FALLOUT DAY OFFICIALLY CELEBRATED WORLDWIDE

WHAT IS IT ABOUT POST-APOCALYPTIA?

An Illustrated Annual

the FALLOUT COMMUNITY CHRONICLE

SINCE 2077

NEWS & MEDIA

A Special Seventy-Six Page Color Section

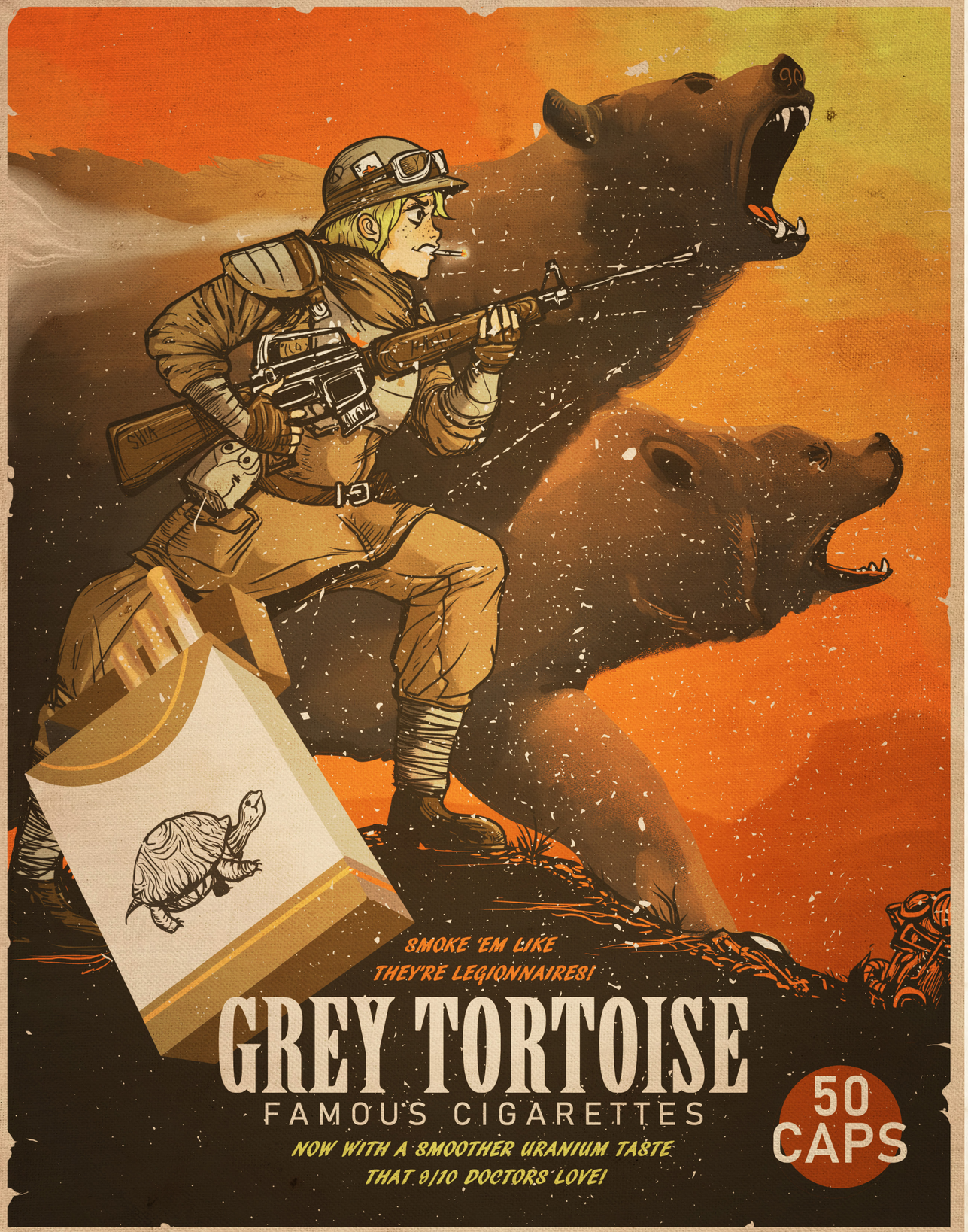
COSPLAY ON PARADE

Issue No. One 50 Caps




53


MEMORY
DEN
"... SILVER SHROUD
& THE RED SNARE ..."
UNSTOPPABLES!



the FALLOUT COMMUNITY CHRONICLE
SINCE 2077
NEWS & MEDIA

VOLUME ONE | ISSUE ONE

By the community, for the community.
The Fallout Community Chronicle is a
Fallout For Hope Charity Initiative

THE FALLOUT FOR HOPE
CHARITY INITIATIVE
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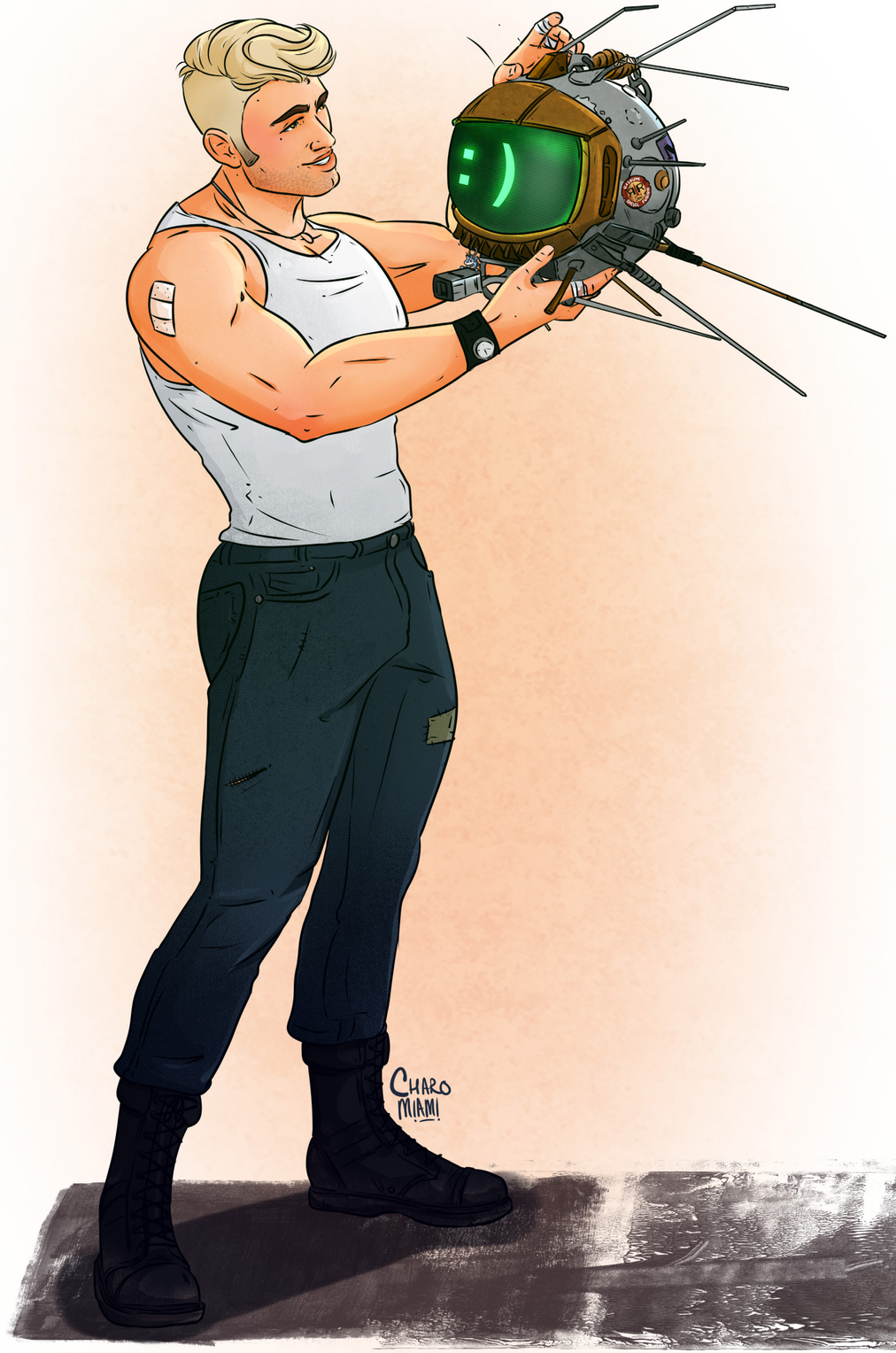


Ideas For Your Vault



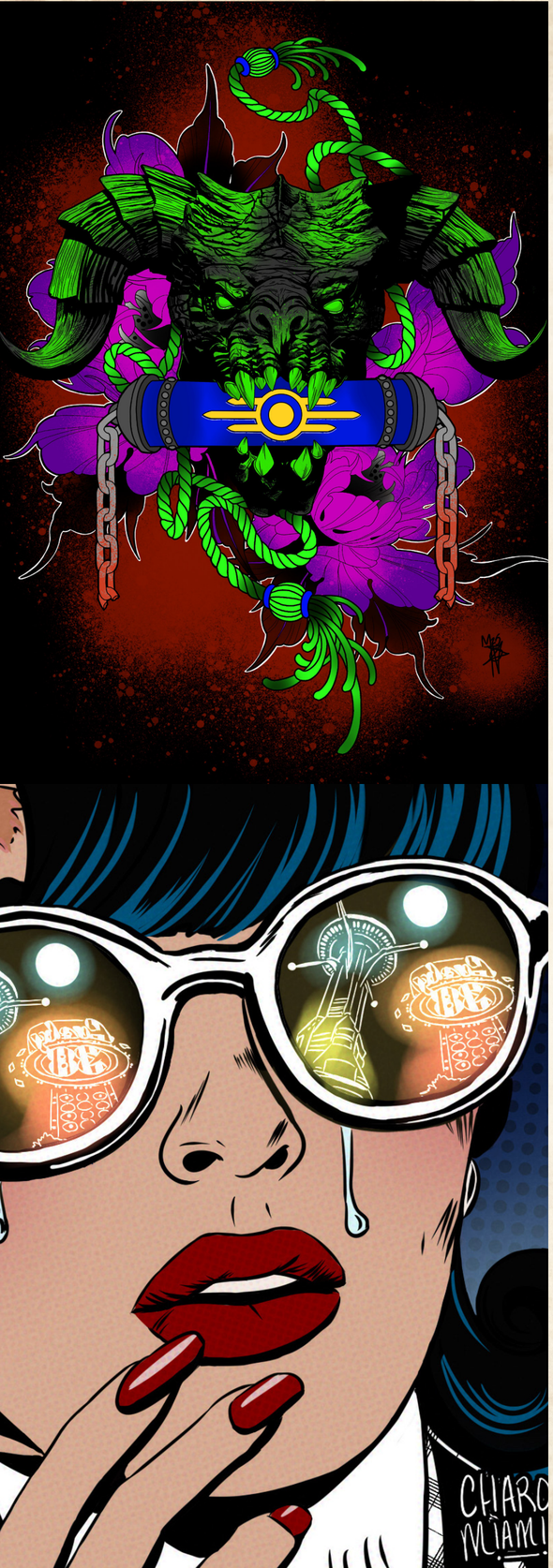
1 Looking for ideas to spruce up the old dreary vault? Why not use those used cans and turn them into planters to grow more life giving food!

2 A fun project for the little dwellers in the vault could be decorating up your dreary Mr. Handy and giving him a make-over that everyone can enjoy! A mustache can turn a scary robot friendly!

3 Is vault life getting a bit boring, and the pests getting too bitey? Try turning things around and training them to fight one another for fun and profit! Wager your chores or work hours!



this message is approved of by the overseer - twitter.com/overshia is not, though.



Letters to the Editor

Dear Editor,

Loved last month's "Top 10 Wasteland Romance Novels", but how did Grognak & the Sultry Deathclaw not make the cut? I mean, claws, passion, and post-apocalyptic peril—what more do you want? Next time, consult a real connoisseur of mutant love. My Super Mutant book club is appalled.

Yours radiantly,
Scribe Judy, BoS (Book of Smut)

Dear Fallout Chronicle,

I tried that recipe you printed—"Irradiated Iguana Bits à la Mirelurk." Thanks for the food poisoning and mild hallucinations. I briefly believed I was Vault-Tec's CEO and fired my brahmin. Please print a retraction or at least a warning label next time.

Unwell but wiser,
Frankie "Two-Headed" Malone

Dear Editor,

Your fan fiction contest was rigged. I submitted "Codsworth and the Infinite Loop of Existential Dread"—clearly a masterpiece. Instead, you crowned "Preston's 500th Settlement Request"? That's not fiction, that's a war crime. I demand a recount and possibly therapy.

Disgusted but devoted,
Dr. Zax-9 (Definitely Not a Robobrain)

Dear Editor,

Any chance we'll get an exposé on those "Cat Fight Nights" rumored at The Litter Box in the Southern Savage Divide? I caught one match—two wastelanders, all naked, duking it out over a Fancy Lads snack cake. It was disturbing... yet strangely poetic. The people demand answers. And maybe merch.

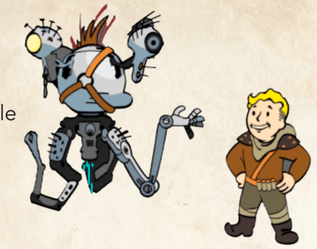
Curiously yours,
Mittens McGraw (No relation to the fighters, probably)





ASK ROSE

Fallout's #1 source for terrible advice from your favorite murderous psycho-robot



Dear Rose,
I keep finding half-eaten canned meat and dirty forks in my stash box and I know I didn't put 'em there. I think one of the settlers has been sneaking in while I'm out scavenging. What's the best way to set a trap?
– Suspicious in Sutton

Rose says:
Rig a shotgun to a lunchbox and call it a housewarming gift—problem solves itself!

Hey Rose,
I've been tryin' to impress this gal from Foundation by showin' off my flamethrower tricks, but all I did was torch her Brahmin pen. She ain't talkin' to me now. Any advice?
– Charred and Chagrined

Rose says:
Maybe try flowers next time—ones that aren't on fire, genius.

Yo Rose,
This Deathclaw keeps showing up near my camp like it's casing the joint. Do you think it's smart enough to be planning something? Should I be worried?
– Nervous in the Mire

Rose says:
If it's smarter than you, sweetie, it probably already moved in—start paying rent.

Hi Rose,
I'm trying to start a Raider gang, but nobody takes me seriously because I use a golf club as my main weapon. Should I switch to something deadlier or just swing harder?
– Putt-Putt Psycho

Rose says:
You don't need a better weapon—you need better aim. Go for the kneecaps, sweetie!

Got a question?

Feeling lonely, stupid, or just extremely flammable? Write to Rose! I probably won't care, but I will laugh.

The Long Road Home



by Kenneth Vigue
Fallout for Hope Founder

The aisle was mobbed with kids as I made my way down a sea of PC game titles, fumbling the hard edge of a gift card burning a hole inside the pocket of my peacoat. I stopped short, my eyes drifting back to the grey green grunge of a simple, understated cardboard case. Upon it was what I well imagined an Arthurian knight would look like in the 21st century and just above its helmet was: Fallout 3.

There are moments in our lives that represent small pebbles, but when they are cast upon the surface of our lives, the ripples it creates echo outward. One of my pebbles was cast on December 27th, 2008, at Best Buy and in the days that followed I lost myself completely the Fallout universe. It would be years before I would realize that I wasn't alone, because all of us share a moment when we picked up a Fallout game for the first time and it wouldn't just be a game that we would play, but a game we would live.

I was 9 years out of high school, having given up on writing a few years before after endless rejection to pursue a career in marketing. And while my pen, paper and typewriter found themselves lost in the back of my closet, I never lost an appreciation for world building. In the years that followed I found myself as a Courier in the Mojave and later still wandering around what was left of Boston, familiar grounds for my New England native self. When Fallout 76 was announced, I had no idea what to expect but I wasn't exactly keen on the idea of an online Fallout experience - in which I imagined ending my day being sworn at by teenagers while being robbed and teabagged. I had never played an online game before, and for a functional introvert the idea of having to talk to random people unsure if they would shank me or make awkward small talk with me - filled me with anxiety. Nonetheless as I had before with each uniquely different title I played - I dove in.

People playing Fallout 76 today, now 7 years later will never understand what it was like during year one. While yes, the game had loads of challenges at launch, it was also by design a creative sandbox. We were meant to be the NPCs, wandering around the wasteland encountering people in a scenario in which area chat was ALWAYS on - so hearing someone muttering in the distance before introducing yourself to them in world was a unique environment to cultivate connections. That's incredibly hard to do as an adult whether you have kids or not, as our social circle closes to merely being the path between work and home. To my great surprise within a month I had a small group of friends from all over the world, from the United States to Eastern Europe. My evenings once spent alone caregiving for my husband brought laughter back into my life - and from that something I never expected. I started to write again, humorous tongue in cheek stories of the adventures in Appalachia of the frustrated Vault Dweller Simon and his arch rival Chad.

I never expected CHAD: A Fallout 76 Story to turn into anything, much less be successful and well loved by as many people as it has been and continues to be. Rejection can be devastating for anyone, be it love, friendship or creativity, but far worse is what can come over time as the ongoing wound hardens: you start to believe it. I'm incredibly thankful for all the ways in which Fallout has enriched my life, given me best friends I never imagined I'd have or even being the catalyst through which I found the Muse again.

Through the years we had the opportunity to help others in the community, our dear friends who needed help: Doc C.J. Martin following his house fire or Wasteland Meds after finding herself in a dire financial situation. Through our platform, reach and the community we'd built around the podcast we were able to help - but Fallout For Hope was born from asking myself a question. If we could help a few people, what would happen if one community mobilized for a cause? I never expected that to turn into what it has as we near $1 million raised by the Fallout community for charity. A small pebble tossed...lives changed, lives saved, and a community realizing that their agency to make choices doesn't end in the apocalyptic landscape we wander.

Fallout 76 saved me at a time in my life in which I first much needed to be saved, but really, it goes much further back than that to Fallout 3, that one day in which a gift card started me on a journey. In life we all choose the roads we walk, but along the way if we're very lucky we'll find people walking with us. Because yes, meme or not - it really is about the friends we make along the way.

Look just ahead of you now and you may spot just around the bend a humming neon sign, it's scripted letters glowing in yellow.

Welcome Home.

Shape the Future
FALLOUT FOR HOPE
WAR. WAR NEVER CHANGES.
BUT HOPE? HOPE CAN SAVE A LIFE.
FALLOUTFORHOPE.COM
SIGN UP

CONTENT

FICTION | WIKIS | FILMS

Photo: Wiki at Goodsprings

Independent Fallout Wiki

by Anita S., also known online as Astral Abraxas

Independent Fallout Wiki The Independent Fallout Wiki is a fully comprehensive fan-owned online encyclopedia of all things Fallout. From the tiniest textures to the biggest fan projects, the Independent Fallout Wiki has it all.

A collective of great minds across the Fallout community joined together and, on April 8th, 2022, IFW was founded. The website would go into early access on October 23rd, 2022, and would see a public opening later that year on December 31st with around 38,000 articles. Now, IFW has reached a whopping 88,000 articles and is continuously growing. Ever since, the Independent Fallout Wiki has boomed in size.

IFW has amassed a network of partnerships with other independently hosted wikis, modding groups, and charity initiatives. They strive to create an ever-growing and inclusive community, encouraging new members to join and participate through community events and projects. IFW celebrated its third anniversary this past April, known colloquially as "Schmault Day," with games, movies, and giveaways, along with introducing their adorable and bright mascot, Scribble the Wiki Janitor .

One of the Independent Fallout Wiki's greatest strengths is its dedication to factual and accurate information. Everything present on IFW is cited and sourced, with editors working every day to create and present the most complete information possible. They cover the full range of games and media of the Fallout franchise, putting each subject on an equal level of importance.

Older pages are put up for review and correction, and new ones are created with rigid content standards to keep data precise and squash misinformation. The Independent Fallout Wiki is always seeking to expand their hub for all things Fallout. Readers may be surprised at the way float dialogue, Pre-War posters, or a character's scribbled notes can reveal little insights to the Fallout world, and IFW is here to break it all down.

Organs of the human body, Pre-War movie stars, mentioned-only locations, and much more are revealed in the tiny details IFW editors love sifting through that give us a glimpse into life in the Fallout universe both Pre-War and Post-War.

Because of its extensive documentation of all things in the Fallout franchise, it provides a great resource to Modders, Content Creators, Artists, and other creatives. On top of its endless reserve of niche Fallout trivia, IFW is also home to extensive and ever-growing documentation on Mods. Some of the larger scale projects like "Fallout London" and "Attack of the Lobotomites!" feature their own subwikis built into IFW's mod space, while others like the "Baffl ing Gomorrah Scrabble" or "The Writer's Lament" might have just one article covering the work in its entirety. Some creators and developers like to use their personal IFW page as a place to neatly host a list of all the projects they have worked on, similar to an IMDB page or even a CV.

This usage is not limited to modders, however, as other Fallout community members have utilized the wiki in similar ways. The Independent Fallout Wiki fan created content includes not only mods, but another expansive space for community works and projects outside of the realm of modding.

Content creators, podcasts, fan films, voice actors, artists, and many, many more are documented and categorized on IFW. Similarly to their modspace, some creators like to use their page to record all of their work. These lists to IFW editors are never definitive, and they are always seeking to expand their coverage on every topic possible. And, if there are any community members who need assistance in making a page or editing one, there is always someone around to lend a hand.

But the Independent Fallout Wiki is more than just a website. Their community, maintained mostly through their Discord, welcomes new members with open arms whether they seek to become an editor or just to chill and chat Fallout. They have community events such as "Bingo Bango Bongo," "Schmault-ober," and the "Schmault-Tec Family Photo," just to name a few. Some of these events include games and prizes, where community members can engage meaningfully with each other and with the wiki and its content.



IFW strives to always foster a creative and welcoming environment that all people can enjoy, regardless of how knowledgeable they might be about the franchise. Anyone can register and get involved with the Independent Fallout Wiki at any time. After creating an account, one can sign up for Schmault-Tec University, an independently driven course to learn the basics of editing on IFW. This can either be taken through IFW's Discord server, or through the wiki directly. Lessons include Editing 101 , Advanced Editing , Datamining , and Outside the Vault . These lessons are not required for new editors but are instead there to guide those who are interested in learning more.

Outside of finding the Independent Fallout Wiki on their home URL of fallout.wiki , you can find them on all social media platforms as @thefalloutwiki, or their Discord server Schmault-Tec: The Independent Fallout Wiki . All of which can be found located on their carrd , which acts as a quick hub to access all things IFW. Last summer, the Independent Fallout Wiki conducted a Staff Q&A via their social media. This year they decided to include some interviews here for staff who opted to answer some questions about themselves and their work on IFW. Take a glimpse into the minds of the hard working staff members of the Independent Fallout Wiki.

1. Introduce yourself! How did you get introduced to the Fallout series and when?

Kate Aces: Howdy Vault Dwellers, my name is Kate, - editor, dataminer, and Overseer at the Independent Fallout Wiki. I moved to the Las Vegas area in 2016 and my roommate mentioned a video game took place in the area. I played ''Fallout: New Vegas'' to try and find my apartment and ended up getting really into the game and locations, heading out to the desert wasteland on weekends to find all the real world equivalents. I made a website





about it (couriersix.com) and that was my first jump into the Fallout series.

Rubbinmahbelly: Hia, I'm Doc Blubbin, a researcher with the Followers of the Apocalypse who also happened to be an Overseer at the Independent Fallout Wiki! I first got introduced to Fallout as a series back around 2008 when my elder brother got Fallout 3 on the XBox 360 for Christmas. We ended up sharing the game, and I still have many fond memories of that initial playthrough.

Findabair: I'm Findabair, also known as TheFinniestFinnyToEverFinnied, one of the Overseers on the IFW, hailing from Germany. Back in 1998, I had read about Fallout in issue 5/98 of the German PC Games magazine . As the price for the game was pretty steep back then - 100 Deutsche Mark, would today equate to €85 or $99 - I got it after the price had dropped, maybe a year later or so.

RurinGas: Howdy Doodly Doo! I'm Rurin, I'm an Overseer over at the Fallout Wiki. I'm uhh, apparently the Elder editor of the bunch, been kicking around for a long time now. I'm a big fan of FFXIV, VTM, Anime, Comic books, and I guess, you know, all the nerd stuff . I got introduced to Fallout when my PS3 broke for like the fourth time, and I decided to switch teams and get a 360 this time instead. I sold all my PS3 games and my still-functioning controllers for just enough money to buy a 360 and one game, and luckily enough I got a Fallout 3/ Oblivion Two-pack for just £3, so I was introduced to both Fallout and Elder Scrolls at the same time! Ha!

Black Box: I'm Black Box. I tend to go through a lot of names but that's what I am right now. A friend had given me their old PS3 with Fallout 3 and NV on it. About... 6 or 7 years ago now, I think. VX-Versus: I'm XV-Versus/VersusXV, an Overseer on the IFW & a Bethesda Verified Creator. I got introduced to the series through mainly Fallout 4 especially with Sim Settlements/Sim Settlements 2 which also got me into starting with creating mods. Meat Servo: I'm MeatServo. Dataminer, editor, technical admin. A friend picked up the original Fallout around the time it came out and it was intriguing, but isometric turned based RPGs weren't really my thing. Eventually saw the gameplay for FNV and had to try it for myself.

Eckserah: Heya, I'm Eckserah, server admin, a technical admin, and one of the co-founders of the Independent Fallout Wiki. I'm also a developer for XEdit and run the Fallout 76 Datamining Discord. In February of 2019, I was playing Overwatch with my then girlfriend when she suggested we play Fallout 76 and while I hadn't been a fan of the series before that, I said why not. I got immediately hooked.

Nomadicalist: I'm Nomadicalist, Wiki Scribe, a big fan of Half-Life and Minecraft! And Fallout, too, probably. I heard about Fallout 4, thought the premise sounded neat, and decided to try Fallout 3 first. Immediately fell in love with the look and feel.

AnnaBanna06: Hi, I'm AnnaBanna, Wiki Admin and the Schmault Janitor! I'm also a goat farmer from the deep south, but if I brought the goats to the Schmault they'd just eat all the wiki pages (And all the cheesy poofs!). I've wanted to play Fallout for years, but I didn't feel... mature enough to play until about a year ago. What actually got me to pick up New Vegas though was the Stupendium's song "The House Always Wins." Mr. House reminded me of a character of my own and I wanted to know more about him.

NarratorVera: I'm Narrator Vera, Future-Tec staff member. I like to think of myself as a lost media searcher and a Fallout fan. I got introduced to Fallout through the Fallout Minecraft mashup pack as a kid. I fully got into the games around 2018.

V13Kobold: I'm known as v13kobold on Discord and social media and I'm a Community Admin. I love reptilians and reptiloids as well as RPGs of all kinds, tabletop and CRPGs. I was introduced to the Fallout series in... I want to say 2010 ish? But I watched a friend playing Fallout 3 and I GOT HOOKED. I remember buying it myself, and religiously consuming everything Fallout ever since.

AstralAbraxas: Hello hello! I'm Abraxas, Community Admin and Social Media Manager for the Independent Fallout Wiki, and local cryptid aficionado. I am an artist and creative writer. I was first introduced to Fallout 3 through the art of GalooGameLady, since I had followed her for her Skyrim art at the time. After seeing her artwork of her Fallout 3 characters and learning it was the same people who made Skyrim, I was immediately hooked!

2. What was your first experience with the Independent Fallout Wiki?

Was this your first time editing a Wikipedia type website?

Kate Aces: A small but determined group of us founded the site in 2022, and it was a great experience. We want to make sure everyone's first experiences with the site are as positive as ours were when first starting out. Yes it was my first time, I didn't have any experience before editing about Fallout, but it was not too diffi cult to catch on.

Rubbinmahbelly: My first experience with the Independent Fallout Wiki was founding it, haha. I think if you look I've been in the Discord server the longest. I've been here since the very beginning and I am very proud of how this community has grown and evolved over the last several years. I appreciate everyone who's helped along the way, past and present. I had VERY limited experience editing wikis prior to the founding of the IFW.

Findabair: As one of the Wiki's co-founders, it was mostly a lot of emotions. Much joy over being able to start our own site. A wee bit of despair over the loads of administrative cleanup work that had to be done after the initial setup. Some pride after most of it was done. A sliver of anxiety prior to opening it to the public. But no it was not my first time, I had previously done minor edits on Wikipedia, as well as on other platforms.

RurinGas: Ahh, well I wasn't on-board from the VERY beginning, but more so the tail-end of the beginning. I'd just upped sticks from where I was previously when Kate reached out to me asking if I was interested in joining her new staff ensemble. I initially turned her down actually. I wasn't keen on jumping back into a big project like a wiki, but after I rested and thought on it for a bit, I reached back out and asked Kate if the off er was still on the table and she was all too glad to accept me. I joined on as a Community Admin, and well, now I'm here as an Overseer. Oh no, it was not my first time by far really. But it was my first time getting really stuck into it. Previously I'd just milled about making minor spelling corrections and the like, helping other people in group chats hammer out their own edits, I liked to consider it a support role. IFW was my first time getting really into it and my first time really in a leadership-ish role of one. XV-Versus: I am a founding member and also involved on the Discord side of things for back-end including Discord bots as well as moderation. It was not my first time, I've also assisted with wiki content in the Sim Settlements community where I'm also an administrator.

Meat Servo: I heard about IFW from content creator TriangleCity's shout out. Hopped on the discord and made some edits. I had actually set up a personal wiki for project tracking 20+ years ago. Pretty sure I still have it archived somewhere.

Eckserah: Well I was the person who set up the whole site. I helped get mediawiki set up, all the extensions we would need, custom scripts to do our imports, and worked tirelessly to make sure that we were up and running in as short of a timeframe as I could. I had some previous editing experience on Wikipedia and other platforms.

Nomadicalist: I was first introduced to the Independent Fallout Wiki by Kate. I knew her and a lot of other people here from other Fallout communities, and an independent wiki is the best kind of wiki, so joining was a no-brainer! IFW might not be the first wiki I've edited, but it's the only one I've decided to stick with for now. If Half-Life X ever drops, maybe I'll poke around the Combine Overwiki when that happens...

AnnaBanna06: One day I scrolled down a little farther on the search list and saw there was the Independent Fallout Wiki. But it was not my first time editing by a long shot. I couldn't tell you when my first wiki edit was, as I've been lost in the editing sauce for years.

Photos:



V13Kobold: I discovered the IFW by finding their Discord Server as they were just beginning, and I had some experience moderating for the UESP Discord. They loved my vibe and my experience and the IFW off ered me a position among their staff . I accepted. I minorly edit wikis, but I am more about community interaction anyways. This wasn't my first wiki editing, but I'm not much of a full time editor.

AstralAbraxas: I had just got back into Fallout through 76 and was looking for a place to share my fan art and characters and found safe space in the IFW's Discord. I was interested in "Pickman's Gallery," where they feature fan art on the home page for an entire month. Some time later I noted a lack of posts on their social media, and off ered to take up the role! I had made one single anonymous edit to Destinypedia in the past on the page for the character Halsiks, but otherwise it was my first time editing seriously. But now I love editing!

3. What do you enjoy most about working on the wiki?

Kate Aces: I like to make new templates that are both visually appealing and make the site easier to use. I also like making articles for little details like signs, posters, and world objects. We can learn a lot about the Fallout universe from these little details. I also like helping new users learn and to encourage them as they take their first steps into editing!

Rubbinmahbelly: What I enjoy most about working on the wiki is interacting with the community. We have a sizable community subsection on the wiki which is home to many pages of folks' original characters and custom factions, as well as pages for content creators and the like. This community aspect is a point of pride for me .

Findabair: Making sure that any claims made in articles are well sourced, so that a reader in 10 or 15 years from now can verify a claim made with one click. And making sure that images have proper origin info, for the same reason.

RurinGas: Oh, it's never boring. There's always something to see, whether it's a new person rolling into the Discord server, a new release, or some strange Silent-Hill-Wiki-esque edit made by some person forever ago (if you know, you know). There's also lots of little things we keep busy with; charity events, community events, the whole lot! XV-Versus: Helping with building community as a safe place for fans and helping connect authors, growing the modding community.

Meat Servo: Pulling threads and seeing where they go. We have untangled some great lore and found all sorts of new info along the way.

Eckserah: Working on the server side as well as templates, modules, the sites styles and scripts. A lot of the time when something is going wrong I'm the one who ends up getting called. Written a bunch of modifications and even a custom extension for us.

Nomadicalist: Maybe it'll sound sappy, but the people here are nice. IFW is a comfortable place to hang out with other fans and talk about just about anything. There's not many Fallout communities quite like it.

AnnaBanna06: The joy of fixing things that people might not even know are broken.

NarratorVera: The sense of community.

V13Kobold: I actually love being part of a Fallout community that always aims to be inclusive. Plus, hanging out is awesome.

AstralAbraxas: I have made incredible friendships in my time with the IFW community. It has allowed me to explore and connect with members of the Fallout community unlike I ever had before. I will always cherish the bonds I have made with the people I have met in our community.

4. Tell us your favorite project you have worked on for the wiki.

Kate Aces: I like the Scavenger Hunt projects, which are a sort of fun way to contribute to the site. A few categories of "find these!" include environmental story telling skeletons, wacky gnomes, conniving mannequins, and wooden blocks spelling things out. It is always fun to find these fun scenes in game and add them to the wiki.

Rubbinmahbelly: This is a tricky question, haha. I have a lot of projects I'm fond of, but I think my personal favorite project I've worked on is a page I made that catalogues every single slogan and motto used in the series. From pre-war marketing slogans to personal creeds. I think my favorite is the slogan for the 188 Slop and Shop; "It's better than nothing."

Findabair: Probably the still ongoing Capitalization Drive, a project with the scope to ensure that pages are properly capitalized, using the same capitalization as the items in the games do.

RurinGas: Well, my current one is probably my favorite purely for the little hits of nostalgia it keeps giving me, but I'm currently working on building up a Fallout Equestria Wiki in our Community space. We have a space for mods and fanworks and the like, and I figured Fallout Equestria should have a spot there because, I mean it's pretty substantial in both Fallout and My Little Pony fandoms. We had tried to import some existing material to build around, however I wasn't a huge fan of its coverage so I decided I'm just gonna build it from the ground up! I think I'm about 1/5th of the way done? It's a crazy long book and I'm just one person.

Black Box: I was the one who got most of the Creation Club coverage together, though I also am a fan of the work done on Fallout 4 settlement objects and the Ranks page (and the associated Gunners overhaul). XV-Versus: Helping set up on the Discord and being involved in inter-community communications with likeminded communities such as Collective Modding, Sim Settlements, CREAtive Family Mods, Dawn of America, Greslin Games and more.



Photos:







Meat Servo: Extracting conditional dialogue for Fallout New Vegas. Having a clear reference for all the available dialogue checks is great for seeing all the paths you can explore. And we found several new pieces of info along the way - the lowest skill check in the game, the only level locked quest, new info for an LGBTQ character and a dialogue line that may have never been heard before that.

Eckserah: To this day it's still the initial setting up of the wiki. Getting the wiki set up and hearing the excitement in Kate's voice when we talked is always one of my favorite things. A close second would be the more recent work I've done with dark mode customization for our Cosmos skin and our custom templates

Nomadicalist: I ran around all of the little Enclave outpost camps that appear in the second half of Fallout 3, checking details and taking pictures. That was a pretty fun time.

AnnaBanna06: The neverending battle against the red links list. The day there are no red links on the wiki is the day I can retire from janitorial work and live off of my earnings in a farmhouse in Montana with a husband and 3 kids (goats).

NarratorVera: Probably the one to transcribe the locations from the game guides onto the wiki.

V13Kobold: Not really a project, but I still get hyped from when I realized that the design of Grognak the Barbarian in F3 was done by editing bits of the old Barbarian class art from Oblivion.

AstralAbraxas: I've been working to overhaul some of our Cryptid related pages, which I have a lot of fun digging through dialogue, notes, and similar sources for more info on obscurely referenced Cryptids. I also really enjoy documenting concept artists and their work, and doing my best to attribute artwork to the correct and specific artist rather than the company they may work for.

5. What is something you want readers to know about the Independent Fallout Wiki?

Kate Aces: The site is unique because it is a fan-run, not-for-profit, community-driven project. It is managed by and for Fallout fans, meaning decisions about content, style, and direction are made by the community itself. We also have unique parts of the site to document real world content, merchandise, fan fiction, community members, artists, mods, and more! Rubbinmahbelly: I think the main thing I'd want people to know is, our doors are always open. If you ever have a question or suggestion, we're all ears. We are made by and for the community, so we would love to have your input.

Findabair: We are always open and thankful for your constructive feedback, which helps us to make the site better. We value everyone who contributes, whether you are a first time editor who fixes a typo, a seasoned writer who loves nothing more than writing backstories for characters, a tech-savvy nerd who has ideas for new templates or overhauling existing ones, or an artist whose work we can showcase in our monthly Pickman's Gallery.

RurinGas: It can be hard to find a community space that's comfortable. And I am very happy to say, we keep a strong lid on that here. We're chummy, we've got a great community, and we're always good to welcome new members, even if you don't edit or just want to add your RP group to the Community section, we'll be glad to have you!

And if you DO want to edit, even better, we've got a whole guide set up if you need help figuring stuff out, and we're always a talk page message or a discord ping away if you need to ask something more specific! XV-Versus: We're also open to modders and have hosted tutorials, between this and falloutck.uesp.net there's quite a bit of great info to find for modding Fallout 4. We also have a modspace & community space, as well as a channel on the discord for Starfield.

Meat Servo: It is an amazing resource that is held to a high standard by the admins and folks should check it out if they haven't already.

Eckserah: The Independent Fallout Wiki is an open-minded, welcoming community, not just a wiki. You don't have to be interested in editing to join us, but editors are always welcome. We have courses to help get people off the ground when they are new at editing.

Nomadicalist: We document fanmade works here, too! There's over a thousand articles dedicated to Fallout: London. Even things that aren't mods. I personally enjoy building a small wiki section for a Minecraft project called Fallout Dallas. Other editors manage pages for content creators, cosplay groups, fanfiction stories, and more!

AnnaBanna06: We play all sorts of games together in our Discord VCs! We'd love for you to join us in Schmault-ifying every game besides Fallout.

NarratorVera: You'll have a wonderful time if you join.

V13Kobold: The IFW is a community aimed at truthfully recording the Fallout universe, and we aim to clear up any misconceptions and misinformation gained in the decades since Fallout released almost 30 years ago at this point. Plus, we're an awesome community, willing to talk over and discuss ideas.

AstralAbraxas: IFW is a great place for Fallout fans of all shapes and sizes. We strive to create a welcoming environment that allows new editors and community members to add and create content for the wiki.

6. Bonus: What is your favorite licensed/radio song from the Fallout franchise!

Kate Aces: I am cheating because I have a couple. My favorite songs are ''Let's Go Sunning'' from ''Fallout 3'' and two from ''Fallout Television Series'' including ''Robin In The Pine'' and ''What A Diff erence A Day Makes''.

Rubbinmahbelly: My favorite licensed song... hmmmm. I think I'd have to say "Kiss To Build a Dream On", from the Fallout 2 intro. It's a darn shame it hasn't appeared anywhere else in the series.

Findabair: Hard to pick one, as all of them are timeless classics. I'd probably roll with "Ain't That a Kick in the Head?" by Dean Martin.

RurinGas: Ahhh, it's hard. I guess I always liked Fallout 3's radio best out of all the games, Fallout 3 in general is the "vibe"-iest game I feel. I guess to pick one though, Civilization is really good. I like those slower-but-peppy songs for Fallout. I feel it really conveys that comfortable veneer of prewar society, which feels really ironic after the bombs while still retaining some Goooood travelin' music for the wasteland.

Black Box: Crawl Out Through The Fallout, because that is a real song you can look up. No it was not made for Fallout.

Meat Servo: I'm going to cheat here; Ragtime Cowboy was an inspired choice for the F4NV trailer and would have been great in FNV.

Eckserah: Probably Ring Of Fire. I know it's not the Johnny Cash version, but I love the song nonetheless.

Nomadicalist: Oh, this is a hard one. Too many favorites to choose from. I'll go with "Dear Hearts and Gentle People," because it fits the Fallout mood almost anywhere in the game. You could take it sincerely in a nice settlement, ironically as a commentary in any of the locations destroyed by some mix of folly and greed, or just for the juxtaposition in the middle of a fun battle.

AnnaBanna06: "Big Iron" from New Vegas is a classic for sure, but I'll add "Baby, It's Just You" from Fallout 4 as well. It's a nice song on its own.
NarratorVera: I think my favorite is Begin Again. It perfectly describes one of the key themes of New Vegas. If

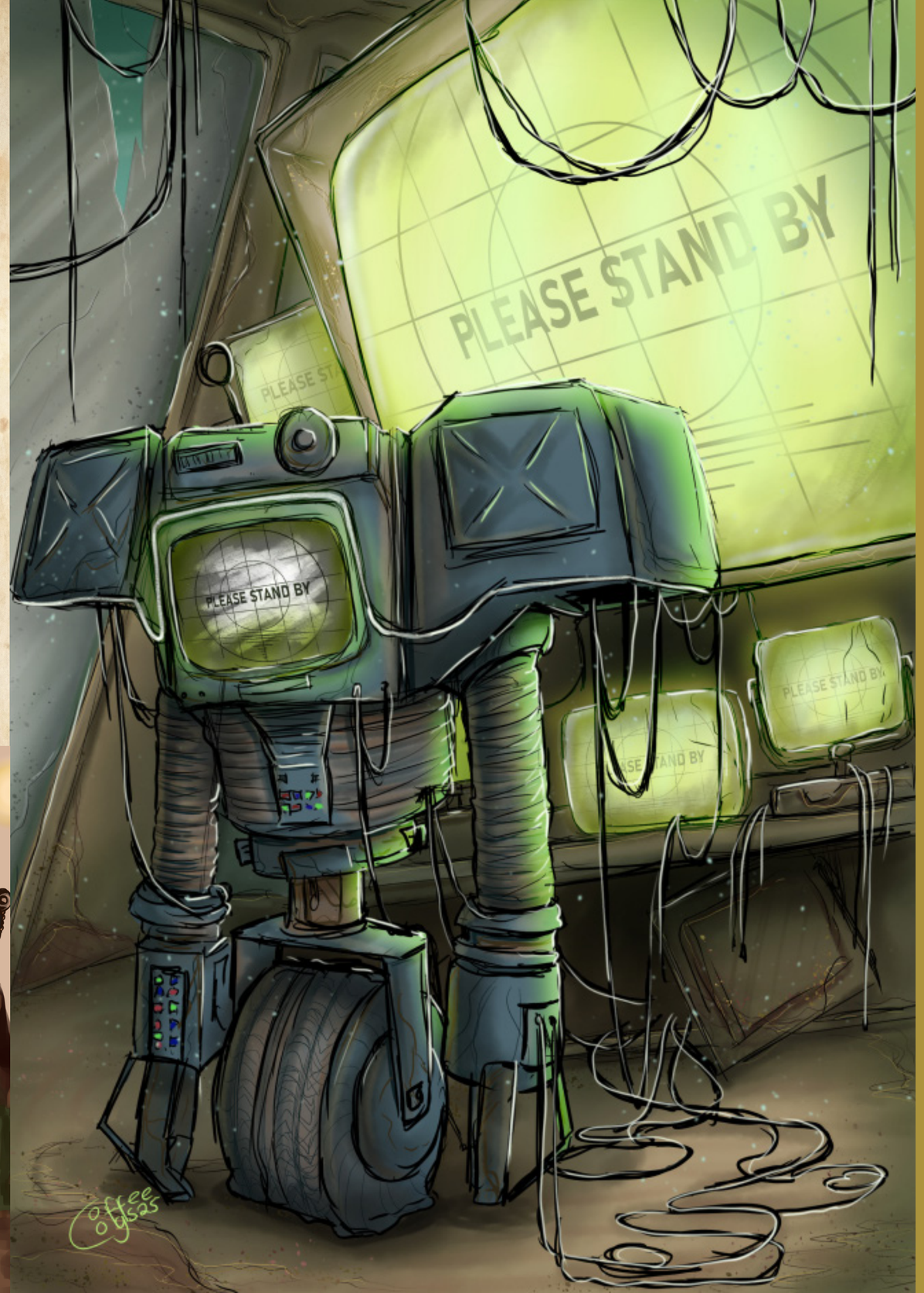
that doesn't describe New Vegas then I don't know what will.

V13Kobold: Anything by the Ink Spots really. Seriously, they became one of my fave bands and I have Fallout to thank for that. Into Each Life Some Rain Must Fall and We Three are amazing. Linda Carter's songs in Fallout 4 are such a treat too, if we're allowed to expand to in-universe stuff .

AstralAbraxas: Mine is "Act Naturally" by Buck Owens. I absolutely adore this addition to the franchise from the Fallout Television Series. I love the classic country songs in the series!

Overall, the Independent Fallout Wiki and its tireless editors and community members have worked to create a space for every person to have some place they could feel included. From their documentation of fan work, to fun community events and initiatives, the IFW is one of the raddest places to be.







ART:



An Evening With Fallout Deadweight's Writer and Director Nigel J. Kim

By: Joseph DellaVecchia

A Lack Of Closure

I remember when Fallout 4 was released. I was 16, in high school, and had taken the day off to play it. At the time, I remember my parents were selling our house as we prepared to move, and thus, we would have to leave for walkthroughs and showings to happen. Not wanting to stop playing, my brother and I would take the box for our Xbox One and be ready to pack it up at a moment's notice and had a small computer monitor by the door. With either the power brick in our car or the outlets by the dining room table at our grandparents' house, we could easily keep the story going and figure out "what happened to Shaun?".

Now being 10 years and dozens of playthroughs later, I still remember that first playthrough of Nate fondly. While my life was hectic at the time, the wasteland was a place that always made it easy to block out the real world and have post-apocalyptic fun. But one question that weighed on my mind, and many others, was whether or not the 20-30 hour main questline dedicated to finding and saving Shaun had paid off.

One person had already answered this question internally: Nigel J. Kim. While now a practical effects technician in Atlanta Georgia having worked on projects like The Walking Dead and WandaVision, Nigel knew he wasn't satisfied with how Nate's familial story had ended already back in 2015.

"I felt like there was a lot of closure there that I wasn't getting." Kim recalls, "I remember regardless of what the ending was, it's like, this is your son, and he's family. The whole guiding core of this story was trying to find your family, and by the end of it, when all of it is done, you kind of forgot."

As time went on, Bethesda would release multiple story and content DLCs for Fallout 4. While many of them would provide closure for other stories and characters - especially Nick Valentine - none of them provided the closure about the player's family that Kim wanted to see.

Kim had an idea that he carried around with him for nine years. He imagined the Sole Survivor returning to Vault 111 and having Nate lay Shaun to rest with his mother Nora. For nine years that idea simply stayed an idea.

Over a Discord call in early August 2025 Kim tells me, "This idea has been stuck in my head of bringing him back to your spouse, to bury them, essentially with them, just as a, you know, closed circle in the story, I suppose." This would lead to Kim investing $65,000 of his own money into making this idea a reality with the Fallout fan-film that he would write and direct; Fallout Deadweight.



For Fans, By A Fan

As a young kid, Kim was an avid reader of the magazine, Game Informer. The issue he can remember in the most detail was the 171st issue published in July 2007 with the cover art for Fallout 3 on the magazine's cover. Immediately infatuated with the premise and how the game looked, Kim begged his parents to buy him a copy that year. Kim spent as much free time as he possibly could in that game and the titles that would follow.

He cites New Vegas as his personal favorite entry in the series but has loved getting to grow up playing the series and seeing it evolve over time. As he entered into a career in the film industry, Kim always kept the idea of a fan-film in his head, but never thought it was possible. It wasn't until Bethesda and Amazon announced the production of the Fallout TV Series that he thought, "Well if they can do that, why can't I?". Kim then took the idea in the back of his head from Fallout 4, all of his savings, and the knowledge and favors he had obtained from working in film, since 2016, to give the fans the ending they had been waiting for.

Speaking about his goals, Kim says that the fan-film was "specifically for the people who played Fallout 4, but also specifically people who beat the game and understood what the ending was". While Kim didn't want any fan to be alienated, he had a very specific idea that he wanted to get across. However, that didn't stop him from throwing in details for other fans and community members. When I asked him about Easter Eggs and hidden details, Kim's face lit up as he recalled, "I threw in as many little Easter Eggs as possible. And there's a handful of people who caught a lot. There were so many people who immediately knew that he was wearing Arthur Maxson's coat. There's people who knew that he was wearing an NCR helmet. There's a Riley's Rangers logo on his chest plate, and people immediately got that."

Kim also wanted to make sure that Deadweight fit into the Fallout ethos easily while maintaining the world's signature sense of humor. "There's like a moment where, right after [Nate] kills the bruiser and disintegrates him, he stimpaks himself. And the whole joke of that was that, he stimpaks himself, gets shot up, and he stimpaks himself again. There's [also] a cutaway shot where his blood gets splattered on [a] poster [that says] have you taken your medication today?" Kim laughs as he shows me the poster hanging behind him.

Kim wasn't the only fan on the project. While he proclaims himself as the biggest fan on his set, he does credit his sound designer, Michael Archacki, who included sound effects from the game, specifically the level up sound played at the end of the fight sequence with the raiders. Kim also mentions that his prop fabricator, Steven Spelman, created the weapons used in the film to resemble Fallout 4 game assets and concept art. Kim also praised the hard work from everyone who set foot on the production, stating, "Everyone from every level brought their A-game on that production. So, I can't thank my team enough."

A S.P.E.C.I.A.L Broadcast

While Kim and his team had a blast bringing this idea to life, he hadn't told anyone else in the community that he was doing this. Unlike other fan projects there was no announcement, social media, or Kickstarter for Deadweight before the film's release.











Kim was putting a lot of faith in the community for Deadweight's success and was ready to face the reality that nobody would see it. "I don't know anything about marketing. I've spent my entire career in film learning about how to do things on set and make it look good. I have so many friends who tell me 'you need to change that thumbnail.' Or 'you should have had a better social media rollout.'" But when it came to this advice, Kim proudly recalls that he didn't listen as he had a clear idea for the project and didn't have the budget or time to invest in marketing.

With the film wrapped, Kim felt incredibly proud of his work but would now have to see if anyone else cared as much as him. On April 1st, 2024, Kim published his film to YouTube and posted on a few subreddits and socials to announce the project. And then he waited, and he didn't have to wait long.

The film immediately began to gain traction, getting almost 50,000 views in the first few days, eventually growing to the nearly half-a-million views the film has today. The community immediately started to rally behind Kim's vision online. From reaction channels freaking out over the end reveal to fans in the comments pointing out Easter Eggs and claiming that the film was their new canon ending to the game, Kim had achieved everything he had set out to achieve and more with a positive and vocal reaction from the community he loves so much.

"I mean what an experience to have an idea that had been [with me] for so long and only to realize that a lot of other people wanted that ending too. I don't know how I can get Fallout fans to agree on anything outside of the fact that they enjoyed the ending. That's actually really, really cool. It was a really good feeling because knowing I did something that the fans enjoy."

Through The Roads Nigel Walks

Now over a year and a half later, Kim still feels an immense amount of pride for what he created and how. He loves to see new fans finding the fan film and loves seeing the discourse and praise it has received.

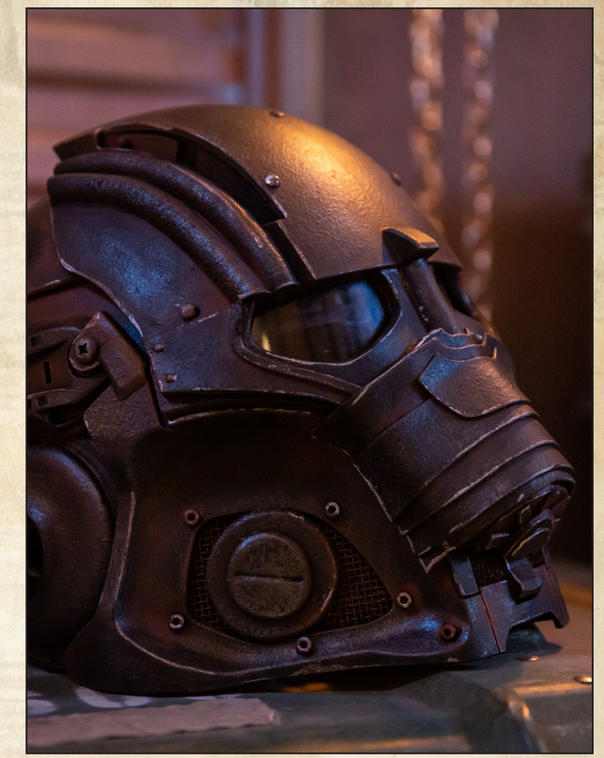
He shared with me a bit about how he sees video games as the next big medium for storytelling, and fan films like this can open up these worlds and stories to those outside of the video game community.

The Fallout community has given Kim confidence to go out and maybe do another fan film in another fandom one day. He laughed with me that he is still paying off Deadweight, so there are no current plans for another fan film by him - Fallout or any other IP - but he is still full of ideas on what other stories he would like to tell.

After chatting for two hours about his passion for Fallout, his dedication to make Deadweight, and our love of similar fandoms, I realized that I am keeping Nigel from feeding his dog dinner and starting to cook my own. As we wrapped up, I asked him as someone who was vulnerable and brave enough to put his voice out there into the Fallout community, what advice would he give other aspiring creators in the community?

"I mean, just go do it. I don't think there's anyone in this community who needs permission to do it. People create cool things all day. That's what the Internet's for. If you've got an idea, just go for it. If you don't know how to make it, learn. People are making the stories they want to see. If you have a story in Fallout, do whatever you can to get it out there to the fans, because I know the fans love it. [Bethesda has] made a world in a community that will keep talking, regardless of their commitment. They built something that's bigger than themselves. If you've got an idea… make it happen. Who knows? You might get a call from Bethesda."

Finally, I ended the interview by asking Nigel if he had gotten a call from Bethesda yet to go work on the TV Series on Prime Video to which he told me not yet but directing an episode would be his "absolute dream come true." But until then, fans are still finding, commenting, and sharing Fallout Deadweight, and that's more than he could've ever asked for.





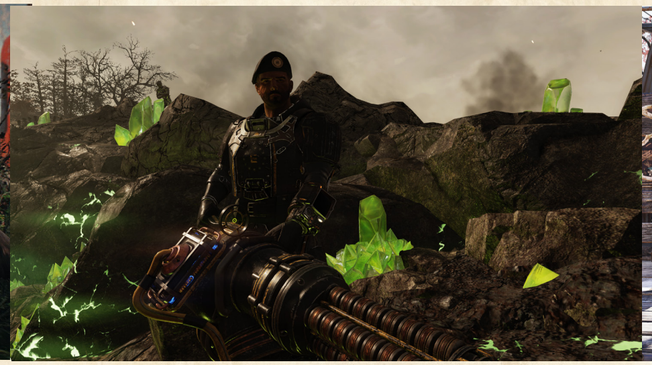
PHOTOGRAPHY

VP THROUGHOUT THE FALLOUT UNIVERSE

Photo by Kats Meowing







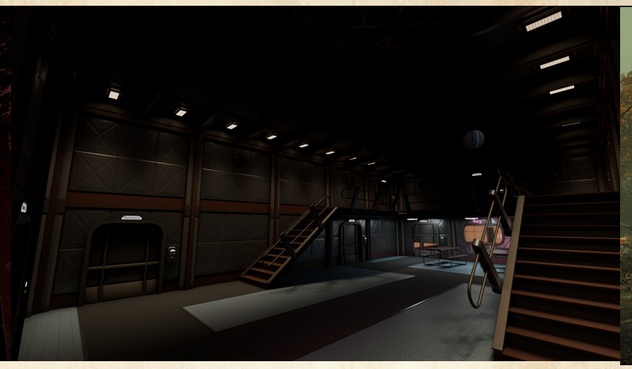




















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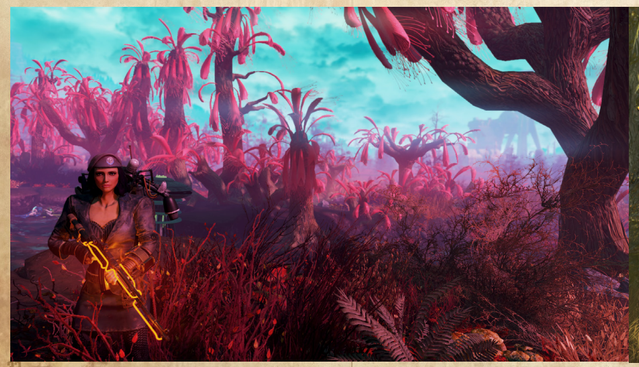




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Heart Stories

By: Michael Bugg

The world that we live in is one that, on the surface, can seem dark, downtrodden, and bleak. Everywhere you look, whether it be social media, the news, or even the gossip around town, it can paint a dark and scary picture to where you may think that the kindness and good in the world has fully disappeared. However, we each carry a light within us; alone it can only be so bright, but when it is joined with others, it can turn into a powerful bright light of hope, support, kindness, and care.

There are examples of this everywhere, every day when we seek it out - and our community is no exception. The Fallout community is considered to be one of the most passionate, supportive communities in gaming, who have mobilized time and time again in ways large and small to help others. Support comes in many forms; for some it's help at a boss fight in Fallout 76, for others mentoring from senior cosplayers, but in trade and exchange, care and compassion are offered freely. In the past year since the very first community celebration that became Fallout Day, there are two in

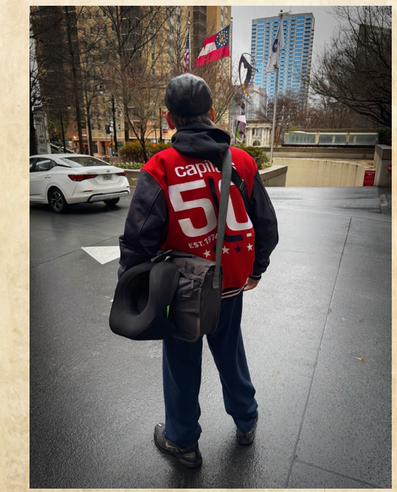


our community, each with a different story, but both received the full force of help and hope from the marvelously strange and wonderful gamers who call the apocalypse home.

Wes Johnson Day

Any fan of a Bethesda game knows his name. We know his energy, his delivery, and his characters as big and bombastic as Sheogorath in The Elder Scrolls or as over the top as The Silver Shroud. He is a cornerstone voice actor in Fallout 3, 4, and New Vegas and in the Elder Scrolls from Morrowind to Skyrim and even beyond and into the stars with Bethesda's newest IP, Starfield.





Outside and even predating his voice work, Wes' background is as varied as it is fascinating: from military service to stand-up, improv, sketch comedy, and even as the one-time artist of a serial comic strip. He has worked in every medium: radio, television, theatre and film, and as wide a range as his accomplishments are, they are balanced by a dedication to philanthropy.

He serves as both champion and advocate for personal causes such as Alzheimer's disease, juvenile diabetes, and even the life-saving work of St. Jude Children's Research Hospital. In the case of the Alzheimer's Association, this cause has been very close to home, and over the years Wes has been invited to speak at both rallies and fundraisers, where the booming voice of the Washington Capitals hockey team instead calls for an end to a wasting disease.



On January 22nd, Wes was to speak for the Alzheimer's Association in Atlanta. After missing his stage call, members of their team went to his room, receiving no response. After alerting his wife at their home back east, hotel security opened the door, and he was found unresponsive. Paramedics were quickly called, and after struggling to find a pulse, he was rushed to the ER in a state that they later described to his wife as "barely alive."

Staff from the Alzheimer's Association arranged for emergency flights for his family and remained with him in the ICU while doctors placed him into a medically induced coma, struggling to find answers. For over a year he had been struggling with a mysterious ailment following a routine medical procedure, resulting in a gradual but alarming loss of weight. In the search for answers, medical bills rose to a financially crippling number and, following his stay in Atlanta, would only compound things for his family. Within hours his close friend had set up a GoFundMe with the blessing of his wife Kim - at the time it was unclear it would be needed to cover funeral expenses.

Within hours word spread through the Fallout, Elder Scrolls, Starfield, and Washington Capitals communities. Fans from gaming, sports, entertainment, and beyond rallied at a startling rate as newspaper and television reports amplified the news of his critical condition. What started small quickly went viral and then global, as fans united to repay in some small part for all the joy he had given them in video and hockey games. Messages of support flooded into the GoFundMe, of support, love, and hope.

When Wes came out of his induced coma, he was flooded with messages, letters, and other forms of communication from members from all of these communities in what he later would say was his, "George Bailey moment", a nod to "It's a Wonderful Life," where the penultimate moment for the self-sacrificing George was repaid tenfold by every life he had ever touched. Both the Washington Capitals and Bethesda issued press releases and statements of support, with the owner of the Capitals himself reaching out to Wes and his family. These press releases were heartfelt and deep and echoed the universal sentiment that his kindness, energy, and love of life had forged connections in every medium he ever touched.

Having fundraised with them for years, Fallout For Hope organized the first Wes Johnson Day, bringing together in a 5-hour stream voice actors, actors, and developers who shared memories and thoughts on how meaningful his friendship and work had been to them. Days stretched on, updates were slow until finally - in typical fashion, Wes shared a triumphant photo standing on the sidewalk just outside the hospital in Atlanta - finally on his way home. In the months that followed, at long last the cause of what had been a life-threatening condition was identified and corrected. Bills were paid, relief was had, but even now, ten months later, his close brush with death was still incredibly emotional to discuss.

During my interview with him, he paused and had to gather himself several times as he looked back on everything he had been through, but what brought tears to his eyes was what this community, our community, had done to help him when he needed it. He commented that "you never know where you stand in this world—to the fans, your friends, and coworkers. To get that confirmation—that love, I didn't know there was that much love out there—it left me so overwhelmed and grateful."

Wes is doing much better today, putting healthy weight back on, and is back in the booth voicing what he calls his favorite game in the making: NDA (ha ha). He's back on tour of conventions both here and abroad, already planning for next year's fundraiser after raising a record-breaking amount for the Alzheimer's Association just months after his release.

His is a story that, to a degree, haunts me, as it should all of us. With the day in, day out of life - where doomscrolling eats up minutes and hours, where we spend so much time fearing tomorrow that we forget to live for today. The biggest lesson I learned after speaking with him is one we all should take to heart: "You can do anything in a day, and it's easy to get lost - but then you find a light. You find it, you take it with you, and you can be that light for someone else in the dark."



Brad's Cancer Journey

Brad Williams, known to many within the Fallout community as ReticentDuet, is an award-winning writer, editor, and sound engineer. He is best known for the audio drama Once Upon a Wasteland, which takes place in the worldspace of Fallout. The audio drama has won 9 Signal Awards, and currently has 3 seasons produced. What many didn't know until recently is that Brad is fighting a tough, ongoing battle with Multiple Myeloma, a rare form of blood cancer. This cancer affects about 1 in 130 people, with it being more common in older adults. As with many of life's unexpected turns, cancer comes without appointment, like a knock at the door when one is expected.

When faced with our mortality, we draw inward - often keeping our struggles private - sometimes out of fear, as we live in a world where perception is everything, and it brings with its diagnosis an unimaginable degree of vulnerability, as it is, even now with all our technology and innovations in modern medicine, cancer is a spinning wheel of chance where you don't know where it will stop, or even more so, where you'll end up. The hardest thing is to open up about our vulnerability; sometimes we fear that being vulnerable is a sign of weakness or that others may look at us in a differing light - one that may not be flattering. Many, like myself, feel this way, and at times it can be hard to open up to someone to show said vulnerability, which in turn can also stop us from getting the support that would be beneficial to us. This is one facet that we have all faced at some point in our own story of life. We have been made to feel a degree of vulnerability that has made us feel uncomfortable. That's the thing about stories: stories are meant to be told and shared with others.

Telling stories is a calling, but at its deepest level the hunger to tell stories is a bridge through which we hope we connect at a deeply emotional level. To make connections with others so that we are not only heard but also seen. The craft of writing is as intimate as the act of reading - it's inviting







someone into a small universe woven with letters or spoken words, and in Brad's case it serves as a voice often so much bigger than our own.

Sickness can feel like a solitary journey - it's one you sometimes find yourself walking alone as the feelings of what can be a life threatening diagnosis change everything. 7 years ago Bethesda took a chance and released the very first live, online multiplayer of one of their cornerstone IPs: Fallout. In the title that would become Fallout 76, it was envisioned at the time of its inception to be a challenging risk/reward game, with a strong PVP foundation where players would have to make a choice with every new person they met: friend or foe. Finding ourselves thrust out the door in that first year with far, far fewer provisions than are given now - the world and roads stretched out before us. Desolate, alone, and eerily quiet, as the voices and lives that once filled this region had all faded away in the wake of tragedy after tragedy. In that first year we were the NPCs, the only NPCs, and this created the bedrock for the roots from which Fallout 76 grew into what it is today. Brad, like myself, like many, found himself lost in a world as complex as our own, where loneliness and the weight of choices, tragedies, and just being an adult in a world that just won't stop turning for a moment.

Brad spoke of no deeper loneliness than that which comes to anyone who faces the shadow just around the bend - but one that sometimes we have to fight. In Fallout 76, not only did Brad find his voice, his story, and the medium in which to tell it, but far more than he imagined. For when he rounded the corner expecting to fight that shadow alone…a call went out. Friends, new friends, and people he'd never met, spawned in, lifted him up, and helped him face it. One of those people was in fact going on their own journey with cancer. and that connection helped "normalize" the situation while allowing for "a neutral party (that is, someone who's not a family member or partner) available emotionally to talk about this kind of situation."This brought "normalcy" to the table, and as with many things, when it starts to become normal, it also becomes a lot less unnerving or daunting.



Gaming is often accused of being the root of many of society's ills, as it is so convenient a vessel for the bigger questions we need to face about where we are going. In reality, gaming is neither cause nor culprit - for myself, for many, it becomes the place where, for once, we can stop the world turning to step into another. Just for a moment. Just to try new paths, to be a hero, or perhaps a villain - to tell our own stories, to find meaning, purpose, emotion, and perhaps the one thing we need more than anything else. The one thing, as Wes said, is a light in the dark.

This open sandbox with endless possibilities for our own story, stories we want to tell, is what gave creation to many projects like Brad's, where one could make up their own narrative, characters, and world within the world-space of Fallout 76. A narrative that could be controlled and dictated on our own terms. Having that sense of control is calming, because in the real world we don't always get full control. Most of the time we are going with the flow and making decisions based off of the circumstances or situations presented to us. Where unfortunately there are times that what the world has given us can be chaotic, dark, or emotionally straining. But having our own medium - a safe space to be who we want to be and do what we want—is something that each of us looks for.



Brad continues to undergo treatment, including chemotherapy and stem cell therapy. There is a plan moving forward that he has with his doctors that is promising. He mentions it is exhausting, but he is hanging in there and doing okay. He is still spending time within Fallout 76 playing, working, and eagerly anticipating the new season of the Fallout show.

Two members of our community have had differing life-altering events happen to them, but they share something amazing in common. That would be this amazing community. The incredible thing about our community is the love, not just the love for the post-apocalyptic world we share adventuring in but the way we look out for each other within it. The support that this community has for each other has been documented many times in all forms, shapes, and sizes. That is one of the things about this community that has been repeatedly seen and commented on, not just within our own community but by other communities as well. As a friendly reminder to everyone. Remember, the light in one person may flicker, but when joined by others it becomes something stronger. Something that survives, something that shines bright and is a beacon of hope. And hope well; hope can save a life, and it has done so many, many times.



COSPLAY

PLAYERS | COSTUMES | INSPIRATION

Photo: NCR Camp



CHRYSLUS CORVEGA

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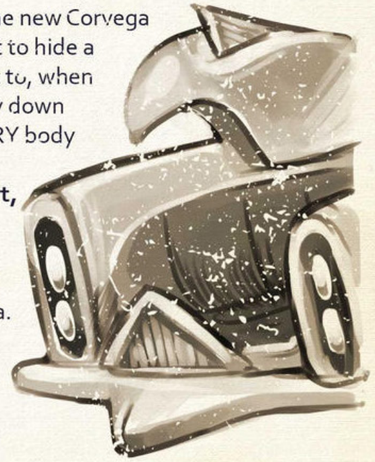
MORE TRUNK SPACE! The new Corvega has enough space up front to hide a body! Not that you'd want to, when you're driving this bad boy down the road, you'll want EVERY body and their eyes on you as you cruise in **utter comfort,** style, and grace! It could probably hold a life time supply of nuka-cola in it if you wanted to, you betcha.



ATOMIC ENGINES! Now more safe and stable than ever! Why, a **Corvega** could sit on your drive way for 50 years before it became any kind of dangerous, but you'll want to be driving this monster around to show off just how stylish and classy you are!



COMFORT! Nothing makes you feel more like a boss than the Chryslus Corvega, with a cross your heart seatbelt that protects, lifts, and separates. The seats are stuffed with **eagle down**, and the dashboard enlayed with the beaks of a thousand eagles. So American!

Why buy anything else? Lets be real here, you roll down the street in a Flea, or America help you, a Zip, and Suzy that spiffy gal down at the diner and her snazy bean eating brother Shane, well they might just think you're a **communist**. That's why this ad is in blue, because a real car shouldn't be red, not in modern glorious America, land of hamburgers, opportunity, free inoculations against plagues! Grab your milkshakes in style in the Chryslus Corvega, America's car.

VAULT 613

by: Old Man Atom

In the early and mid 2010's, the cosplay community kept growing in Australia, and Melbourne in particular. More conventions and cosplay events were popping up drawing bigger crowds each year. The cosplay scene evolved into a very large and beautiful community with many groups being created targeting specific fandoms from all genres of pop culture.

In May of 2017, Mikey Panagis (aka Old_Man_Atom), a Fallout fan since the original game in 1997 and avid collector of the franchise, created a Facebook group called "Wastelands Of New Melbourne". Mikey has been well known in the Fallout cosplay community for his creation of award winning cosplays such as Hancock, Best friend Tabitha, Joshua Graham and Mr Fuzzy among many others. Mainly targeting his close friends, the group's aim was for a Fallout cosplay meet on the Sunday of PAX in Melbourne in October. Word spread quickly in the cosplay community and within the first three months, the group had 40 members.

On the morning we meet, Mikey was approached by Noel Wheatley (fury-sevensix) who introduced himself as the Community manager of Bethesda ANZ. After a coffee and a long chat about Fallout and Skyrim, it was announced that Bethesda were going to attend the meet and hand out gifts to all attendees. It began Mikey's long term friendship with both Noel and Bethesda, still going strong to this day.















The cosplay meet was a huge success and the vibe of the people on the day had everyone who attended requesting that this should become a recurring event.

In 2018, the group was renamed "Fallout Cosplayers of Australia" with Mikey's vision to grow membership and expand to other major cities as a Sydney event was added to the roster for June at Supanova Expo. The announcement of FALLOUT 76 being released later that year had Mikey travel to Sydney in June to help promote the game release at Bethesda's booth dressed as Hancock. He also took the opportunity to recruit more cosplayers, reaching over 100 members in the group.

October 2018 had the scheduled cosplay meet again on the Sunday of PAX and the crowd turn-out was astonishing with 80 cosplayers attending the event, breaking the record for largest cosplay group to ever assemble at PAX AUS. Bethesda ANZ were in attendance again but this time with a massive surprise. Courtenay Taylor (voice of Nora) & Cissy Jones (voice of Dr Duff and Dr Patricia Montgomery) also attended the meet and spent all day interacting with the cosplayers. For the event finale, the entire group marched through the halls of PAX singing "Country Roads" all the way to Bethesda's booth where everyone became overencumbered from all the merchandise and gifts that the Bethesda team handed out.

In 2019 the group kept growing in size with more cosplayers joining Mikey's community. Both events in Sydney and Melbourne were a success and by now, the group members had formed friendships and bonds creating an unmatchable positive atmosphere at the cosplay meets.

Unfortunately, at the end of 2019 Australia was hit with the pandemic and some of the toughest lockdowns on record were in place, especially in Melbourne. Events were forced to be cancelled as no crowds were allowed. In order to keep the group active and help cheer up the members, Mikey organised a cosplay competition within the group on the day that the meet was supposed to take place. It was a very fun way to keep everyone positive and there were some very generous prizes for the winners courtesy of Mikey, Bethesda and the Australian legend that is Doug Marr (5NovCreations)

During the lockdowns, Mikey spent the time behind the scenes to network with other Fallout groups and feature pages from around the world turning the Fallout world's eyes towards the Australian community and the cosplayers.

2022 saw the return of conventions and events in Australia and the group was back in full swing with cosplay meets happening in both Melbourne and Sydney. In 2023, the addition of an Adelaide event was added to the roster taking place at AVcon in July. The group kept growing in membership with potential plans to expand to Perth and Brisbane in the near future.

2024 had the release of the Fallout tv show through Prime video resulting in another influx of members, now reaching over 400 amazing cosplayers from every corner of Australia. In October, the group changed its name for the final time to "VAULT 613 - Fallout Cosplayers of Australia". 61 being the code for Australia and 3 being the state the Overseer lives in and where the group was created.

The group has also been registered as an organization as plans for future growth and expansion are in the cards. Outside the conventions, group members often catch up for photoshoots, social nights and dinners, and craft days where members work on their cosplays together helping each other. There are also photoshoot events organised by Mikey in outdoor locations where cosplayers get to be photographed by amazing photographers such as Lightreaver and Snap Happy Ian.

In June of 2025, the spotlight was given to 5NovCreations & ThePocketRocketStudios who put together the most amazing interactive Fallout display Australia has ever seen. The











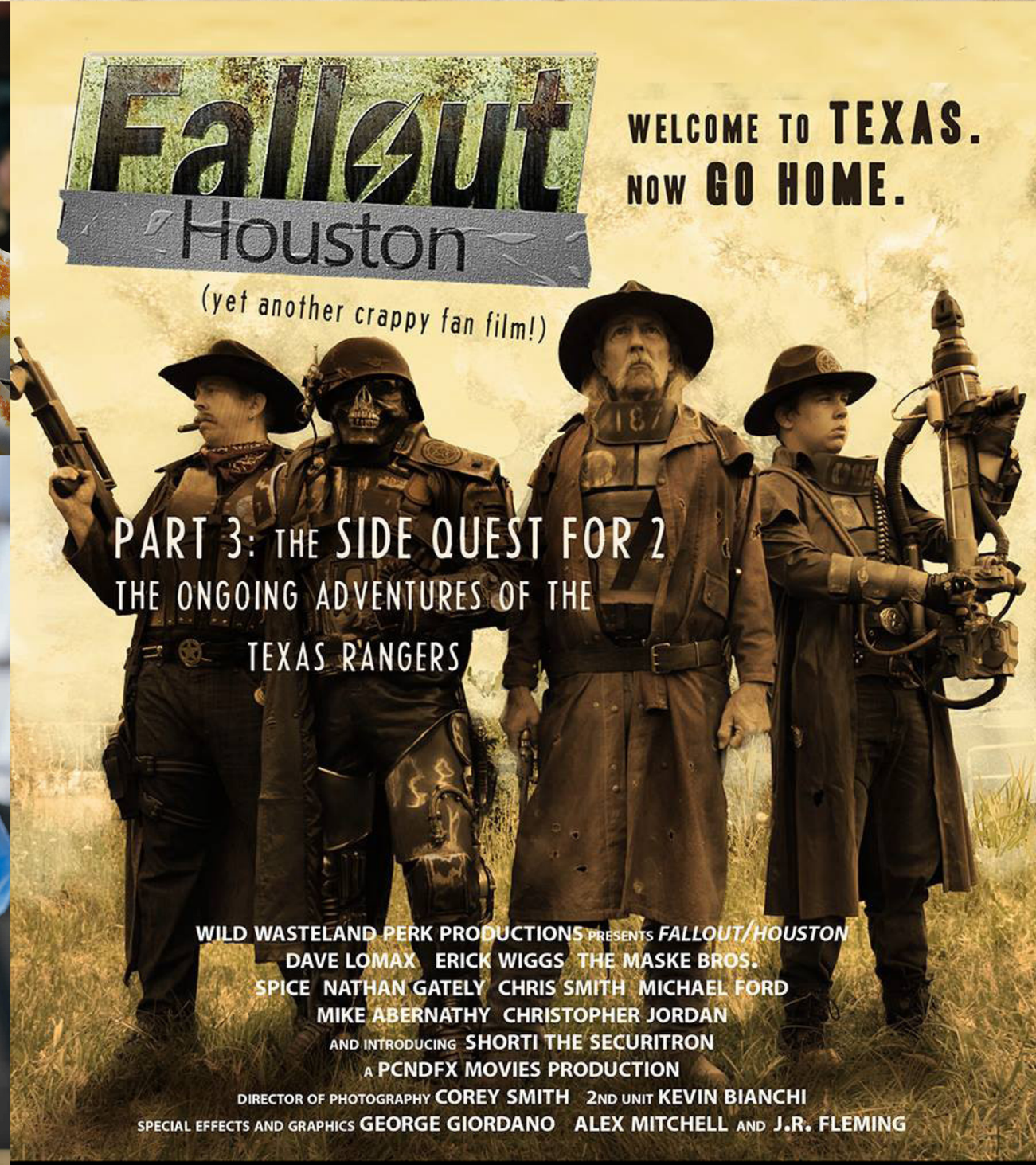
group meet took place at Doug's booth drawing the Fallout community to witness all the work and effort that went into that project. Mikey has a feeling that PAX 2025 will be another massive turn-out as the second season of the show is due to be released and the Fallout community keeps growing.

What does the future hold for VAULT 613? All we know is that Mikey is not planning on quitting or slowing down any time soon.....please stand by.











Character Customization and Connection: How the Fallout Cosplay Community Brings Us Together

By Grey Blackmore

A group of Vault 76 dwellers poses, flanking the Mothman himself – his wings outstretched, LED eyes glowing purple. Suddenly, from the crowd of photographers, spectating gamers, and cosplayers dressed from every era of Fallout, someone sings, "Country roads, take me home to the place I belong; West Virginia, mountain mama, take me home, country roads…" Others join in, until John Denver's hit 1971 song echoes through the MAGfest atrium for all to hear. Amongst the fans watching, trinkets like bottlecaps, Jet canisters and New California Republic currency are exchanged. The camera shutters click, the flashes go off, the cosplayers relax from their poses – and everyone lets out a fit of laughter as five Joshua Graham cosplayers take center stage to recreate a Fallout: New Vegas version of the Spider-Man pointing meme.

The Fallout fandom has a special kind of camaraderie that is truly exemplified through its cosplay scene. Regardless of where you are in your fandom or cosplay journey, you're welcomed with open arms, palpable excitement, and a sense of connection through the shared love of a post-apocalyptic video game franchise. In the Fallout fandom, cosplay is about the people who love the same thing you love, the unforgettable moments you share together, the creativity within each fan, and the friendships formed along the way.

Each year, the Fallout Fan Celebration – previously known as Fallout: New Vegas Day – takes place in Goodsprings, NV, attracting thousands of Fallout fans to the starting location of Fallout: New Vegas, often decked out in full cosplay. Roadrunner, also known as Kato and katopcosplay, attended for the first time in 2023, which was the second year the festival ran.

"That was my first Fallout: New Vegas Day and it was the best weekend of my whole life. I dressed as a boomer and as Julie Farkas," Roadrunner says. "It was where I met my best friend, Claire, for the first time in person and it felt like we'd been friends for ages. It's where I was invited onto a party bus and baptized in red wine. It was where I met lifelong friends. I was so nervous about attending because I flew across the country by myself to meet people I have never interacted with in person before, but it was such a liberating feeling to be surrounded by people who love the same silly old game you love."

"Honestly, the Fallout community is so open and welcoming," says Catrena, of AbraCatrena Cosplay, who dressed as Rita, owner of Rita's Cafe from Fallout: New Vegas, to the Fallout Fan Celebration. "My experience at Fallout Day was like a dream. Everyone had trinkets, compliments, and love to give out!" Catrena's love of Fallout began with the television show, which led her to play Fallout 3, Fallout: New Vegas, and Fallout 4.

On how she began her cosplay journey, Catrena says, "I love to sew and wear costumes – and also develop parasocial relationships with characters – so it's a fun way to connect."

Ash, or Smolcano, enjoys the trinket trading aspect of Fallout's cosplay community. People will freely give out little keepsakes to other fans. Within the Fallout fandom, it's mostly bottlecaps, but not exclusively so. Little bits and bobbles given amongst wastelanders can even become a new addition to a costume.

"I love just swapping caps with fellow fans at cons, and laughing together about memes and jokes from the games," Ash says. "I made a Boredom Survival Guide a few years ago: a mini-zine full of Fallout puzzles to help people pass time when they're waiting in lines at cons. It's a blast to give out, and some folks have told me they use it as part of their cosplay ensemble, or they added it to their display of props and collectables at home."

"There have been ups and downs," she continues, "but, overall, I think this is a wonderfully nerdy and silly fandom. At every meetup I've attended, at least one person is freely sharing things they've made, just because they love the community and making stuff. There is so much creativity and desire for connection."

Among cosplayers, creating a costume to embody your favorite – or original – character is part of the fun. Fallout costumes can tap into the imaginations of those wearing them; since the games are role-playing games, each player has a different vision for how their own character would look, act, and have in their inventory. There's a sense of creative freedom given to those who don wasteland garb, where every part of the costume tells a story.

"I love Fallout cosplay because you can kind of do whatever you want without too many restrictions," says Courier Claire, who runs the Great Midwest Commonwealth, a Fallout cosplay and LARP group. "Making your own character and thinking about what kind of supplies or gear they would carry, what guns they would use – it makes for a really compelling in-real-life character customization. I love to mix references from across the







games in my cosplays."

It's a celebration of creativity and craftsmanship. Many Fallout cosplayers are enthusiastic to delve into the details of how a costume was made. Freely sharing cosplay tips, tutorials, 3D print files, and sewing patterns is common. Directing others the resources they've gathered and the skills they've gained on their own costuming journeys is commonplace. People seem to love talking about the technical aspect of cosplay crafting just as much as they love talking about the games.

"The Fallout cosplay community are some of the best folks I've had the honor of meeting so far," Claire continues. "So much talent and passion and good sharing of resources. I think it's one of the best cosplay communities out there!"

Another member of the Great Midwest Commonwealth, Sean, of Sharp Shot EFX, channels his lifelong love for movie magic into his Fallout cosplays.

"People get so excited to see the Ghoul walking around, and they're always blown away by the detail in the costume, the quality of the mask I sculpted and painted – or they're horrified by the realistic severed head I carry," says Sean, who uses practical effects and leatherworking to bring post-war Cooper Howard to life. "For The Ghoul, I sculpted a mask that was modded on my face specifically for a perfect fit. Originally, it was designed as a prosthetic makeup, but I decided to make a mask from the prosthetic mold so I wouldn't have to spend hours putting on my bald cap and prosthetics for the costume. In addition to that, I learned leather working to create the unique leather holsters and bandoliers he wears throughout."

Luke, known as Syn and Syndrolic_Cosplays, finds that his Fallout cosplay group has been incredibly helpful, saying, "I've seen many chats in the Great Midwest Commonwealth Discord server where people share ideas and thoughts on a cosplay or ask how they did something, and so many people will share their ideas and experiences, giving you a plethora of ways to pull off the desired look you want for your cosplay."

Dan began cosplaying in 2024 under the handle The_Wasteland_Prophet. After years of helping his friends make their cosplays, he decided to finally create the cosplay he had been dreaming of making for himself: a New California Republic Ranger. "It honestly has been one of the most open and welcoming communities I've ever been a part of," Dan says. "Everyone is so helpful and very eager to share their knowledge and experience! I couldn't have built my Ranger without help from the community as a whole!"

"Everyone is so creative and supportive. I can't compare it to any other fandom," Mike, who goes by wastrel. productions, states. Mike first found Fallout at summer camp, where someone had asked if he'd heard about it. When he returned home, he bought a copy of Fallout 3 and played for 6 months straight. "Practically all my cosplay skills are related to Fallout cosplay. I got into 3D modeling and printing. I got better at sewing. One of my first projects with EVA foam was a 10mm pistol from Fallout 3. Not to mention, painting and weathering!"

Travis, of frozen_waffle_cosplay, says that his favorite part about the Fallout cosplay community is all of the armor builds. "My first build was a T-45 Power Armor, and it's been all downhill from here." Travis began cosplaying after getting hooked on it at Otakon in 2012, where he wore a World War II paratrooper outfit in lieu of a costume based in pop culture. He jokes, "We all know the game was rigged from the start."

Travis introduced Rebecca, known as madameterralupus, to Fallout. "I had heard and seen about it in prior years and always been interested in playing but never got around to it until he gave me the push," she says. She went on to run the Fallout gathering at Katsucon in 2020, and she's particularly proud of a shoot wherein she and her friends created a New California Republic camp in a barn, complete with her friend's Jeep and plenty of old military items and Fallout merchandise as decorations.







"It was such a great group and there were so many talented cosplayers!" says Thomas, who goes by the handle NJranger.cos, who was in attendance at Rebecca's meetup at Katsucon, citing it as one of his favorite memories within the Fallout fandom. Thomas has been a fan of Fallout for over 15 years. When he saw the New California Republic Ranger on the cover of Fallout: New Vegas, he knew that – if he ever made an outfit – it would be that one. "It was the first cosplay I ever made and put me on the cosplay journey since then."

Thomas continues, "When you cosplay a Fallout character, it's like joining a special family of other like-minded individuals who share the same passion for the games and media that bring us all together. Everyone has always been super kind and welcoming!"

Syndrolic_Cosplay likens it to the games. "In many ways, it feels like being in your own settlement or faction in Fallout," Luke says. "We're all from different parts and when we see each other out in the wastes (a convention), it's always been a pleasant experience."

Matt, or Grimmsongcosplay, agrees. "You never feel like you're doing it solo," he says. "Everyone is invested in what you're bringing to the table. Fallout is such an immersive world in general and it feels like that really translates over to the cosplay community. It feels like you matter, like you're really a part of it."

Thinking about his cosplays, he says, "It's made me feel powerful."

Maybe what makes the Fallout cosplay community so unique is the power and freedom it hands us to boldly exclaim what we love and make it our own. There's something inherently empowering about becoming a character and having fun with others doing the same thing. Singular stories weave into a collective narrative, bound by friendship and forged in creativity.







Whether it's a group breaking out in song at a convention, braving a cross-country flight to the Mojave Desert for the first time, partying in Goodsprings, swapping caps, creating your first cosplay that you've dreamed of making for years, or getting up to the silliest of shenanigans at a photo-shoot – the Fallout cosplay community offers fans the chance to be a part of something truly special, make new friends, and create memories that will last a lifetime.



















HOW TO



GHOUL MAKEUP ON A BUDGET

by MMWyatt



Items needed:

Elf Eye Brush kit - $16
Brown Eyeliner - $5 - $10
Brown Eyeshadow palette - $16
Liquid Latex - $11.95 (Spirit Halloween or Amazon)

Total - $49 - $54















Steps:

1. Search through your supplies to see what items you alread have.

2. Gather the rest

3. Wash your face with soap and water

4. If you have lotion or primer, put a small amount on to moisturize your face prior to putting on makeup.

5. Using the eyeliner and a reference photo, LIGHTLY draw on your guide lines.

6. Once you are happy with the lines, start to fill in the areas with the eyeshadow palette and the brushes.

NOTE: Make sure to put darker color where the scars are to be the “deepest”.

7. Be sure to darken the nose and the eye sockets to create a more gaunt look

8. Use Liquid Latex and apply a thin base to the areas you wish to place the scarring ef ect. Once dry, darken with eye shadow before building up two lines on other side of the scar to build up the “skin” to create the illusion of a recessed scar. Feather the latex outward ge ntly until you have a natural mooth slope. Using your ey shadow again, blend the built up scar area to match your skin. take time to practice, allowing it to dry in between layers. You can build up as dramatic as a recess as you like. The more la yers, the more enhanced the effect!

9. There you have it! Super basic Fallout ghoul makeup.











SO MANY COSPLAYERS

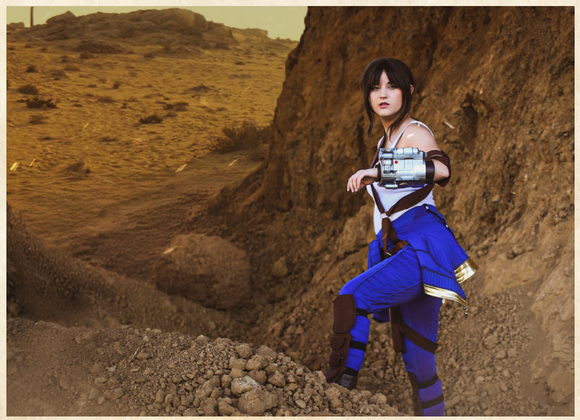






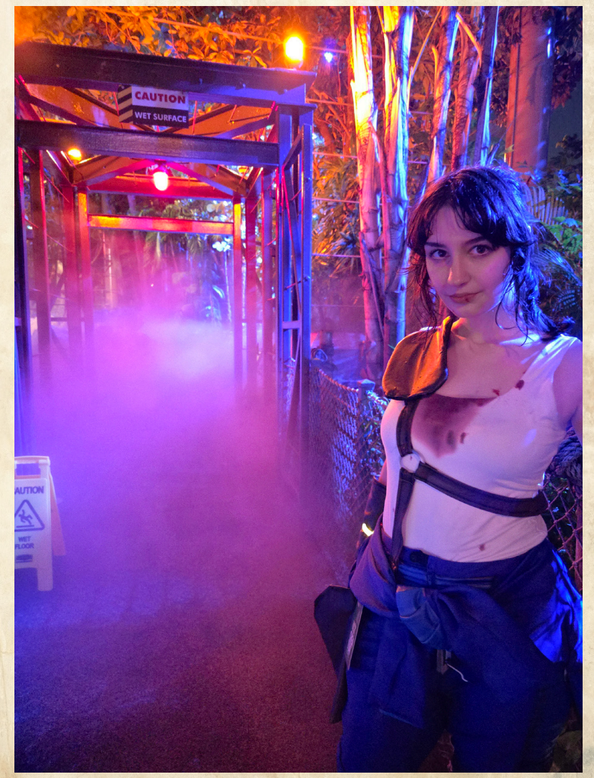












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ATOMIC
Shop
FALLOUT
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VAULT-TEC





THE LEGION
HELL
and the
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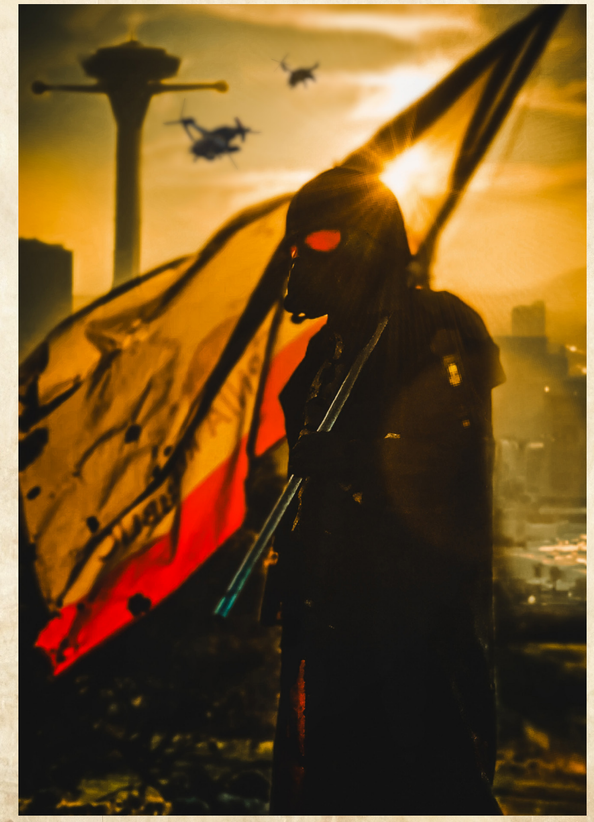


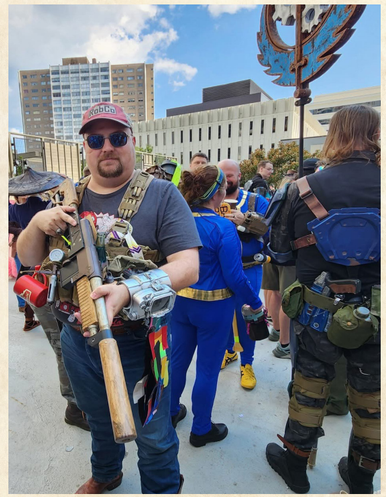

AW NUTS, POETRY NIGHT IS COMING UP AGAIN. I'M NOT READY.
ATOM CATS
VAULT-TEC





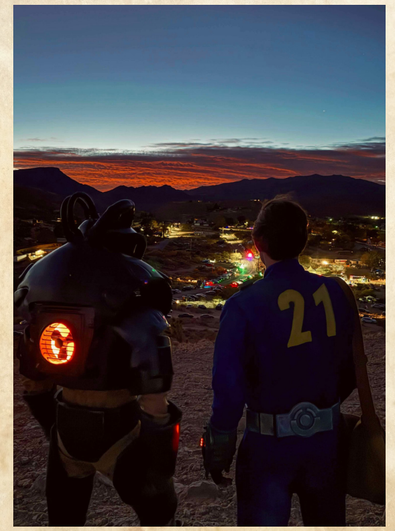



BABY
YOU!
WE'RE

DARK

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SWAT














WHAT D
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BEGIN AGAIN
MERRY MADNESS










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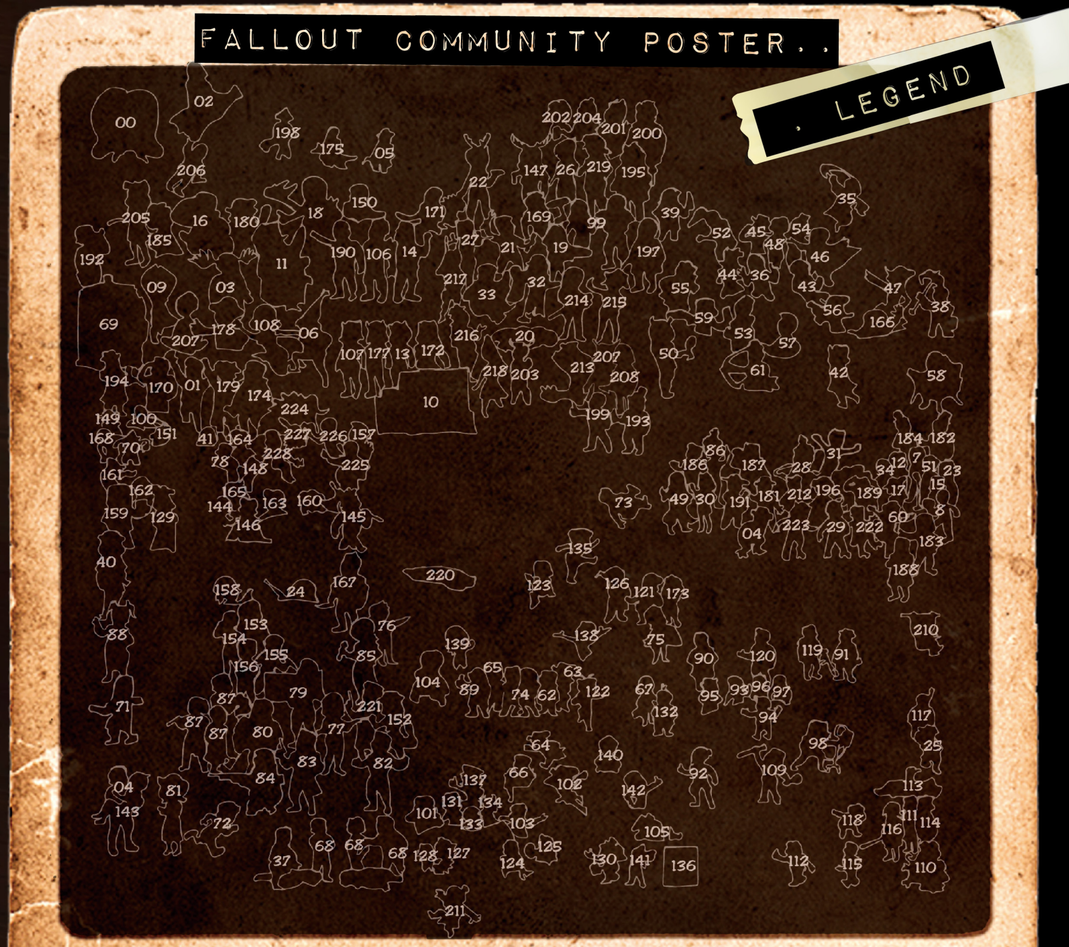

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LARP

ROLE PLAYERS UNITE

Photo: The Five-0



The Brotherhood of Pretend

by Lucy Middelthon

Once Upon a Time…
“Wanna play pretend?”

Three magical words that children speak with powerful confidence. They can pretend to be anyone, go anywhere, and do anything. They shut out the world around them and create castles and spaceships and old western towns, turning their space into an unfathomable realm of make-believe and wonder–limitless playgrounds of their imagination for the stories they play out as envisioned characters. With a passion for their created landscapes and stories, children invite anyone in to play pretend with them, with the only expectation that the person joining is doing so because they, too, want to play pretend.

It is a shared contract of engagement: friendship. In these moments, those playing pretend are bound by a shared experience, in that shared experience, friendships form. I still remember fondly playing out stories of survival as a Thundercat in the woods with the friends on my street, and diving into daring tales of adventure and danger with my best friend, a handful of My Little Ponies, and a pillow fort.

Decades later, I’m a mom of three, settled in a career, have a mortgage, and while it looks a little different these days, I still play pretend. That’s right, I’m a roleplayer. I set aside the real world for a moment and allow myself to think, act, and feel the weight of decisions and emotions that my chosen character experiences, and I share this with others–people who’ve decided that a little bit of make-believe is still a valuable asset in our busy and chaotic adult lives.

Accessing Holotape:
What Is Roleplay?

Merriam Webster defines roleplay as a verb that means to act out the role of someone or something, or to represent in action. While certainly true, the cold definition fails to encompass the nuance. Roleplay is storytelling, one of the oldest forms of entertainment in human history, with a collection of individuals who share the same interests, passions, and willingness to explore their ability to create and engage. Curiosity and creativity couple with friendship to foster a place, large or small, where anyone can be anybody.

My history with roleplay goes way back to AOL Chat rooms. I’ve done text-based roleplay in games ever since MMORPGs came on to the scene. I’ve played TTRPGs for decades and built more than a few online communities of play-by-post bulletin boards. However, Fallout 76 is the first game that inspired me to embrace live-action roleplay within the game itself, embracing my character, Area Chat, and the belief that I wasn’t the only adult who wanted to play pretend in a post-apocalyptic franchise that I love.

Cue the Fallout opening music we all know and love, add in my husband and three friends, and suddenly we have the Fallout Five-0 New Responders, a roleplay group that formed during the B.E.T.A. era of Fallout 76 that continues to be active to this day. Focused on the premise of the original Responders and their intended mission, the Fallout Five-0 took up where Maria Chavez and the gang left off: trying to help people in a post-war world. It was a rough wasteland, with griefers and carry weight vying for our attention, while other players we encountered just seemed to run away from us. Surely we couldn’t be the only ones interested in playing pretend in post-apocalyptic Appalachia?

At the time of the B.E.T.A. and the first year of the game, it really was a wild wasteland of roleplay. I suspect that is, in part, what drew so many people









out of the comfortable shell of the ordinary world to let go and embrace their inner child that just wants to play pretend with others. It was a time of in character clinics, fight clubs, Responders, cannibals, Brotherhood, and even the Enclave–all laying claim to any part of the map and the story they could.

Gathering the Threads

In my own quest for some introspective thinking about what defines successful roleplay communities and the Fallout franchise, I got detoured into a side quest of wondering just where other communities were outside of my own experiences via the Fallout Five-0 and if they shared some similar viewpoints on the joys, struggles, and stories of what it means to roleplay in a setting that is filled with the good, bad, and ugly of humanity as it struggles against grim terrors and truths of a post-apocalyptic world.

I found them -- in the power armor of the Brotherhood and the plasma of the Enclave, in the perseverance of Settlers and the dedication of Responders, in the stories of redemption and in the plot twists of nefarious machinations, in the stories of one game or another across nearly 200 years of the Fallout franchise.

I spent time talking to thirteen different groups that engage in roleplay, either in the game or across Discord. I asked them questions about their structure, setting, struggles and triumphs in roleplay, why Fallout seemed to hold such fascination for roleplay, and finally, to share some tales of their communities beyond the walls of roleplay.

It was fascinating to hear their stories and experiences; and in many ways, I resonated with their highs and lows of building and maintaining a roleplay community. What I discovered was this: they all have different stories, different angles, different players, however, they all share one common thread: a willingness to set aside the real world for a moment, and just play pretend with one another.

The Sandbox of the Apocalypse

Fallout is a huge franchise of lore that spans several centuries, games, and now a television show. That breadth of available potential is summed up by Lagots, of the Rangers of the Wild community: “It’s a world being built from the ashes from the old world. It’s an IP that allows you to make a character background of any type.” That drive to rebuild the world is echoed by the lore itself, as characters and factions in the games all seem to have a vision of what that might look like. “Most of our love for Fallout comes from the lore the world setting is in, like corrupt corporations, shadow experiments, and how the world will move on when humanity will continue to rage wars,” says onlybluerose of the Cranberry Bog Division. The more groups I interviewed, the more I heard that Fallout’s accessibility to recognizable concepts, such as settings and cities, was a major factor when considering why Fallout was so popular for roleplay.

“Fallout does something other franchises wish they could do. It fills a wide niche of lifestyles, and the setting Fallout is in makes a double whammy of an alternate reality to escape from: with old-time propaganda and nuclear family living mystified into a wacky sandbox of a post-apocalyptic USA,” states Skies Twilight Black from the Brotherhood of Steel, Warborn community.

The key word there is sandbox. Not only does it evoke memories of make-believe in the sandboxes of playgrounds and parks, but it is a word synonymous with creative exploration and design. Corporations, education, and game developers all use that word to speak about the potential in consumer, learner, and player creative engagement and expression. Fallout successfully does that, and every group I spoke with referenced the idea of an open world sand box as one of the most compelling reasons for roleplay within the franchise.









Fallout offers this world that feels familiar enough with our history of World War II and the fears of the Cold War, but it does so in a way that harmonizes the grim truths of a post-apocalyptic world with a dash of the whimsical.

There's a power of presence in the past given that we as a society continue to tell stories about the past. That period in history is evocative and the Fallout franchise captures the echoes of that generation while incorporating the recurring theme of redemption from the ashes of nuclear war. Perhaps General D. Morgan (Spekter), from the Cheyenne Mountain Division: Enclave, said it best: "It's a glimpse into the past, a connection to a distant time. To a time and place that our grandparents or great grandparents lived through, only heard through stories spoken and recounted. You don't have to worry about modernization. It's simple, it's easy but it's elegant and gives you that warm fuzzy feeling."

The Recipe for Roleplay Communities

Even with the best of intentions in place to jump into the sandbox of the Fallout franchise to roleplay, it isn't always easy. Much like the elusive Perfectly Preserve Pie win, it takes a few tries to find what does and does not work for a community to get off the ground. This can range from the initial group of people to the challenge of starting a community amidst a sea of other, similar factions and ideas. There's no right recipe for this other than an honest desire to try and make a place for others to hang out and play pretend in an agreed-upon setting.

IZDiver of XIII BoS Legion started his group "because I just wanted to make something that could last. I got tired of the other groups dying out and I wanted to take what I've learned from all the other Brotherhood of Steel and Milsim groups…and put it into this." There are only so many factions in the Fallout universe, naturally, so it isn't about creating something new. It's about creating a place that is approachable for both the roleplay veterans and the roleplay curious, where it feels safe to play the everyday Settler or dip a toe into the creation of events and experiences for other players.

Starting a community of roleplayers is only half of the challenge; there is also the maintenance factor. Unlike the start-up phase where there's a lot of variety (from platforms to time period), there are distinctives that should be considered for a community to thrive. Chatting with different groups, it becomes clear that the needs of a group are tied to a few key factors: storytellers, engagement, and 'vibe.'

In the player-modded ArmA 3 universe of the New California Republic, the storytellers are as much the players themselves as the community leaders. "We are a player-driven, player-led community where members directly influence the storylines and outcomes of the campaigns we run. Choices made in-game don't just affect missions — they shape our world and the lore we've built together," says SirWolf.

And they're not alone, many of the groups reflected on the balance needed between the story and the engagement. "You have to create content and story that players want to interact with," Raven, from the Into the Pines Settlement Discord Community, informs me. "Sometimes what excites you as a moderator or admin of a roleplay community, doesn't excite your player base. So you definitely have to read your players and work to create content that they will enjoy." Both of these groups operate outside of the comfortable ease of Fallout 76's multiplayer aspect, highlighting that good storytellers can create communities in a variety of venues.

As strong as a storyteller might be, they are nothing without people to engage in the content, and that is single-handedly the top challenge listed by every group. There's a balance between the story, the teller, and the community itself. It's a give-and-take, where the community members trust the storyteller of the group to deliver engaging arcs that promote their creativity, not stifle it, and in return, the community members share their own strengths and talents to feed the community's created world."You have to be dedicated to your idea and its implementation as a group.

The name of the game is Activity.

You want to make sure your events get the people attending interested and invested in attending, you have to sell them on the idea of roleplay itself," explains Heavy, Head Responder of Responder Sector Seven. Hardy91, founder of the Brotherhood of Steel: Appalachia, shares this same perspective, recognizing that the buy-in for roleplaying together means letting the stories grow from the players and their choices: "We offer player created content, from more basic, to more advanced involvement. The goal is to be dynamic rather than completely rigid, as changes can happen. The Brotherhood needs to adapt, and as new leaders take their mantles, they can bring about changes, both good and bad, that can sway how things go."

Fostering places of safety for creativity and cooperation are critical in maintaining a roleplay community. People come from all walks, interests, and experiences, and it can be intimidating when trying to find a roleplay home.

As Seamus O'Toole, of the Radiance City Settlement Community points out "I like to think we have a solid group of people who are very supportive of others, especially new players. We also have something for everyone. Every faction in the game has a section in Radiance City. I think that is our biggest strength actually.

No matter what you want to do there's a place for you in Radiance City." Sometimes, those bridges are formed when time is taken to simply share one's passion for a game to another who is struggling. Spekter shared that when working with a client who was struggling, "I was able to get one of my clients back into playing video games. Out of all the games he chose, he decided to give 76 a go. It's been fun showing someone the ropes and guiding them through their first run through of the game."

We are more than just pixels on a screen to each other, and that cannot be overlooked. Each group I spoke with had multiple stories of support for one another. For Governor Duck, of the Appalachian Enclave Remnants, "it's a sense of belonging online, friends, and something to do. Before I found T.A.E.R. I always just floated around and never really had a steady group of people to talk to." There's something humanly beautiful in that– this feeling that a group of people can flourish within the right community and find 'their people.' MisterDeath, President of the Kingsbay Enclave expands on the rewarding experience of finding the right roleplay group: "It can be about community, the satisfaction of completing as a team and making new friends, to feel immersed in the storytelling and environment, to get to learn new things about themselves, their teammates, and the game with the new experiences and new ways to play."

And for all the bonds that form, roleplay communities collectively share grief when one of their own passes. It's not simply a player no longer engaging; it is a deep absence that is felt in its rawness, sparking the community to reach out to support others who are impacted by this loss.

As SirWolf shares, "The biggest hardship we had as a unit was one of our members sadly took his own life and that was rough on all of us. We came together as a community and made a remembrance video (https://youtu.be/zKN68lEtyxY?si=AecS59qP3RAVvwVH) for him. Some members reached out to his parents for the gofundme so we could help as a community."

Our Chosen Perk: Community

Sifting through all the conversations I had with the different roleplayers, one single truth emerged from between the lines: the world can be unforgiving when it comes to adults forging friendships. We have so many barriers and walls that we put up as adults.

We set aside the open innocence of childhood and the ease with which they can approach and simply ask another if they can join their game. We've become skeptical of each other, holding ourselves back from attempting new friendships in our adulthood perhaps because of fear or a sense of disconnect, which in turn creates isolated pockets of age, demographics, and platforms.

Roleplay communities defy those boundaries. They invite people to set aside that skepticism and fear, and embrace a collective experience of make-believe. They are places of opportunity where creativity is not only embraced but also celebrated. They are collectives of individuals with a common interest in re-learning how to play.

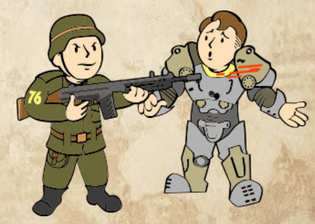
Roleplay communities are, in short, a shishkebab, slicing through all of the noise and fears and barriers we face as adults to open up a place where we can find friendship and family. "The biggest reward is finding good friends. So many people on my server made friends just through the roleplay," echoes CatsRuler22 of The New California Republic Discord when reflecting on the rewards of a roleplay community.

We live in a world that is filled with the push and pull of society's demands and expectations. No wonder, then, that in a franchise dedicated to a post-apocalyptic narrative of society, people come together to envision stories and characters that must face this challenge of survival. The tales are epic and the characters are memorable, but it is the indelible mark of kinship that is the true treasure of roleplay communities, all rooted in the very simple question of,

"Do you wanna play pretend with me?"







Appalachian Enclave Remnants

Group: The Appalachian Enclave Remnants (T.A.E.R.)
Platform: Xbox, Discord
Premise: Appalachia is filled with threats to the re-establishment of the United States Government and the Appalachian Enclave Remnants are working to remove them. Join the fight today to secure the Commonwealth from these present dangers, and those yet to come.
What do you feel your group offers people looking for a roleplay group: We're a casual group that offers in game events and contracts for players of all experiences, framed within the context of the Enclave's presence in Appalachia. We have both player-run and officer-run events, and encourage friendship and a sense of belonging. For those with an interest in Enclave-themed roleplay, we have a spot for you.

Discord: https://discord.gg/BDUqaC7Yh2
Contact: President Snake (Discord: imkindaboredright-now); Governor Duck (Discord ID: thelordofblasphemy)

Cheyenne Mountain Complex: Enclave

Group: Cheyenne Mountain Complex: Enclave (CMCE)
Platform: PC, Xbox, PlayStation, Discord
Premise: Sent from Cheyenne Mountain to engage in reconnaissance and reclamation via reestablishing Enclave High Command's satellite connections, the Cheyenne Mountain Complex is focused on securing contact with other Enclave divisions, and rehabilitating territories in the Wasteland into a New Age Old World.
What do you feel your group offers people looking for a roleplay group: Cheyenne was created through the need of a community that wouldn't create or perpetrate toxicity, discrimination and dramatics. Our community focuses on more "Red, White and Blue" and the heroic feeling/vibe attributed towards those who served in World War II, along with a GI-Joe influence. CMCE offers everything and nothing at the same time. We have a saying that goes "What you put in, is what you get out." You're in control of your level of commitment.

Discord: https://discord.gg/cmce
Contact: General D. Morgan (Discord: dr4gonz0rd)

Cranberry Bog Division

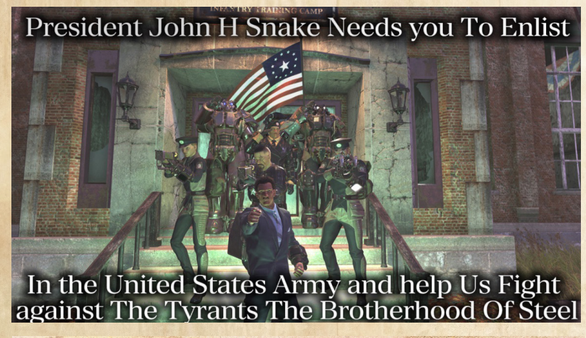
Group: Cranberry Bog Division
Platform: Xbox, Discord
Premise: Set after Taggerdy's Thunder failing to hold the line against the Scorched in the Cranberry Bog region, Enclave members go into hiding amongst other settlements in Appalachia, concealing their true identity. These members were spies studying outside communities before the Whitesprings Enclave fell. When the Scorched waves started flooding in, the scattered members left with them, staying with these groups for years to come. They eventually returned back to Appalachia, claiming to be part of the Wastelander influx to the region, and currently work in secret to retake and rebuild Appalachia.
What do you feel your group offers people looking for a roleplay group: We have the goal of making a safe space for Roleplaying, the PvE experience, helping new players, and ultimately creating a group center around the common working people, using everything from Xbox to Discord to 80s themed training tapes and character stories.

Discord: https://discord.gg/GSGGRdZgvZ
Youtube: https://youtu.be/myrBE937Uxc?si=tGyihonJCEU-0TEBT
Contact: onlybluerose (Discord ID: onlybluerose)

Kingsbay Enclave

Group: Kingsbay Enclave
Platform: Xbox
Premise: The Kingsbay Enclave originated from the Kingsbay Naval Base in Georgia. After an attack by the Scorched Plague, Raiders, and a civil war amongst the Enclave, members pushed through Tennessee to West Virginia where they have made it a new home to be close to their main enemy, the Scorched Plague. Their focus is not limited to the plague, however, and as Appalachia begins to show signs of dangers and disruptions elsewhere, they have widened their scope of operations.
What do you feel your group offers people looking for a roleplay group: The Kingsbay Enclave always welcomes mature and trustworthy people across the world with the same goal of rebuilding America and the world after the collapse of society. We are a reformist group and adapt and overcome many challenges and you can, too, with us! We provide a warm, welcoming community with plenty of opportunities for engagement.

Discord: https://discord.gg/qFZ6rAPvk6
Contact: MisterDeath (Discord ID: misterdeath7641)

















FACTIONS BOS

Brotherhood of Steel: Appalachia

Group: Brotherhood of Steel: Appalachia
Platform: PC
Premise: More than just a chapter, the Brotherhood of Steel: Appalachia envisions a group of Vault Dwellers joining Wastelanders to rise from the ashes of the former Appalachian Chapter in West Virginia. Learning from the mistakes of the past, the Brotherhood seeks to establish itself as the primary stabilizing force in Appalachia, raising its banner for all to see.

What do you feel your group offers people looking for a roleplay group: We offer those who are curious or looking for a roleplay group, a solid experience to jump into the boots of a member of the Brotherhood of Steel. If you're unsure of how to create a character, we have an aptitude test just for you. We offer an environment with a host of like-minded people who can further enhance the roleplay experience or even help those along the way who want to learn.

Discord: https://discord.gg/8NJJrX8vGN
Contact: Hardy91, Founder (Discord ID: hardy.91)





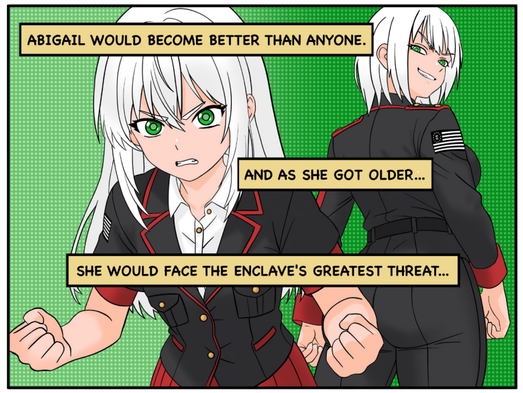
Brotherhood of Steel: Warborn

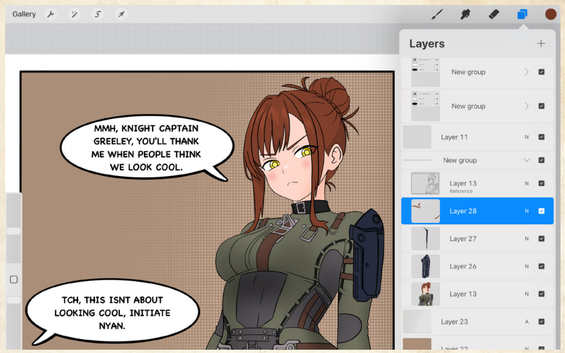
Group: Brotherhood of Steel: Warborn
Platform: PC, Xbox, PlayStation, Discord, Comics
Premise: Led by the illegitimate son of Roger Maxson, the Warborn focuses on the defection of Sentinel Abigail Winters to the Chapter and the impact the Winters bloodline brings to the survivability of all. With a future yet undetermined, it is up to the members of Warborn to determine the path forward amidst the constant tension with the Enclave and the chaotic needs of a Wasteland just trying to survive.

What do you feel your group offers people looking for a roleplay group:. Warborn is built on acceptance, free from judgment of race, creed, or gender, and it creates a strong, welcoming environment for all. It's about providing a space where people can spread their wings at their own pace. Whether someone is brand new to roleplay or a seasoned storyteller, there's room for everyone. People can dive into voice roleplay, create campaigns, participate in the comic design, join text-based stories, or even develop full characters with their own lives.

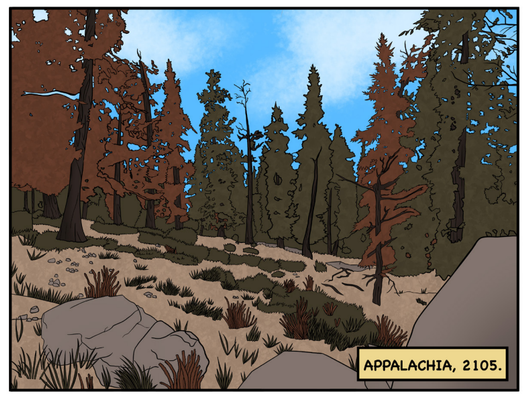
Discord: https://discord.gg/warborn
Contact: Skies Twilight Black (Discord ID: skies_black); Lazerdude (Discord ID: lazerdude)











XIII Brotherhood of Steel Legion

Group: XIII Brotherhood of Steel Legion
Platform: Xbox, Discord
Premise: Working towards the securement of notable resources, the XIII BoS Legion operates with efficiency and precision. Vying for control of the land places them in the path of antagonists focused on destroying the BoS and seizing control of territories.
What do you feel your group offers people looking for a roleplay group: At its core, the XIII Brotherhood of Steel Legion offers people a welcoming bridge between structured milsim roleplay and player creativity. Using a story-chapter focus, old and new members are in control of discovering what the future looks like. We operate both in game and in text, utilizing a dice-based system to provide a D&D feel to the events and opportunities for our members. We believe that roleplay thrives when you let people feel they have some ownership of the story, creating a richer experience for everyone.

Discord: https://discord.gg/gJMDHwqU5S
Contact: IZDiver (Discord ID: icedtemplar)



FACTIONS NCR

The New California Republic

Group: The New California Republic
Platform: Discord
Premise: With the backdrop of New Vegas as the setting, various factions maneuver for control over territory and resources. The future is undetermined, and renown and respect go a long way for taking a nameless survivor into someone who might change the course of history, for good or ill.
What do you feel your group offers people looking for a roleplay group: The unique systems we offer and creative freedom we support establishes a relaxed and friendly environment to roleplay solely on Discord. Our story resets every 6 months to provide a fresh start and opportunity for all members to engage with the lore. Everyone is welcoming to everyone regardless if they play Fallout or not, and we support community friendships and activities both in and out of character.

Discord: https://discord.com/invite/ttCpuVTUBW
Contact: CatsRuler22 (Discord ID: catsruler22)



New California Republic

Group: New California Republic
Platform: PC (Arma3 modded server), YouTube, Discord
Premise: Inspired by New Vegas, the NCR has since expanded into Oregon, Baja California, Utah and Arizona, the Legion has fractured into a civil war, and the Lost Hills BoS and NCR have since made up. Conflicts loom, though, with rebellions, the Rio Grande Republic, Chinese Ghouls, remnants of the government emerging.

What do you feel your group offers people looking for a roleplay group: Our group is a Military Roleplay Simulation unit within Arma 3 that is a player-driven, player-led community where members directly influence the storylines and outcomes of the campaigns we run. Choices made in-game don't just affect missions—they shape our world and the lore we've built together. We offer a friendly and welcoming place for people to get an immersive feel for the universe that we have created. The roleplay in our community gives a nice intro to those who are curious enough to join and doesn't require you to be an amazing roleplayer. It gives more of a warm embrace, allowing those who are curious to take their time and move as fast or slow as they may like.

YouTube: https://www.youtube.com/@A3NCR
Discord: https://discord.com/invite/ng7Sreh
Contact: SirWolf (Discord ID: sirwolf), Grimm (Discord ID: themistergrimm), @ce (Discord ID: acewithanat)





SETTLEMENT

Fallout: Into the Pines

Group: Fallout: Into the Pines
Platform: Discord
Premise: Set between Fallout 1 and 2 in the state of Maine, where Settlers, Brotherhood, Raiders, and the Acadian Express Couriers all interact within the scope of a larger settlement that provides the Wandering Survivor everything they could possibly need, even if some of it happens to be some dangerous encounters with mysterious creatures in the forest.

What do you feel your group offers people looking for a roleplay group: For those looking for a roleplay group solely on Discord, whether they are brand new to roleplay or experienced in other roleplay mediums, we offer a friendly and welcoming community. We incorporate an easy-to-learn dice system similar to most used by TTRPGs and engage in both live action via the Discord and slower burn story posting.

Discord: https://disboard.org/server/1217847334835195935
Contact: Raven (Discord ID: theravenscall)

Comic Cover Art by Lobo, a member



Radiance City

Group: Radiance City
Platform: PC, Xbox, PlayStation, Discord
Premise: The Settlement of Radiance City presents a slice of life for the adventurous Wastelander looking to make connections, plant some roots, and work towards turning this quaint town into a beacon of light for the future of the Wasteland.
What do you feel your group offers people looking for a roleplay group: We have a solid group of people who are very supportive of others, especially new players, and offer a little something for everyone. Every faction in the game has a section in Radiance City and there is collaboration with other roleplay communities. From movie nights to in-game meet-ups and countless roleplay channels, no matter what you want to do, there's a place for you in Radiance City and we can't wait to welcome you home.

Discord: https://discord.gg/AKNDuyuQkZ
Contact: Group Founder Castiel Fae (Discord ID: castiel-fae), Seamus O'Toole (Discord ID: seamus316)



FACTIONS RESPONDERS

Fallout Five-0 New Responders

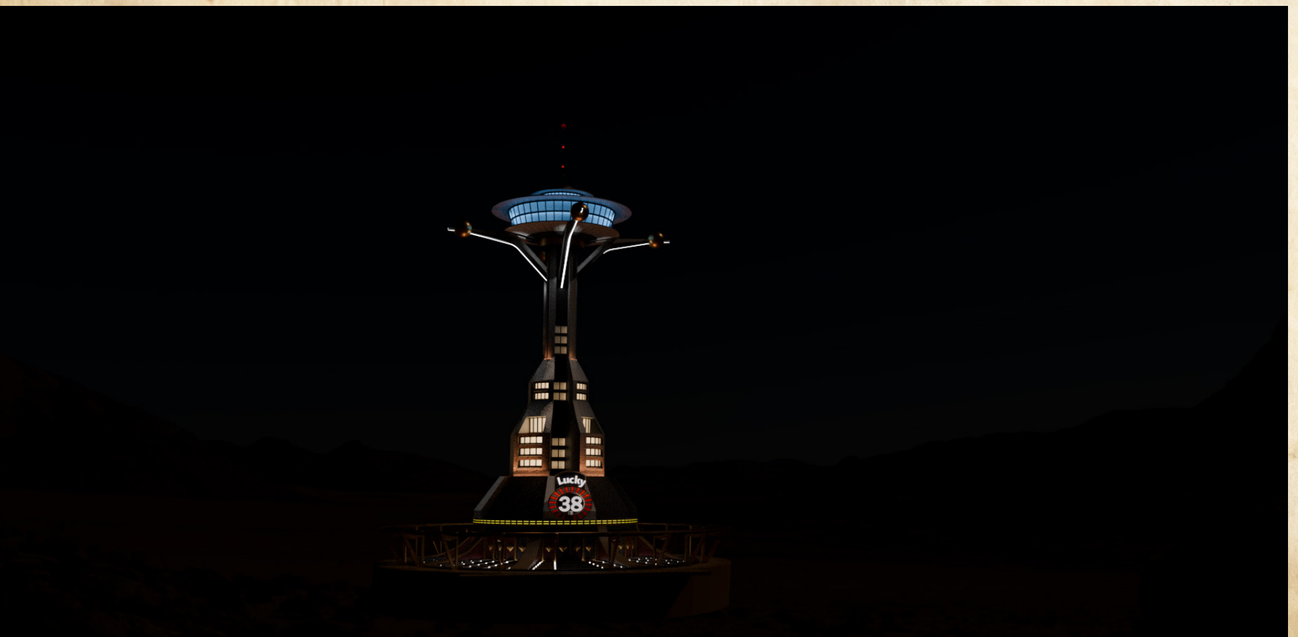
Group: Fallout Five-0 New Responders
Platform: Xbox, PlayStation, Discord
Premise: Picking up the mantle left behind by Maria Chavez after Reclamation Day, the New Responders are the gritty underdogs in an Appalachia currently divided by political maneuvering, scientific subterfuge, and raider mayhem. Focused on trying to assist others survive and thrive, for the Responders, it's The Job.

What do you feel your group offers people looking for a roleplay group: Five-0 New Responders offers players an opportunity to create their own narrative within the Fallout universe using the sandbox of Fallout 76 and the Community Lore. Members are content creators who design events in game, tell stories via live roleplay in game and in text, and engage in other projects such as machinima. This is a community of like-minded individuals developing uniquely immersive stories and situations which evolve over time both together and individually, while fostering a safe and supportive environment to explore creative outlets.

YouTube: http://www.youtube.com/@falloutfive-0441
Socials: https://x.com/FFive0 / https://bsky.app/profile/falloutfive0.bsky.social
Discord: https://discord.gg/c5SVB3U8ZW
Contact: Skald (Discord ID: skaldstories), Momma Modus (Discord ID: mommamodus), BosunZest (Discord ID: bosunzest)







Responders Sector Seven

Group: Responders Sector Seven
Platform: PC, Xbox, PlayStation Discord
Premise: In the Fight for Freedom for Appalachia, war never changes. As multiple organizations clash for control and dominance, Sector Seven Responders step up to defend the Appalachians themselves.

What do you feel your group offers people looking for a roleplay group: We're more than just a group of numbers; we value individuality and creativity with the face of the Average Joe Responder. We provide a safe community that encourages every member to stretch their imagination around all parts of Fallout, not just the Responders, and lift up each other in the process. We want to get to know every Responder, every civilian, every player and help them out.

Discord: https://discord.gg/RA3j296w
Contact: Heavy, Head Responder (Discord ID: heavyequiptment9)





Rangers of the Wild

Group: Rangers of the Wild
Platform: Xbox, Discord
Premise: Centered around the Forestry Department of Appalachia, Rangers of the Wild focuses on scientific and combat-oriented missions to stabilize the land. With an emphasis in cryptology and survival, they answer the call to defend the population from the dangers that have emerged in a post-apocalyptic Appalachia.

What do you feel your group offers people looking for a roleplay group: We believe strongly in people creating their own story, rather than following the cookie cutter style that can come from factions. Members can be who they want to be, whether that's in text roleplay or in events in game. It's about exploring the Fallout universe with others, and sharing those events and adventures with friends in a safe environment.

Discord: https://discord.gg/FwdEUbPm
Contact: Lagots (Discord ID: lagots)



Songbook of the 86th Infantry Division!



Music sustains the soul, and builds camaraderie amongst those who serve alongside! When you sing, just as when you join battle, you bring your talent, coordination, and voice into the fray, working together to create a harmony that drives all towards victory. So sit down by the fire, join your friends, and belt out a few tunes to lift the spirits!



(Commander's Note: Guitars are optional, and unless you know how to play them well, are not recommended. Bad Guitar Playing will result in additional work duties.)

Mojave, Trial by Fire – A Fallout Inspired LARP

by Michael Santana

"In the waning hours of the day, a small team of exhausted soldiers of the 86th Infantry division, New California Republican Army, could still hear the gunfire cracking through the mountain valleys. Camp Dhatri, no doubt, was under attack by the full brunt of Legion forces. They had allied with the local raider gang, promising the raiders a place in their legion once the town Camp Dhatri was overlooking finally submitted to Caesar. With only a skeleton force back at camp, it was highly likely that these soldiers' fellow NCR troopers would soon fall. Yet rather than turn back, the lieutenant leading his men told them to turn their anger into grim determination. They had to stick to the plan, continue over the mountain, and make it to the Legion base. If their fellows were dead, then they would complete the mission if only to avenge them. The nuclear payload they had been hauling on their backs up and down across 4 miles of dense woods and hills would wash clean the valley of the Bull's presence, even if it meant the Bear would die alongside."

Live Action Role Playing (LARP) was not something I ever thought I'd have a chance to do. My real passion, if anything, has always been history, though in High School I picked up Fallout 3 and New Vegas and fell in love with the retro-futuristic vibe. Time would go on, and in college I found myself joining the world of historical reenacting. Skill developed reenacting dovetailed, then, into cosplay. Both require attention to detail, the ability to find or craft equipment, and a love of the subject you use yourself to bring to life. But cosplay opened the door to not just our world, but also those near, far, and alternate. Now I could not only recreate historical events, but I could also dive into my favorite fictional universes! Mass Effect, Warhammer 40k, Star Wars, and of course, Fallout.

Fast forward a decade, and while I had built many cosplays and historical reenactment kits, LARPS continued to always be just out of reach. Studies and finances took up most of my time, and when a LARP event did appear on the horizon, I had to sacrifice going to further my real-life goals. Distance is a spectacular hurdle, often difficult to cross, but I continued to try to find a LARP that was my niche. But the longer I waited, the older I became. Would I age out of the hobby? Say I do commit to going to one, buy all the costume and equipment, dedicate the time… Would I find myself a good fit with the group of people there? Would I not have fun?

Enter fortune. Friends of mine from reenacting -also- wanted to create a LARP that matched our sensibilities and had experience making immersive LARPS through their community called Irradiated Events. They turned a small western town in Northern Tennessee into the watering hole of Veyo, Utah. They lovingly crafted lore inspired by the world of Fallout from the perspective of what would happen if the absolute -worst- ending of New Vegas happened, and now both the Legion and NCR were even more desperate. They created kit guidelines that ensured every person there created a persona and had equipment that fit the look and feel of the games. The main organizers even spent days turning everyday foodstuffs like pringles and Velveeta cheese into Potato Crisps and Blamco mac and cheese! Convinced, I signed up, created a character, blended historical kit I owned with NCR cosplay, and entered the Mojave the second year they ran the LARP. It was a trial by fire… And I loved every second of it.

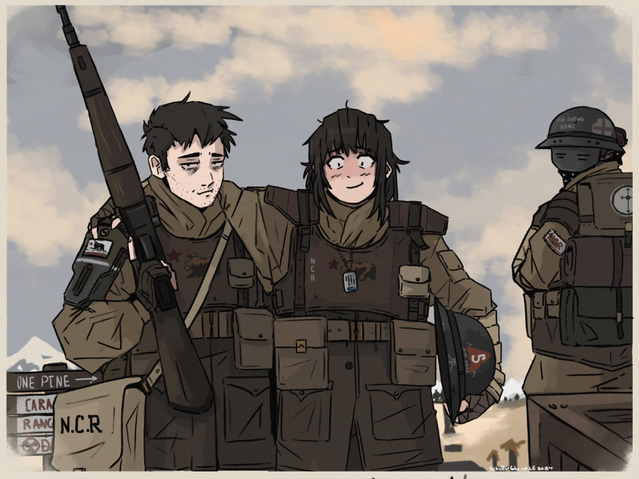
"Corporal Mike Santana collapsed in relief as he and his team returned from the Legion base to see Camp Dharti still in NCR hands. Not only had they bathed the Legion camp in nuclear fire without taking a single casualty, but the skeleton force used the natural defensive positions around the camp to repel the attackers. Despite exhaustion, morale had finally skyrocketed for the first time since arriving in this God forsaken valley. Perhaps now the town would finally see reason and join the NCR, accepting civilization and democracy. Reaching his squad's tent, he fell onto his cot and began to write a letter home to his family in Dayglow, when a commotion in front of the camp began. After everything, the un-



grateful people of the town had voted that they wanted the NCR gone from the area! And they were even willing to ally with the remnants of the bloody Legion to force the issue! He and his fellows didn't even begin to wait for the lieutenant's orders. Setting down his pencil and paper, he pushed his exhausted legs up, grabbed his rifle, and prepared to storm the town. It seems war, which had been limited to the outskirts, would now be visited upon the town itself."

When finding a LARP, first and foremost, you should ask yourself several questions. Firstly, you should ask yourself what sort of experience do you want? Do you want a more laid back, family-friendly experience to bring your kids and spend time together? Do you want a competitive space, where the airsoft gunplay matters? Do you want a space that has a higher-standard for accuracy, at the cost of creative liberty? What about sleeping arrangements? Do you have to sleep off site? Is it primitive camping? Are there cabins?

Below are some guidelines to help you find the LARP that's right for you. First is to read thoroughly the website that event hosts provide. Some, like Post-Apocalyptic events, have full immersion festivals as well as LARPS they host globally. Others, such as Mindgames Productions in Florida, have entire kit and player guides they provide for airsoft focused experiences. Locally, many airsoft fields often host post-apocalyptic day events, and some conventions may even advertise local festivals where LARPS take place. Reading the rules is critical in ensuring whether the event is right for you and your friends! Secondly, if you have questions, reach out to the organizers! Many will happily answer questions and often have Discord or WhatsApp spaces with which you can communicate and get in touch with other players. These are great places to share ideas, discuss teams, compare builds, workshop characters, and get tips and tricks on how to have the very best time out there. Thirdly, keep a pulse on how the "vibe" is in the groups. Some spaces simply aren't for everyone, and it's no one's fault as long as everyone's safe and respectful! Perhaps a group simply doesn't want anyone below a certain age for safety reasons, or perhaps the way the organizers view Fallout lore doesn't match your own. Rather than beating your head against the wall or getting frustrated, it is perfectly acceptable to simply go find another space. There's plenty of room for variety! Last but not least… Get into it and have fun! Let yourself feel a little uncomfortable at first, be willing to take a risk and dive into your character. Go meet new people, get dirty, and make some memories. The wasteland's waiting for you to make your mark.



"War had passed through Veyo, and the dead and wounded lay everywhere. The NCR struggled to break through, the defensive terrain now on the side of the Legion and townspeople. It was only through the town turning on the Legion and capturing them that the NCR was able to enter the town. But of course, it was a ruse, and for the second year, the townspeople shot the troopers that entered the town in the back, declaring their independence dearly bought. The man from Dayglow, among the wounded in the town, was taken to the local doctor. Tonight, they would be allowed to remain in town to treat their wounded, have a drink in the saloon, and rest, but they were all to be gone by morning. Sitting bandaged with a Nuka-Cola in hand, his commanding officer approached the man and handed him a beret. 'We'll have reinforcements coming in a few months' the officer said quietly, 'and we'll need men to help lead them next time. We won't go quietly, these people can be sure of that.' The man perked up, but seeing townsfolk on the other side of the saloon, simply gave a quiet nod. If this town did not accept the NCR through calls of friendship… it would have to be through force. The glory of earlier in the day had been replaced with bitterness and distrust. War, it seemed, would be the only language these wastelanders understood. And war… War never changes."



Song 4: "Ballad of the Hoover Dam"

Penned by Rangers under Chief Hanlon, this song is of happier times shortly following the First Battle of the Hoover Dam. No doubt, we will sing it again after the Third! Set to the tune of "Battle of New Orleans"

Back in ol '77, we took a little trip
'Long with Colonel Hanlon To the shiny Vegas Strip
We took a little coffee and we took a little Cram
And we stomped the fucking legion at the base of Hoover Dam

We Fired our guns and the Legion kept a comin,
There wasn't as many as there was a while ago.
We fire once more and they began to runnin'
Down the Colorado right to Cottonwood Cove

We looked down the river and we see'd the Legion come
And there must have been a thousand of 'em beatin' on the drum
They stepped so high and with skirts they felt so pretty
But they weren't so goddamn peppy marching straight to Boulder City

We Fired our guns and the Legion kept a comin,
There wasn't as many as there was a while ago.
We fire once more and they began to runnin'
Down the Colorado right to Cottonwood Cove

Chief Hanlon said, "We could take 'em by surprise
If we didn't blow the charges 'til we looked 'em in the eye"
We held our fire 'til we see'd their faces well
Then we pressed the detonators and we really gave 'em hell!

We Fired our guns and the Legion kept a comin,
There wasn't as many as there was a while ago.
We fire once more and they began to runnin'
Down the Colorado right to Cottonwood Cove.

Yeah, they ran through the ditches and they ran through the canyons
And they ran through the rubble where a radroach couldn't go
They ran so fast that the hounds couldn't catch 'em
On down the Colorado right to Cottonwood Cove!

I fired my thumper 'til the barrel melted down,
So I grabbed a fire gecko and I fought another round.
Filled his mouth with bottlecaps and powdered his behind,
When we touched the powder off the little feller lost his mind!

We Fired our guns and the Legion kept a comin,
There wasn't as many as there was a while ago.
We fire once more and they began to runnin'
Down the Colorado right to Cottonwood Cove.

Hut, two, three, four
Sound off, three, four
Hut, two, three, four
Sound off, three, four
Hut, two, three, four
Hut, two, three, four

Fallout LARP Club

by Bush, Fallout Larp Club

Fallout LARP is a five day live action roleplaying event held every August in the Czech Republic. It has been running for over a decade and brings together close to two hundred players. Each story lasts for several years, with factions and characters carrying over from one chapter to the next. In the past, players have uncovered vaults beneath Mount Rushmore or followed a lost Brotherhood of Steel expedition into post war Europe.

The current story is set in Oregon, around the time of the second battle of Hoover Dam. The NCR came to restart an abandoned utensil factory in Wesayso Falls. Instead of success, the mission collapsed. The plant is even more broken than before, the land is poisoned, and the forests are now full of ravenous mutant beavers. The game mixes melee combat with airsoft firefights. Every weapon and item is represented by a token, which must be looted or crafted through the game's robust crafting system. Props are always physical. A stimpack is a 3D printed mechanical injector. Buffout comes as a candy hidden in a glass vial with the Buffout label. Players belong to factions with their own bases, leaders, and resources. If you rob or shoot someone, you risk a feud with their entire crew. And the wasteland itself is never safe. Super mutants might raid your camp. Or the Followers of the Apocalypse may pull you into a desperate mission in exchange for healing.

Fallout LARP is about survival, scavenging, and the chaos that comes when hundreds of wastelanders chase the same dream.

Photography by:
Pierogi Photography
Michal Fotografem
Martin Archalous - fotky SF&F
Karel Urbánek - Lahva












VELKOVEZÍROVA
KÁVA






FORT LIZARD









COLLECTIONS

ALL THE SHINY AND NOT SO SHINY THINGS

Photo: Nicolas



ATOMIC
Shop

WEST VIRGINIA
The Soothing Sounds of the APOCALYPSE
VAULT-TEC

Nuka Cola
Fallout
VAULT-TEC

MONOPOLY
VAULT-TEC


VAULT-TEC
MEGASHIP

Fallout


Pip-Boy

Fallout
VAULT-TEC

Fallout


VAULT-TEC
Lucky 38


Nuka World
Nuka Cola


Sugar Bombs


CHRYSLUS


VAULT-TEC
Lucky 38



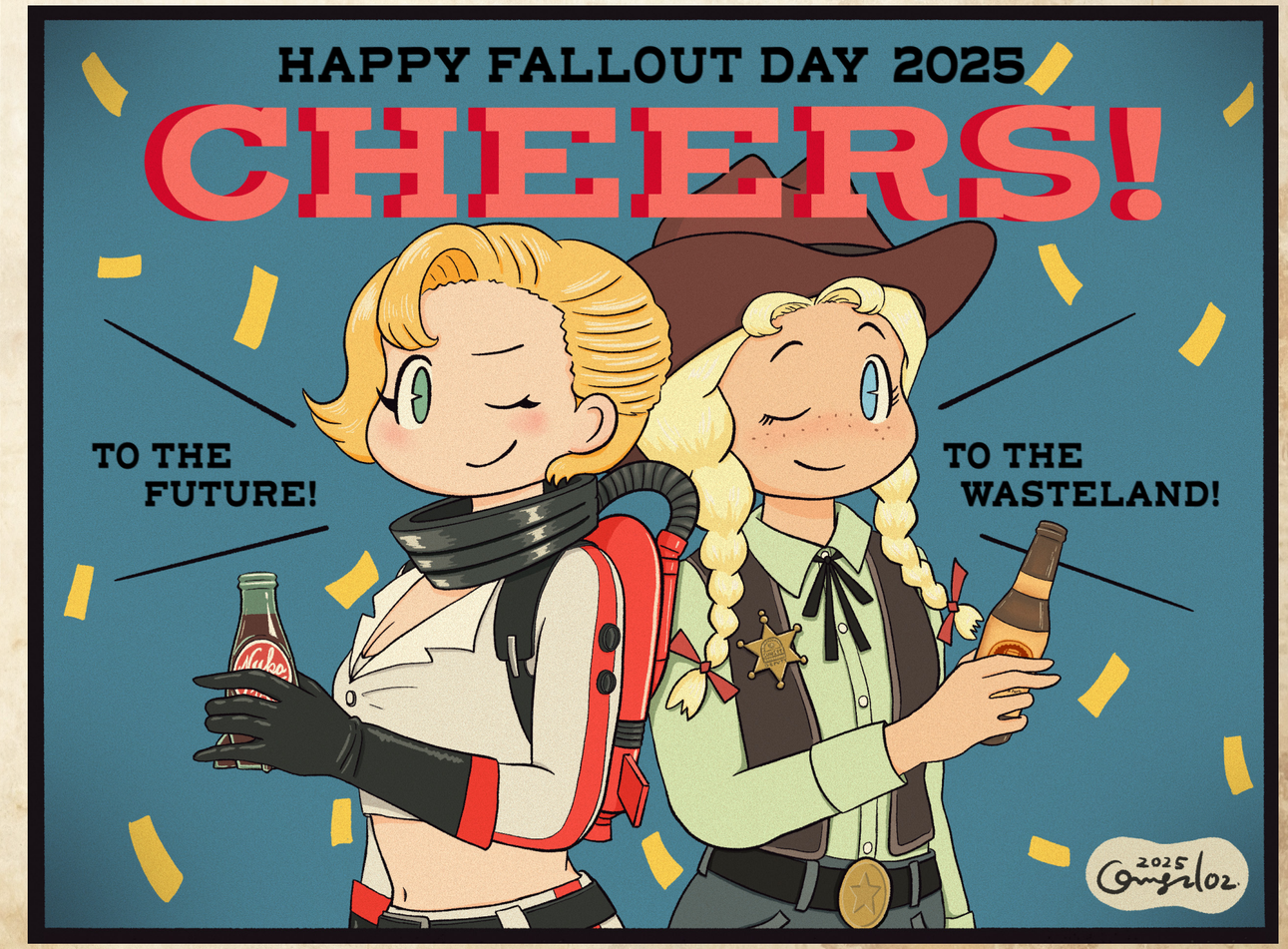

Sugar Bombs


HOLOTAPE


ZAP THAT THIRST!
VAULT – FOREVER!
Nuka Cola




PLEASE STAND BY
VAULT-TEC
Prepare for the Future


HAPPY FALLOUT DAY 2025
CHEERS!
TO THE FUTURE!
TO THE WASTELAND!
2025

CAMP BUILDING

TIPS + TRICKS | BEST BUILDS | INSPIRATION

CAMP: HiSkunk



A Magical Work of Staggering Scaffolding: C.A.M.P. building for the Stage

by Jessica-Star

The sun beat down as I crested the hill by the Old Cat Lady House just outside Morgantown. It had been abandoned years ago during the plague, though people sometimes visited now to gawk at the mounted animals or collect plastic from the seemingly limitless supply of cat bowls scattered through the house and grounds.

But that wasn't my destination. My friend Ken had asked that I write an article for *The Fallout Chronicle* on 'C.A.M.P. Building for the Stage' with our Stage Designer ThorOdinsdottir about her methods and thoughts on building a functional yet *theatrical* space in a world like ours. She and I are both members of the Wasteland Theatre Company–Thor builds our stages, I produce and edit our plays for broadcast across Appalachia and the holotapes for those beyond. Build a little too, but in Appalachia we all do really–at least those who aren't too busy destroying things. That was our directive leaving the Vault, to REBUILD AMERICA, and some of us really took it to heart.

So an article it was! That's what this is I guess, or will be once I write it. I had my objective, and if my pip-boy map was correct Thor is just over this rise.

I slipped beneath the autumn leaves into the trees on the hill. Safer cover here–even in The Forest the occasional raider or ne'er-do-well with a few too many bullets might take a potshot at a girl in the open. Jealous of the beret I guessed. Speaking of autumn leaves, have you ever noticed how many trees stay orange gold throughout the year these days? It seemed symbolic. Clinging to the last stage of life after the End of the World, like all of us these days…

(I should cut that part. It's too on the nose. Also, I don't know if I should keep saying that–on the nose? Would any ghouls be offended by the idiom?)

But no time to get melancholy, the telltale sound of Thor's hammer filled my ears as I rounded the next copse. Followed by the sound of what was probably a wall being destroyed by a flamethrower, then a gun shooting at some tin cans? She has unorthodox building methods for sure but that's what I was here to talk about. She calls it 'building magic' and as I beheld her current creation I couldn't deny it. Stone pillars and plants, rose bushes I think, and in the center floated a gorgeous display of objects and lights. It really did seem like magic. Once you got into building mode physics worked a little differently than we were taught, but everything was different these days. *The fundamental strangeness of our new reality.*

Thor waved, got a drink, and came over to join me. *"It looks fantastic, really moving!"* I said. It was an understatement really, but some things are hard to put into words. We sat on a low stone wall in silence for a bit looking at her latest C.A.M.P., until finally I let her know why I was here.

"This isn't just a social visit, I'm doing an article on building for the theatre. Mostly here to get your thoughts if you don't mind–just have a few questions prepared?"

Thor laughed, a sudden sound that felt a bit out of place in the quiet woods, but also…not. It was a laugh that had earned its place. "Whatever, whenever. You know I'm happy to help if I can."

And she always was. A generous soul with her time and talents, couldn't imagine Appalachia without her. I suppose we all need friends like that out here.

———————————

1. I started with a simple query, the kind a proper journalist would ask. "What region of Appalachia is your main camp in right now, and where do you build the most?"

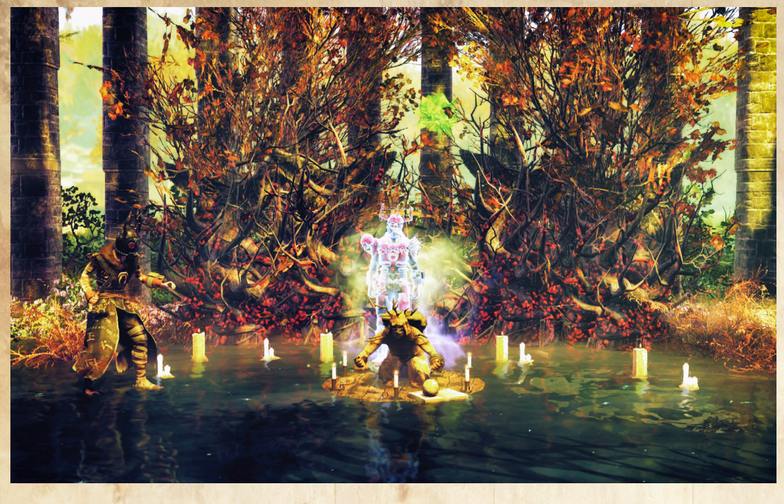
She took a long sip from her Nuka-Cola and gestured to the surrounding trees. "I'm almost always in the Forest, yeah. Most of my camps are 'high fantasy' style camps and a lot of the magical feeling of fantasy comes from lush environments and surroundings. You can't truly have a forest elf floating city in the Ash Heap." She paused, as if considering the logistics of such a thing. "I mean, you could, but it would be…like trying to stage Romeo and Juliet with Mole Miners?"

This was her approach I realized, her method to the madness. It wasn't just about building, it was about context. The scenery mattered. For our plays the setting was a character in itself.

"Do you choose regions and locations for builds based on the theme of the play too then?" I asked, moving to the next question.

"All locations for our plays have been chosen based on theme!" she exclaimed, her hands gesturing excitedly. "*Coriolanus* was built on the Whitesprings lawn to highlight a feel of grandeur and authority, *Richard III* was built under an overpass to drive home the feeling of something con-





stantly looming over the head of Richard and his future."

I loved this stuff. The thought, the depth of story, the way she translated the abstract into the concrete. Something I tried to capture when building for our title sequences too.

"...and Alice in the Wasteland was built in one of the most chaotic parts of the map with nukes being set off constantly down the road," she continued, the smile on her face betraying a wicked joy. "Which definitely characterized the chaos of the play."

It's here that I want to interject a little of our history, the true roots of The Wasteland Theatre Company in case you aren't familiar. I'd recently had a conversation with our founder and artistic director, Northern Harvest. I was asking him about the origins of his character Erik Smalls, and the first theatre he'd built. Erik, a refugee from Vault 51, found refuge building the Charleston theatre, a place that "was deeply immersed in the role play part of the game." as he put it.

That first theatre, North told me, was a place for static scenes, a kind of cultural outpost. It's where he first met the 5-0 Responders, a group of role-players who "did a wellness check, and Erik explained that he was in fact offering wellness to the Responders by bringing culture and magic back to the Wasteland. It was a touching moment."

And it was from that first seed that we grew. From static scenes to live shows, even onto multiple systems. Thor's building was a direct descendant of that initial impulse, an evolution of a mad beautiful idea.

When I asked North about his favourite theatre build, he was quick to mention the first Globe Theatre he built near Grafton. "It's where we performed live for the first time in the game, and it felt like we were really performing in Shakespeare's Globe. We performed Macbeth, and the stage set was simple, very few props, and just pure theatre."

It was pure theatre, but it wasn't, not









really. The constant negotiation of that–the artistic ideal versus the gritty reality–was what we were all about. Thor's techniques, I realized, embodied that negotiation. "When designing a build for a play vs a work of art or theme," I asked, trying to get to the core of her process, "**how do you start? Do you get a concept of what the stage and theatre should look like first? Just start building?**"

"Honestly I usually never have a concrete idea in mind for anything I build," she admitted. "For the plays I will assess how we've changed them to fit the Wasteland and build something based on my initial reaction to that information." She cited our vintage-feeling Christmas Carol theatre, a building she felt was appropriate because we hadn't changed the story much, as opposed to the Brotherhood of Steel-inspired castle we used for *Coriolanus.*

"None of it gets planned, it just gets placed."

I scribbled this down, a neat little phrase that hardly covered all her effort yet was perfect. *None of it gets planned, it just gets placed.* All the hours, all the scrapping and rebuilding, the precise positioning of every stein and chair. Her philosophy was, in a way, a rejection of the motto we grew up with, Prepare for the Future! She was just…building. Building on instinct, on an unadulterated passion for making something out of nothing. Vault-Tec would probably dislike that. I asked her about the change from the structured, traditional theatres we used for our earlier plays to the open-air, conceptual stages she'd built the last few. She looked at the floating lights and rose bushes of her current C.A.M.P. and sighed.

"Whether a theatre becomes open air or not depends on the intensity of the material," she explained. "The last 3 plays we've had like Macbeth have included war, or skirmishes, or things like facades of the outdoors or castles." She then went on to give me a detail that was so perfect and so bizarre that I had to include it verbatim. "With Macbeth I needed you to feel the constant discomfort of impending doom, like the discomfort of wet socks and a roaming Deathclaw in the distance."

Wet socks and a roaming Deathclaw. Sadly I, like many of us, have been there. Speaking of which I could really use a fresh pair of boots…or underwear. But last time I asked a Vendorbot he just told me to "SUBmIt a TICKeT." What kind of ticket, I had no idea.

I turned the conversation to the technicalities, to what she called "build magic." The real secret sauce.

"Building in general requires several tricks," I noted, "but your stagecraft and scene switching in particular requires linking entire scenes to an object. **How did you come up with this and how do you design scenes to work this way?"**

Her answer was generous. "Every bit of credit for my current use of tricks and stagecraft absolutely must go to **Kazamati**, he gave me the tools to build entire scenes that can appear and disappear at the drop of a hat.... uh a bullet, I guess."

She explained the concept of "anchoring"--placing an object on top of another and destroying the bottom piece, causing the top to disappear too. This was the magic trick. An entire set, held together by one hidden object. It was an elegant solution to the limitations of the medium. A testament to human ingenuity. (Or, you know, a slightly janky video game engine. But let's not get caught up in the details.)

I then asked her about the new build menu, a topic that was a slight sore spot for some hardcore builders. "And be honest, this is for posterity"

"Personally I felt cheated," she said, and I chuckled. It was an unvarnished reaction but I remembered hearing her that first day. "I loved the difficulty of having to fight for your vision and make concessions when your vision just wasn't feasible based on the limitations of the game. It was a good lesson in rounding out your expectations vs reality."

It was an artist's lament. But she was, as always, pragmatic. "However I think it's a good improvement for players who probably touch grass more often than I do and don't know every single tweak and trick. Now people don't have to face limitations just because they're not 'in the know' and can actually make something they imagine. Also expect more budget saved and because of budget saved–more obnoxious stages to be built!"

The new menu was taking some time for me as well, when you spend so much time in build mode change can be hard but we'll adapt as always, and the freedom was glorious.

I had one final question. The classic wrap-up. **"Anything else important you want to say or share with our readers?"**

Her gaze was steady, focused on her C.A.M.P. "I started my foray into The Wasteland Theatre Company by practically actually demanding the position I'm in." She looked at me, challenge in her eyes. "If you want to do something demand it, earn it. Determination gets you almost anywhere, if you have confidence and creativity you can build something beautiful, in games and in real life."

It was a perfect end note. An inspirational and heartfelt sentiment. I put away my notepad and stood up, looking at her latest creation once more. It really was beautiful. An oasis of light and art in our world of decay. Even now people can still find a way to create, to tell stories, to make a little magic.

"Thanks, Thor," I said, and she nodded. The unspoken understanding of a shared mission, shared art, in a world that had too little of either. As I walked away, back through the orange gold trees, I found myself humming my favourite song 'Don't they know, it's the ennnnd of the world?'

Well maybe. But maybe not.











Raider Pack Brahmin. Frik & Frak. @Charomicmi

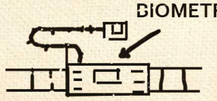


INNOVATIONS IN UNDERGROUND LIVING

VAULT-TEC

COMFORT

The suit of tomorrow! Sure you'll be living underground, by why not live... it up? Never worry again about what you're wearing to work, everyone will have the same suit!



Fashionable! Comfortable! Live the life of luxury with this durable outfit with biometric identification systems. Every person you know in the future will be wearing this marvel of technology, the great equalizer! Men, women, doctors, maintenance folk, security personel, even the gentle overseers!

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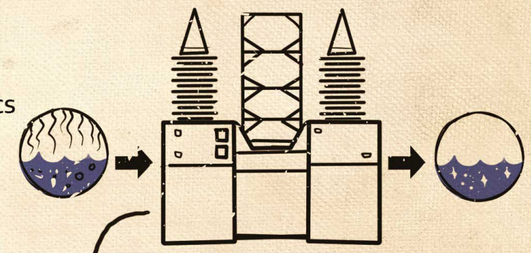
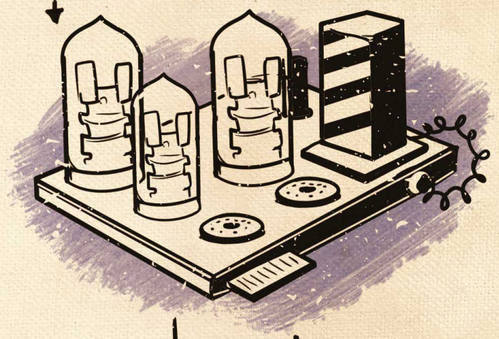
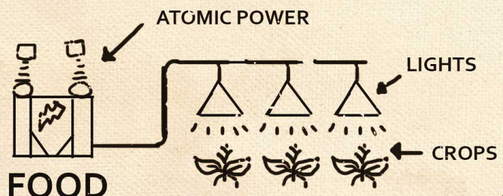
Don't worry about your water going bad, every Vault-Tec vault is equiped with 21st century marvel, the water purification system!



This miracle of science is made possible by the **Vault-Tec Water Purification Control Chip!**





FOOD

Even underground, you'll eat like royalty! No light for the crops? No problem! Vault-Tec vaults are equiped with state of the art hydroponic systems and fields well lit by nuclear powered lighting! You wont miss the sun when living underground with these powerful lights above, warming the crops. Why not get a tan while you're living down there?

Effecient! Our crop system is enough to feed hundreds in a highly efficient space. Vegetables, grains, even fruit are possible while living in the safety of a bunker far bellow the surface of the earth!



ALL-IN-ONE SURVIVAL NEEDS

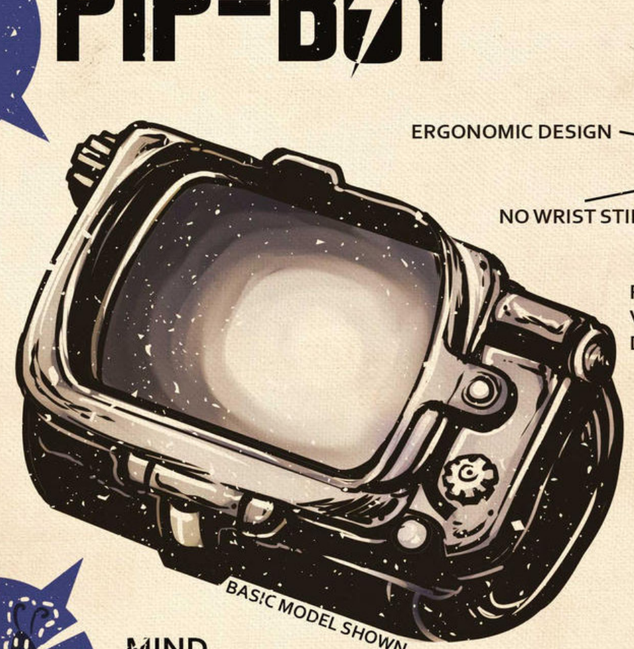
PIP-BOY





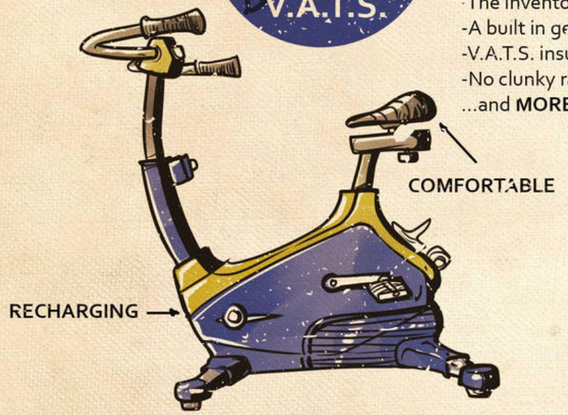






MIND

Your mind can rest at ease! The Vault-tec Pip-boy does it all! And if it doesn't, you can upgrade it!
-With built in map functions, you'll never get lost!
-The inventory tracker will keep track of everything!
-A built in geiger counter warns you of radiation!
-V.A.T.S. insures you never miss a shot again!
-No clunky radio here, you carry it on your wrist!
...and **MORE!**



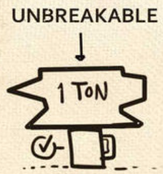
BODY

The Power Cycle 1000 is our solution to insuring you don't waste away underground. When you emerge to reclaim the surface, you'll be fit as a fiddle thanks to this portable power cycle! There's no waste in our systems either, as your pedaling away that salsbury steak you're also charging up the vaults batteries, making sure the lights never go out!



SOUL

Coffee is the soul of man, and you wont have to go without! No worries about something silly like breaking your glasses once you have the time to read every book ever, because this coffee mug doesn't break! Using modern science, we've devized a coffee mug that never breaks! Drop it, throw it, lord it over Brenda's chipped shabby above world mug, it'll stand the test of time!





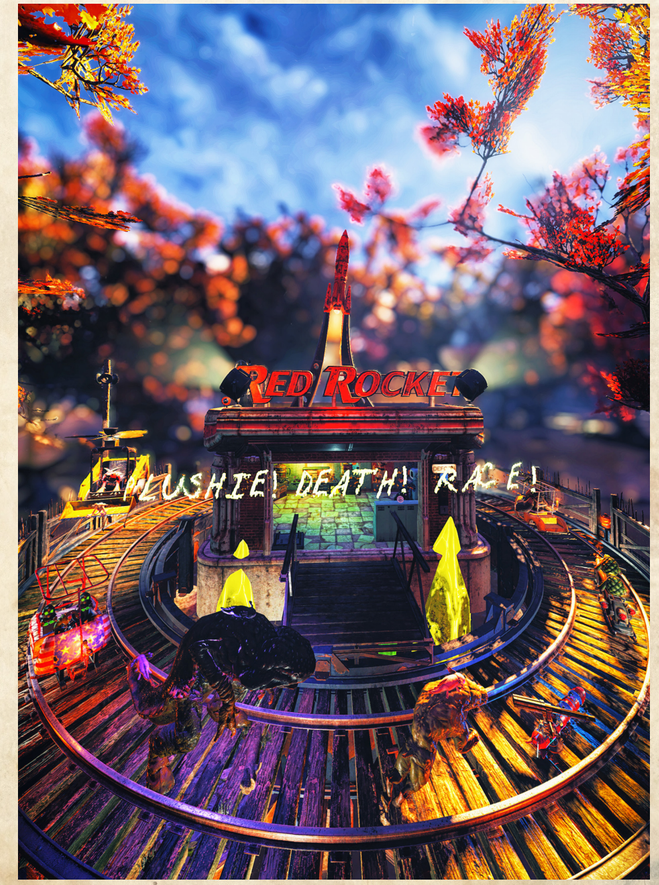







CRAYOLA
76 COLORS


BLUE RIDGE
BREWS
OPEN


RED ROCKET
SLUSHIE! DEATH! RACE!


NUCLEAR ATTACK
INVEST TODAY FOR YOUR FUTURE !
VAULT-TEC
PROTECT YOUR FAMILY
BUY A VAULT-TEC SHELTER




CORVEGA


KILL
OR BE
KILLED


GHOUL FIGHTS











Fallout 4 Settlement Build

by Stephanie





















Rebuilding the Wasteland: The Art of C.A.M.P. and Settlement Building

by Jessica-Star
with Rad Rux

In the post-apocalypse, the desire to create something lasting is just as strong as the need to survive. While the Fallout franchise has always been about role-playing, exploration, combat, and choice–a quieter more domestic passion has grown from its margins: building a home. Bethesda Game Studios has steadily fed this urge, starting with purchasable then customisable player houses in The Elder Scrolls, before exploding into the complex, large-scale Settlement system of Fallout 4. But when Fallout 76 arrived, the concept transformed. Suddenly the entire map was your canvas. The ability to drop a C.A.M.P. (Construction and Assembly Mobile Platform) meant your home could follow you anywhere. This elevated building from a side-activity to a creative and essential pursuit. Now the things you built could be shared with others!

I sat down with RadRux to talk about his history with building and to dive into that evolution. As one of the community's most recognized architects, RadRux's work and experience illustrates the shift from functional design to making CAMPs do what you want them to do.

RadRux's path to becoming a prolific builder in the Wasteland was completely unintentional. He didn't pick up Fallout 4 (his first) for its building mechanics; he just happened to get the game bundled with his Xbox One. His initial experience was like most players–quest-focused and linear. "So I got in and the intro was intense, I started playing and by the time I left Sanctuary and got to that Red Rocket and Dogmeat? I was hooked, that was it." he says. I couldn't agree more.

While he played with settlements, it wasn't until his third playthrough that the building bug finally bit and he began building in earnest. Looking for tips and starting to share he discovered the growing Fallout 4 Settlement communities and the work of creators like No Respawns, Juicehead, or Gayle and others in the Fallout 4 Settlements FB group. Back then the only way to see other builders was in groups like that or on youtube–but even with those limitations the community was there.

"This was when I learned to visualize objects as what they 'could be' as well, getting creative and letting loose." —RadRux

The true turning point, however, came with the "Place Anywhere" mod. For console players this mod was a revelation, granting a level of creative control previously unthinkable. It bypassed the game's snapping and collision rules, allowing builders to clip objects together, change the size, and rotate in ways we previously couldn't.

"That was the game-changer," RadRux explains. "Once I had the freedom to literally place anything, anywhere, that's when the ideas just started flowing."

When I asked if there was a first settlement that felt like a turning point, he showed me his Oil Rig build. A large and very cool structure it was one of the first he was really proud of and got some notice too. At this point he was entering competitions, then running them. "It got to the point I wasn't allowed to compete–so I started running the competitions. But I'd still find other competitions to enter and challenge myself." he laughed.

The experience in sharing this way also taught him a crucial lesson that applies equally to Fallout 76: building the CAMP is only half the battle. The other half is presenting it. To convey the scale and presentation of a build, you have to master photography and visual angles. "You can build a great CAMP" he advises, "but you need to visualize the angles. Show it the way you see it." This focus proved essential as we transitioned into the multiplayer, always online world of Appalachia.

That transition from the building freedom of Fallout 4 using mods and less rigid rules to the strictly controlled, server-side environment of Fallout 76 was a big adjustment for the community. A fundamental truth of CAMP building is that it has been a constant battle against change. "You have to keep up," RadRux says plainly. "Bethesda can change the rules with an update, and you need to rethink some of your core techniques." A builder who takes time off often has to learn new rules along with the old.

This back-and-forth has led to an evolving skillset. Every time the developers have patched out a trick—whether the ability to build down from roofs, freeplace poles, or locking "door walls" to foundations we've rushed to find new workarounds. One revolutionary skill we learned a couple years in was how to do object merging: forcing multiple items to overlap and occupy the same space. This is essential for creating complex shapes, realistic clutter, and structures that wouldn't exist in the base game. Or at least all this WAS the case until Update 62, the CAMP Revamp update where Bethesda has relaxed many of





the rules and revamped the menu. There has been much rejoicing.

(As an aside, my favourite Fallout 76 update was the 1.0.3.10 patch on Dec 11th, 2018. That was the day we could keep our CAMP locations even if someone else was there. Until then every day could be surprise moving day.)

While the build menu has improved with better quality-of-life options, it's an adjustment as those of us who live in build mode have a lot of muscle memory. Learning the new controls is worth it though. I mentioned to RadRux how we didn't seem to be able to raise and lower items holding A and using controller bumpers anymore. Luckily he says there's a replacement, now holding down the place button you can use the D-pad to do the same thing. Try it!

Another tip he had was to literally elevate your perspective. To counteract the limitations of Free Cam's line-of-sight restrictions, which can prevent placing objects due to perceived obstruction, RadRux relies on his "platform trick."

By placing a temporary platform or stair up high, the player gains a top-down vantage point. "Sometimes you just have to stand above the build," he explains. "I stand on the platform and go into camera mode. Everything is below me and doing that you'll never have the line of sight issue."

"It's a challenge, you want to challenge yourself to see what you can do that maybe hasn't been done the way you'd do it." —RadRux

After the first few years spent mastering his work RadRux, like many long-time builders, began to experiment further with concepts and CAMPs that weren't just CAMPs.

One of the first of these was the Toxic Taco Truck. Built meticulously using countless objects and components to create the illusion of a fully functional vehicle, the Truck made a splash outside of the dedicated builder community, even earning an article from Polygon.









"That build was a fun challenge in making a vehicle that looked totally practical, but was really just a massive collection of parts," RadRux says. "The success motivated me to try to do even more."

Another CAMP I loved the next year was the Nuclear Noodle. This Japanese-inspired ramen stand strongly focused on atmosphere and lighting. He notes that this evolved from his earlier "scrappy" style and was a turning point in the move to his current aesthetic which he calls 'Neon Wasteland'. This style uses a mix of merges, scrappy clutter, lighting, and shape in what I would describe as Mad Max meets Blade Runner.

"Number one is atmosphere, and number two is the lighting and the theme. Everything else follows that."
—RadRux

This passion for building non-traditional structures has defined much of his later work, from a sunken Submarine or Air Balloon, to Howl's Moving Castle, giant robots, and vehicles of all kinds. But he and the rest of the dedicated building community are not stopping there. We're coming up on year seven in Appalachia and still going strong.

A Tribute to the OG Creators and Influencers

Players in Fallout tend to have a strong sense of community. Builders are no different and we constantly inspire and challenge each other to push the boundaries of what the game engine allows. A lot of us came up together the first couple years. Builders like Swift Kick in the Junk and Bloodied Mess were instrumental in defining early possibilities of the settlement and putting CAMP building on map with flash and humour. Kazamati with creative trap CAMPs and stylish vids did the same.

Early channels like DTDGamer on youtube or our Wasteland HOA and later United Wastelanders Network on twitch focused on showcasing CAMPs and spreading the word. Mister Church, TNG, StoleyaSweetroll, Bloodied, myself, and others had a private build chat discussing CAMPs and youtube before you'd heard of any of us. Tutorial and showcase channels like LucyJanePlays, AquaNova, Daka, HitBit, DarthXion and more inspired people to join the fun and rebuild Appalachia. Uranium Fever, Bad Notions and their crew. And we can't forget all the legends on Reddit or in Facebook groups sharing their builds.

By two to three years in, the building community was THRIVING, and in our opinion CAMP builders literally helped make Fallout 76 what it is! So we wanted to shout out all of you, but with that said a few more builders came up during our discussion that Rux Recommends.

Rux Recommends: C.A.M.P. Builders to Watch

These builders have been around for a while and have great builds and thought out designs.

- **Moonlight Cowboy:** A prolific, modern builder who consistently delivers new CAMPs and tutorials on a regular basis.
- **Silver Bunny:** A great builder who's been sharing for years with TNG and now on her own.
- **The Akiras:** A husband and wife team who inspire the community sharing everything from artistic to traditional builds.
- **NukaViolet:** Delivering masterful lighting and vibes, she's on a break but rumour has it she's still out there in the wasteland with more to share.

Creators who defy the game's physics, using items, merges, and lights to construct art

- **James Wang:** A master of object and perspective art, he creates massive murals like portraits of Marilyn Monroe or Jon Rush, the Creative Director of Fallout 76, by floating in-game objects.
- **SmugPotato:** Known for creating large versions of small items along with imaginative CAMPs, her Picnic or Sushi builds should not be missed.

Newer on the block, but with lots of experience.

- **The Crash Apocalypse Crew (NuxBlackthumb, Tillius, Tea-Noodle, NotBarry, Mermaid, RadRux, Spyro, Taikavaahto, and JackoMara):** A new collaboration of long-term builders representing the pinnacle of CAMP building team efforts.
- **Flailing Fox:** A superb builder making waves with high-quality and inventive builds regularly.
- **Fort Bexter:** A newer builder, he's leapt into the build system recreating things like Barad Dur or a flaming chainsaw.

A Special mention for a few Japanese builders we love

HitoKa, Hello Kuppy, Simba8188, Coyote, CBU76, Shimo, and many more have awed us for years with creativity that crosses cultures.

Ultimately, what defines CAMP builders isn't a perfect command of menus and tricks–it's capacity for invention and the need to create. This is fueled by a supportive and competitive community. From showcases and shared knowledge, new items and seasonal rewards, to the struggle against game limitations and build budgets, we work together.

We were tasked with nothing less than the rebuilding of America. Welcome Home.


POP!
SERVICE






Nuka Cola

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CRAFTING

PROP BUILDERS | 3D PRINTING | CROCHET + MORE

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Byline



A conversation with Fallout Fan Nik Prindle.

By: Dave Volkmar

Old friends can sometimes be a rarity in this modern world. But if there is any community that would allow for friends of a bygone time to reacquaint, it's the Fallout Community.

In the last few years, an old high school classmate and I began talking again, we graduated in 2002, a lifetime ago but found that we both had become fans of the Fallout games. Here is a series of questions with Nik, their passions and the world of Fallout.

How did you first become aware of the Fallout games?
"I actually have my wife to thank for that. Basically, we moved in together, she had a PS4, I had been rocking a PS2 for a very long time, so when we moved in together I got an immediate upgrade and she was like 'hey, I think you'd like this game.' Fallout 4. Sucked me in immediately. I have spent an absolutely embarrassing number of hours in that game. I love it."

Did you play of the other games?
"I also played 76, that is actually my favorite Fallout, I know that is controversial. It is so dear to my heart because I have family from the West Virginia area, I'm big into cryptids, it just seems cultivated or Nik. When I was bedridden, I wondered that world for hours.

Bedridden? Can we talk about that?
"I would love to, its a big part of how they are so important to me. So In have an autoimmune disease that makes it hard for me to move most of the time, my body doesn't like to stay together. So a really big part of how I have coped with this down time is spending time in Fallout76. I love just wandering, camp building is a huge thing that I'm into, gotta collect all the Mothman stuff. I'm obsessed… if I was feeling bummed out about not being able to go outside, I would just put my headphones on, put on the game and wander around and it made it so much better."

What does Fallout mean to you?
"It helps me distract myself on my bad pain days, I use it as inspiration for a lot of art projects. I am on the spectrum so it has become my number one special interest, capital letters, insert shiny gold font here. It means the world to me, I love fallout."

So, what sort of build are you? Do you have your attribute list handy? Would you like to share it?
"So I was popping on earlier to see what my newest build was. I just started a new character, usually they're melee heavy, I like playing big, strong dumbos that can just go in swinging (low intelligence, high strength) but I started a new playthrough recently where I started with higher perception and intelligence because I wanted to try and unlock some different dialogue options that I haven't yet. And now I've been taking full advantage of the Ghoul mode, I've got the cannibal perk activated, I'm just running around munching on corpses."



The ass jerky don't make itself.
"It really doesn't"

God bless Walton Goggins because only he could deliver a line like that.
"So true, I love the show."

I'd love to talk about your crochet Vault Dwellers, how did that start?
I am a very crafty person, and a big part of how I process things is that I keep my hands moving and I got into making dolls for my niece and nephew, then I realized I could make myself a doll if I wanted to and I started to ask myself what I wanted to make a doll of? And I wanted to make my Fallout player character.

Then I Wondered how could I make it even better though? I am a wheelchair user, so I have a doll wheelchair that a friend gave me that my little player character now uses. I just keep adding little accessories to it as time goes on. I might have to make myself a Ghoul Doll now, actually."

Do you have any other Fallout crafting projects?
So, I am a punk at heart, I love making themed battle vests, jackets and what have you. I sort of woke up one day and my brain went 'you could make a Fallout one if you wanted."

And so I found the absolutely ridiculous Guess Jeans acid washed jacket from the 90s where I painted a suit of power armor on the back, with the "war never changes" banner across the top, and then I added my vault number, which is 54 because my wedding anniversary is 5-4, I saw there was no vault 54 so I decided there was now, then I added various pins and patches that I made, I have a tiny, 3D printed fusion core hanging off one fo the pockets and then spikes for days. I like crafting Fallout any way that I can.

Fallout is much more in the public consciousness now thanks to the show… Yes, it's a good time to be a nerd. The people that made that show did it so well. beyond expectations for me.

Is there anything else about Fallout that you want to discuss?

I just want to thank the people that make Fallout, you can really tell that it is something that is crafted with love. I absolutely adore all the silly little inside jokes and the things that you can find scattered around, you can just tell a lot of people who care a lot about Fallout spent a lot of time working on it, the games, the show all of it, it comes through.





THE PROP MAKERS































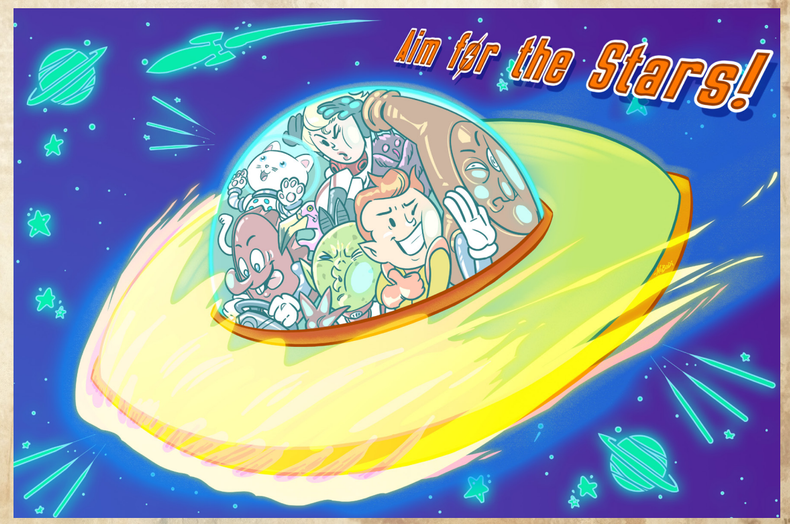


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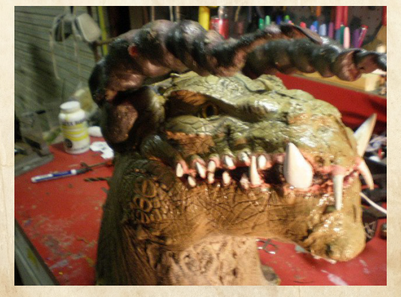
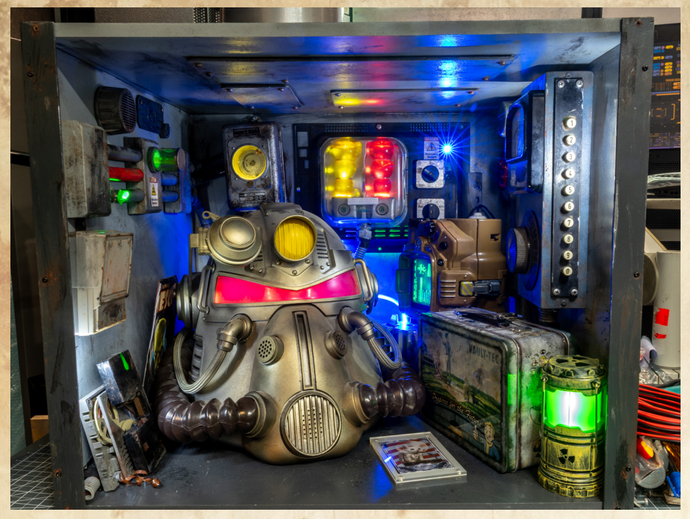



Nuka-Cola
Mr Fuzzy


Nuka-Cola


Nuka-Cola




VAULT-TEC
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CHARO
MIAMI


33





MRS FALLOUT'S CRAFTING CORNER

Supplies Needed: Egg Carton, Chenille Stems (Pipe Cleaners), Scissors, Wonder Glue, Masking Tape, Newspaper, Paintbrush, Paint (Green, Red, Yellow, Black), Ball Point Pen & Silver Metallic Marker





Step 1: Cut out the 3 circled pieces from the egg carton.



Step 2: Fold inward the two short corners on each individual section on 2 pieces. Save the third for later.



Step 3: Crumple a golf ball sized piece of newspaper and put inside one of the egg carton sections. Put the empty section of egg carton on top of newspaper ball. Wrap the center with masking tape.

Step 4: Take the last egg carton section & cut off the two short corners. Trim down the two triangle pieces that stick up to the same height.





Step 5: Cut away a half circle to create a total of 4 half circles. Cut down all evenly to create the fins of your mini nuke.

Step 6: Glue the fin base to the body of your mini nuke. Let Dry



Step 7: Mix 2 parts Wonder Glue to 1 Part water. Cut newspaper into 1" X 6" strips. Dip strips in Wonder Glue mixture & wrap the body of the mini nuke. Smooth out any bubbles & creases. Apply newspaper strips until the desired shape of your mini nuke is created. Let dry

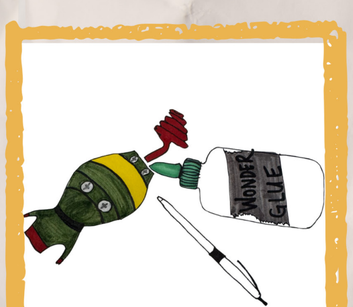




Step 8: Paint mini nuke to your desired design.

Step 9: Use a chenille stem & cut down to 6 inches. Roll it around itself to create a coil. Leave 1 inch uncoiled. Take the center of the coil & pull upwards to create a cone design to make the nose of your mini nuke



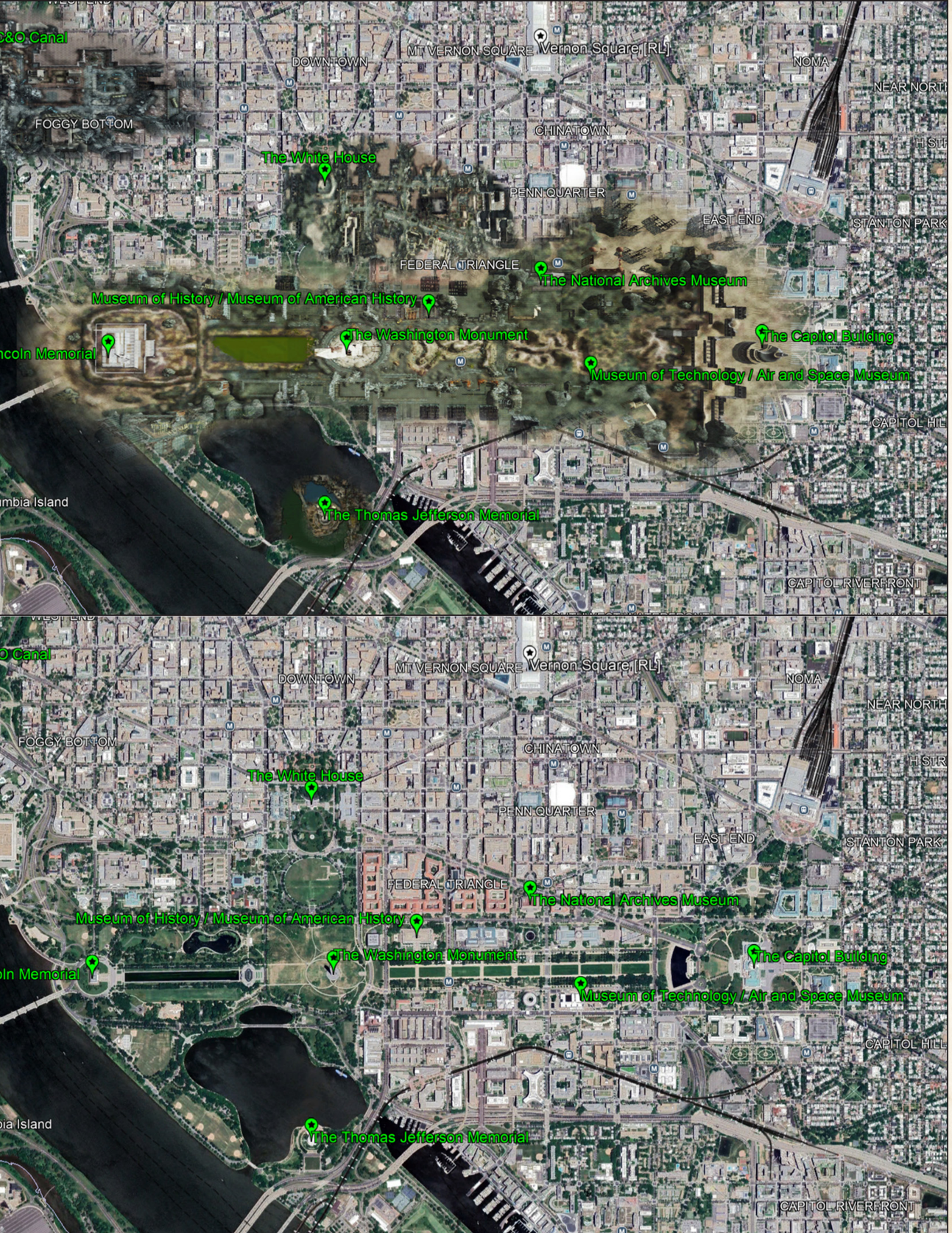


Step 10: Use the ballpoint pen to poke a hole in the top center of your mini nuke. Use wonder glue to attach nose

Step 11: Wrap a chenille stem in-between the base & the fin. Twist the stem to secure. Make a loop with the two loose ends & twist together at the top. Hang your mini nuke!



DEIMOS ART 2024



FAST TRAVELING THE WASTELAND



by Dom Quantum

The National Mall

A Fallout Traveler's Guide, now tourists friendly! (Maybe)

Welcome, wastelander! Whether you're a day one dweller fresh out of a Vault or a modern-day tourist armed with a camera and the most comfortable sneakers, todays trip to the National Mall is a quest hub like no other. If you've ever wandered the irradiated ruins in the Capital Wasteland of Bethesda's Fallout 3, the real-world Mall is both familiar and shockingly intact with numerous locations and monuments standing proud, polished, and mercifully Super Mutant-free.

So, strap on your Pip-Boy (or smartphone), grab a map, and let's explore America's front lawn in both timelines.

The National Mall: Heart of The Capital Wasteland

The National Mall has been called "America's front yard" - an immense, tree-lined promenade stretching between the Capitol Building and Lincoln Memorial, bordered by museums and monuments. It's very much the heart of Washington DC and Fallout 3's Capital Wasteland. Designed as part of Pierre L'Enfant's 1791 city plan, it was refined in the early 20th century into the sweeping landscape we know today.

It's not just a stage for architecture but also democracy itself: inaugurations, protests, and celebrations have all taken part here. Visiting the area offers both a journey through history and a chance to share space with millions of others who come to reflect on what America represents.

In Fallout 3: The Mall is a battlefield riddled with destruction, scarred and perilous, with Brotherhood patrols, roaming Super Mutants and other mutant infestations and factions at war.

In Reality: It's a calm and picturesque environment being enjoyed by joggers, Frisbee players, and families with strollers. Not a single plasma rifle in sight.

Travel Tip: Whether in-game or in real life, you'll want to make sure you're well stocked with stimpacks or extra water and snacks before visiting the area.



Preparing For Your Visit: Inventory Check

Exploring the National Mall in Fallout 3 may be a battle around every corner, but getting around will very much feel like a quick stroll—unlike the real the Mall where it can be a multi-day campaign. Stretching roughly two miles from the U.S. Capitol to the Lincoln Memorial, the area is dotted with enough monuments, museums, and memorials with side quests to the White House and Tidal Basin to keep you busy.

Those visiting often underestimate the distances (I certainly did on my most recent visit); what looks close on a map, and as experienced in Fallout 3, is several football fields away in real life. While it's possible to visit many of the locations surrounding the Mall within a day, it could take much longer if you plan on stopping to thoroughly experience everything that each location has to offer. It's highly recommended to plan accordingly and pace yourself.

The Mall is best enjoyed at a comfortable pace, taking plenty of water breaks and pauses to soak in the views.

Getting Around:

Walking: The classic way—bring very comfortable sturdy shoes, you'll be putting your steps in.

Scooters & Bikes: Rentable electric scooters and bikes can be found stationed in several areas and can save you a lot of time and energy.

Metro: Smithsonian, Federal Triangle, and Archives metro stations are a few that will drop you within and around the Mall.

Driving: A good choice to get there, but maybe not so much for location hoping; parking is scarce and costly.

Fast-Travel: Only with Pip-Boy enabled devices.

Pack Your Inventory: A backpack with water, sunscreen, snacks, good shoes, portable charger, a hat and sunglasses may be a good start. Try to avoid being overencumbered though and keep patience during tourist season.

Best Times to Go: Spring (the cherry blossoms by the Tidal Basin are a beautiful sight but can be crowded). Fall (cool air and colorful leaves make the visit a pleasant one). Summer (the sun can be sweltering; you may need extra water and a portable fan). Winter (windy and bone chilling in the openness of the Mall, layering is key).
Travel Tip: Your Endurance stat may drop by -2 after the second mile. Replenish AP with pretzels and hotdogs from a nearby food truck.

The Lincoln Memorial: Fallout 3's Lincoln Memorial

Not many monuments embody America's ideals as powerfully as the Lincoln Memorial. After being completed in 1922, its Greek-temple inspired design symbolizes timeless democracy. After making your way past a couple of super mutants and tripwired bouquet of grenades, you'll discover a 19-foot statue of Abraham Lincoln sitting inside and at its center. He's seen solemnly gazing down to the Reflecting Pool toward the Washington Monument. Inscriptions of the Gettysburg Address and Second Inaugural Address remind visitors of Lincoln's role in preserving the Union. The historical significance of the Lincoln Memorial makes visiting feel less like sightseeing and more like standing on hallowed civic ground as the site has become a rallying point for civil rights, most famously in 1963 when Dr. Martin Luther King Jr. delivered his "I Have a Dream" speech on its steps.

In Fallout 3: Salvers initially occupy it to prevent slaves from getting any ideas about freedom until you liberate Honest Abe's statue.

In Reality: Awe inspiring by day, radiant by night. The toughest challenge here are those 87 steps.
Travel Tip: Visit at sunset or at night to see the memorial lit up by the sun's golden light or surrounding night lights.

The Washington Monument: Fallout 3's Washington Monument

Guarded by the Brotherhood's 2nd Monument Defense Detachment, the Egyption inspired obelisk known as the Washington Monument is the most iconic and memorable feature of the National Mall. Standing at the center of the National Mall, construction began in 1848 but halted due to funding and the Civil War, this left a visible two-tone stone appearance and reminder of America's challenges. When finally completed in 1884, it became the tallest structure in the world at 555 feet. At the very peak, an aluminum capstone was placed, which was once the largest piece of aluminum ever cast. A scavenger's dream! Today, visitors can ascend its center by elevator to gaze across the city at a birds-eye view of the Mall and the surrounding Potomac basin. Attempting to install a large satellite dish without discussing it first with Three Dog is not advised.

In Fallout 3: A battle battered and shattered relic, later turned into the tallest radio signal transmitter for Galaxy News Radio.

In Reality: Renovated and reopened in September of 2019, it's now fully operational and accessible with timed-entry tickets.

Travel Tip: To avoid the crowds and the heat, it's ideal to visit during the early morning or late afternoon.















The Jefferson Memorial: Fallout 3's Jefferson Memorial

The water isn't exactly pure, and I certainly wouldn't advise taking a sample, yet found resting South of the Washington Monument and across the Tidal Basin, is the Jefferson Memorial which was completed in 1943. The Roman Pantheon inspired design honors the United States third president and author of the Declaration of Independence. A bronze statue of Thomas Jefferson is found inside, surrounded not by a large-scale plumbing project but by inscriptions from his writings capturing his ideology and philosophy on liberty and governance. Outside, cherry blossoms bloom each Spring, framing the memorial amongst the Tidal Basin in soft pink, making it one of the city's most photogenic spots. Calm, contemplative, and beautifully sited, it's a favorite for both tourists seeking the perfect photographic shot and locals seeking a reflective moment. While you may not find Super Mutants wondering about, the biggest hazard here would be the paddle-boat traffic jams if you're out in the water.

In Fallout 3: It's Super Mutant territory, the epicenter of Project Purity, and the future of the Capital Wasteland.

In Reality: Quiet, serene, and perfect for a sunset photographic opportunity.

Travel Tip: To avoid the crowds and enjoy the tranquil atmosphere, visit during the early morning or late evening.

The U.S. Capitol: Fallout 3's The Capitol Building

The U.S. Capitol Building is found on the far eastern end of the National Mall and is a globally recognized symbol of democracy. Construction began in 1793, but the iconic dome was added later in the 1860s during the Civil War. The Northern and Southern wings create a wide view that evoke stability, strength, and performance. Its sheer scale and detail make it one of the most visually striking and photographed buildings in the world. Inside visitors can tour the Rotunda, decorated with artwork and statues representing an array of American history. It has witnessed inaugurations, debates, and protests and while the location is equality stunning to come upon in the wasteland, it is a site heavily in midst of a war between factions.

In Fallout 3: A warzone with Super Mutants, the Talon Company and the Brotherhood making it a challenge to reach with bullets, bombs and Vertibirds crashing about.









In Reality: It is expansive, serene and open to free guided tours with a greatly detailed replica of the building on display.

Travel Tip: Book a tour in advance for early weekday mornings to avoid the crowds. Ideally, during the fall or early spring for fewer tourists and pleasant weather.

The White House: Fallout 3's White House

Known as the seat of power, The White House has served as the home and workplace of every U.S. president since John Adams in 1800. It is a living monument to the American Spirit, a place where historical decisions are made and the nation's future is shaped. It has withstood wars, fires, and countless political storms up until the great war of 2077 where it was ultimately nuked, leaving behind a massive crater and glowing ferals in its wake. Outside, the North Lawn and Lafayette Square are lively gathering places for protests and photography. Tours can be arranged through your members of Congress and offer glimpses of the grand East Room, State Dining Room, and historic halls filled with portraits. The White House movie theater, bowling alley, and chocolate shop, however, are a little more of a challenge to locate amongst the nuclear rubble.

In Fallout 3: It is the site of a heartbreaking memory of the past as its grandeur has been erased by nuclear fire.

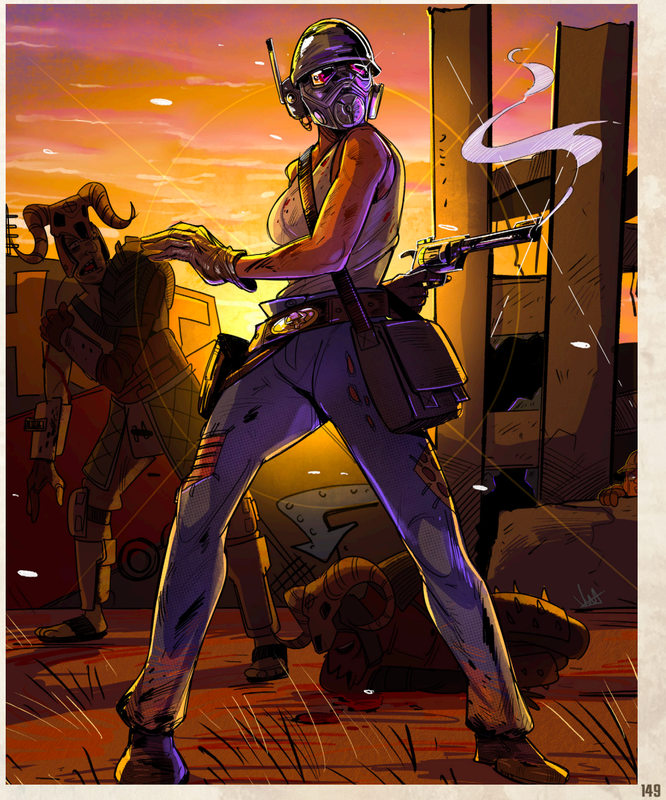
In Reality: Gated and secure, its lush and well maintain lawns and gardens surround its historical architecture.

Travel Tip: Tours will currently be more difficult to obtain but you can get iconic photos of The White House from outside the grounds from both North or South sides on early mornings during the fall or spring seasons.









Smithsonian Museums: Fallout 3's Museum of Technology, History, and National Archives

Visiting Washington DC's National Mall isn't complete without visiting the Smithsonian museums. The Smithsonian Institution was founded in 1846 and has grown into the world's largest museum and research organization, with more than 20 museums, galleries, and a zoo under its umbrella. Collectively, they house more than 150 million objects encompassing everything from the Wright brothers' Flyer to the Hope Diamond. While most of the museums are inaccessible in the Capital Wasteland, The Museum of Technology (Air and Space Museum), Museum of History (American History Museum), and National Archives (National Archives Museum) each offer a different "questline" into American culture, history, science, and innovation. Stepping inside will feel like entering an endless vault of curated treasures.

In Fallout 3: The museums may be filled with collapsed wings, relics and a slew of trouble like Super Mutants and Feral Ghouls.

In Reality: You'll spend your time enjoying interactive exhibits, interesting information, and various gift shop items.

Travel Tip: Most Smithsonian museums have free admission, but few require timed entry passes to manage visitor flow. At least there's no lockpicking required.





Reflecting Pool: Fallout 3's Reflecting Pool

While the Reflecting Pool isn't a marked location on the Pip-Boy map, it is still a visual centerpiece of the National Mall in the Capital Wasteland as in real life. Completed in 1923, it stretches nearly a third of a mile and perfectly aligns Lincoln's gaze toward the Washington Monument. The pool reflects both monuments in its waters, creating one of the most iconic sights in America. At the foot of the eastern end, between it and Washington's Obelisk, sits the World War II Memorial honoring the 16 million who served and the sacrifices they made. Walking here is as much an act of remembrance as it is sightseeing.

In Fallout 3: Murky and irradiated, wild mongrel dogs wander the area and mirelurks skulk the sewers below.

In Reality: The area is well enjoyed by photographers, tourists, families and contemplative visitors. At least the water won't trigger your rad meter though looks could be deceiving.

Travel Tip: The best times to visit are early mornings or at sunset for a tranquil experience with beautiful light for photography and fewer crowds. Avoid later winters and early springs as the pool is occasionally drained for cleaning.









Where to Stay: Beyond the Vault

Unlike the Capital Wasteland, where "lodging" usually means rusty beds or damp sleeping bags in abandoned metros, today's DMV (D.C., MD, VA) area offers comfortable, clean, and diverse accommodations. You'll find options ranging from luxury hotels downtown to reasonable inns or Airbnb's in the suburbs; there's something for every traveler. Staying in Virginia puts you near the Pentagon (The Citadel) and Arlington Cemetery with quick Metro access. Maryland offers lively suburbs and a chance to say you stayed in Bethesda (without running into Super Mutants). Meanwhile, downtown D.C. provides walkability and unbeatable proximity to the Mall, monuments and museums. No matter where you stay, you'll find hot radiation free showers and soft beds with zero chance of Radroach infestations.

Virginia (Arlington, Crystal City, Alexandria): Bustling activity, close to DCA airport, and quick Metro rides.

Maryland (Bethesda, Silver Spring, College Park): Quiet suburbs with affordable options and easy Metro access.

Washington, D.C.: Walkable, central, atmospheric and plenty of nightlife.

Travel Tip: Staying near a metro station may be a good strategy as it provides easy access without the stress of navigating unfamiliar roads and searching for limited and expensive parking.

Final Thoughts: Two Capitals, One Adventure

Congratulations wastelander! You've completed the "Exploring the National Mall" questline, rewards include historical knowledge, sore feet, and at least 5 rolls of camera film (or 1000 smartphone photos).

Visiting the National Mall will be a trip you'll unlikely forget whether you've done so first in-game or in reality and then further experience it again with its counterpart.

In Fallout 3, the monuments stand as haunting ruins and reminders of a world destroyed but never forgotten.

In Reality, they stand proud and polished as they welcome millions of visitors each year to reflect on democracy, resilience, and history in the making.

Both versions are awe inspiring, one in desolation, the other in vitality. There's no other place you'll find a collection of landmarks that continue to tell Americas story. Where words of its forefathers still echo with their ideals inscribed in marble. Where monument points skyward in perpetual optimism and where millions have marched, dreamed, and demanded better.

If you're a weary Wastelander-turned-tourist, be assured you won't need any RadAway, a junk-jets or Brotherhood backup to enjoy it. At the very least, all you'll need is good shoes, a water bottle, and a little patience for the crowds. Whether you're chasing history, or just a perfect photo, the National Mall provides an unforgettable quest.









COOKING + MIXOLOGY



War Never Changes. Getting Wasted Does

By: Yangy Young

Fallout has always been a distinct view of a 50s-inspired Retrofuturistic Americana, but it spent a (thankfully non-Nuclear) Winter in Scotland with the "Vault 131" experience at The Cocktail Geeks in Edinburgh.

A delightfully nerdy establishment just nearby Edinburgh Waverly train station in the heart of the city, The Cocktail Geeks rebrands itself every three-to-six months based on the hottest IPs – with some previous examples of Red Dead Redemption, Game of Thrones, Star Wars, and yes – Fallout.

Having been a Fallout fan for quite some time now, I was more than excited for the theme to come to the Cocktail Geeks at long last – I had enjoyed some of their previous menus, so I knew I was in for a treat. After a few weeks of trying to find the right time to fast travel in, when late-January rolled around - I finally managed to book a date with a fellow Fallout fan.

Status Effects

On the build-up, I was super excited to try out the menu of drinks. I'm a happy owner of the Vault Dweller's Cookbook by Victoria Rosenthal, and a strong advocate for the Tato soup – and while this wasn't an official licenced event at the bar, I knew the charming Fallout universe would be able to inspire these mixologists into creating some truly riveting cocktails.

Approaching the venue, we saw the iconic Fallout blue and yellow Vault-Tec branding plastered across the arched windows of the bar, which is built into the side of an uphill road. The outside seating was painted in a matching blue, which really helped sell the consistent theme.

As we entered the bar, every wall was littered with official and custom Fallout memorabilia – from a Fat Man Mini-Nuke launcher to helmets and hand-painted murals. Granted, it didn't feel like an immersive in-universe Fallout experience, but it was loaded with the iconic radioactive charm of the IP.

After being seated upstairs in this small hole-in-the-wall, we were given a quaint menu with differently themed pages of various drinks; A cocktail themed on each SPECIAL stat, a collection of "Chems" which each had their own fun little creation sketch, and some non-alcoholic "Consumables" for the non-drinkers. We decided to have one each from each page – purely for research purposes, of course.

As a big fan of banana in my beverages, I chose a STRENGTH drink for my SPECIAL stat – it was a solid drink. Foamy, creamy, and quite sweet, a solid cocktail option. The real excitement came from the Chems. I opted for a Stimpak, whilst my date decided to get a Radaway. After a short wait, the bar staff placed a small yellow drink with a dried fruit in it in front of me – but it wasn't ready to drink yet.

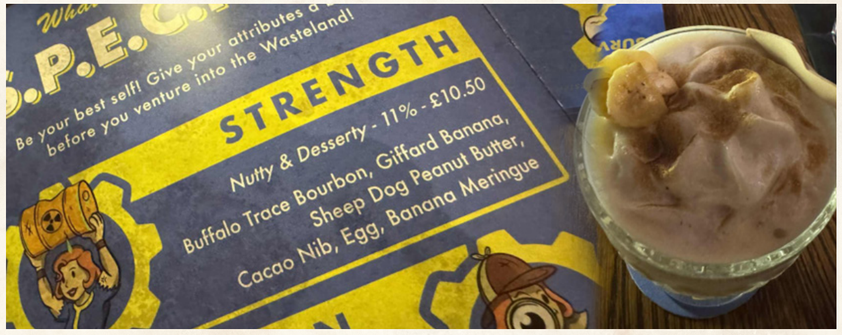
The employee pulled out a comically large syringe with extra red booze in it to mix in, delivered with a charmingly cheesy speech:



"Don't let something as trivial as a mortal wound get you down, this Stimpy is an amazing remedy. It's packed full of Szechuan, sour cherry and turmeric!"

While I don't think those are the in-universe ingredients to every dweller's favourite healing item, it made for a solid drink with a decent kick. The Radaway, however, was the bomb. My date was originally given a small metal cup full of, well, nothing. They were then handed an IV bag with a brightly coloured cocktail inside, with another speech about the drink's creation. This one was deliciously sweet and dangerously easy to drink, and the drink we both very easily agreed was the best on the menu.

Finally, to end the night we had a non-alcoholic mocktail each. My date went with a more conventional choice of choosing the "Fancy Lads" cocktail, one which was radioactively colourful and amazingly sweet; almost intimidatingly so for me as a type one diabetic. I, however, chose one which was dubbed "Devilled Eggs" – perhaps not the most appetising name for a drink but that is what drew me towards it. The drink was a foamy white with a part of a lemon peel in the middle for an eggy look, but it tasted strangely meaty in a way which felt almost wrong to enjoy. Made from Crossip Dandy Smoke 0% Spirit, pickle brine, Cajun spice, dill, egg whites and lemon, it is absolutely an experience I would recommend people to try.



SINCITYBARTENDER



Soda Mixology

Serving up NON-ALCOHOLIC Fallout themed beverages is more than just content - it's REFRESHMENT! Our friend over in Sin City presents countless beverage creations over at SinCityBartender.com. Here's one of our favs!



"DEATHCLAW"

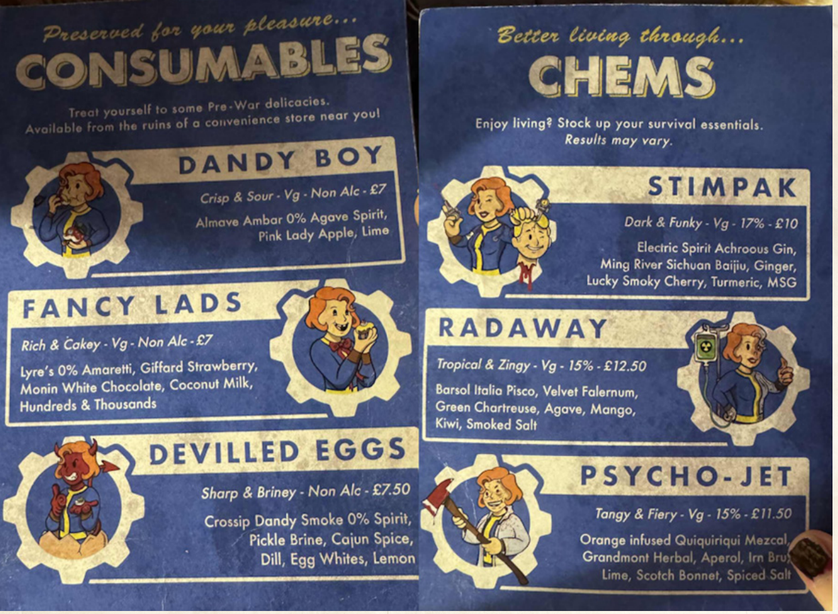
INGREDIENTS:

- 4oz Red Soda
- 4oz Pineapple Juice
- 1oz Black Cherry Syrup
- 4oz Orange Juice
- Garnish: Pineapple Fronds

DIRECTIONS:

1: Shake everything with ice but the Red Soda
2: Pour into a tall glass
3: Add Red Soda
4: Lightly stir
5: Add garnish and bottoms up!





10 Caps Smackaroonies

So, we need to talk about the Behemoth in the room. Alcohol is not cheap, especially when you're drinking unique gourmet cocktails with specific ingredients, mixology performances, and in the centre of your country's capital city. The Cocktail Geeks is no exception to this rule; the drinks were certainly pricey; only the non-alcoholic mocktails were under £10GBP. Buying one glass of non-alcoholic juice for the price of a whole Pitcher at the Wetherspoons barely 150 steps away can certainly be a shock to the system, but for the experience, the flavour, and the overall vibes it is absolutely worth paying the few extra caps to treat yourself. The Cocktail Geeks is not designed to be your local everyday bar for a night of heavy boozing (Please drink responsibly, Fallout fans), but somewhere you go as an event once in a blue moon.

Atom Bomb, Baby!

After diving through the tastes of the apocalypse, me and my date eventually parted ways and both of us went on to meet and enter relationships with new people as we drifted apart – yet, the incredible experience I had at this bar hasn't been soured in the slightest. The vibes, flavours, and overall customer experience is something to be remembered, and the Cocktail Geeks is absolutely a bar to keep an eye on for any future themes – or even potential one-off nights where they return to the Wasteland for unfinished business.

But until the day they open up that vault again, I will be following their business closely via their Instagram @thecocktailgeeks to see when they next try out a theme that catches my eye. For now, it's the last call as I bid you "cheers" and wish you good health.









Nuka-Cola Cranberry

INGREDIENTS

- 1 ¼ cups purified water
- 2 cups cranberries
- 1 cup sugar
- sparkling water
- 1.5 oz Nuka-Cola

TO MAKE NUKA-CRANBERRY SYRUP

Add purified water, cranberries, and sugar in a pot. Cook roughly 6 minutes medium-high heat. Berries will start to pop. Mash berries. Turn heat to low & let simmer for 10-15 minutes. (Remember to stir) Turn off heat & cool. Strain mixture. Store cranberry syrup in a bottle with lid. Refrigerate.

TO MAKE NUKA-COLA CRANBERRY SODA

Add 4 tablespoon cranberry syrup to 6 oz of sparkling water. Add 1.5 oz of Nuka-Cola. Add ice & stir. Garnish with a few cranberries & cappy straw. Enjoy!

MRS FALLOUT



EDITORIAL

I’m Proud to Be a Creator — And Even Prouder to Represent the Fallout Community

Being a creator on Twitch isn’t just something I do — it’s a core part of who I am. As Shredz, I’ve had the incredible privilege of building a community through the El Gato Pub, where storytelling, laughter, and shared adventures bring people together. What started as a themed stream space became something more: a digital watering hole, where the lines between game and real connection blur in the best way possible.

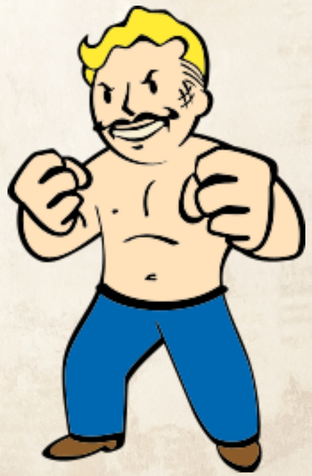
Every time I hit “Go Live,” I’m reminded why I do this — for the laughs, for the shared experiences, and for the amazing Gatos who show up day after day. Whether I’m in the world of Fallout, or Sea of Thieves or any other sandbox, I’m always reminded that it’s never just about the game. It’s about what we create together.

Being part of the Fallout community has been especially meaningful. There’s something powerful about the Fallout universe — broken world, with grit, humor, and heart. It mirrors what so many of us feel: that even in a world falling apart, we can rebuild something beautiful. And being there at the beginning of Fallout For Hope has always had special meaning for me, that we can indeed build something great. I love leaning into that spirit with my streams and with everything I can do. This first edition magazine has been a labor of love...with a lot of time, sweat and tears...but seeing and reading all the creativity that pours out of this community just inspires me to shrug off my concerns and buckle up for another one next quarter. I’m proud to be a creator. I’m proud to represent the Fallout community. And I’m proud of the community we’ve built — messy, hilarious, heartfelt, and real.

We’re not just surviving, we’re thriving.

And we’re doing it together.

– Shredz (Kayce Baker)
El Gato Pub



FALLOUT FOR HOPE

Charity Stream Team

WAR. WAR NEVER CHANGES.
BUT HOPE? HOPE CAN SAVE A LIFE.



ONE COMMUNITY. ONE VOICE. ONE CAUSE.

The Fallout For Hope Charity Initiative is a community organized stream team founded in December of 2020. Comprised of a passionate group of gamers who love Bethesda/Zenimax titles, we work together to make meaningful change in our world by supporting charitable causes that do so. Born from an ethos that together we can do more than ever could alone, we welcome streamers and content creators big and small to get involved and make a difference.



750+ VOLUNTEERS WORLDWIDE

87 COUNTRIES

Spotlighted by:
BETHESDA GAME STUDIOS

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