

# Wasteland

Name:	Number:	Description:
Abandoned Car Fort	1E	Abandoned fortified area, contains a heap of ammunition crates
Agatha's Shack	31	Lone shack with lone inhabitant, tied to <i>Agatha's Song</i> quest
Alien Crash Site	51	Not a POI, location of alien blaster
Andale	91	Small idyllic community of cannibals
AntAgonizer's Lair	28	Dungeon filled with giant ants, home of the AntAgonizer, tied to <i>The Superhuman Gambit</i> quest
Arefu	2C	Small besieged settlement, tied to <i>Blood Ties</i> quest
Bethesda Ruins	41	Ruins, infested by raiders
Bigtown	39	Settlement of Little Lamplight outcasts, under siege by super mutants and raiders, tied to <i>Big Trouble in Bigtown</i> quest
Broadcast Tower KB-5	11	Broadcast tower
Broadcast Tower LP-8	2A	Broadcast Tower
Canterbury Commons	29	Small settlement, tied to <i>The Superhuman Gambit</i> quest
Charnel House	47	Ruins, infested with raiders
Chaste Acres Dairy Farm	0E	Diary farm, infested with raiders
Chryslus Building	44	Ruins, infested with super mutants
Cliffside Cavern	90	Dungeon, filled with raiders, leads to Yao Guai cave
Clifftop Shacks	08	Super mutant camp
Corvega Factory	3A	Factory, infested with giant ants and a giant ant queen
Deathclaw Sanctuary	12	Dungeon, filled with deathclaws
ckerson Tabernacle Chapel	13	Ruined church with lone sniper, contains hints about Oasis
Drowned Devil's Crossing	1C	Raider camp
Dunwich Building	8C	Ruins infested with a lot of ghouls
erglow National Campground	36	Campground
Evergreen Mills	58	Building, raider area
Faded Pomp Estates	1F	Ruins
Fairfax Ruins	83	Ruins
arragut West Metro Station	4C	Metro station
Five Axles Rest Stop	26	Ruined trucks with raiders
ordham Flash Memorial Field	37	Memorial field, often with a few raiders around
Fort Bannister	42	Talon Company outpost
Fort Constantine	05	Abandoned outpost, contains T-51b Power Armor
Fort Independence	82	Brotherhood of Steel Outcasts HQ
F. Scott Keytrailer & Campground	8B	Campground with deathclaw and deathclaw hand schematic
Germantown Police HQ	22	Building where super mutants keep their captives, tied to <i>Big Trouble in Big Town</i> quest
Girdersshade	6B	Small settlement, tied to <i>The Nuka-Cola Challenge</i> quest
Grayditch	6C	Abandoned settlement, tied to <i>Those!</i> quest, infested with fireants
reener Pastures Disposal Site	16	Disposal site, filled with toxic waste
Grisly Diner	17	Diner with some raiders
Hallowed Moors Cemetary	2F	Ruins, with super mutants
Hamilton's Hideaway	2E	Dungeon with a few raiders and creatures, tied to <i>Galaxy News Radio</i> quest (possible reward)
ilbert Brothers Waste Disposal	3D	Dumping grounds, irradiated
Jocko's Pop & Gas Stop	7F	Shack
Jury Street Metro Station	48	Metro station
Kaelyn's Bed & Breakfast	3F	Ruins, infested with raiders
Little Lamplight	3C	Settlement of little children, needed to get into Vault 87
Mason Dixon Salvage	14	Shacks, infested with super mutants
MDPL Mass Relay Station	27	Relay station with a few raiders

Vault 101	49	Traveller point of origin, location of Butch
Vault 106	40	Vault, filled with hostile dwellers and psychotropic drugs in the air
Vault 108	3B	Vault, filled with hostile Gary clones
Warrington Station	99	Metro station, metro tunnels filled with feral ghouls, leads to small ghoul settlement tied to <i>Tenpenny Tower</i> quest
Warrington Trainyard	8D	Trainyard
Wheaton Armory	33	Fort occupied by raiders, with an impressive weapon stash behind a very hard locked door
Wilhelm's Warf	5B	Small warf with a single inhabitant
WKML Broadcast Station	1A	Broadcast station, will send out Signal Kilo Bravo when activated
Yaoi Guai Tunnels	46	Dungeon, filled with Yaoi Guai

## D.C.

Name:	Number:	Description:
Alexandria Arms	95	Building with some ghoul traders and loot
Anacostia Crossing	97	Metro crossing
Anchorage Memorial	5E	Memorial statue, with dungeon underneath with mostly mirelurks, tied to <i>The Wasteland Survival Guide</i> quest
Arlington Library	9D	Forward point of operation of the Brotherhood of Steel, tied to <i>The Wasteland Survival Guide</i> quest
Arlington Cemetary South	6E	Metro station
Arlington Cemetary North	5C	Metro station
The Capitol Building	79	Capitol Building ruins, infested with super mutants
Chevy Chase East	4F	Metro station
Chevy Chase West	4D	Metro station
The Citadel	87	Brotherhood of Steel HQ, tied to main quest and closed until a certain point in the main storyline, location of power armor training and Star Paladin Cross
Dukov's Place	61	Home of Dukov, tied to <i>You Gotta Shoot 'Em in the Head</i> quest
Dupont East	62	Metro station
Dupont Northeast	62	Metro station
Dupont Station	60	Metro station
Dupont West	5F	Metro station
L'Enfant Plaza	89	Metro station
L'Enfant South	96	Metro station
Falls Church East	82	Ruins
Falls Church North	83	Metro station
Falls Church Metro	84	Metro station, site of a super mutant-Brotherhood of Steel battle
Flooded Metro	9C	Metro station, connects to Hubris Comics, filled with feral ghouls
Flooded Metro	5D	Metro station, filled with feral ghouls
Friendship Heights	4E	Metro station
Georgetown East	64	Metro station
Georgetown North	63	Metro station
Georgetown South	70	Metro station
Georgetown West	60	Metro station
GNR Building Plaza	50	Galaxy News Radio building protected by Brotherhood of Steel, tied to main quest and <i>Galaxy News Radio</i> quest
Hubris Comics	93	Building reachable through Flooded Metro, filled with feral ghouls
Irradiated Metro	88	Metro station
Jefferson Memorial	9E	The Jefferson Memorial, site of Project Purity and a point visited multiple times during the main quest
Lincoln Memorial	72	The Lincoln Memorial, occupied by slavers, tied to <i>Head of State</i> quest
The Mall Northeast	76	Metro station
Mall Northwest	73	Metro station



Mall Southwest	75	Metro station
Mama Dolce's	6F	Food processing plant, formerly serving as the base of operations of Chinese Remnant forces, infested with Chinese Remnant ghouls
Marigold Station	6D	Metro station, tied to <i>Those!</i> quest
Mason District South	94	Metro station
Metro Central	6A	Metro station
Museum of History	72	Entry point to the ghoul city Underworld, upper levels infested with feral ghouls, tied to <i>You Gotta Shoot 'Em in the Head</i> and <i>Head of State</i> quests, location of Charon
Museum of Technology	7A	Museum infested with super mutants, tied to <i>Galaxy News Radio</i> quest
The National Archives	78	Archives, infested with feral ghouls
National Guard Depot	54	Building guarded by robots and turrets, contains experimental MIRV Fatman
Our Lady of Hope Hospital	67	Hospital full of medical supplies and super mutants, tied to <i>Reilly's Rangers</i> quest
Penn. Ave East	7C	Metro station
Penn. Ave North	69	Metro station
Penn. Ave Northwest	77	Metro station
Penn. Ave South	7B	Metro station
Ranger's Compound	7E	HQ of Reilly's Rangers, tied to <i>Reilly's Rangers</i> quest
Rivet City	98	Major settlement, tied to main quest and <i>The Replicated Man</i> quest
Seward Sq. Southeast	8A	Metro station
Seward Sq. North Metro	7D	Metro station
Seward Sq. Northwest	7D	Metro station
The Statesman Hotel	66	Building infested with super mutants, tied to <i>Reilly's Rangers</i> quest
Takoma Park	55	Metro station
Takoma Industrial	56	Ruins, infested with super mutants
Tepid Sewers	61	Sewer filled with molerats and raiders
Vault-Tec Headquarters	52	Building, guarded by robots
Vernon Square East	53	Metro station
Vernon Square North	51	Metro station
Vernon Square Station	65	Metro station
the Washington Monument	74	Ruined Washington Monument, held by the Brotherhood of Steel, tied to <i>Galaxy News Radio</i> quest
White House	68	A crater, with a handful of <i>Glowing Ones</i>