

Ankh-Morpork, city of 100,000 souls and ten times more inhabitants.

A lot has changed over the past decade or so (time got a little weird a while back). The Watch went from a joke to an actual thing, the Clacks was brought in, every race and culture on the Disc now has at least one take out joint somewhere in the city, Golem rights, paper money, Football even...

But it's still Ankh-Morpork. Still a place where cruelty and deceit lurk in every dark shadow, where the light from those seeking their new lives are snuffed out by the darkness of those running from their own. The city works, for a given value of the term, but does not care for whom it crushes.

But people, almost all people, always have that most dangerous of things.

Hope.

Hope for a better tomorrow, hope for yesterday to be forgotten, hope, when you get down to it, that there will be another day.

This is the story of a few souls trying for that better tomorrow, or at least to survive today...

# DISCWORLD: STREETS OF ANKH-MORPORK







## THE BIG WAHOONIE HAS SUCH TALES TO TELL.. BY MATHEW 'PRAISE ANOIA' SFORCINA

Ankh-Morpork, city of 100,000 souls and many more inhabitants. This is the story of a few of them taking their shot at the big time...







(My usual approach is to say imagine if the Coen Brothers got a hold of this IP somehow, but honestly, just imagine a Discworld story centered on dumb, greedy people and you're home.)

# RELATIONSHIPS...







## 1 FAMILY

-  Siblings
-  Slightly distant relatives
-  Somethings-In-Law
-  Parental Figure and Child Figure
-  Related in secret
-  Related in secret, even from one of you







## 2 ROMANCE

-  A couple
-  Formerly a couple
-  A couple in secret
-  A 'couple'
-  A secret admirer and their beloved
-  A secret admirer and the one standing in their way


## 3 UNSEEN UNIVERSITY

-  Fellow students
-  Fellow wizards
-  Faculty member and student
-  Wizard and non-wizard
-  Fellow servants
-  Fellow leaders of society







## 4 GUILDS AND BUSINESS

-  Guildmates
-  Guild superior and apprentice
-  Former guildmates
-  Business rivals
-  Supplier and demander
-  Professional and client

## 5 COMMUNITY







-  Childhood friends
-  Neighbours
-  Housemates
-  Bedmates
-  Community member and community leader
-  Complete strangers drawn together

## 6 THE CITY WATCH AND CRIME







-  Fellow City Watch members
-  City Watch member and City Watch person of interest
-  Fellow City Watch persons of interest
-  Victim and perp
-  Fellow patrician staff
-  Ex-watch and ex-perp

# NEEDS...







## 1 TO GET IN...

-  ...to the guild
-  ...to a better class of society
-  ...with the right people
-  ...past the locked door
-  ...to what I want to be wearing
-  ...and out as quietly as possible







## 2 TO GET OUT...

-  ...of trouble
-  ...of this stinking city
-  ...of the contract
-  ...with the money
-  ...with them
-  ...and about







## 3 TO GET MY HANDS...

-  ...around their throat
-  ...on what is rightfully mine
-  ...on the valuables
-  ...held by theirs
-  ...on the paperwork
-  ...back







## 4 TO GET SOME ANSWERS...

-  ...about what happened
-  ...about who I am
-  ...that will stop them chasing me
-  ...about that thing
-  ...about the past
-  ...about the future

## 5 TO GET BUSY...

-  ...with them
-  ...with all my new riches
-  ...trying new things
-  ...being who I truly am
-  ...rubbing their faces in it
-  ...in the guild







## 6 TO GET RICH...

-  ...without them finding out
-  ...by making them penniless
-  ...and famous
-  ...by finding what's lost
-  ...to pay off my debts
-  ... I need more?







...IN ANKH MORPORK

# LOCATIONS...







## 1 'DOLLY SISTERS' RESIDENTIAL

-  A lower class dump
-  A middle class home
-  An upper class residence
-  Mrs. Cake's rooming house for the differently respectable
-  Hide Park
-  Under Ankh Bridge







## 2 'WIZARD'S QUARTER' MAGICAL

-  Unreal Estate
-  Sator Square
-  The Tower Of Art
-  The UU Library
-  The High Energy Magic Building
-  UU Student Accommodation







## 3 'THE SHADES' 'COLOURFUL'

-  The docks
-  An abandoned warehouse
-  A back alley
-  A bar
-  A master's workshop
-  Harga's House Of Ribs







## 4 THE GUILDS

-  The Thieves' Guild
-  The Assassins' Guild
-  The Beggars' Guild
-  The Guild Of Merchants
-  The Fools' Guild
-  That Other Guild, you know the one

## 5 CIVIC BUILDINGS

-  City Post Office
-  The Patrician's Palace grounds
-  The Oblong Office
-  Royal Mint/Royal Bank of Ankh-Morpork
-  A religious building
-  The secret cells beneath the Palace







## 6 THE WATCH

-  City Watch HQ Pseudopolis Yard
-  Tanty Jail
-  City Watch evidence locker
-  Watch Commander's office
-  Watch training and barracks
-  The Scene of the Crime







...IN ANKH MORPORK

# OBJECTS...







## 1 MAKING MONEY

-  A stack of paper money
-  A bag of rare stamps
-  The key to the lock
-  A promissory note
-  The family jewels
-  A sure bet







## 2 SOURCERY

-  A powerful magical artifact
-  A broken magical artifact
-  A better spell
-  Copious notes
-  The answer sheet for the quiz
-  Summon Death in a jar







## 3 GOING POSTAL

-  An appointment with The Patrician
-  A noble title
-  The necessary paperwork
-  The deed
-  A signed contract
-  An unsigned contract







## 4 THUD!

-  A very sharp sword
-  A gonne
-  A Saturday night special crossbow
-  A blackjack
-  A magical weapon
-  Half a brick in a sock

## 5 INTERESTING TIMES

-  The seed of revolution
-  Blackmail material
-  Proof
-  A vial of poison
-  A set of lockpicks
-  A religious artifact

## 6 JINGO

-  An intercepted letter
-  The clacks message
-  A ticket to Fourecks
-  A Counterweight Continent item
-  An unopened parcel
-  A witches' favor

...IN ANKH MORPORK

War. War Never Changes.

Within war, special, unique individuals can, and do, change the course of battles, and thus the course of history. In the Mojave Wasteland, a Courier will get shot in the head, then get back up again, and shape the whole Wasteland.

This is not their story.

Of course, within war, the forces that are locked in conflict are the main players behind the war. Without two, or in this case three, groups of people trying to defeat the other, war does not exist. In the Mojave Wasteland, The New California Republic is holding firm, for now, against Caesar's Legion, with New Vegas, run by Mr. House, in the middle.

This is not their story either.

Instead, this is the story of small minded people, with small goals, small dreams, and even smaller minds.

# FALLOUT: NEW VEGAS 'DISHONEST HEARTS'

**WAR. WAR NEVER CHANGES. AND NEITHER DO IDIOTS.**

**BY MATHEW 'BANJO' SFORCINA**







The New California Republic on one side. Caesar's Legion on the other. New Vegas in the middle. And a whole lot of possibilities for things to go wrong...

(Imagine if the Coen Brothers somehow got the Fallout IP)









# RELATIONSHIPS...

## 1 FAMILY

-  Close Family
-  Distant Family
-  Pretty Much Family, Except The Related Bit
-  Family We Don't Talk About
-  In-Laws
-  Genetically Identical







## 2 ROMANCE

-  Partners
-  Former Partners
-  Secret Partners
-  Want To Be Partners
-  Don't Want To Be Partners No More
-  Both Want The Same Partner

## 3 BUSINESS

-  Friendly Rivals
-  Unfriendly Rivals
-  Fellow Caravan Runners
-  Co-Workers
-  Boss & Lackey
-  Owner & Property

## 4 MILITARY

-  Comrades
-  Ex-Comrades
-  Officer & Subordinate
-  Military Member & Contractor
-  Military Member & 'Contractor'
-  POW & Guard

## 5 COMMUNITY

-  Best Friends
-  Neighbours
-  Landlord & Tenant
-  Sheriff & Known Troublemaker
-  Mayor & Deputy Mayor
-  Gang Leader & Mole

## 6 WILD WILD WASTELAND

-  Traveling Trader & Merc
-  'Entertainer' & Client
-  Con Artist & Mark
-  Drug Maker & Junkie
-  Gang Members
-  Rival Prospectors

..IN THE MOJAVE

# NEEDS...

## 1 TO FIND...

- ...A Way Out
- ...A Treasure
- ...Out A Secret
- ...The Key
- ...Love
- ...A Great Deal

## 2 TO OBTAIN...

- ...The Bill Of Sale
- ...The Coordinates
- ...A Name
- ...A Clean Bill Of Health
- ...Land
- ...That What Was Stolen

## 3 TO PROVE...

- ...I Can Handle Myself
- ...They Cheated Me
- ...My Way Is Right
- ...I'm Not Crazy
- ...The House Can Be Beaten
- ...Who Started The War

## 4 TO FINALLY...

- ...Have A Place To Call Home
- ...Be Set For Life
- ...Find The Truth
- ...Kill That Bastard And/Or Bitch
- ...Be Free
- ...Get Some

## 5 TO GO...

- ...Far, Far Away
- ...Where No-One Has Been Before
- ...Prove Them All Wrong
- ...To The Top
- ...Without Them Catching Me
- ...All The Way

## 6 TO BE...

- ...Free
- ...In Love
- ...Promoted
- ...Richer
- ...Successful
- ...The Very Best I Can Be







...IN THE MOJAVE

# LOCATIONS...







## 1 NEW VEGAS

-  The Tops Casino
-  Gomorrah Casino
-  Ultra-Luxe Casino
-  Lucky 38 Casino
-  Michael Angelo's Workshop
-  New Vegas Sewers







## 2 FREESIDE

-  The Followers of the Apocalypse Free Clinic
-  The King's School of Impersonation (Gang HQ)
-  The Atomic Wrangler Casino
-  The Silver Rush Energy Weapon Store
-  Mick & Ralph's Supplies/Gun/Forgery Store
-  A Back Alley







## 3 THE MOJAVE

-  Goodsprings (Quiet Town)
-  Novac (Bigger Town)
-  Primm (Biggest Town Outside NV)
-  Crimson Caravan HQ
-  Gang Hideout
-  Abandoned Building







## 4 THE NCR

-  Camp Golf HQ
-  Camp Forlorn Hope Outpost
-  HELIOS One Scientific Center
-  NCR Sharecropper Farm
-  NCR Mojave Outpost Caravan Checkpoint
-  The Hoover Dam

## 5 CAESAR'S LEGION

-  HQ
-  Cottonwood Cove Outpost
-  Hidden Raid Camp
-  Slave Pit
-  Nelson (Occupied Town)
-  Nipton (Destroyed Town)







## 6 VAULTS

-  Vault 3 (Fiend Occupied)
-  Vault 19 (Escaped Convicts Occupied)
-  Vault 21 (NV Strip Hotel/Museum)
-  Vault 22 (Hostile Plantlife)
-  Vault 34 (Full Of Supplies)
-  Securitron Control Vault

...IN THE MOJAVE

# OBJECTS...





## 1 CACHES

-  A Cache Of Bottlecaps
-  A Cache Of Weapons
-  A Cache Of Old World Tech
-  A Cache Of Food
-  A Cache Of Information
-  A Cache Of Gold




## 2 SCHEMATICS

-  For A Better Weapon
-  For A Better Recipe
-  For A Better Lock
-  For A Better Lockpick
-  For A Better Robot
-  For A Better Life







## 3 GAMBLING

-  A Stack Of Casino Chips
-  A Stack Of Forged Casino Chips
-  A Rigged Deck
-  The Password To A Casino's Cashroom
-  The Key To The Best Suite
-  The Result Of A Wager







## 4 CREATURES

-  A Pet Dog
-  A Tame Yao Guai
-  A Wild Deathclaw
-  A Loved Feral Ghoul
-  A Herd Of Brahmin
-  An Alien

## 5 ROBOTS

-  An Indifferent PDQ-88b Securitron Mark 1
-  A Loyal Mister Gutsy
-  A Hacked Auto-Doc
-  A Named Mister Handy
-  A Friendly Robo-Scorpion
-  Festus The Animated Rancher & Sunset Sarsaparilla Spokesrobot

## 6 WILD WILD WASTELAND

-  Alien Blaster
-  Rodents Of Unusual Size
-  Crusoe's Sunglasses
-  Holy Frag Grenades
-  The Pimp-Boy 3 Billion
-  An Abilene Kid LE BB Gun With A Compass In The Stock And A Thing...

...IN THE MOJAVE

Stardate 48642.3

The Klingon Empire and the Orion Syndicate's domains share a long, troubled history. A race that prides itself on honor and battle doesn't have a lot in common with a basically criminal empire that focuses on trade and whose chief exports are forgeries, drugs and slaves. The region of space that the two share has been known as The Borderlands for decades. There Klingons lacking in honor, Orions lacking in power and the assorted traders, criminals and scum of the universe live, trade and die.

The two races have tried to form peace, for the sake of being able to focus on other battles for the Klingons and to be able to do business for the Orions. The centerpoint of this was a space station, in-between the two, build by Klingon engineers and paid for by the Orions, meant to be an example of the two working together and looking forward.

But both sides accused the other of treachery and going back on their word, and so they called in The Federation as an independent third party to help negotiate peace. The Federation was pleased, right until the two sides thrust the just completed station to them since neither trusted the other to hold it.

The now christened Fargo Station is thus adrift in disputed territory, cut off from the bulk of the Federation, and is home to any number of small time crooks with big time dreams.

This is just one story of what happens when some of those dreams get chased...

# STAR TREK: FARGO STATION.

THREE RACES, ONE STATION, NO CLUE.

BY MATTHEW 'GREED IS MORALLY AMBIGUOUS'  
SFORCINA.

On the border of Federation, Orion and Klingon space, Fargo Station sits, an attempt to broker peace in the former Borderlands.

It isn't working.







(Imagine if the Coen Brothers made a Star Trek Film, if that helps.)

# RELATIONSHIPS...







## 1 BLOOD

-  Parent & Child
-  Siblings
-  Half-Siblings
-  Step-Siblings
-  Cousins
-  Weird/Obscure Relatives





## 2 BLADE

-  Mortal Enemies
-  Former Mortal Enemies
-  Old War Buddies
-  Assassin & Target
-  'Just Business' Enemies
-  Grudge Holder & Target of said Grudge

## 3 LOVE

-  Married Couple
-  Lovers
-  Forbidden Lovers
-  2/3 of a Love Triangle
-  Secret Admirer & Object of Affection
-  Exs

## 4 'TRADE'

-  Criminal Duo
-  Criminal & Mark
-  Professional Acquaintances
-  Old Timer & Apprentice
-  Boss & Wannabe
-  Provider & Client

## 5 THE FEDERATION

-  Direct Friendly Workmates
-  Direct Hated Workmates
-  Boss and Subordinate
-  Officer & Civilian
-  Security & Troublemaker
-  Secret Agent & Contact

## 6 OTHER SUCKERS

-  Fellow Barflies
-  Business Competitors
-  Muscle & Client
-  Info Broker & Gatherer
-  Owner & Property/Indebted
-  Complete Strangers

..ON FARGO STATION

# NEEDS...

## 1 TO GET...

- ...The Credits.
- ...The Merchandise
- ...The Artifact.
- ...The Ship.
- ...The Guy/Girl,
- ...Famous.

## 2 TO GET OUT...

- ...Of Crime, For Good.
- ...Of The Borderland.
- ...Of My Relationship.
- ...Of A Debt.
- ...Of This Bounty On My Head.
- ...And Away, Scot Free.

## 3 TO KEEP...

- ...The Horrible Secret.
- ...What is Mine, Mine.
- ...My Ill-Gotten Gains.
- ...The Bad Guys Away.
- ...Them Guessing.
- ...Out Of Trouble.

## 4 TO FINALLY...

- ...Settle The Score.
- ...Prove I'm Innocent.
- ...Expose The Truth.
- ...Take Them Out.
- ...End The Madness.
- ...See The Universe.

## 5 TO HAVE...

- ...The Answers.
- ...My Enemies Under My Heel.
- ...No More Troubles.
- ...Respect.
- ...Love.
- ...Revenge.

## 6 TO DO...







- ...The Perfect Crime.
- ...The One I Love.
- ...The Impossible.
- ...Something To Pass The Time.
- ...Over Everyone.
- ...What Comes Naturally...

...ON FARGO STATION








# LOCATIONS...

## 1 FARGO STATION COMMAND

-  Central Command.
-  Main Engineering.
-  Secondary Engineering.
-  Science Bay.
-  Medical Offices.
-  Security Department.

## 2 COMMERCIAL DISTRICT

-  Shop
-  Holosuite
-  Restaurant
-  The Bar
-  Back Room of The Bar
-  Trading Market

## 3 DOCKING RING

-  Airlock
-  Docked Freighter
-  Customs Officer
-  Storage Bay
-  Secure Storage
-  Restricted Zone




## 4 SEEDY SECTORS

-  Slave Auction Pit
-  'Massage' Parlour
-  Black Market
-  Drug Lab
-  Orion Syndicate Office
-  Klingon Bar

## 5 RESIDENTIAL

-  Starfleet Officers' Quarters
-  Luxury Apartment
-  Small Apartment
-  Illegally Occupied Apartment
-  Rented Room at Bar
-  Residential Section Environmental Controls

## 6 SPACE

-  Orion Syndicate Vessel
-  Klingon Vessel
-  Scientific Research Lab
-  Nearby Asteroid
-  Nearby Planet
-  Just Outside The Station

...ON FARGO STATION

# OBJECTS...

## 1 ORION

- Orion Slave
- A Perfect Replica
- A Crate of Orion Whisky
- Orion Suicide Patches
- Pheromone Antidote
- Sexual Enhancer

## 2 KLINGON

- A Bat'leth
- Religious Iconography
- The 'Perfect' Recipe
- Type 3 Disrupter Pistol
- Wild Kolar Beast
- Blood Oath Scar

## 3 THE FEDERATION

- The Captain's Log
- Hacked Replicator
- A Secret Recording
- Scientific Data
- Personnel Files
- A Priceless Work Of Art

## 4 TRANSPORT

- A Standard Freighter
- A Smuggling Vessel
- A Federation Shuttle
- Salvaged Wreckage
- Rebuilt Warp Drive
- A Modified Transporter

## 5 UNSAVOURY

- Dirt on the Orion Syndicate
- Stolen Ownership Papers
- Synthetic Pheromones
- A 'Favor'
- An Interactive Holo-Movie
- The Confession

## 6 VALUABLE

- A Crate of Self-Sealing Stem Bolts
- The Deeds to The Bar
- 42 Bars of Gold Pressed Latinum
- A Beautiful Necklace
- A Container of 'Spices'
- The Key to a Storage Locker

...ON FARGO STATION