



**Get A Job**

The Triplet Caravan Company, ran by the Giordano brothers Enzo, Guido, and Vinnie, have recently bid the New California Republic farewell after stigma over their criminal record got in the way of starting a legit enterprise in the bustling trade city of Sac-Town. Hoping to start anew in the rural Nevada town of Scrapheap, the Giordanos are now in the middle of transporting their assets. A ragtag crew is hired as caravanners and ordered to deliver raw materials to Guido's Provisions in Scrapheap. The crew are promised a long-lasting relationship with the company upon completion of the job. Enzo, one of the Giordano brothers, leaves a day before the crew with his cousin Silvio and a caravan of his own. With everything neatly packed and sorted on a car wagon, the crew departs Sac-Town, heading East.

The crew currently sits around a campfire at night in the middle of the Great Basin. A seasoned caravan guard, Rolan signed onto the job in order to earn enough to provide for his family back home in New Reno. Next to Rolan is Gricks, an old ghoul who signed on to pay for his crippling Buffout and alcohol addiction. Samael, a mysterious stranger, sits across from Gricks, staring into the distance. Next to Sam is Mankiewicz, an immature and inexperienced kid from Vault 33. And finally next to Mank is Feleena, a former Jet dealer turned mercenary from New Reno who is on the run from the mafia.

The campfire tonight is not a lively one as upon venturing out the prior morning, the crew almost immediately discovered that they all hate each other. Gricks was already old before the Great War, and as a matter of fact, is so old now that he doesn't even remember if he was originally a boy or girl, though he thinks he was a boy. It doesn't help much that the organs needed to prove it have been gone since the day the bombs fell. All he remembers is waking up forever changed and has been abusing the chems and bottle since.

Gricks has the charisma of a roadkill Pigrat and a short fuse for nonsense, something that puts him directly at odds with Mank. Mank is 18 years old and has only recently traded the comforts of Vault life for a grand adventure in the wastes. He treats everything like a game and has found a new source of enjoyment in bullying Gricks, antagonizing him for his appearance and smell. Gricks isn't amused one bit and retorts by calling Mank every slur in the book. Mank isn't the only source of frustration for Gricks however. He also doesn't like Samael, who he often catches staring at him with cold eyes. Truthfully, it isn't just Gricks either, everyone in the crew is weary of Sam. His mysterious aura and silent, piercing stare have given everyone the heebie-jeebies, though no one has said anything about it yet as it's too

early for melodrama. The one seemingly most freaked out by Sam is Feleena, who is extra careful around men like him having been raised in a shithole like New Reno. In order to distance herself from Sam, she has taken to sticking close to Mank, egging on his behavior to pass the time, much to the dismay of Gricks. Stuck in the middle of this circus is Rolan, who fears he made a mistake taking this job as it's one of the weirdest gigs he's ever been assigned to. Still though, the promised pay is good, and he desperately needs a good paycheck after his last job proved to be a costly loss in both reputation and money.

When dawn arrives, the crew continues their journey, eventually coming across a lone sacked caravan in the middle of the road. Before anyone can react, a laser flies right over Rolan's head, nearly taking it off. From the canyon ridges, raiders spring an ambush, forcing the crew to spread out. Rolan returns fire, taking out a couple of targets. Feleena and Mank move into cover as Sam charges a raider in the open, exposing himself to the hail of laser blasts. Gricks tries to fire a bow and arrow at the raiders, but without Buffout he can't even pull back the string. The raiders are put down by Rolan, Sam, and Mank. After the kerfuffle, the crew decides to investigate the caravan. The logo on the crates is revealed to belong to the Triplet Caravan Company, meaning it must be Enzo Giordano's caravan. Gricks spots footprints that lead out of the canyon and into the Nevada badlands. An inspection of the raiders reveals they're Jackals, cannibalistic tribals. Rolan points out that they were equipped with laser weaponry when Jackals are mostly known to use more primitive, homemade weapons such as spears and axes. The crew doesn't feel like investigating the whereabouts of Enzo, but he is one of their employers, so they come to an agreement to shake a fat bonus out of him should they locate and rescue him.

Following the direction of the tracks, the crew narrowly avoids traps in the sand. After a long trek in the middle of the Nevada desert, they finally see a cave in the distance. Two Jackals are arguing over a makeshift cooking station in a dip next to the cave, eating a strange looking meat. Thinking that the raiders are eating his boss, Sam jumps and tackles one of the Jackals while Rolan shoots the other. Mank shoves Gricks down the ledge and into the pit, snickering with Feleena while Gricks slowly gets up and hurls every curse he can think of upon Mank. Rolan hogties the Jackal and the crew interrogates him. He tells the crew that they took a live prisoner during the caravan sacking, and that they're in the cave most likely being prepared. The crew heads into the cave with the tied-up Jackal, using him as a guide.

Rolan comes across a stack of dynamite hidden between the rocks. The crew stumbles into the main chamber of the cave where the leader of the Jackals holds them at gunpoint with a Plasma Rifle. Rolan has his weapon pointed at the Jackal leader in an awkward Mexican standoff. About five Jackals surround the leader, and on a makeshift table lies Silvio, cousin of the Giordano brothers. The crew are disappointed that after all this work it wasn't even Enzo that was kidnapped. Feleena attempts to negotiate the life of Silvio in exchange for the Jackal they captured. After a long silence, the Jackal leader accepts, and they exchange prisoners. The crew slowly walks backward back to the cave entrance, still in a standoff with the Jackals. As soon as they're out of view of the Jackals, they hear the raiders rushing to attack. Rolan lights the dynamite and blows the cave entrance while the crew runs out. The Jackals are crushed by the collapse and trapped in their own hideout.

Silvio is very grateful for the rescue and tells the crew what happened. Their caravan was sacked by the Jackals, but it was a set up by the Van Graff family who negotiated Enzo's life as well as a map he was carrying in exchange for supplies, some energy weapons, and the rest of the caravanners who unfortunately were already carved up in that cave. The crew doesn't care about the dead guards but inquiries about the contents of the map.

Silvio explains that the map was the reason the Giordano brothers moved to Scrapheap in the first place, as the town is located near the mother lode: Vault 24. The Triplet Caravan Company's plan is to set up shop and pick the Vault clean, using its resources to turn their company, and by proxy Scrapheap, into a trading boomtown. They'll then request that the NCR incorporate the town into the republic, making them filthy rich and opening the avenues of expansion and opportunity they could never achieve in Sac-Town.

Silvio admits to the crew that the biggest mistake they made was making a deal with the Van Graffs. They were to help the Giordano brothers salvage the Vault and act as a liaison of trade with the New California Republic in exchange for a share of the findings, but it seems the Van Graffs never intended to honor the deal and wanted it all to themselves. Silvio has a lead on where the Van Graffs are located but suggests they all head to Scrapheap so he can relay what's happened to Guido. The crew agrees as they want to get paid for their delivery. They make their way back to the car wagon in the canyon and continue down the path.

A day later, they arrive at Scrapheap. The town is small, resembling Junktown in its formative years. The town is powered by a large generator that runs on gas generated

from heating up Brahmin shit, which unfortunately creeps into the noses of the crew. There's a hotel, bar and casino, a farm, a clinic, a general shop, a jail, and a single town guard clad in the fabled armor of a Nevada Desert Ranger. He monitors the crew as they enter town from a watchtower above the main gate.

They meet Guido at his store. Silvio cries to him about the situation and regales Guido with the heroics of the crew who are all awkwardly standing by, awaiting their paycheck. When he's all caught up, Guido pays the crew each \$1000 NCR Dollars for the delivery job and \$500 more for saving Silvio. In most cases, the crew would take their money and bolt, but before they can make off, Guido makes a very tempting offer. He is willing to triple the amount of what they each got paid should they find Enzo, save him, and get the map back from the Van Graffs. Feleena tries to seduce Guido into negotiating a higher cut. It falls on unenthused ears, and Guido tells the crew to take the job or fuck off. The crew accepts, and Silvio tells them the Van Graffs are operating out of a gas station near the ruins of Carson City.

The day is fading, and the crew decides to spend the rest of it in Scrapheap. Mank and Feleena head to the casino to waste away their money on drinks and games. Samael silently follows them. Rolan heads over to the sheriff's watchtower. The sheriff introduces himself as Ranger Rick and asks Rolan about his business in town. They pass time sharing stories about their time in the wasteland. Rick tells Rolan about the war between the Nevada Desert Rangers and the 80s raider gang out east, and Rolan tells Rick about his recent misadventures. When Rolan tells Rick about a tribe known as the Ciphers out west, Rick reveals that an odd man going by the name of Battery was in town not too long ago who fit the description of one, but only stopped for a day before heading further east.

Gricks decides to visit the town clinic in hopes that the doctor might be able to sell him some Buffout but is intercepted by a group of young men in red jackets who circle around him. They introduce themselves as the Red Ryder Boys, the toughest gang in Scrapheap by default, as they're the only gang in town. They then start taking turns pushing Gricks around in a circle, just for the fun of it. The bullying reminds Gricks of just how much he hates Mankiewicz and gets the attention of the Red Ryder Boys by offering them an opportunity to earn the easiest money they'll ever make. The gang stops shoving him around and asks what the job is. Gricks spreads his entire paycheck out in front of the gang and tells them about the job he's taken, and how there's triple the amount of what's in his hand on the way. Out of pure spite, Gricks offers the gang his entire paycheck, as well as the rest to come, if they simply

kill Mank. Confused, the Red Ryder Boys ask if he's being serious and get their answer in the cold eyes of Gricks, who even offers the money in his hand as a downpayment. The gang accepts, and Gricks tells them to do it after the job is complete. They each go their own way.

Later that night, the crew decides to sleep at the inn and head to the gas station come sunrise. Waking up in the middle of the night, Rolan is horrified to see Samael standing at the foot of his bed, staring at him. He asks what Sam is doing but gets no answer before Sam silently makes his way out of Rolan's room.

Come morning, Rolan meets Gricks, Mank, and Feleena at the dining room and asks if they were also visited by Sam in the night. They look at Rolan confused but before they can answer, Sam joins them at the table and the subject is dropped. The crew are given a pot pie with nothing but greasy, fatty tissue on the inside for breakfast, noticing only after taking a couple bites that today's special menu was Giant Rat. On the way out, Gricks waddles up to the Red Ryder Boys confirming the hit on Mank by fingering him out of the crew.

By midday the crew arrives at the gas station where a group of five NCR soldiers take up arms and surround them. Rolan inquiries about Enzo, and the squad leader walks up to the crew, introducing himself as Captain Coleridge. Rolan asks what the NCR are doing holed up in a remote Nevada gas station and tells Coleridge that they thought this was a Van Graff hideout. Coleridge replies that it is a Van Graff hideout, and that he and his squad are deserters working for the Van Graffs as mercenaries.

Coleridge informs the crew that the Van Graffs were expecting them and are willing to give them each \$1000 Caps to simply walk away and forget about Enzo and the map. The crew deliberates for a short while, but ultimately declines as Guido's offer was better. Coleridge shakes his head and reluctantly orders his men to ready their aim. Rolan stalls for time by asking why Coleridge and his squadmates deserted.

Coleridge tells Rolan that the men under his command are less than half of his original platoon, and that the war with the Brotherhood of Steel cost him twenty-two brothers and sisters as a result of a reckless attack on a weapons depot, ordered by the brass. Underequipped and outnumbered, they threw them into a meat grinder, and so he ordered an unsanctioned retreat that earned him a warrant for desertion. The remaining ten men deserted with him in unanimous solidarity, and so he takes care of his squad, finding them decent work that pays well enough for soldiers on the run. Some of the soldiers surrounding the crew nod in respect and give out an NCR battle cry.

Rolan notes that ten men deserted with Coleridge, yet only five are surrounding them. Coleridge shifts uneasily and some of the soldiers surrounding the crew look unnerved. Coleridge explains that the rest of his squad were ordered by the Van Graffs to clear the Vault of a small sect of 80s raiders who've set up a small base inside, taking Enzo with them as a guide to the Vault, but they haven't returned or established radio contact since. He and his men want to go rescue them, but the Van Graffs have ordered them on standby at the gas station, stating that if they were captured, then they're more useful dead than alive to the Van Graffs, who don't want the 80s gang thinking they can ransom the prisoners.

Rolan promises to help Coleridge's people if he lets the crew go, noting that they're after Enzo who is also in the Vault. Coleridge looks at his squadmates, and a couple seconds later, the NCR deserters stand down. Coleridge shakes Rolan's hand. He gives the crew the sitrep: Vault 24 is being used as a temporary base by 80s raiders, a ruthless tribal raider gang from out east who dominate the I-80 highway and surrounding region. There are about twenty 80s raiders inside the Vault and two guarding the entrance. Enzo and Coleridge's men, if still alive, would most likely be held in the jail cell in the Vault security hub. Coleridge asks if the crew are ready to head out, and they set off on their search and rescue.

The crew follow the general direction of the Vault, and eventually spot the hulking Vault door, built into the back wall of a bowl-shaped canyon far in the distance. It's late in the afternoon, and Rolan tells Coleridge that he wants to wait until nightfall and set up an ambush on the door guards, hoping that they'll surrender and answer some questions about their security. They make their way atop the canyon ridge and sneak close to the Vault entrance down below.

By now, it's getting dark, and the crew decides to wait a bit longer to spring their ambush. Mank harasses Gricks once more to pass the time, poking him with a dry branch. Gricks verbally assaults Mank while the crew discusses sending someone down to distract the guards. Mank eggs Gricks into going, to which Gricks volunteers if just to get away from the brat. Rolan and Coleridge tell Gricks not to get too close to the guards, and to try and bait them into getting closer to him instead. The moment they drop their guard, the crew and Coleridge's squad will spring the trap. The NCR deserters slowly move around the canyon top to the other side of the Vault entrance.

Gricks waddles his way down and around the clifftop, where the open Vault door shines on him like a stage light. Gricks wanders towards the two guards who are

wearing leather biker jackets and makeshift armor fashioned from highway signs. They eventually spot the lone ghoul and raise their weapons at him. The guards ask who he is and what he's doing here. Gricks puts on an act as a wandering trader, here to peddle some wares. The rest of the crew are ready to strike and are about to slide down the canyon walls when a door guard blasts Gricks with a shotgun slug.

The two men laugh as Gricks' headless body drops to the floor onto his own brain matter. An angered Rolan slides down the canyon walls, followed shortly by Samael, Coleridge, and his squad who surround the 80s raiders. Feleena and Mank are still atop the cliff, caught off guard by the murder of Gricks. Mank in particular is traumatized, having never seen such sheer wonton violence in his life. He grew up in a safe Vault within the borders of the New California Republic. When he finally left Vault life behind, his only impression of the wasteland was the civilized NCR territories. Gricks is dead, and he played a hand in it.

The guards drop their weapons and surrender. Sam puts one of them in a chokehold and breaks his neck. Rolan executes the other, abandoning the diplomatic approach. Feleena joins the crew below, followed by Mank, who can't take his eyes off the cold, dead body of Gricks. Coleridge orders his squad to secure the main entrance, and pats Mank on the shoulder, welcoming him to the wastes. Rolan says a prayer for Gricks before walking into the shelter. He assesses the Vault entrance, noting that the automated defenses are dormant. Coleridge notes that if they can get the automated defenses back up and running that they might not even have to fight the 80s at all. Rolan asks if any of Coleridge's men can use computers to which Coleridge shakes his head.

Mankiewicz joins in on the conversation stating that he knows all about terminals. Though his voice quivers, he sounds far more determined than before, and is finally taking the job seriously. Mank says if they can find a working terminal, he can hack into the Vault network and reroute power into the defense system, but they'll need to find Vault 24 jumpsuits as the automated defense will target anyone who isn't a vault dweller. Coleridge orders his squadmates to stand watch at the main entrance while he and the crew venture down into the Vault.

The crew takes the elevator down to Residential Level 1. The floor is dank, with puddles of water scattered around. Five 80s raiders are in the cafeteria helping themselves to pre-war food. Too busy to notice the guns fixed on them, their meals are cut short, and the crew spreads out to search for Vault jumpsuits. Mank's Pip-Boy Geiger counter starts ticking slowly as he and Feleena walk past a leaking pipe.



In a bedroom dresser, Rolan and Sam find two jumpsuits and a diary written nearly a five decades ago by an inhabitant of the Vault. The diary accounts a young woman who is embarrassed by a sudden loss of hair, lamenting her beauty and wondering if she'll ever find love. Coleridge, Feleena, and Mank find their own jumpsuits, but the terminals on the first floor are all broken due to water damage.

The crew heads back to the elevator and moves down a floor to Residential Level 2. Mank's Pip-Boy Geiger counter ticks faster as the elevator opens. The halls are illuminated by glowing mushrooms poking out of cracks in the walls. Eerily quiet, the crew is vigilant as they search the rooms for a working computer. Coleridge points Mank to a flickering terminal in the recreational center. Mank says that the terminal is flickering because the power cable is broken. Rolan volunteers his repair skills and diagnoses the terminal's wiring as faulty. He attempts to reroute power to the terminal through the nearby light switch. The repairs are successful, and Mank gets to work hacking into the security network.

From the terminal screen, a live feed of the security cameras reveals five armed 80s raiders on the floor below them entering the elevator. Mank tells the crew that he needs more time to get into the automated defense system. Rolan, Sam, and Coleridge rush to intercept the raiders at the elevator while Feleena stays to guard Mank. Rolan and Coleridge open fire as soon as the elevator opens, killing four 80s raiders. The sole surviving raider is able to lob a grenade at Samael's feet before Rolan shoots him dead. In a panic, Sam throws the grenade back into the elevator, and lunges away from the blast radius. The explosion causes something to snap, and the elevator freefalls to the bottom of the Vault.

Mank hacks into the automated defense system and changes the targeting parameters to fire on intruders. On the security camera live feed, Mank watches as turrets pop out of the ceiling and tear the remaining raiders apart. Turrets on the level the crew are currently on also come to life. Thanks to their Vault 24 jumpsuits, the turrets don't fill the crew with new holes. After no movement is detected from the live security feed, Mank disables the automated defenses and returns them to sleep. The crew regroups at the elevator shaft. It's clear that they won't be able to progress any further until they find a way to descend.

Rolan suggests using the bedsheets around the living quarters to craft some rope. The crew gets to work, ripping apart whatever cloth they can find, and bashing together a strong piece of rope that they can climb. Rolan ties the end of the rope to a sturdy pipe, and they each climb down to the bottom of the shaft. The halls on the

bottom floor are drenched in blood. The bodies of the freshly killed 80s gangers are sprawled out. The crew presses onward to the security hub, passing by the water filtration room which causes Mank's Pip-Boy Geiger counter to tick rapidly.

Curious about the root of the radiation leak, Mank breaks off from the group and walks into the water filtration room. As he approaches the computer that houses the Vault's water chip, his Geiger counter ticks read +200 rads per second. Mank can feel his insides heat up, his fingers start to numb, and the taste of metal formulates around his mouth. Nonetheless, he endures it as he opens the terminal and shuts down the water filter. As the system goes offline, the water chip sparks and short-circuits. The rads almost immediately die down. Taking a peek inside, the computer's innards are completely undamaged. This water purifier was deliberately made to taint the supply.

In the corner of the room, Mank spots a duffle bag filled with RadAway and Rad-X. He takes as much as he can carry and spots a Holotape at the bottom of the bag. Inserting the tape into his Pip-Boy, the voice of a man comes to life, and Mank learns that the Vault inhabitants lived peacefully for years until one day the water filtration system started tainting their supply. In a panic, they sent out one of their own to find another water chip. When he came back with a brand new one, they replaced the chip only for the rads to get even stronger. With no solution in sight, and people dropping like flies, the survivors were forced to leave. The person recording explains that he couldn't bring himself to abandon his home where he met and lost the love of his life. The stash by the door is for anyone crazy enough to come into the filtration room in the future. The tape ends with the person recording vowing to see his wife soon. In the corner of the room opposite the stash, Mank spots a skeleton that leans against the wall. There's a rather large hole in its skull, illuminated by glowing mushrooms. On the floor nearby is a 10mm Pistol, and a sole, dusty shell casing.

Rolan, Coleridge, Sam, and Feleena reach the security hub. Upon entry, they're hit with the realization that there's no one here. The jail cells are empty. Enzo and Coleridge's men are nowhere to be found. Coleridge shouts in anger, kicking the security hub door repeatedly. Rolan, Sam, and Feleena exchange a defeated glance. Coleridge keeps kicking the door until it suddenly slides open. Standing in front of them is an 80s raider, sporting metal armor with an I-80 highway sign soldered onto the chest piece, and a Riot Shotgun with the words Dune-Spear etched into the barrel. The raider introduces himself as Asphalt and orders the crew to disarm. Caught by surprise, they put down their weapons.

Asphalt tells the crew that the prisoners they're looking for are tied up in the Overseer's office, and that he's going to make them watch as he kills each and every one of them as payback for killing his men, before killing them slowly, one-by-one, to extend their suffering. The crew march at gunpoint out of the security hub and across the floor to the Overseer's office, where Enzo and five NCR deserters are on their knees, tied up with rope and gagged with tape. The NCR deserters cry for help in muffled panic upon seeing Coleridge, and Enzo shoots the crew a hopeless frown. Asphalt lines the crew up against the back wall, behind the prisoners, and pumps his Dune-Spear. He's about to pull the trigger when a bullet hits his armor from behind, deflecting into the wall. It's Mankiewicz.

Down the hall, Mank takes cover behind a wall. Asphalt grabs Enzo and uses him as a human shield, while pointing his Dune-Spear at Rolan. He yells to Mank that if he doesn't lay down arms and come out of hiding, he's going to start killing his friends. Mank is conflicted. He looks down the hall to the elevator shaft where he can run away and escape this madness. He wants to. But by doing so, he'd be damning more people to death today, something he doesn't think he could live with. If he doesn't give himself up, people will die. If he gives himself up, people will die. There is no winning in the wasteland. There is no adventure to be had and no fun in survival. Mank understands now, there is only death, and he is scared. Mank tosses his weapon onto the floor in plain view of Asphalt. The crew and prisoners alike abandon all hope. Asphalt yells at him to come out of cover and join his friends against the wall. Mank complies, and as he walks straight into the maw of death, a rope drops down the elevator shaft.

Mank joins his crew against the back wall of the Overseer's office, apologizing for letting them down. Asphalt throws Enzo back onto the ground and takes aim at one of the NCR deserters. A bang rings out across the Vault, then another, until suddenly a firestorm rips through Asphalt like paper. Asphalt drops to the floor, dead and oozing blood. Behind him stands Coleridge's squad, their Service Rifles smoking.

They tell the crew that they heard the elevator crashing and thought they needed assistance. Eventually finding rope in a storage room at the entrance, they came as quickly as they could. The crew are obviously relieved, with Coleridge immediately moving to free his men from their restraints. The crew wipe the sweat from their brows and free Enzo.

With Enzo, the map, and their lives intact, the crew are finally able to return to Scrapheap and complete their job.

Coleridge would thank the crew for their aid in rescuing his men. Bitter over the fact that he put his men in such danger in the first place, and couldn't even help them himself in the end, Coleridge would step down as squad leader. He would embark out on his own, but not before striking a deal with Ranger Rick in Scrapheap, allowing his squad to become fully employed policemen, and finally giving them a purpose in life outside of mercenary work as deserters on the run.

Rolan would take his hard-earned paycheck back home, finally settling his debts, and trading in dangerous mercenary work for a safer job as a mechanic and repairman, closer to his family.

Feleena would return to New Reno, buying off her pursuers and investing the rest of her paycheck towards a brighter future.

Mankiewicz would never forget the realities of life in the wasteland, nor the price paid to learn them. As if haunting him from beyond the grave, Mank would be ambushed by the Red Ryder Boys shortly after departing Scrapheap with his payment and told of the hit put on him by Gricks. Mank would use the money earned from the job to buy his freedom. Opting for an early retirement, he made his way back to Vault 33, taking up teaching and discouraging any would-be thrill seeker from acting on impulse.

Samael would depart immediately after getting paid. His whereabouts are unknown, however in NCR territories, his face plasters wanted posters for a string of brutal murders in which he's said to have killed his victims during their sleep.

The Giordano brothers would go on to become the center of Scrapheap's economy. Hiring repairmen to fix the elevator, they would strip Vault 24 clean. Though they are plagued by the occasional vengeful raid from the Van Graffs, the Triplet Caravan Company would eventually compete with even the most renowned Sac-Town businesses.