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STAFFER  
**MANAV SATISH-KUMAR**

STAFFER  
**GAVIN ROGERS**

# NEW CALIFORNIAN REPUBLIC

FALLOUT | JOINT CRISIS



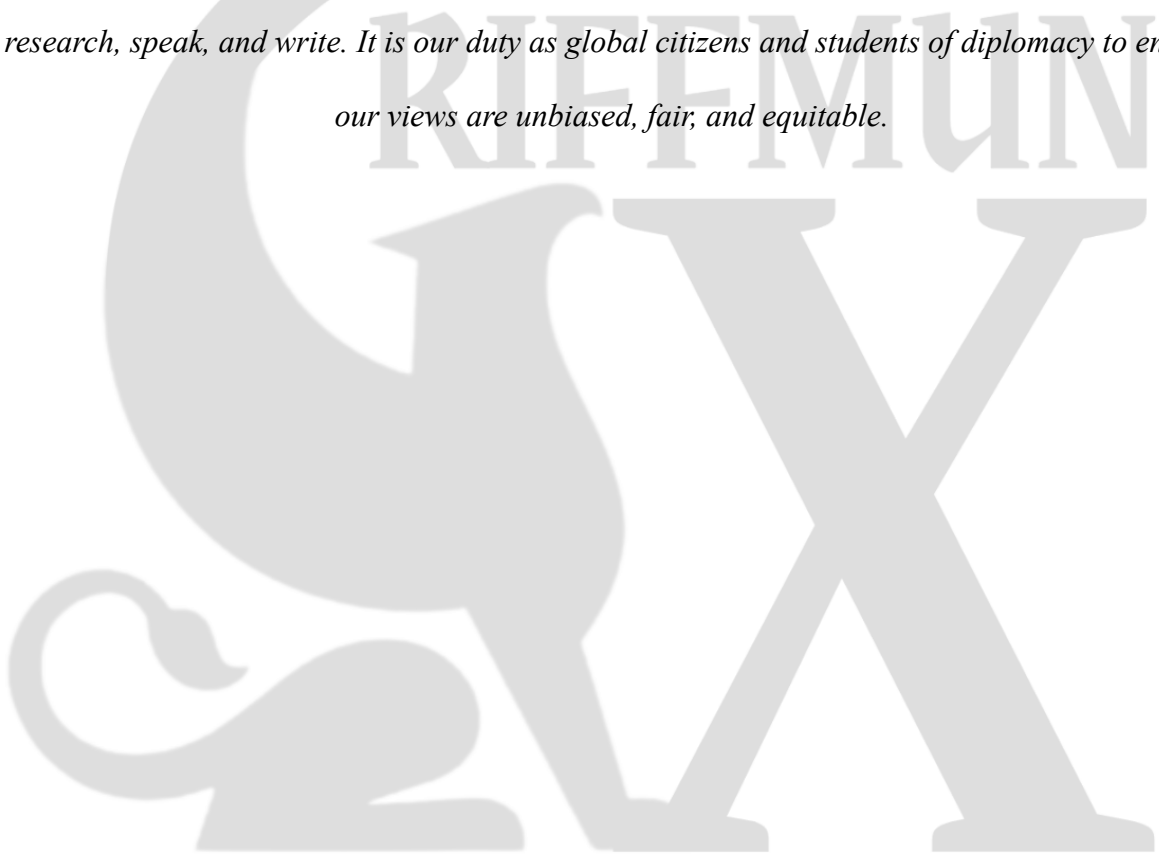
LOS ALAMITOS HIGH SCHOOL  
**GRIFFMUNX**  
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*A Word from the Secretariat*

*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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*Direct questions to [griffmuncrisis2026@gmail.com](mailto:griffmuncrisis2026@gmail.com).*



## **Chair Introductions**

### Head-Chair - Audrey Romo

Hello delegates! I'm Audrey Romo and I'll be head chairing this NCR Crisis Committee. I'm a senior here at LAHS and have been a member of Model United Nations for three years now. Alongside MUN, I'm also a member of Los Al Live, our school's comedy improv troupe, which has given me a deep appreciation for bold choices and outside-the-box thinking.

As a future Film and Television production major at OCC (Go pirates!!) I am captivated by the complex building and visual storytelling in the Fallout Universe. I am so excited to see how you all bring this world to life and what creative, unexpected ideas you come up with to shape the future of the NCR. Take risks, commit to your characters, and most importantly- have fun with it. Welcome to the wasteland.

### Vice-Chair - Maleah Fennessey

Hello, delegates! I'm Maleah Fennessey, and I'm a Los Alamitos MUN graduate and current freshman (and MUN-er) at UCI. This is my second year in MUN and my first time as Vice Chair. Outside of MUN, I'm a journalism and film major, love studying creative writing and politics, play a lot of video games and am a member of goth club. Though they may seem diverse, my interests and commitments have given me the critical, empathetic eye and passion for creative thinking that's helped me in MUN and far beyond. I'm so excited to have fun in the Fallout universe with you all!

### Legal - Amalia Berthon

Hello there, delegates! My name is Amalia Berthon, and I am so excited to be your legal! I am a senior here at Losal, and this is my second year participating in MUN. Through MUN, I have acquired a multitude of news abilities ranging from a development of my collaborative



skills and how to effectively research to learn more about important events in the world. Apart from MUN, I am on the varsity lacrosse team, and I love spending time with my siblings. Additionally, I enjoy watching Marvel movies and looking at/analyzing paintings (my favorite is Van Gogh's "Starry Night Over the Rhône"). I can't wait to see what you delegates will achieve in this crisis committee!

## **Backroom Introductions**

Staffer - Gianna Jordano

Hello delegates! My name is Gianna Jordano, and I'm so excited to be working in the backroom for the NCR Committee of this JCC at GRIFFMUN 2026. I've been a part of Model UN for four years now, and I'm currently a senior here at Los Alamitos High School, on the board of our MUN club as one of your Crisis Staff! I love MUN's emphasis on diplomacy and political awareness, and have always had a soft spot for participating in many chaotic, fast-paced, creative Crisis committees (especially in fictional committees like this one) since 9th grade! Outside of MUN, I dance competitively with my team that I've been with for the past 8 years, so when I'm not plotting unhinged crises you can probably find me at my dance studio! I usually spend my free time in my various other clubs, working on different writing and filmmaking projects, obsessing over random history lore and book/movie/tv fandoms, or chilling with my dog, Storm! I love when Crisis dels have unique takes on their characters, make strong, bold moves that strongly affect their committee (even if the other delegates don't know that haha!), and push the boundaries of committee beyond what has canonically happened in the topic's source material! I'm excited to see what you all bring to the table, and hope everyone has an amazing time!



Staffer - Hailey Flom

Hey delegates! My name is Hailey Flom, and I'm a junior at Los Alamitos HS. This is my second year in MUN and I'm so excited to be part of the backroom staff for the GRIFFMUN Crisis! Outside of MUN, I love listening to music, art, musical theatre, and playing with my dog. I look forward to seeing everyone's creativity in this committee!

Staffer - Gavin Rogers

Greetings, delegates! My name is Gavin Rogers. It's currently my junior year here at Los Al High School and I've been a part of MUN for around 2 years now. I cannot tell you enough how beyond ecstatic I am to be a part of backroom crisis staff for this year's GRIFFMUN, and I hope you will all have a fantastic time! Beyond education, I adore Marine Biology and volunteer at the Aquarium of the Pacific located in Long Beach, practice the guitar weekly, and working towards achieving the Eagle Scout Rank in Boy Scouts. My personal favorite aspects of Crisis that separates it from GA is witnessing delegates getting into their character, setting up alliances/partnerships with other delegates, and ultimately achieving their character goal through a master plan. Once again, I hope you all have a fantastic time at this year's GRIFFMUN and can't wait to see you there!



## 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!

## **New California Republic**

“For the Republic”. This battle cry has echoed across the wasteland in California among the various victories, and defeats, of the New California Republic. On another note, “Remember Shady Sands” has been used across California and the memorial day of the nuclear explosion in Shady Sands only seventeen years earlier. The community has expanded towards its prior numbers through the adversity and hope of many. Through strong leadership the Republic was able to grow and get past that one day in Shady Sands. However, that strong leadership turned sour after various assassinations, a grand total of 27, all through various means, and it led to some temporary leaders that are not running things as smoothly as the people hoped. Democracy does not wait for anyone.

The Republic is currently spread across California, southern Oregon, and the border of Nevada and California. The majority of their leadership is currently in Arroyo, which is located in southern Oregon and oversees the majority of NCR activities and ventures. If anything militaristic is going to happen, it must first go through Congress in Arroyo. Any acts of violence directed towards other groups in the wasteland via the military are strictly prohibited, due to it needing to be first allowed by Congress. This is one of the major hindrances to the Republic in a



possible, upcoming war against the Brotherhood. If they attack the Republic in the Hub or Junktown, all they can really do is defend themselves and try their best to not intentionally make any direct attacks against the Brotherhood.

When in a time of crisis, like a war perhaps, leaders are elected through any representatives present at a meeting or gathering. There are no speeches or lectures given by supporters or opponents of a specific candidate. They are simply voted on through simple majority, and anyone is a valid candidate. However, when making decisions on who is made a candidate, it must be approved by a simple majority as well. Simply put, a simple majority is required to make someone a candidate, with a further voting procedure required where a simple majority is required to elect that person as a leader. There are three main positions available, president, vice-president, and Commander-in-Chief of the armed forces. (**Important note:** Being president and vice-president simply means you carry influential weight in committee. Also, being president grants you the value of two votes when voting on committee directives. Being vice-president grants you the ability to be a tie-breaker on committee directives. These are simply incentives to make these positions sought after. Being the Commander-in-Chief allows you access to private information regarding troop placement, as well as open access to war game rooms. We highly encourage that the Commander-in-Chief is a delegate representing someone from the military.)

Regarding the position of troops across the wasteland, the Republic is spread relatively widely across California. The majority of troops, roughly 60%, are in Arroyo, about a two days' journey from the Boneyard, the Hub, and Junktown. 30% more of their troops are in Junktown, and the remaining 10% are in Boneyard. There are roughly 81,000 men enlisted in Arroyo, 40,500 in Junktown, and 13,500 in Boneyard. Compared to the 45,000 men loyal to the



Brotherhood in the Lost Hills Forward Operating Base and New Vegas, the Republic currently has the manpower to defend many foreign threats. Various army leaders in the Republic are known for their tactical prowess, so the Republic has much faith in them and any of their military proceedings.

## **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 Elder 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.

This is very worrying for the NCR, knowing very well that the Brotherhood and its growing power is strong. However, there are a handful of tactical leaders among the NCR that are known for their bravery and skills in the battlefield. Having learned about ancient war tactics



dating back to the age of the mysterious War on Terror, these leaders have much knowledge regarding how to defeat the Brotherhood. Even with the large amount of confidence in these leaders, many elders within the NCR believe that peace is the best option. They find it unnecessary for even more bloodshed among their republic, with there being enough death at Shady Sands. This has pitted the people against one another, with some armed and ready for war, with others prepared to find peace. Some other cowards are ready to fully surrender and accept all terms and conditions, even if that means they must watch their friends and family be massacred by T-51b soldiers.

With the entirety of the NCR pitted against one another, it is hard to say that they will survive through this issue. The Arroyo faction believes that peace must be made with the Brotherhood at all costs. The Junktown republicans laugh at them, knowing that no one in Oregon actually felt the loss of the many lives at Shady Sands. These warheads in Junktown know that true power lies with them. They are the first line of defense against the Brotherhood, so war preparations have already begun in their humble abode. However, the cowards in Boneyard are already prepared to surrender, misinterpreting tales Susie MacLean has told them about the Brotherhood. They believe no single arsenal can defeat the Brotherhood if they are united under one leader.

Internally, some believe that there may be a spy for the Brotherhood among their ranks. Whether this is actually true or just a rumor is unknown, although if true, it could result in complete collapse of the NCR due to the Brotherhood gaining knowledge of any plans.

Finally, the Shi are still stationed in Chinatown in San Francisco. They are a powerful group of soldiers, even if their numbers are small in comparison to the Brotherhood. With their elite weaponry available to them at a moment's notice, this war community would be beneficial



to the Republic's cause. It is possible that with their support the Republic could win if it comes to war between them and the Brotherhood.

With all of these issues coming headfirst at the New California Republic, it is imperative that they are resolved by the representatives present at the conference meeting.

## **Committee Mechanics**

### **NCR Leadership**

Throughout the committee, there are various positions that can be voted on to be given to various delegates, voted on by all delegates present. These positions include president of the NCR, vice-president, and Commander-in-Chief of the NCR army. Being president and vice-president simply means you carry influential weight in committee. Also, being president grants you the value of two votes when voting on committee directives. Being vice-president grants you the ability to be a tie-breaker on committee directives. These are simply incentives to make these positions sought after. Being the Commander-in-Chief allows you access to private information regarding troop placement, as well as open access to war game rooms. We highly encourage that the Commander-in-Chief is a delegate representing someone from the military. We also highly encourage that these elections are taken seriously and you do not simply vote for someone you like or are friends with, or vote them into a position because you believe it may be funny. **The head chair will have the power to strike down the election of someone they believe to not fit the role correctly or take it seriously enough.** With that being said, all delegates still have the ability to run for these three positions. Additionally, there will be **no** 1-for, 1-against speeches when voting for a delegate, instead the delegates will simply be voted for with the idea that this will save time. To be voted into a position, you must retain the majority of votes. If there is a tie, then the current vice-president will be used as a tie-breaker. Also, the first president,



vice-president, and commander-in-chief will be notified of their position in their character background guide and will serve the first term. Voting on new delegates holding positions will take place every time crisis pads are collected. This will be roughly every 30-45 minutes.

### **NCR General War Strategy**

As it stands, the NCR is in a much, much more difficult position than the Brotherhood of Steel, having very little in terms of manpower and weaponry at their disposal. However, it is possible for them to increase their manpower through coalitions with both the Shi and Vault dwellers. Realistically, the best way for the NCR to win the war is to win it by attrition, managing to hold firm on defensive lines against the Brotherhood while continuously replacing their losses.

**Advantages:** Having the largest manpower available in the Wasteland, the NCR's production capacities (in terms of military and medical equipment) far exceed the potential of the Brotherhood. Their resources (food, water, etc.) are plentiful, and many are willing to take up arms for the bear flag.

**Disadvantages:** The NCR has a quantity over quality issue: they can produce more weaponry, supply more men to the field, et cetera, et cetera, but in doing this, the NCR prioritizes speed rather than the overall safety and efficiency of their products, leading to sizable notices of malfunctions and misfires on the NCR front. In addition, any military provocations in the war room must be decided by majority vote in Congress (simple majority in the frontroom to pass).

### **NCR Forces**

The NCR military primarily consists of:

- 81,000 men and women in Arroyo
- 40,500 men and women in Junktown
- 13,500 men and women in the Boneyard



Standard NCR forces are also equipped with the following, but are not limited to:

- Service Rifles/Carbines/Pistols
- Prewar Riot Armor/Combat Armor (limited)
- Miniguns/Light Machine Guns/Grenade Rifles
- Military trucks/APCs/motorcycles

## Delegate Characters

Characters in this committee represent the vast diversity of people and experiences defining the New California Republic, whether they take on administrative, federal, or military positions. Here is a brief list of the characters with short descriptions of who they are and what their role in committee are:

**Governor Elias Moreno** - Governor of the Hub, is a seasoned trade politician whose power rests on caravan guilds and merchant alliances rather than ideology. He is wary of any policy that disrupts commerce or provokes the Brotherhood, but of course, can be swayed otherwise...

**Governor Ruth Kincaid** - As the governor of Arroyo in the north, she represents a culturally distinct, tribal-rooted region that has never fully trusted the NCR's central authority. Kincaid is extremely protective of Arroyo's local autonomy and skeptical of industrial expansion.

**Governor Marisol Vega** - The passionate leader of Dayglow in the south, governs a coastal city scarred by radiation that has access to useful ports and salvaged technology. A strong advocate for investment in science and energy infrastructure, Vega is willing to fight to have the best for Dayglow, despite the environmental risks.



**Governor Thomas Caldwell** - As the governor of Vault City, Thomas Caldwell presides over a technologically advanced settlement that sees itself as morally and intellectually superior. A supporter of strict citizenship controls, Caldwell only desires selective cooperation with outsiders.

**Governor Patrick “Patch” Donnelly** - Junktown’s rough-around-the-edges leader backed by scrapyard bosses and weapons dealers, values security and profit over ideology. However, he understands that NCR’s legitimacy is essential, and is willing to make compromises as long as Junktown maintains its sovereignty and productivity.

**Senator Azriel DiAngelo** - Necropolis’ political representative, speaks for a ghoul-dominated society that has long been marginalized by both the NCR and the Brotherhood. An outcast upon entering this committee, DiAngelo constantly battles discrimination, and is outspoken with his warnings that continued exclusion of ghouls by the NCR and other forces is destined to worsen segregation and radicalization.

**Representative Clara Whitmore** - A representative of Jefferson Territory, speaks for the frontier communities pushing for greater recognition. Desiring more resources for her territory, Whitmore is often frustrated by the south-dominant and bureaucratic NCR’s inner circle.

**Mayor Adrian Locke** - The mayor of New Shady Sands, leads despite balancing grief, political disagreements, and pressures to restore national pride to New Shady Sands following the bombings. His position makes him essential in committee as representative of the NCR’s symbolic heart since the destruction and partial resettlement of Shady Sands.



**Mayor Cash Mandalay** - New Reno's charismatic mayor, is a charismatic power broker whose city thrives on vice, casinos, and suspiciously deals behind the scenes. Though Mandalay is publicly loyal to the NCR, he is privately loyal to profit and power above all else.

**Alethea Brooks** - A famous civil unity speaker, she is the committee's greatest advocate for peace. As a former NCR educator turned public orator, Brooks advocates for reconciliation and restraint, believing endless war will erase what little civilization remains within the wasteland.

**Julius Francisco** - An authoritarian-leaning order & security advocate who is widely popular among frightened settlements. Known for his passionate speeches, charismatic presence, and appeal to the emotions of his audiences, he is in pursuit of strict laws, loyalty oaths, and centralized government for the wasteland, eager to become a strong influence over whoever will grant him the most power.

**Colonel-Emeritus Daniel Cross** - A retired NCR military officer now serving as an advocate for militarized wasteland defense. Though he believes in justice and liberty, he rallies his followers with the argument that peace is impossible without overwhelming force.

**General Rebecca Holt** - She oversees one of the NCR's most strategically valuable regions with her role as the commander general for the Fort Irvine and Los Angeles area. As an experienced and disciplined leader, she is desperate to find a solution to the NCR-Brotherhood conflict due to her deep concern over BoS movements in Southern California.

**General Aaron Pike** - The Mojave's hardened commander, has been shaped by the NCR's failures within his region. Due to his poor experience with diplomatic collaboration, Pike distrusts politicians, believing the NCR must reclaim lost territory or collapse entirely.



**General Silas Boone** - Struggling to maintain morale for his scattered northern forces who are stretched thin across hostile territory, his role as the chief commander for the Modoc region has put him in one of the NCR's most pivotal positions. He advocates for defensive consolidation over expansion, fearing that the NCR's overambition could mean ruin for him and the rest of the wasteland.

**Dr. Roland Mercer** - A specialist in weapons refurbishment and battlefield equipment systems. As a respected inventor of post-war military technology, he views the Brotherhood with a more nuanced, neutral perspective, and advocates for a militant-technological alliance.

**Dr. Minh Thi Tran** - The successful inventor of the wasteland's long-range radio networks and data relays, she has played a critical role in the NCR's coordination with members and allies. However, Minh Thi remains wary of her own developments, warning that information warfare may turn out to be more dangerous than open conflict.

**Dr. Sofia Calderón** - An agricultural and environmental engineer currently developing radiation-resistant crops and water purification. She is strong in her belief that the NCR's survival will be determined by food security rather than weapons.

**Mara Ellison** - One of very few who managed to escape Vault 32's collapsed experiment. She has been disillusioned by her experience leaving Vault 32, and therefore distrusts Vault-Tec and everything associated with it, fearing the possibility for it to secretly resurface.

**Jonah Reed** - A former resident of Vault 24, he was raised confined to that vault while being exposed to very heavy behavioral conditioning designed to turn Americans into communist sleeper agents. Because Jonah's brain chemistry has been permanently altered by the intense exposure to hypnotic and mind-control technologies, he has struggled to adapt to surface



society, but he also possesses valuable institutional knowledge that will benefit the NCR if put into the correct hands.

**Isaac Monroe** - The sole sane escapee from one of the most historically significant Vaults: Vault 13, a shelter designed for 200 years of social isolation. Monroe feels burdened by legacy and NCR expectations, but also suffers from ignorance and naivety about how the wasteland works.

**Victor Hale** - An extremely wealthy weapons and technology distributor who controls several manufacturing and salvage pipelines. He is an immense asset to the NCR due to the monetary, technological, and weaponry access he grants them, meaning that they may need to compromise with his personal wants to keep him on their side.

**Emilia Cruz** - A witty, cunning agricultural supplier, Emilia is known for her operation of massive food distribution networks that keep NCR cities alive. Though she is currently a large contributor to the NCR's food supply, she is very assured of herself and determined to achieve her personal goals against all else, and is willing to use the wasteland's agricultural scarcity as leverage in political negotiations.

**Ambassador Kailin Chen** - Kailin is an liberally-minded Shi diplomat to the NCR, focusing on long-term arrangements for positive relations and development between the NCR and San Francisco. The NCR highly covets the technological advancements the Shi have made, but it is up to Kailin to decide how much of that wealth they can tap into.

**Ambassador Naomi Wells** - Born in Shady Sands several years before the bombs burst, Wells has returned as a diplomat to the NCR on behalf of the New Canaanites. As the region rebuilds



from Caesar's raze of the city of New Canaan, she hopes for positive NCR support by whatever means necessary to help them rebuild.

**Marcus Parkilian** - One of the rare successful defections from a Legion Officer from Caesar's Legion to the New California Republic, Parkilian has aided the NCR by training its troops to properly ward off the Legion's influence in the Mojave. Though many in the NCR do not trust him, he still views the NCR as a liberating force as compared to the Legion or the Brotherhood and believes that the NCR must prevail to assert its morally correct ideology over the wasteland.

## 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 New California Republic committee as a whole may be aiming to achieve:

- Reestablish pre-war American values within the wasteland
  - Since the Great War, the vast majority of the Wasteland has become riddled with crime, violence, and chaos, but the NCR was founded on the belief that the principles of the Old World—mainly democracy, justice, liberty, and order—will bring stability to the wasteland. As the NCR continues rebuilding, these values must be reaffirmed in a way that doesn't repeat the excesses and corruption that once internally weakened us.
- Strengthen the Military and Economy



- Years of expansion, war, and internal strain have left the Republic overstretched and vulnerable. Rebuilding industrial capacity, restoring trade routes, and reorganizing the NCR's armed forces are essential to ensuring the Republic can defend its territory and sustain its population against both internal unrest and external threats.
- Secure critical technology
  - Control over advanced technology, especially energy infrastructure, will determine whether or not the NCR can recover without remaining dependent on scavenged power and external forces. Such technology must be located, protected, and integrated into the Republic's reconstruction efforts before the Brotherhood or other rival factions seize it or deny its use altogether.
- Expand the NCR's territory and resources
  - The Republic's survival depends on access to fertile land, clean water, and strategic trade corridors. Expansion into surrounding regions offers opportunity, but also risks repeating the kind of overreach that previously destabilized the NCR, provoking unrest across the wasteland.

## Questions to Consider

1. How much authority and territory can the NCR's government obtain without provoking rebellion from settlements that are already wary of taxation, conscription, and distant rule?



2. Can advanced technology, such as large-scale energy systems, be integrated back into civilian society safely and without repeating the mistakes that led to the Republic's decline?
3. Is it possible to coexist alongside the Brotherhood, or does their harsh, militaristic ideology threaten the NCR's vision for the establishment of democracy within the wasteland?
4. If the NCR and BoS come into conflict, should the long run stability of the wasteland be prioritized over democratic idealism? If so, what compromises made could permanently change the NCR's identity?