melee Damage: 3
LK	4	FAIR	Damage Resistance: 0
			Sequence: 10
			Critical Chance: 4%



Theme Music: *Save Yourself* (Stabbing Westward or the clip from *Pulp Fiction*)

Karma: Briggs has 0 Karma. Time and the player's influence, will tell whether he is bad or good.

Equipment: 1 Stimpack, Full Fort Leavenworth Combat Armor Mark 2, Gas Mask, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 1 Tear Gas (used 2 against Rico), 3 Flash Grenades, Riot Stick, 10mm Pistol, Shotgun with 2 shells, and 6 12 gauge shells in a side pouch. Combat Knife, Assault Rifle, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

Combat Armor: Physical (6/40), Fire (35/3), Explosion (45/9), +20% Radiation Resistance.

Frag Grenades: (20-35; 3-18 +17, 3 Hexes) - See Combat, *Tear Gas:* (7-12+6) - See Combat

Assault Rifle: Single Shot (5 AP, 8-16), Burst: 8 Shots (6 AP), Range: 45/38. Has a full clip of 24 bullets.

Combat Shotgun: +10% to Attack, Single Shot (5 AP, 12-22; 2-12+10), Range: 14. Has 2 shells.

10mm Colt Autoloader Pistol: Single Shot (4 AP, 5-12), 12 Shots with a Range of 25.

Riot Stick: Stab (3 AP, 3-10 + 4).

Combat Knife: Stab (3 AP, 3-10 + 4).

Traits: **Guilty Conscience**, **Perks (5): Action Boy (1)** gives him a +1 AP on all actions, **Demolitions Expert** gives him an additional bonus to Traps skill, **Duck and Cover** (-15% and 2 DT from all Explosions), **Unbreakable** (Brigg's does not get broken bones), and **Forced March** (doubles fatigue time).

Weapons Skills

105% Marksman

85% Melee

85% Unarmed

Science Skills

45% Medic

85% Traps

S.O.R.-1000 Alpha (Combat 15, Science 15)

Importance - Intermediate

ST 7 VERY GOOD
PE 8 GREAT
EN 7 VERY GOOD
CH 4 FAIR
IN 7 GOOD
AG 5 AVRG
LK 5 AVRG



Hit Points: 155 Hit Points (35 + 6*20)

AC: 7%

AP: 10

Melee Damage: 1

Damage Resistance: 0

Sequence: 14

Critical Chance: 5%

Weapons Skills

150% Marksman

100% Melee

Scripting stuff goes here

COMPANIONS!

S.O.R.-1000 Alpha (Combat 15, Science 15)

ST 7 VERY GOOD
PE 8 GREAT
EN 7 VERY GOOD
CH 4 FAIR
IN 7 GOOD
AG 5 AVRG
LK 5 AVRG



Hit Points: 155 Hit Points (35 + 6*20)

AC: 7%

AP: 10

Melee Damage: 1

Damage Resistance: 0

Sequence: 14

Critical Chance: 5%

will become a companion if:

- Player reactivates
- Helps repair damaged limbs

scripting stuff goes here

MONSTER ROSTER

NCR Guards - #~4, Lvl: 15-20



The NCR Guards are armed with high powered rifles, grenades, and combat armor.

Security Robots - #~2, Lvl: 20



These security robots are bad news. They are treaded beasts with a tall, thick torso and two gattling laser arms.. These robots do not respawn.

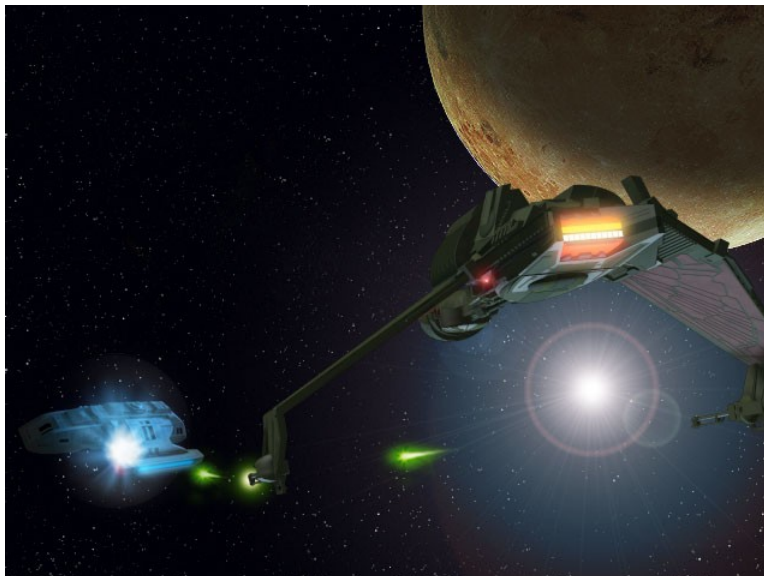
S.O.R. -1000 Beta & Delta - #~2, Lvl: 20



Little brainbots with two maintenance arms and two laser gun arms. They patrol the hallway of the Living Quarters and will attack the PC on site.

RANDOM ENCOUNTERS SURROUNDING THE AREA

**NONE! Unless the PC gets intercepted by Klingons on the way to
B.O.M.B.-001!**



QUESTS



MAIN QUESTS

**Special Note – Since this is a timed area, the time it takes the PC to do anything is very important. Two missiles will launch no matter what (though the player will have the option of re-targeting the missiles). It's up to the player to figure out and decide which other missiles launch, or don't launch, and how much time it will take to get to the outcome he would like. The quests below are designed to guide the player to discovering all his options; from the simplest, knuckle-dragging mouth-breather solution, to an optimum outcome which took some brain power. Hopefully these quests are enough to guide the player into the outcome they want.*

Disable S.O.R.-1000 Beta and Delta through combat

- **Initiator** – N/A
- **Importance (Minor)** – makes rummaging around the Living Quarters easier.
- **Scope** – Small
- **Description** – After leaving Airlock 1 and the Medical Facility, the player will see two Security and Operations Robots (S.O.R.) patrolling the Living Quarters' hall. The robots are hostile to outside threats – i.e. the PC. The player may choose to attack the robots and eliminate them, thus freeing up exploration of the Living Quarters.
- **Character type completion breakdown** –
 1. **Combat Boy** – This option is ideal for Combat Boy. Would be wise to use either EMP grenades or pulse gun.
 2. **Diplomacy Boy** – Not much negotiation can be done with these little fellows.
 3. **Science Boy** – If the PC has the combat skills, go for it (other options are below).
 4. **Stealth Boy** – Ditto.
- **Quest flags** – “16_SORThreat_Combat”
 - 0 = not started
 - 1 = Dead brainbots
- **Rewards** –
 1. Minor XP
 2. 2 Fuel cells
 3. Parts to make laser gun
- **Journal Entries** –
 1. Good
 2. Bad
 3. Normal
 4. Dumb

Disable S.O.R.-1000 Beta and Delta through computer

- **Initiator** – N/A
- **Importance (Minor)** – PC avoids bloodshed (mainly his own), and it makes rummaging around the Living Quarters easier.
- **Scope** – Small
- **Description** - The PC may avoid this conflict if he first observes the brain-bots' patrol pattern. There is a window of opportunity for the player to safely run into the Maintenance Room adjacent to the Medical Facility. Inside the Maintenance Room, the player will find a computer terminal that is directly tied into the brain-bots. A bit of hacking will get the PC into the brain-bots' command routines, where the PC may opt to disable the brain-bots.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the Science skills, then go for it – it'll wield a bit more XP than just shooting them.
 2. **Diplomacy Boy** – Ditto – can't reason with the brain-bots.
 3. **Science Boy** – Time to shine. Use those Science skills to disable the bots without bloodshed.

4. **Stealth Boy** – Will make sneaking past the robotic critters a bit easier and not have to rely so much on observing their patrol pattern.
- **Quest flags** – “16_SORThreat_Computer”
 - 0 = not started
 - 1 = Deactivated brainbots
 - **Rewards** –
 1. Medium XP
 2. 2 Fuel cells
 3. Parts to make laser gun
 - **Journal Entries** –
 5. Good
 6. Bad
 7. Normal
 8. Dumb

Reactivate S.O.R.-1000 Alpha

- **Initiator** – Maintenance Computer
- **Importance (Major)** – The player can activate this little fellow and get some good information about what Presper is up to, how to best deal with the situation, and get a freebie companion, if the player wants (Alpha does not add to the PC's companion limit)
- **Scope** – Small
- **Description** – In the Maintenance Room are four docking stations for brain-bots. Three of the four are empty, but one has a brain-bot that looks like it has been recently deactivated. The PC can do some investigation on the brain-bot, as well as on the maintenance computer, and discover that the little bot has indeed been recently deactivated. A quick notes entry on the computer states that the brain-bot exhibited unusual actions, and even emotions, such as loneliness, anxiety towards Dr. Presper and his cronies' arrival, and even an attempt to halt Dr. Presper's plan to nuke the Earth's surface. The PC may opt to reactivate the brain-bot and try to reason with it (it will not take a dedicated Science Boy to reactivate the brain-bot). The brain-bot will first identify itself as S.O.R.-1000 Alpha, and then go into a tirade about how he must stop Presper from destroying the populated areas.
- **Character type completion breakdown** –
 1. **Combat Boy** – reactivating does not take a dedicated Science Boy, but the PC should have enough INT (> 3 or Science skill > 40) to be able to read what's on the screen and the keyboard keys.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – No-brainer
 4. **Stealth Boy** – Same as Combat Boy.
- **Quest flags** – “16_Alpha_React”
 - 0 = not started
 - 1 = player read about it
 - 2 = Alpha activated
- **Rewards** –
 1. Minor XP Bonus.
 2. Possible freebie companion

- **Journal Entries** –
 9. Good
 10. Bad
 11. Normal
 12. Dumb

PC repairs, or helps repair, Alpha's damaged limbs.

- **Initiator** – Alpha
- **Importance (Minor)** – This will not only please Alpha, thus making it easier to get him to join the PC, but it also makes Alpha a more formidable companion.
- **Scope** – Small
- **Description** – After the PC reactivates Alpha, the little brain-bot will let the PC know that his right laser-gun arm and left maintenance arm are damaged. He will ask the player for help to repair the damage. The PC may get the spare parts off the disabled Beta and Delta bots in the hall. Then, using the advanced tool kit in the Maintenance Room, replace Alpha's damaged arms with a good arm from one of the bots. Repairing an arm takes 10 minutes of in-game time.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he has the Mechanic's skill (> 80), then no worries.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Mechanic skill > 80
 4. **Stealth Boy** – Ditto
- **Quest flags** – "16_Alpha_Repair"
 - 0 = not started
 - 1 = player knows about it
 - 2 = player repairs right laser gun arm
 - 3 = player helps Alpha repair right laser gun arm
 - 4 = player repairs left maintenance arm
 - 5 = player helps Alpha repair left maintenance arm
 - 6 = Alpha is completely repaired by PC
 - 7 = PC helped Alpha completely repair itself
- **Rewards** –
 1. Medium XP
 2. Get a more formidable companion
- **Journal Entries** –
 13. Good
 14. Bad
 15. Normal
 16. Dumb

Magnetize Alpha's treads so he can space walk on the inner hull supports.

- **Initiator** – Alpha
- **Importance (Minor)** – This will allow Alpha to accompany the PC to the Command Center of the station. He won't go without magnetized treads.
- **Scope** – Small

- **Description** – If the player wants to bring Alpha along with him to the Command Center, Alpha will inform the PC that he needs magnetized treads in order to effectively go across the inner hull supports. Using the Mechanics skill (> 60) and the Science skill (> 80), the player will need to modify the Auto-doc using refrigerator coils, insulated wires from the disabled brain-bots, advanced tool kit, and “parts” from one of the computers in the hall. Alpha will help the PC figure out what’s needed through dialogue, and then give the PC the list of items needed, but the PC will need to have the skills to complete the task. After Alpha’s treads are magnetized, the PC may remove the modifications from the Auto-doc, if he so chooses. Magnetizing treads takes 10 minutes of in-game time.
- **Character type completion breakdown** –
 1. **Combat Boy** – If either skill is not high enough (Mechanic or Science), then no-go.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Science Boy should be high enough, if not, then not much of a Science Boy
 4. **Stealth Boy** – Same as Combat Boy.
- **Quest flags** – “16_Alpha_MTreads”
 - 0 = not started
 - 1 = player knows about it
 - 2 = Alpha is magnetized
- **Rewards** –
 1. Medium XP
 2. Alpha may accompany the PC to the Command Center
- **Journal Entries** –
 17. Good
 18. Bad
 19. Normal
 20. Dumb

Find schematics for Freeze-gun

- **Initiator** – Maintenance Computer
- **Importance (Minor)** – Gives the PC the recipe to make a Freeze-gun
- **Scope** – Small
- **Description** – Searching the work tables in the Maintenance Room will turn up schematics to build a freeze-gun.
- **Character type completion breakdown** –
 1. **Combat Boy** – Just searching the work tables – not hard.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Werd
 4. **Stealth Boy** – Yep.
- **Quest flags** – “16_FSchematic_Find”
 - 0 = not started
 - 1 = player knows about it
 - 2 = Player finds schematics
- **Rewards** –
 1. Minor XP
 2. Opens ability to construct a freeze gun.
- **Journal Entries** –

- 21. Good
- 22. Bad
- 23. Normal
- 24. Dumb

Build a freeze-gun

- **Initiator** – Bear
- **Importance (Minor)** – Gives the less combat efficient PC's a weapon that could even up the odds a bit.
- **Scope** – Small
- **Description** – A bit of investigating in the Maintenance Room will turn up a schematic of a prototype freeze gun which the PC can use to assemble a gun. However, not all the parts for the gun are available in the Maintenance Room, so the PC will need to find viable substitutes for the components. Needed components are; freezer coils (kitchen); water and containers (bathroom); crushed crystal (TV in rec. room); power source (S.O.R.-1000 Beta of Delta). The remainder parts are in the Maintenance room. Once assembled, the gun works great against most armors since it super-freezes joints and moving parts, so the gun is effective against robots as well as the NCR guys. The gun will not necessarily kill a foe, but it will render it immobile for 1 to 2 rounds, giving the player uncontested turns against the crippled enemy. Assembly takes 20 minutes of in-game time.
- **Character type completion breakdown** –
 1. **Combat Boy** – Assembling the freeze-gun requires a bit of Mechanics of Science skill (either > 100).
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Should be able to do it.
 4. **Stealth Boy** – The same as Combat Boy.
- **Quest flags** – “16_Assemble_FGun”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player is unable to assemble
 - 3 = player assembles freeze-gun
 - 4 = player got reward
- **Rewards** –
 1. Minor XP
 3. Get freeze-gun
- **Journal Entries** –
 - 25. Good
 - 26. Bad
 - 27. Normal
 - 28. Dumb

Manually disable 5 out of 8 nuclear missiles (Missile Room 1)

- **Initiator** – PC, Alpha, Central Computer Terminal in Living Quarters
- **Importance (Major)** – This will set in motion the actual end-game.
- **Scope** – Small
- **Description** – The player has the option of disabling the launch doors for the eight nuclear missiles in Missile Room 1 before meeting up with Presper and his crew. However, the player would need to get the Missile Room 1's access codes before doing so. The player may get the codes from Alpha or the central computer in the

Living Quarters. Once inside, the player, using a manual crank, can set the missile doors to “lock,” which will prevent the missile doors from opening during launch. Each missile will take about 10 minutes to disable (a lot of cranking – so fade out, fade in)². Once the missiles start launching – the missiles on the Command Center side are the first to launch – an emergency light and alarm will click on giving a warning that the station’s structural integrity is collapsing (a result of five missiles firing their engines but have nowhere to go). This gives the PC one minute to get out of Dodge before B.O.M.B.-001 lights up the night sky.

Using explosives³ on the door to open it will get one of two results; the first, if the player uses < 3 explosives on the door, nothing will happen. If the player uses > 2 explosives on the door, it will cause a hull breach, sucking the player into oblivion, then causing the emergency launch protocols to kick in and launch all the missiles – but hey, there’s a 50% chance each missile will miss their mark with this scenario.

- **Character type completion breakdown** –
 1. **Combat Boy** – Anyone can do this option.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Ditto too
- **Quest flags** – “16_MDoors_Disable”
 - 0 = not started
 - 1 = One door disabled
 - 2 = Two doors disabled
 - 3 = Three doors disabled
 - 4 = Four doors disabled
 - 5 = Five doors disabled; activate launch and destruct timer
- **Rewards** –
 1. High XP
 2. Start end-game stuff
- **Journal Entries** –
 29. Good
 30. Bad
 31. Normal
 32. Dumb

Successfully sneak past S.O.R.-1000 Beta and Delta

- **Initiator** – N/A
- **Importance (Minor)** –
- **Scope** – small
- **Description** – The Stealth Boy can skip everything in the Living Quarters and sneak past the patrolling brain-bots and into Airlock 2 (Sneak > 100).
- **Character type completion breakdown** –
 1. **Combat Boy** – If he’s got the Sneak skill, go for it.
 2. **Diplomacy Boy** – Same
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Tailor made for him.
- **Quest flags** – “16_Sneak_BetaDelta”

² This should eat a lot of time, anyway, and I’d like it so the player only has enough time to figure out a way to escape. So, I was thinking after the player finishes the 5th door, there’s automatically only ten minutes until missile launch.

³ Dynamite or C4.

0 = neither bot is destroyed

1 = entered Airlock 2 without setting off Beta or Delta

- **Rewards** –
 1. Medium XP
- **Journal Entries** –
 33. Good
 34. Bad
 35. Normal
 36. Dumb

Disable outside security bots via computer

- **Initiator** – Alpha, central computer
- **Importance (Major)** –
- **Scope** – small
- **Description** – Using the central computer in the Living Quarters, the player may choose to disable the outdoor security bots on the central hub. A Science skill > 80 would be necessary.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the Science skill, go for it.
 2. **Diplomacy Boy** – Same
 3. **Science Boy** – Tailor made for him.
 4. **Stealth Boy** – Like Combat Boy.
- **Quest flags** – “16_Disable_HSecurityBots”
 - 0 = PC knows nothing about
 - 1 = found out about
 - 2 = disabled security bots
- **Rewards** –
 2. Medium XP
 3. Will not alert Presper and Coleridge
- **Journal Entries** –
 37. Good
 38. Bad
 39. Normal
 40. Dumb

Successfully sneak past security bots on inner hull⁴

- **Initiator** – N/A
- **Importance (Minor)** –
- **Scope** – small
- **Description** – The Stealth Boy can sneak past the sentinel-like security bots that lie in wait on the central hub (Sneak > 100) and enter Airlock 3.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the Sneak skill, go for it.
 2. **Diplomacy Boy** – Same
 3. **Science Boy** – Ditto

⁴ An unsuccessful attempt at sneaking past the security bots, or confronting the bots, results in four NCR soldiers and Coleridge meeting the PC just outside Airlock 3 in the Command Center. From there, dialogue.

- 4. **Stealth Boy** – Tailor made for him.
- **Quest flags** – “16_Sneak_SecBots”
 - 0 = neither bot is destroyed
 - 1 = entered Airlock 3 without setting off security bots
- **Rewards** –
 - 4. Medium XP
- **Journal Entries** –
 - 41. Good
 - 42. Bad
 - 43. Normal
 - 44. Dumb

Successfully knock out or kill the engineer without alerting Presper and his men

- **Initiator** – N/A
- **Importance (Major)** – Doing this will allow the PC to steal the engineer’s NCR garb, including helmet and shades, put them on, and more easily infiltrate the Command Control Room unmolested (Deception > 60).
- **Scope** – Small
- **Description** – If the player has successfully sneaked past the security bots on the central hub, which in turn does not set off the internal alarms, then the player can try to sneak up on the engineer who is busy fiddling with a computer on the southwest side of the Engineering room. The PC must attack with a quiet weapon (unarmed or un-powered melee) and successfully subdue the engineer before he has a chance to run to the alarm on the opposite wall. The best way to do this is a successful critical hit to the head or eyes. A successful critical will instantly send the engineer to the floor, where the PC may easily finish him off. A hit to the head or eyes that does not cause a critical will cause the engineer to turn around and fight back with a pipe wrench for two rounds before running to the alarm, screaming like a nancy the whole way. If he makes it to the alarm, Coleridge and his boys will storm in, guns a blazing.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he can successfully sneak past the security bots, then this should not pose a problem.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Werd
- **Quest flags** – “16_Engineer_Sneak”
 - 0 = not started
 - 1 = Unsuccessful crit
 - 2 = Successful crit
 - 3 = Dead engineer
- **Rewards** –
 1. Medium XP
 2. NCR uniform/armor
- **Journal Entries** –
 - 45. Good
 - 46. Bad

47. Normal

48. Dumb

Overload reactor core

- **Initiator** – PC, Alpha, Central Computer
- **Importance (Major)** – Overloading the reactor core will cause the emergency launch protocol to kick in and five minutes later, the station to blow up.
- **Scope** – Small
- **Description** – The PC can try to access the reactor computer that sits next to the Reactor Core. Once accessed, the player, if his science skill is high enough (> 100), can program the reactor to overload. Once initiated, the emergency launch protocols⁵ initiate and the station will blow up in ten minutes – giving the player time to fight his way out, if he wants.
- **Character type completion breakdown** –
 1. **Combat Boy** – Only if the PC's Science skill is > 100
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Uh-huh
- **Quest flags** – “16_Reactor_Overload”
 - 0 = not started
 - 1 = player knows about it
 - 2 = Set to overload
- **Rewards** –
 1. High XP
 2. Starts end-game stuff – start 10 minute self-destruct timer
- **Journal Entries** –
 49. Good
 50. Bad
 51. Normal
 52. Dumb

Blow up reactor core

- **Initiator** – PC, Alpha, Central Computer
- **Importance (Major)** – Blowing up the reactor will initiate the emergency launch protocols, flood the Command Center with lethal doses of radiation and coolant gas, and blow up the station in between five and ten minutes⁶.
- **Scope** – Small
- **Description** – All the player needs to do here is set at least three explosives⁷ next to the reactor core and blow it up. Because of the heavy steel and lead insulation, the blast does not immediately blow away the station's hull, but it does blow a good chunk of the uranium and coolant housing away, which causes the Command Center to instantly flood with radiation and coolant gas. A smart player will have his space suit on and at least be in Engineering before the explosives detonate.
- **Character type completion breakdown** –

⁵ If the emergency launch protocol initiates, the missiles will immediately launch. The advantage to this is that since the launch was rushed, the station is not yet in the optimum launching position, which causes the missiles to only be 50% accurate.

⁶ Because of the instability from the blast, the exact blow-up time is random after five minutes.

⁷ Dynamite or C4.

1. **Combat Boy** – Anyone can do this.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – See Combat Boy, above.
- **Quest flags** – “16_Reactor_Boom”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player detonates < 3 explosives – unsuccessful
 - 3 = player detonates > 2 explosives – successful – Start 5 minute timer to self-destruct (between 2 to 5 minutes is random detonation)
 - **Rewards** –
 - **Journal Entries** –
 53. Good
 54. Bad
 55. Normal
 56. Dumb

Change the targeting solutions on the missiles.

- **Initiator** – PC, Alpha, Coleridge, Presper
- **Importance (Major)** – Missiles fall where the PC wants – within the game world.
- **Scope** – Small
- **Description** – Once the targeting computer is accessed, by whatever means, the player may choose whether or not to change the targeting solutions for the missiles (XP is given once at least one missile is re-targeted – “You have begun the missile re-targeting procedure.”).
- **Character type completion breakdown** –
 1. **Combat Boy** – Any player type can perform this. It’s just a matter of getting to the targeting computer.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – La même.
 4. **Stealth Boy** – De même.
- **Quest flags** – “16_Missile_RTtarget”
 - 0 = not started
 - 1 = player re-targeted one missile
- **Rewards** –
 1. Very High XP
 2. Affects end movies and outcomes.
- **Journal Entries** –
 57. Good
 58. Bad
 59. Normal
 60. Dumb

Convince Coleridge that Presper deceived them.

- **Initiator** – PC

- **Importance (Minor)** – Convincing Coleridge that Presper deceived them about the New Plague and instead gave him and his men a virus that would eventually kill Coleridge and his NCR soldiers. This news will get Coleridge to turn on Presper. It also clears the way for the PC to re-target the missiles, if he wants, without opposition.
- **Scope** – Small
- **Description** – If the player is captured, walks in on unexpectedly, or is noticed fiddling with the targeting computer, Presper will initiate dialogue and get the ball rolling. If the PC is “persuasive” enough, he can convince Coleridge that Presper was not honest about giving a lighter strain of the New Plague to Coleridge and his men. Instead, Presper injected Coleridge and his men with a virus that would slowly kill Coleridge and his men, guaranteeing neither he, or his men, would ever enjoy the “brave new world” Presper had planned. This information does not sit well with Coleridge, and he will shoot Presper in the face. He will then set B.O.M.B.-001 to self-destruct and exit via the escape pods, giving the PC three minutes to settle affairs (re-target missiles, dance a jig, get in an escape pod, etc.)
- **Character type completion breakdown** –
 1. **Combat Boy** – Convincing Coleridge will take a bit of the Persuade skill, maybe > 50. Having this skill will present more convincing dialogue options to throw Coleridge’s way.
 2. **Diplomacy Boy** – If he doesn’t have Persuade > 50, then he’s not much of a Diplomacy Boy and needs to be ridiculed incessantly at Duck & Cover.
 3. **Science Boy** – Same as Combat Boy
 4. **Stealth Boy** – Same as Combat Boy.
- **Quest flags** – “16_Coleridge_Persuade”
 - 0 = not started
 - 1 = trying to convince Coleridge
 - 2 = did not convince Coleridge
 - 3 = convinced Coleridge
- **Rewards** –
 1. Very High XP
 2. Starts end game stuff & get to see Coleridge shoot Presper in the face.
- **Journal Entries** –
 61. Good
 62. Bad
 63. Normal
 64. Dumb

QUEST TABLE

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
B.O.M.B.-001								
Map 1: Living Quarters	Disable SOR-1000 Beta & Delta via combat	Foletto						

Map 1: Living Quarters	Disable SOR-1000 Beta & Delta via computer	Foletto						
Map 1: Living Quarters	Reactivate SOR-1000 Alpha	Foletto						
Map 1: Living Quarters	PC repairs Alpha's limb(s) damage	Foletto						
Map 1: Living Quarters	Magnetize Alpha's treads	Foletto						
Map 1: Living Quarters	Find schematic for freeze gun	Foletto						
Map 1: Living Quarters	Build freeze gun	Foletto						
Map 1: Living Quarters	Manually disable 5 out of 8 nuclear missiles	Foletto						
Map 1: Living Quarters	Disable outside security bots via computer	Foletto						
Map 1: Living Quarters	Successfully sneak past SOR-1000 Beta & Delta	Foletto						
Map 2: Space Walk	Successfully sneak past security bots	Foletto						
Map 3: Command Center	Successfully subdue engineer without alerting others	Foletto						
Map 3: Command Center	Overload reactor core	Foletto						
Map 3: Command Center	Blow up reactor core	Foletto						
Map 3: Command Center	Change targeting solutions on missiles	Foletto						
Map 3: Command Center	Convince Coleridge that Presper deceived them	Foletto						

SCRIPTING

- Brainbots Beta and Delta do a simple patrol in the living quarters. Basically, the tread side by side, going north and south. As they patrol, they give audible cues (via floats) as to what they are doing: “180 degree turn. Proceed forward. Patrol.”
- **Movie** – Once the PC leaves the station via an escape pod, the game should go into a CG movie.

The sun is barely cresting over Earth’s horizon when the escape pod launches. The camera pans away from the space station, showing the little escape pod jettison from its launch bay. As it tumbles towards Earth, nuclear flashes and then distant mushroom clouds can be seen erupting from the Earth’s dark surface. The sun crests even more, showing the brown and burning Earth surface in a better light. The little escape pod falls closer to the Earth and begins to glow in the hot upper atmosphere. A few ticks later, B.O.M.B.-001 blows up. A couple more nuclear explosions erupt from the Earth’s surface, and then the screen fades to black. Go into end-game slide show.

COOL SHIT

- Player can get an free, extra companion
- Player can build a freeze gun.
- Multiple ways to thwart Presper’s plans of nuclear missile launch.
- Player can target and hit game areas with nuclear missiles.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

MUSIC

Track 4: Underground Troubles from the Fallout 1 soundtrack.

BASIC SFX

Environmental Sounds: Beeps and boops from computers. Some metal squeaking like the hull of a submarine under too much pressure. Basic thinking here is that when the communications

satellite struck the station's hull, some structural integrity was compromised and the station "sounds" a bit delicate since then.

Item-Specific Sounds: Nuclear reactor core has a low hum. The machinery in Engineering hums a little louder and a bit more high pitched.

Wildlife Sounds: The two brainbots patrolling beep and boop a lot.

Any Walla? Mumbling in the Command Control Room.

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
MAP NAME 1	MUSIC DESCRIPTION
	Track 4: Underground Troubles from the Fallout 1 soundtrack.
	BASIC SFX
	Beeps and boops from computers. Some metal squeaking like the hull of a submarine under too much pressure. Basic thinking here is that when the communications satellite struck the station's hull, some structural integrity was compromised and the station "sounds" a bit delicate since then.
	WALLA SFX
None	
MAP NAME 2	MUSIC DESCRIPTION
	Track 4: Underground Troubles from the Fallout 1 soundtrack.
	BASIC SFX
	Beeps and boops from computers. Some metal squeaking like the hull of a submarine under too much pressure. Basic thinking here is that when the communications satellite struck the station's hull, some structural integrity was compromised and the station "sounds" a bit delicate since then.
	WALLA SFX
Mumbling in the Command Control Room.	

MAP AND MAP KEY

See [here](#) and [here](#)

ROOM FOR IMPROVEMENT

Also be sure to include hooks for "room for improvement." This section may change depending on how Ferret thinks it should be organized.

Room for Improvement:

- None. The player will never be back here.

END MOVIES

No slide show for B.O.M.B.-001 because the player will see it blow up in the CG end movie.

- **Movie** – Once the PC leaves the station via an escape pod, the game should go into a CG movie.

The sun is barely cresting over Earth's horizon when the escape pod launches. The camera pans away from the space station, showing the little escape pod jettison from its launch bay. As it tumbles towards Earth, nuclear flashes and then distant mushroom clouds can be seen erupting from the Earth's dark surface. The sun crests even more, showing the brown and burning Earth surface in a better light. The little escape pod falls closer to the Earth and begins to glow in the hot upper atmosphere. A few ticks later, B.O.M.B.-001 blows up. A couple more nuclear explosions erupt from the Earth's surface, and then the screen fades to black. Go into end-game slide show.

RANDOM NOTES

APPENDIX

