

THE FOUNDATIONISTS

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CHAPTER 4: FORTRESSES AND OUTPOSTS

I stand here in the shadow of something greater than me...not just the whitewashed ramparts and the flapping banners of pristine white, not just the fleeting sunbeams that gleam off the armor of knights walking the walls far over my head...I see in this place the future of our twisted world. Look there, on high, they who bear the weapons and armor of the Ancients, they are the protectors of our lost civilization. They are man and mutant kind's last hope for Salvation!

*-Foundation propaganda pamphlet,
(found discarded and defaced among the ruins of San Francisco)*

QUARTERMASTER CLASSIFICATIONS

The Foundation continues to use the same system of classification utilized by their ancestors, the quartermasters of the 689th. This system breaks the war supplies, munitions, and ordnance available to the unit into ten separate categories, for ease of distribution and inventory. The various supply classifications are shown below:

Class I	Food, Rations, and Water
Class II	Clothing
Class III	Petroleum, Oils, and Lubricants
Class IV	Fortification and Construction Materials
Class V	Ammunition
Class VI	Personal Items
Class VII	Major End Items
Class VIII	Medical Supplies
Class IX	Repair Parts
Class X	Miscellaneous Supplies

Among the most impressive sights on the Twisted Earth are the “monastery/fortresses” of the Foundation. They stand as perhaps the greatest monuments to the power and resources of the resurrectionist movement, built as bulwarks against the continued decay of civilization in these primitive and savage times.

Foundation fortresses are built as much to protect their garrison and its technological treasures as to impress the savages of the wasteland into submission and awe. Though, no doubt, each station is planned first and foremost as a sanctuary and citadel against attack and infiltration, a great deal of deliberate thought is certainly put into their construction, placement, and appearance as well. It is a widespread belief that to enforce the fragile peace in their corner of the world, the Foundation must project a powerful, menacing, and glorious image to all outsiders.

To this end, most Foundation fortresses combine various elements of castle design: high curtain walls, catwalks and walkways for solemn guards to keep watch from a superior position, towers, and brilliant whitewashing to make the entire structure stand out against the grayish ruins and expanses of rural waste. Broad banners of rich blue cloth flap and billow in the wind, emblazoned with the iconography of the fortress, its garrison unit, and above all - the Foundation. Huge gates of solid metal, guarded by barbicans of reinforced stonework, guard the only weak-points (the entrances) like unmoving sentries. Once in a while, automated turrets will kill an unfortunate, or two, who foolishly gets too close to the walls – and their bodies are left to rot to provide an example for others. And those few who come to make trade or secure alliances as equals with the Foundation, soon feel more like supplicants coming before God himself than emissaries – and never leave with the same impression they originally came with.

The invincibility of each fortress is not only a structural necessity, but also deliberately designed to present as formidable an appearance as possible to the primitives who walk, beg, and die in its shadow.

FORTRESS AVERNUS

Location: Ione, California.

Type: Garrison.

Other Names: Charlie Base.

Current Commander: Paladin-Commander Dover.

Personnel: 1 army, 1 master scribe, 8 scribes, 1 trusted, 10 thralls.

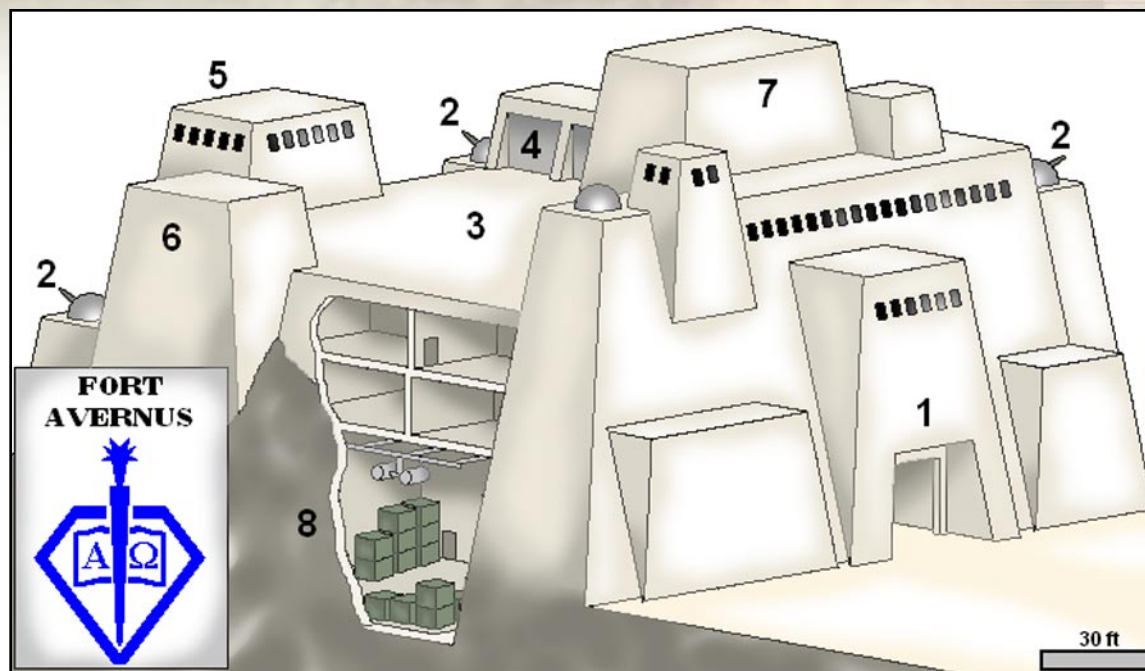
Stockpile Class: I, III, V, and IX.

CHAPTER 4: FORTRESSES AND OUTPOSTS

Fortress “Avernus” was one of the first fortified outposts constructed by the Foundation in their slow quest to bring civilization back to the wasteland. Avernus was originally planned as a protected depot, and the spot itself was chosen centuries ago by the ancestors of the Foundation to cache heavy weapons and vehicles there for some future time. Having returned, following ancient archives of their ancestors’ flight across California, the depot was located in due course, and a fortress built over it.

Since its construction, Avernus has proved a very useful asset to the Foundation in California. In specific, it has served as a garrison for the north-south trade routes that connect the city of Dis in the north, with places like Crux and the Cartel trade routes of the south. From here, power armor-clad paladins, and their flying vehicles, are able to enforce a strict “peace” on the merchant interests of the Sierra Gehenna region, while maintaining the unspoken threat against all outsiders, that to cause a disturbance in Foundation territory is a foolish prospect at best.

Avernus itself resembles a medieval fortress or “monastery”, built of local stone atop a high point in the area, a colossal hill (formerly known as “Newman Hill”). The fort’s parapets and central “citadel” (similar to a tower or donjon) provide a spectacular and panoramic view of the entire Ione valley, allowing the garrison to keep an eye out for the approach of caravans, and the movements of raiders and tribal war parties so that strikes and/or interventions can be planned. The central yard, enclosed by exceptionally high walls (40 feet), is large enough to permit two Reavers to land at once, take on soldiers, and re-supply. The fortress is also equipped with a fully-stocked repair facility that provides regular maintenance to the garrison’s armored fighting vehicles, Reavers, advanced weapons, and powered armor. A support staff of twenty highly competent scribes and technicians occupy halls beneath the repair



facility, providing necessary expertise in keeping the fortress running.

In addition to its staff, Avernus has vast underground bunkers where munitions and other perishable supplies are stockpiled by the Foundation to support various activities in the area. The Foundation also uses Avernus as a forward supply center for armies on the move to and from Dis. As such, the subterranean bunkers also house vast stores of preserved Ancient-era foods (such as Ready Meals), fresh water supplies, and an emergency medical clinic and morgue.

A small number of thinker androids and laborer assistants are also permanently assigned to the Avernus garrison to maintain the small graphite reactor beneath the citadel. This reactor provides power to Avernus’ floodlights, landing pad, machine

shop, buildings and corridors, and the automated laser turrets that sit at the fortress’ four corners. A computer center in the citadel monitors the reactor core, as well as a collection of cameras and motion detectors that not only spy on the grounds of the fortress itself, but the abandoned ruins of nearby Ione.

The old town of Ione is little more than a decayed wreck, seemingly inconsequential in the shadow of Fortress Avernus. The nearby Preston School of Industry, in town, was looted long ago, but the empty buildings still remain as some of the tallest structures in the valley. The town itself is littered with mines and automated booby traps that can be triggered from Avernus’ command center, in effect turning the town into a death trap for those who would use it for security while laying siege to the fort.

CHAPTER 4: FORTRESSES AND OUTPOSTS

AREA KEY

1. **Barbican/Front Gate.** Reinforced concrete structure, monitored by remote motion and infrared sensors.
2. **Defense Turrets.** Electrically powered armored casemate housing a single laser cannon. Power conduits connect the weapon, traverse, and targeting systems to the graphite reactor core.
3. **Helicopter Landing Pad.** Hardened landing pad to accommodate heavy VTOL aircraft.
4. **Surface Repair Facility.** Hangar bays, machine shop, and hydraulic elevator leading to underground repair bay and supply storage.
5. **Communications Tower.** Microwave emitter/receiver, radio eavesdropping, cryptography lab.
6. **Barracks Building.** Accommodations for the garrison, armory, and subterranean holding area for prisoners.
7. **Citadel.** Computer center (“core”), monitoring stations, command center, graphite reactor core, reactor maintenance facility, etc.
8. **Underground Storage Bunkers.** Storage facility for vehicles, ammunition, food, water, and other strategic supplies.

ADVENTURE HOOK #1

A collection of tribal villages in the Sulphur Mountains have managed to scrounge enough corium to travel to Crux or Shingletown and find a group of adventurers to help them. The tribals, devastated by the Foundation’s attempts to destroy their way of life (raiding) and on the verge of starvation, are desperate to find a group of brave heroes who are willing to strike back and weaken the Foundation in the area. The target: Fort Avernus, the staging point for raids against their people in the foothills of the mountains. The characters must first prove their abilities by defending a tribal settlement against Foundation attack (a la “Magnificent Seven”), then take the offensive to the Foundation by infiltrating and destroying the base itself!

ADVENTURE HOOK #2

Foundationist characters stationed at Avernus will have plenty of opportunity to fight the enemies of civilization. Mounting raids against the tribals of the hills, they will be instrumental in rounding up troublemakers, making examples of the captured “partisans” to curb further activity, and keeping the peace along the trade routes.

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CHAPTER 4: FORTRESSES AND OUTPOSTS

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