

IDAHO

Idaho is a wild frontier of valley settlements, sleepy mountain hamlets, disorganized marauders and organized survivalist enclaves. The changing weather patterns over the past 150 years have made Idaho's rivers and creeks swell, irrigating fields and making it an ideal place for growing many staple crops. The northern reaches of the [Inland Sea](#) stretch a ways into southern Idaho, and a number of people live along the shores.

1) NUCLEAR TARGETS

Boise, SS-N-8

Arco National Reactor Test Site, SS-17

Mountain Home AFB, SS-17

2) MORROW PROJECT ASSETS

Regional Agriculture Base G-4: This underground facility is located beneath the foundation of a fire watchtower in the Craters of the Moon National Monument west of Idaho Falls. Unfortunately, on the night of the war, one of the nukes aimed at the power reactor near Arco missed and impacted astride Highway 20, just a few miles from the base. The 200 kT atomic fireball shattered the tops of many nearby mountains and set the forest ablaze. It also obliterated the watchtower and shook the base hard enough to cause the fusion reactor to go offline. As the power faded, the cyrotubes automatically woke up the staff of the RAB G-4. In terror, the men and women of this base discovered that both their primary and secondary exits were blocked by tons of smoldering and radioactive debris. Their death was long, sometimes painful, and terribly tragic. The base is now a crypt of desiccated corpses and a huge cache of vehicles and equipment for someone to one day find. The team's final journals are brutal to read.

Unnamed MP bolthole: Somewhere in the Lower Goose Lake area near the town of Oakley.

Unnamed MP bolthole: Somewhere in south-central Idaho under the Snake River lava flows between Twin Falls and Idaho Falls.

3) THE SNAKE RIVER VALLEY

Boise: Though nuked long ago, Boise remains a vital trading hub and manufacturing center. A large militia is here, making the city secure and keeping the marauders out, working closely with the Cavalrymen in Twin Falls to help patrol the Snake River valley. Just this fall, a refugee band from [Oregon](#) moved into Nampa, bringing much appreciated news of the west coast.

Nampa/Caldwell: To the west of Boise, the Caldwell and Nampa areas were severely damaged by wildfires and an especially persistent plague epidemic. Bits and pieces of useful salvage can still be found in the remains of these cities. Bandits prowl the area, as well as scattered diehards who refuse to settle down as farmers. As the area has become a haven for thugs and Bikers, the government in Boise decided to send a combined force to Nampa to guard the I-84 route against any hostile incursions. A large roadblock and fort was constructed astride the interstate, begun some twenty years ago. It is usually garrisoned by 30 men, who have several dug-in mortar pits and homemade landmines to provide a potent deterrence for mean people. They have tried to impose a dawn-to-dusk curfew on Nampa, but have found it nearly impossible to enforce this without taking casualties. Because of the isolated nature of the fort and the dangers involved, morale in the garrison is currently at an all-time low, and desertions are increasingly common.

Twin Falls: An active trading and farming town, protected by a large and efficient militia. Descended from the Idaho National Guard 116th Armored Cavalry Regiment, headquartered before the war in Twin Falls, the militia has retained some of their weaponry and schools of tactics over the long years. Now just called "The Cavalry Regiment", they have a strength of some 100 men and horses for 70 of them. They are working with the Boise government to keep the Snake River valley clear of bandits and marauders.

Idaho Falls: Idaho Falls is now home of a peaceful farming settlement who also monitor and service the fairly regular trade and travel along the "Montana Road", the remains of I-15 used by traders from the north. The main enclave is centered west of the Snake River, around the Fanning Airport, with the majority of the city across the river in neglected ruins. This enclave is heavily fortified, surrounded by a concrete block and timber wall, with a couple of towers mounting modern cannons salvaged from personnel carriers and tanks. There is a large "gate" made of a bus with armor plates welded on each side, which rolls aside to reveal a "corral" inside, and another bus-gate that provides an entrance into the city proper. Explosives, shotguns and automatic weapons are prohibited. They used to be in conflict with the various local clans, but none of them have been able to crack the defenses of the city for over 50 years and few try anymore.

Rexburg: Rexburg is held by a bandit clan called the "Imperial Stormtroopers", most of whom are the descendants of a prewar militant survivalist retreat that was in the area. The meaning of the name itself has been lost to history, but it is rumored that this group are the descendants of some white-armored super-soldiers with magical weapons who fought a rebellion eons ago. At least this is what the Stormtroopers tell the locals to scare them. They now patrol everything for a 15-mile circle and strictly control the food-producing fields in their area.

Saint Anthony: Under control of a small Razer clan called the "Pumkinheads". The Pumpkinheads are mutants with big, pumpkin heads (hence their name) and the Stormtroopers in Rexburg consider them to be subhuman.

Site-N: This full-size [Snake-eater](#) facility located on the grounds of the Idaho Falls Nuclear testing facility rode out the November attacks with ease, The 24 Green Berets and Staff awoke when the Morrow Regional Agro Base went offline on Warday. They awaited the activation of the base and watched in horror as the world died around them. After 5 weeks of waiting, and unable to reach any form of high command, it was decided that the Morrow facility was destroyed. The teams chose to set their wake-up timer for 150 years and went back to sleep. The wake up timer is set to go off in about 30 days.

4) NORTHERN IDAHO

In the rugged mountains of central and northern Idaho, the land is owned by a variety of survivalist and ethnic clans, mixed with hold-out ranchers and isolated Native American groups. There are also a few smaller out-of-state outlaw gangs wintering in and around the northern towns of Coeur d'Alene and Lewiston. These gangs spend their summers in Alberta and British Columbia, terrorizing local towns there. Their annual journey south to Idaho is a welcome respite for these areas and allows them to rebuild their defenses, to start the cycle over again next spring.

Moscow: Home to a Soviet enclave. Descendents of a troop transport plane that was headed for the Puget Sound in 1989 and was blown off course to eastern [Washington](#). Hopelessly lost, the Soviets wandered over to northern Idaho after several months fighting rebels and refugees. They decided to find a base of operations and a city called Moscow looked attractive.

People who have contributed to this entry:

John Raner

Karl Zohler