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BROTHERHOOD OF STEEL

FALLOUT | JOINT CRISIS



LOS ALAMITOS HIGH SCHOOL
GRIFFMUNX

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A Word from the Secretariat

GRIFFMUNX has a conference-wide zero-tolerance policy for any forms of bigotry, including but not limited to homophobia, sexism, racism, and xenophobia. Be mindful of this as you research, speak, and write. It is our duty as global citizens and students of diplomacy to ensure our views are unbiased, fair, and equitable.

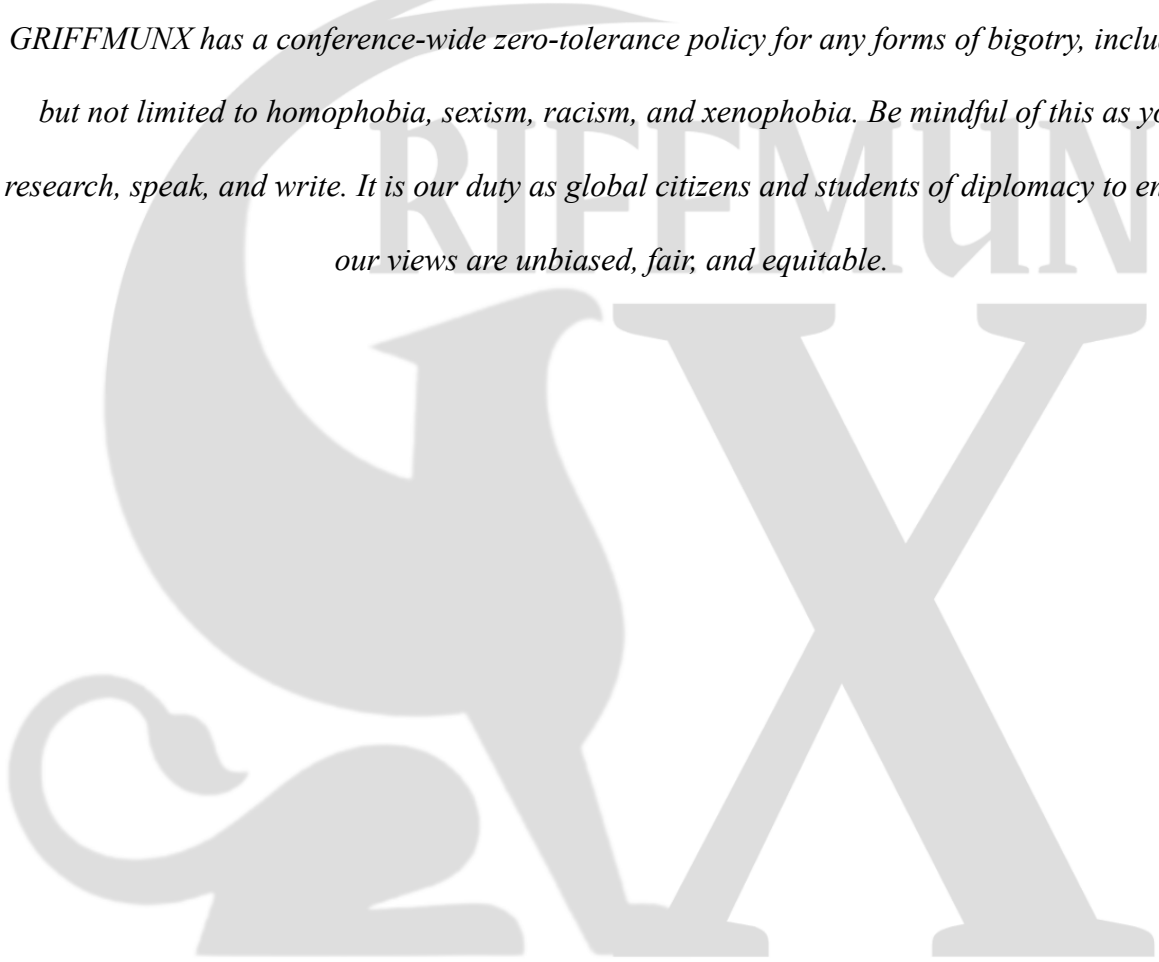




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Position papers are NOT required for this committee and will not be read if received.

Direct questions to griffmun crisis2026@gmail.com.



Chair Introductions

Head-Chair - Noah Revell

Hello delegates! My name is Noah Revell and I am very excited to be serving as your head chair for the Brotherhood of Steel room of GRIFFMUN X's Joint Crisis Committee. I am a first-year Computer Science student at UC Santa Barbara, and a proud Losal MUN alumni. I served on Crisis Staff for two years here and worked in the backroom for the Revenge of the Sith and Punic War crisis committees—so I may have met some of you already. At Santa Barbara, I'm a member of the MUN travel team, of YDSA, and of SBhacks, to name a few. When I'm not doing any of that, or slaving away over STEM work, I love to side-quest with friends, play board games, argue over completely useless points, and doomscroll Wikipedia. While I'm no Fallout mega-fan, I've played a bit of New Vegas and am very excited to watch this committee unfold. I look forward to seeing you all there.

Vice Chair - Ryder Kono

Hey everyone! My name is Ryder Kono, and I'm a freshman at Los Alamitos High School. I got my start with JMUN in middle school and ended up really enjoying it, so I decided to stick with Model UN going into high school. Outside of MUN, I'm usually camping, hiking, or just hanging out with friends, and I love spending time at the beach whenever I can. I'm a huge music fan and pretty much always have something playing. Some of my favorite artists include Laufey, Daniel Caesar, Jack Johnson, Dominic Fike, and beabadoobee, but I'm always open to new recommendations. I also run cross country and track for my school, which keeps me pretty busy but I really enjoy it. Feel free to stop me to chat, I love making new friends! I hope you guys have a fun time at committee!



Legal - Thomas Christsen

Hello everyone! My name is Thomas Christsen and I am a freshman at Los Alamitos High School. This is my first year doing Model United Nations; however, I did Junior Model United Nations last year at Oak, where I did my first crisis committee. Aside from MUN, I am also interested in soccer, and I support Barcelona. I also like to read. Some of my favorite books are Red Rising and Percy Jackson. I hope that everyone has fun today in this committee!



Backroom Introductions

Staffer - Duy Dang

Good morning/afternoon/evening to all of you! My name is Duy Dang, I'm a senior at Los Alamitos High School, and I'm very ecstatic to be backrooming for y'all this year! I have been involved at Los Alamitos's Model UN since my freshman year, and I've had the most amazing opportunity to be a part of our Crisis Staff since my junior year. Outside of MUN I enjoy playing music, drawing maps, and talking international politics (unironically, lmfao). Anyways, I can't wait to see what you all come up with come February 14th! I hope many of y'all, in choosing to join and research this committee, will fall deep into the Fallout rabbit hole as I did C: I hope to see you all in this committee, and until then, glory to the Brotherhood!

Staffer - Kiran Zacheis

Hi everyone! My name is Kiran Zacheis, and I am a junior at Los Alamitos High School. I have been doing Model United Nations for three years now, and I have been a member of our team's Crisis Staff for two years. My first crisis committee was in my freshman year of high school, and I instantly fell in love with it. Some of my other interests include Formula One. I am a fan of Mercedes-AMG and their driver Kimi Antonelli. I also indulge in my love of sim racing with my very own racing rig. I am a BIG fan of Manchester City FC, with some of my favorite players being Phil Foden and Ruben Dias. Outside of the sports realm, I play lead trumpet for my school's Jazz 1. Feel free to stop me and talk to me about any of this, or MUN itself! I hope you have a great time in this committee!!!



Staffer - Manav Satish-Kumar

My name is Manav Sathish Kumar, and I am excited to be a part of this year's GRIFFMUN. I have been involved in Model United Nations for approximately two years, and throughout that time I have developed a strong appreciation for Crisis committees. Outside of MUN, I play the saxophone in my school's jazz band and am heavily involved in my school's robotics team—shoutout to the Golden Griffins. I am a member of the design team, and through robotics I have been able to further develop my interest in engineering, which I hope to pursue in the future. What I enjoy most about Crisis is the crazy news updates and the constant unpredictability that keeps delegates on their toes and pushes them to think creatively and strategically. I truly hope you all have a fantastic time at this year's GRIFFMUN and make the most of everything the conference has to offer.



Topic Introduction

Fallout is a post-apocalyptic media franchise developed by Tim Caine and Leonard Boyarsky. Set after a massive nuclear war between the United States and China, it focuses on the descendants of survivors as they rebuild human civilization across the nuclear wastelands of the former United States. Among these survivors is the New California Republic, a nation built on its democratic values, shaped by its conflicts in the Mojave against Caesar's Legion, and tested by the destruction of its former capital at Shady Sands. Alongside them stand the Brotherhood of Steel, descendants of the US military, dedicated to safeguarding not only the technology and advancements of the old world from the naïvité of the new, but also to take on the challenge of pacifying the new world from itself. This conference will begin in 2300CE, and focus on a renewed conflict between these two powers as they fight to see whose ideology stands supreme in the ashes of the greatest power in the world.

Divergence

This committee will *heavily* diverge from the plotlines, politics, and concepts introduced in the second season of the Fallout TV show. Given that this guide was written before the release of all its episodes, we will run on only certain elements of Fallout lore to characterize this world. In addition, we have taken certain creative liberties regarding the political situation of the wasteland in the first season (for one, the situation of the NCR) for the convenience of our storyline. In that sense, this background guide will be your main source for understanding the mechanics, background, and plotline of this committee and *highly* encourage reading through it before reading anything else. We will be open to answering questions regarding continuity from the TV shows or our storyline through the email address linked in the header.



Sources

Content for Fallout can primarily be accessed through its video games, with Fallout 1, Fallout 2, and Fallout: New Vegas being extremely relevant for the background history of the Western Coast of the United States following the Great War. In addition, Season 1 of the Fallout TV Series is another great resource to understand the history, settings, and dynamics of the region as it exists in committee.

That being said, we understand that you very likely do not have time to consume watching or playing through Fallout content, and we do not require you to do so. The committee will be run using only the information within the backroom guide, but we would still highly recommend doing some background research before meeting us on the 14th of February.

We have provided a list of resources in a [document](#) that can help summarize or explain content within the universe. If you are reading this the night before or even weeks before committee (good job!), we would highly recommend watching 1-2 videos or wikisources we have provided in the link above to go further in depth of the world of Fallout.

The Great War

Any discussion of the Great War must begin with the 2051 American invasion of Mexico. Given the extreme quantities of demand for energy, oil reserves in the Middle East, Soviet Siberia, and other oil-heavy economies faltered and began to dry up, leading to protectionist policies in oil-producing countries to maintain these reserves. Globally, however, the actions of these individual nations would drastically inflate the price of oil to unimaginable levels, to the point ordinary citizens in oil-dependent nations could no longer afford them at all. Although not a major oil producer, the state of Mexico would too fall into this trend by closing its taps of oil to



American consumers, hoping to keep what supplies it still held onto for Mexican citizens. Instead, the Mexican state was crippled by economic sanctions, and ultimately forced into submission and annexed by the United States later that year, ensuring that whatever oil reserves remained in Mexico would continue to flow into the pockets of everyday Americans.

Other countries were desperate for resources as well. A unified European Commonwealth would wage a devastating war against a union of Middle Eastern states for nearly a decade in order to access what remained of the region's limited oil reserves. To the chagrin of the United Nations, this war would cripple its foundations and ultimately collapse the organization early in 2052, a year before Europe finally rendered its mission of peace null and void by striking Tel Aviv with a nuclear bomb, forcing a brutal nuclear exchange between the two parties. Only after the wells in the Middle East dried did the war finally end, collapsing the European power into various warring states and the Middle East into ruin.

Using the public's fears for nuclear destruction, various American corporate groups emerged or shifted focus to exploit this new societal environment. Corporations such as Vault-Tec cooperated with the US Government's "Project Safehouse" to build bunkers across the country to house its citizens in the event of a massive nuclear strike on the American continent. Other corporations such as BlamCo and YumYum stocked the American market with preservable foods that would last centuries after their manufacture. Every part of the American experience through the Resource War was defined by civilian and federal investments into a post-nuclear apocalyptic future, as the world resigned itself slowly to its inevitability.

Nonetheless, the United States government continued operations as per usual, aiming to find new innovations in technology that would help not only stimulate its economy, but help defend itself from an increasingly paranoid and individualistic world. Its researchers were tasked



planning and forging mecha suits (alongside West-Tek), invest in energy alternatives such as nuclear fusion, and most controversially, convert the New Plague (a virus that had ravaged the nation starting in 2050 and forcing a national quarantine by 2053) into the Forced Evolutionary Virus, a covert operation that aimed to use the disease to create a race of unintelligent but loyal supersoldiers.

This leads into the situation with China, though diametrically opposed to the United States in ideology, was heavily dependent on American oil exports to survive. A global overreliance on American oil reserves, in fact, brought Canada to its slow demise to the United States over its refusal to allow American military troops into its borders to defend the Trans-Alaskan pipeline. This all changed with the American invention of nuclear fission, a limitless form of energy that made the nation resign from selling fossil fuels abroad ever again, a move that completely destroyed the Chinese leadership and set forth the clock to the Chinese national demise. In their desperation, China begins its invasion of Alaska in the hopes of seizing American oil supplies, a move that shocks the United States and begins about the penultimate conflict: the Sino-American War.

The Chinese fight the unprepared Americans hard, consistently using both conventional and chemical warfare to attempt to edge out its American opponent. This brutality forces the federal government to demand more and more from American research facilities, the public, and eventually, its stability. Foremost, the war introduces the power suits developed by West-Tek in 2067, slow yet powerful, increasing the firepower of one soldier and only barely shifting the tides of the war in favor of the Americans. However, due to the opening of a second front in the Chinese mainland, one that eventually becomes a bloodbath for American soldiers, the war does not see an end for another decade.



In the midst of this development, corporations gather around Vault-Tec as their final vault is built in 2063 with a grand total of 122 vaults across the nation, less than a 1/10th of which was promised to the federal government. Corporate greed and federal distractions would lead into a scenario where very little of the American population could even afford space in these safehouses, and behind the scenes, Vault-Tec begins to slowly distribute control over their facilities to other corporations like RobCo Industries or West Tek, allowing them to conduct experiments in each facility to their inhabitants. No longer aiming to merely provide safe lodging for civilians in the future, Vault-Tec now sees its role as a force that can reshape humanity to its own likings after the bombs, one that could create a better world in their eyes. By then, a nuclear holocaust seemed to offer more value than what the status quo then provided.

By early 2077, the American public was done with the war. Workers in Appalachia rise up as automations steal their jobs, veterans of the Alaskan front desert the Armed Forces upon the suggestion of deployment to the fruitless Chinese front, and civilians riot against food shortages caused by the extension of the war. The President declares martial law and begins to turn weapons against the American people, himself fleeing to a base off the shore of San Francisco as the entire nation sinks into pandemonium as the fabric of society, the military, and the government all collapse at once. As American troops massacre protesters, rioters, and strikers alike, onlookers from Philadelphia, New York City, and Boston only watched as they saw the missiles raining down from the sky as, tired of all the chaos in the country, accepted the enveloping light of death.



No one knows who dropped the first bomb, or exactly why-- whether it was born of national desperation, corporate greed, or even humanity's apathy towards its politics, its future. Whatever it was, a world steeped in culture, rich in history, and shaped by generations of people disappeared in the matter of two hours, leaving only the consequences behind.

Post-Fallout

As the dust of the old world settled, her survivors would soon realize that surviving was a fate far worse than death. For one, many who bought their way into Vault-Tec's vaults would quickly learn that while the vaults protected them from the evils outside, they failed to protect them from evils from within. All the corporate agreements for the post-fallout world came with the understanding that elites, and not the people, would carve their own ideals onto the society that came thereafter. The unluckiest survivors would inhabit the vaults experimenting on psychologies, genetics, demographics, and technological factors, many of which ultimately lead either to mass death or at the very least dehumanized and traumatized its inhabitants.

There were other survivors too. The US military under Captain Roger Maxson deployed at Mariposa's military base would discover the terrors of the experimental Forced Evolutionary Virus and its byproducts, leading to a mass execution of the scientific staff. Maxson's forces, along with their families, would survive the Great War by hiding out under the base, eventually abandoning it for safer grounds in the Lost Hills Bunker. From there, the Brotherhood of Steel was born, shaken by the greed of humanity and its destructive potential, aiming to safeguard what remained of the old world away from the prying eyes of the new. The chapters would grow and spread through communication lines across the United States, with its first Eastern Chapter founded by Elizabeth Taggerdy in Appalachia.



Meanwhile in 2097, survivors from Vault 15 emerged out into the wastelands near Death Valley, founding the town of Shady Sands. Under the command of Aradesh, the city prospered, expanding trade routes, developing its own local culture, leading to demands for a national identity. With agreement from Junktown and the Hub, Shady Sands was chosen by wastelanders to serve as the first working capital of the New California Republic in 2186, bringing democracy to a region that, for a hundred years, forgot its comforts. The federation alongside its Constitution would eventually be voted into existence, with the states of Shady, Los Angeles (the Boneyard), Maxson, the Hub, and Dayglow serving as its founding states. For the next few decades, the Republic prospered, becoming one of the most stable and idyllic areas in the post-apocalyptic world. Over 700,000 people were scattered across its territory in the mid-2200s, enjoying the Republic's rule of law, political enfranchisement, and security from the exterior. Nonetheless, the glories of the Republic would not last forever, as military conflicts and domestic disarray would exhaust and depress the nation.

It began with the first Brotherhood-NCR War in the mid 2250s, where the NCR crushed the Brotherhood in its quest to rid the NCR of its energy weapon reserves. Almost 10 Brotherhood bases were eliminated or captured. This did not come without its costs. The NCR would lose a significant portion of its manpower and resources, especially in their gold reserves, which left the nation struggling with inflation as their currency lost its value. Yet, this would not discourage the NCR from continuing its operations across the region. In 2253, the NCR would begin its decades-long Mojave Campaign with the aims of securing the Hoover Dam, which would not only supply boundless amounts of clean water, but had the power to electrify the NCR. This would bring the NCR into conflict with New Vegas, which imperialistic presidents such as President Aaron Kimball would attempt to annex the territory. Instead, the NCR would



struggle over the region against Caesar's Legion, who were aiming to "unify" the tribes of the territory under Caesar's rule. (Note: materials from Fallout: New Vegas have various different endings, but will be working under the assumption that the NCR won the war, but did not take out House *yet.*) The war would stretch NCR resources thin, and its military conflicts would define this era of its history.

Meanwhile in Shady Sands, the capital of the NCR had grown significantly to a population of 34,852, the largest settlement by far in the post-apocalyptic world. The first city built post-war without any pre-war ruins, the city seemed to echo life before the Great War, and its citizens seemed to believe that the world would only get better there. That prospect would, instead, be a bad omen. In 2283, Vault 31, under Hank MacLean, would strike the city with a nuclear warhead, obliterating the city into a massive crater. The concept of a thriving post-war civilization developed without the leaders of Vault-Tec was a threat to the organization, and in order to ensure that any post-apocalyptic prosperity would remain under firm management, competitors such as the NCR were to be eliminated in the eyes of any Vault-Tec leaders.

TV Show

The Fallout TV show primarily follows the storylines of 3 characters: An inhabitant of Vault 33 named Lucy MacLean, a member of the Brotherhood of Steel and survivor of the Shady Sands bombing named Maximus, and a morally questionable Ghoul, who had a life before the bombings as a famous actor and war veteran named Cooper Howard. These characters, as well as any other characters limited to the show (Thaddeus, Moldaver, Hank MacLean, etc.), will not be portrayed by delegates in our committee, only existing as non-player characters.



Our synopsis for the Fallout show primarily focuses on the parts of the story that relate to our Brotherhood of Steel vs New California Republic JCC, therefore many scenes that take place in Vaults 31, 32, or 33, as well as Cooper Howard's flashbacks, are excluded.

That being said, if you are short on time and do not intend to watch the full show (though we highly recommend you do so!), this rundown is available following [this link](#). Even if you have watched the show, our guide on the TV show will essentially be the basis of the information we use in committee, so we still highly recommend you read our rundown!

Brotherhood of Steel

Ad Victoriam—to victory. The motto of the Brotherhood of Steel sums up the entirety of their history. There is not a single battle in their past where they have not fought with courage and bravery. Sure, there have been battles lost to the smug and hopeful New California Republic, but that was a long time ago. Now, the Republic has regained its prior strength, with more and more men available to protect the lands they hold dear to their hearts. However, after having successfully captured cold fusion from the NCR, claiming New Vegas as their capital, they have set their sights on the remainder of the Wild West.

The Brotherhood has been dispersed across the United States for many years, spread wide, but not thin. Their numbers continue to increase, as their presence in the fallout grows, especially after a mass influx of young men following the collapse of Shady Sands. Their main outposts are in Appalachia on the East Coast, as well as the Commonwealth stationed in Boston. Other minor outposts are spread throughout the DC area with the main base being the Citadel, a highly fortified base. Finally, in the west, the Brotherhood has founded a new capital in New



Vegas, with a forward operating base (FOB) in the Lost Hills Bunker, a fortified defense base soon to be used as an outpost for attacks.

However, even with their mass manpower and firepower available to them, there are multiple internal issues hindering their ability to fully overtake the wasteland. After a brief civil war between the Commonwealth and West Coast factions, tensions rose. If the Brotherhood has any chance of controlling the entirety of the U.S., they must unite together as one. The various leaders of the factions, Cleric Thaddeus Krell of Mojave, Cleric Arthur Maxson of the East Coast and Commonwealth, and Cleric Lucian Ward of the Lost Hills Bunker. Currently, Cleric Lucian Ward is holding all the factions together by a thin string, with issues constantly rising. Some even question his leadership and continued presence on the High Council. Even with this continued backlash, he maintains his position on the High Council by any means necessary.

Currently, the Brotherhood has access to T-51b suits for almost every single soldier they have, however with increased enlistment it is becoming harder and harder to find the resources necessary to continue the manufacturing of the suits for new soldiers. Additionally, cadets must go through a fairly long process to even touch a T-51b suit. The main bulk of their forces have been moved to New Vegas and the Lost Hills FOB, with 30% defending the Commonwealth in the East Coast. There are roughly 45,000 men in Lost Hills and New Vegas, with another 33,000 still on the East Coast in the Commonwealth. These soldiers are known for not being the brightest, commonly fighting each other for sport, detracting from any cohesion among their military. Also, their military leaders are not best known for their tactics in battle. They have an arsenal filled with T-51b suits, flagships, and hovercraft ready at various air and landbases across the country that can be moved at a moment's notice.

It is up to you to make due with what you have.



Current Situation

It has been 17 years since the nuclear explosion at Shady Sands, and the death of tens of thousands members of the New California Republic. The numbers of the Republic have risen, dispersed across California and southern Oregon. Some fear that the end is near, whilst others believe this is only the beginning of the new country. The Republic is showing its renewed strength in the wasteland, with their bravery on display every single day. They have troops stationed at key outposts in Arroyo, the Hub, Junktown, and some left to fend for themselves in Boneyard. They only look to move forward and set their eyes on a new capital, New Vegas.

The Brotherhood of Steel was left to mop up the catastrophe at Shady Sands. Through a rescue project funded by Cleric Lucian Ward of the High Council, the Brotherhood took in any men and boys left alive after the explosion. Through this project, the size of the Brotherhood exponentially grew, with enlistment campaigns taking place across the country. They are currently stationed throughout the U.S., or what is left of it, from the West Coast to the East Coast. The Brotherhood is composed of two main factions, the Commonwealth on the East Coast, and the Lost Hills Faction on the West Coast. They have recently taken over New Vegas and established it as their new capital, clashing with the Republic's vision. They have a base stationed in Lost Hills as well, acting as a defense to any incoming invasions.

In the Bay Area of California, the Shi have risen to become a new regional power. Stationed in Chinatown in what used to be San Francisco, the Shi is composed of engineers and weapons manufacturers known for their intricate and explosive design of weapons. This consolidated community develops only the strongest weapons built for mass destruction against any target of their choosing. Even though they are relatively small, smaller than even the New



California Republic, they hold enough firepower to make a dent in any military across the wasteland.

And who is this? What is this talk of a “golden rule”? Members of the various vaults created by Vault-Tec have emerged across the country, sparking a rise in, well, peaceful vibes. Some have joined what they believe to be the peaceful New California Republic, while others have joined the gun-loving Brotherhood of Steel. Others, however, have died gruesome deaths to ghouls, mole rats, radscorpions, and many other wasteland creatures. Let’s just say the wasteland was not built for them. However, they are aiming to make the wasteland a better place, and their influence is growing. And hey, Rome was not built in a day, and neither is a peaceful wasteland.

Issue at Hand

Leaders of the New California Republic are converging to the west in Boneyard. Leaders of the Brotherhood of Steel are meeting in New Vegas, having recently taken over Vault-Tec headquarters. Tensions are high among the two parties, with the Brotherhood of Steel in the Mojave Desert publicly executing a spy among their ranks working for the New California Republic based in Arroyo. Before delivering the spy to a field riddled with radscorpions, the Brotherhood learned that he had told the NCR that the Brotherhood was planning to wage war with them.

The foot soldiers and cavalry have already begun preparations to go to war, fully believing that it will come in only a matter of days. However, some members of the High Council believe it may be best to only make peace due to the high amount of casualties that will most likely come from war. Also, the Brotherhood is beginning to run out of materials and supplies to sustain their growing community, and more importantly, their military. The precious scrap metals used to build their airships and T-51b suits is starting to run low, with it becoming



increasingly difficult to find any of it. And yes, many may argue that they can just rip apart Vault-Tec's buildings in New Vegas, however various Clerics and engineers claim that that could ruin the cold fusion setup in the building. This forms the counterpoint that the warheads on the High Council use to say that expansion and war is necessary to acquire more metal for building new military equipment.

Technically, the Brotherhood does not have the manpower to completely overrun the New California Republic. With just the men in their FOB at Lost Hills they could not win against all of the Republic's troops in the Hub and Junktown. Additionally, the Brotherhood's military is known for not getting along too well. One inspirational thinker from the year 2142, Elias Vale, described their soldiers to be similar to some creature called "orcs" from an ancient book series named "The Lord of the Rings". With this in mind, the High Council believes it important to first unite the Brotherhood before embarking on any military adventures. Again, it is important to remember that there was a civil war between the West Coast factions and the Commonwealth in the past years, so tensions still remain relatively high within the Brotherhood.

When united, the Brotherhood is practically unstoppable, even with their poor leadership. The clerics maintain some level of cohesion among the Brotherhood, and with their new cold fusion technology, they are almost invincible. However, there are rumors circulating throughout the High Council that the various factions are looking to harness the power of cold fusion for themselves, then using it to overpower the Republic and other Brotherhood factions, taking glory for themselves under their name.

It is imperative that these topics are covered by the representatives present at the meeting of the High Council and other groups.



Committee Mechanics

Unlike the New California Republic, much of the internal Brotherhood of Steel's command structures are rigidly set forth, as to maximize stability over democratic infighting. While this eliminates the need for there to be a constant change in leadership, it does not eliminate the tensions and autonomy that many of the various factions the entire organization has. Only after it has dealt with those issues through diplomacy can it focus on war operations.

Brotherhood General War Strategy

At the moment, the West Coast chapters of the Brotherhood are aiming to sweep through the NCR from the directions of Nevada and the Mojave, its chapters in San Francisco and Oregon, and through Maxson using all of its forces to pressure the NCR into defeat. In uniting the overall Brotherhood, it is likely that they can steamroll the NCR almost overnight. The amount of time it takes to move troops between the East Coast and West Coast via the navy and airforce to L.A. and S.F. is relatively the same, however it is a lengthy process.

Advantages: The Brotherhood's preservation of pre-war military technologies has served as their biggest basis of their offensive capabilities. In addition, strong loyalty from younger to older members, as well as ongoing operations to increase their manpower have exponentially increased their capacities to convincingly wage such a war.

Disadvantage: The Brotherhood's biggest drawback is the slow production time for military equipment and weaponry. While their recruitment numbers are high, the number of power suits and military equipment they can produce is abysmally low. Their biggest drawback is their attention to detail: while they can labor away at improving pre-war technology, they cannot



quickly replace them. In the Brotherhood, once a knight is dead, they, along with their armor, are lost forever.

Brotherhood of Steel Forces:

The forces of the Brotherhood of Steel (all factions) primarily consist of:

- 45,000 men in the Lost Hills FOB and New Vegas combined
- 33,000 fully equipped men on the East Coast that belong to the Commonwealth
- Small bands of recon brigades in the air over various, key NCR-held lands

Known Equipment of the Brotherhood of Steel (but not limited to):

- T-Series Power Armors (T-45b, T-51b, T-60, etc.)
- Assault/Recon Pattern Armors
- Combat Armor/Light Armor (defensive, for initiates [recruits])

Delegate Characters

Characters in this committee represent various members of the Brotherhood of Steel, from the West Coast to the East Coast, representing the different factions mentioned earlier in this background guide. Here is a list of the characters and a short description of who they are and their role in the committee:

High Elder Lucian Ward - Leader of the High Council of all elders across the U.S., Ward is known for having many different scandals throughout his long rule. However, he is most known for his work to rescue different boys scattered across Shady Sands after its bombing. He holds the most power out of anyone in the Brotherhood, able to do almost anything he wants with little to no questions asked.



Regional Elder Arthur Maxson - Maxson comes from a long lineage of leaders that are a part of the NCR, however he has not been living up to expectations. A careless and clumsy leader, Maxson heads the Commonwealth and is the regional leader of the East Coast factions.

Elder Thaddeus Krell - Leader of the Brotherhood in Mojave, Krell is a fierce leader known for keeping his men calm under threat and preventing the escalation of tensions among political leaders.

Elder Rowan Vaktis - Vaktis was previously a military leader that left the boot camps to instead work in various offices. He is currently leading the men that took over Vegas, maintaining lines of communication between various elders.

Elder Kaelin Rourde - Rourde oversees the Brotherhood in San Francisco and has recently met with different engineers that are a part of the Shi, fascinated by their technology. He has already begun the process of making deals between them to trade weaponry, hoping that they can be called on in the coming war.

Elder Garrick Thorne - Located in Oregon and the Pacific Northwest, Thorne is looking to unify the various Brotherhood factions, especially after he discovered different bunkers hidden in Oregon.

Elder Thane Mercer - Leader of the DC faction under Arthur Maxson, Mercer has been looking to move funds towards the growth of the military on the East Coast. This could give him the opportunity to even climb to a higher rank.



Elder Corvin Mallister - Elder and leader of the Brotherhood in Chicago, Mallister's goal as of now is to find more and more resources that the Brotherhood can utilize and put into their military and bunkers.

Head Paladin Marcus Hale - A veteran general stationed in New Vegas, Hale has been a part of numerous tours across the U.S. fighting for the Brotherhood. He went through the same process as every other member, fighting his way through the ranks to be regarded as one of the best tacticians the Brotherhood has.

Paladin Noah Kellan - A newly appointed colonel of the Brotherhood airforce, Kellan heads many scouting groups. However, he is known for being a brutal leader, firing on his own men if they get in the way of his airstrikes launched at enemy forces.

Paladin Zayn Khalil - A seasoned paladin, Zayn has been disillusioned by the countless battles and countless tragedies across the wasteland. He yearns for peace-oriented reform in the Brotherhood, and the young initiates at Lost Hill seem to agree with him.

Paladin Anthony Hawke - Known as the troublemaker paladin amongst much of the West Coast Brotherhood, he yearns for equality amongst each and every initiate, knight, scribe, and paladin in the organization, often coming at odds with upper leadership. His efforts in the battlefield have often left very little wastelander casualties while directing salvaged tech to those who need it most, leading to a surprising amount of popularity even amongst NCR civilians.

Brigade Knight Arlen Stroud - Stroud is the head of a small brigade of soldiers currently stationed in Maxson, a conquered part of the NCR. He is an up-and-coming leader, hailed for his ability to predict enemy movements.



Quartermaster Cole Ramirez - Based in the forges of the Lost Hills bunker, Blackwell's primary concern is the maintenance of the camp, keeping track of not only scrappy initiates and scribes, but resources and weaponry. Paranoid of spies and traitors to the organization, he will stop at nothing to ensure that the Brotherhood is safe and secure.

High Scribe Marco Escobar - To a high scribe, the Codex is almost like the lifeblood of the Brotherhood. A mediator between the more extremist leaders, Escobar has maintained a somewhat calm government across the various Brotherhood factions. However, he believes there are some flaws within the Codex that need some "polishing".

Scribe Cassian Gunn - Recently promoted and overflowing with brand new lofty goals and ideals, Gunn's tinkering spirit has granted him notoriety beyond the Lost Hill. Specializing in military technologies, he represents a shift within the Brotherhood to advance military capacities through not only preservation, but innovation.

Scribe Ethan Graves - The head communications scribe, his work pertains to preserving, documenting, and even innovating new methods of communication across the wasteland. In these changing frontiers, research in long-distance communication might give the Brotherhood a leg up against the NCR.

Scribe Harlan Ward - A mysterious figure in the Lost Hills camp, he claims to have defected from an Enclave position deep within the heartland of the Central Valley. For now, the Brotherhood knows he specializes in medical technologies, and has imparted invaluable life-changing medical equipment and technologies that have supported the Brotherhood. Yet, he also contains many secrets, ones that he knows he must keep from the powerhungry elders else risk all hell.



Marlowe Balaji - Leader of the Balaji Caravan, his company is one of the only approved merchant groups that provide scrap and materials across the vast wastelands of the NCR to the Brotherhood. His adept knowledge of the region proved useful in keeping his group safe and granting him resources the likes of which no other group in the wasteland can match.

Dean Calderón - Leading BoS operation in small towns such as Filly, he not only provides cover for the Brotherhood to not only gain food and other common supplies, but carry information and intelligence from civilians across the Boneyard.

Ambassador Weihan Zhu- Hailing from San Francisco, Weihan's family has served for generations on behalf of the interests of the technologically superior Shi Dynasty, and intends to do the same in the face of the rising Brotherhood. The Brotherhood craves technological exchanges with the Shi, but it is Weihan who decides how far that goes.

Ambassador Ezra Callister - The face of cheery New Canaan, he aims to keep a positive relation with the West Coast chapters of the Brotherhood of Steel as his people rebuild from years of Caesar's oppression and decimation.

Ambassador Ryder Fallon - Atypical of a member of the Viper gang, Fallon's primary objective with the Brotherhood is to secure an alliance of sorts against the NCR, whose grip over trade routes and ability to defend them have come at the cost of his gang member's lives.

Jonas Merrick - An escapee of Vault 24, Merrick learned about what was really going on in that vault. His experience has forced him to be level-headed and untrusting of all.



Jeffrey Everett - An explorer sent out by Vault 13, Everett fell in love with the wasteland and the freedom he experiences. He was an engineer and brings vast amounts of knowledge regarding water systems.

Calder Briggs - A former leader among his brethren in Vault 32, Briggs embodies the idea of peace and love among all people. He hopes that there will be some type of a peaceful resolve.

Tasks

Delegates are primarily encouraged to follow their character background guides, personal character motives, and goals/aspirations as inspiration when structuring their goals to carry out over the course of this conference. However, these are some possible, more generalized goals that the Brotherhood of Steel committee as a whole may be aiming to achieve:

- Prioritize survival
 - and prevent another apocalypse
 - The Brotherhood of Steel exists to prevent another apocalypse by ensuring that humanity doesn't destroy itself with unchecked ambition. Every emerging power, discovery, or industrial device is evaluated through the lens of whether it threatens long-term survival or risks recreating the conditions that led to the Great War.
- Seize, hoard, and control dangerous pre-War technology
 - Pre-War weapons, energy systems, and research artifacts are still scattered across the wasteland at present, and are capable of devastating its inhabitants if misused. The Brotherhood has sworn to recover such technology and confiscate it from the hands of those deemed incapable of wielding it responsibly.



- Regulate advanced technology
 - Not all technology is immediately destructive, but all advanced tech systems require oversight. The Brotherhood determines which technologies may be preserved, which may be selectively deployed, and which must be permanently sealed away to prevent societal collapse.
- Maintain the Brotherhood's superior Military Force
 - The Brotherhood's authority is upheld through its unmatched military strength and technological advantages. Preserving this superiority is necessary to prevent weapons and technology from falling into the wrong hands, deter rebellions, and enforce compliance with Brotherhood doctrine across contested territories.

Questions to Consider

1. At what point does denying the wasteland from having technology cause more instability than it prevents?
2. Can civilian governments such as the NCR be trusted with advanced technology, or are they destined to repeat the failures of the Old World?
3. Is geographical expansion and military enforcement necessary to fulfill the Brotherhood's mission, or has the goal for ruling territory corrupted the BoS's original purpose?
4. Is a loss of peoples' lives, freedom, and autonomy a justified sacrifice if necessary to stop another apocalypse?