

The Brotherhood of Steel (commonly abbreviated to BoS) is a post-War technology-focused paramilitary order with chapters operating across the territory of the former United States of America. It was founded by rogue U.S. Army officer Captain Roger Maxson shortly after the Great War.

The Brotherhood's original purpose was to preserve advanced technology and regulate its usage. This is because they believe humanity cannot be trusted with the means to destroy itself, and they acquire technology to prevent another apocalypse. Although they tend to be relatively isolationist, the Brotherhood has proved to be one of the most important organizations in the history of the wasteland, though their power, influence, and doctrine vary heavily from chapter to chapter.

The Brotherhood has been featured in every game and other entry in the Fallout series, in one form or another. This article focuses on an overview of the Brotherhood as it appears throughout the series, detailing the evolution of its doctrine and policies.

For information on specific Brotherhood chapters, see Brotherhood of Steel chapters.

Background

The Mariposa Rebellion

In 2076, the NBC division of West Tek achieved breakthrough results in the Pan-Immunity Virion Project. The United States Defense Department, fearing international espionage, moved a military team under the command of Colonel Robert Spindel and Captain Roger Maxson onto the site to secure and oversee the project, now dubbed the FEV (Forced Evolutionary Virus) project. On January 7, 2077, all FEV research was moved to the newly constructed Mariposa Military Base to commence testing of the virus on human subjects. The security team was transferred to the newly constructed base as well, to provide protection for the research going on within the facility. They were not informed of the nature of the research.

The situation unraveled shortly before October 10, 2077. The soldiers stationed at Mariposa discovered the fact that the scientists under their care were performing experiments with the Forced Evolutionary Virus on military prisoners. The revelation prompted a nervous breakdown in Colonel Spindel, who locked himself in his office. Captain Maxson was the only officer left to handle the deteriorating situation. Soldiers were screaming for blood and the whole situation was at risk of devolving into a bloodbath. On October 12, when Maxson had to step in to prevent one of his subordinates from killing a member of the science team, he ordered interrogations of the science team under his authority as acting commander. He hoped to prevent a full mutiny by offering his troops a semblance of justice.

The first scientist was brought before Maxson a day later, on October 13. Chief Researcher Robert Anderson explained that human experiments at the facility were sanctioned by the government. He outlined the program to the captain, emphasizing the fact that it was the government that ordered it. When Maxson refused to believe him, the scientist lost his nerve and started screaming how he was just following orders and that he was a military man just like Maxson. The captain shot him in response. He rationalized it as trying to prevent a full-scale mutiny, but even he did not believe it.

The killing of Robert Anderson effectively established Maxson as the leader of the rebellion. His position was further reinforced just two days later on October 15, when he attempted to speak to Colonel Spindel through the door of his office. It soon became clear that the colonel had lost touch with reality, so Maxson and several of his men broke down the door just in time to hear the colonel apologize and shoot himself. Subsequent scientist interrogations invariably ended in executions. Erin Shellman held out the longest by October 18, finally convincing the captain that the experiments were really ordered by the government with her detailed account. On October 20, 2077, Captain Maxson declared his unit in full secession from the United States over the radio, attempting to force the government to respond to the situation at Mariposa. No response came. A day later, he ordered the families of soldiers under his command to take shelter within the facility.

On October 23, 2077, the Great War struck. As Maxson was halfway through prying the story from Head Researcher Leon Von Felden, the facility lost contact with the outside world as nuclear weapons started to drop. Spared the nuclear devastation, Mariposa protected the inhabitants from nuclear fallout

flooding the wasteland. Fearing that China would soon make up for the oversight, on October 24, Maxson ordered his soldiers and their families to prepare to vacate the base the next day. On October 25, Sergeant Platner volunteered to take atmospheric readings outside the base. Reporting no significant amounts of radiation in the atmosphere, final preparations for the Exodus were undertaken. On October 26, Maxson ordered the remains of the scientists to be buried in the wastes outside the base. A day later, on October 27, former US servicemen and their families left the base under the lead of Captain Roger Maxson, heading for the Lost Hills government bunker in the south.

The Exodus

In November, a few weeks later, war refugees arrived at the bunker. The people suffered casualties along the way, as while the soldiers were protected by T-51 power armor, their families had no armor to speak of. Marauders that attacked the caravan quickly learned to target the unprotected civilians. Though the attackers paid with two lives for every one they took, many were lost, including Roger Maxson's wife but not his teenage son.

Several soldiers broke off during the Exodus as well, led by Sergeant Dennis Allen. Ignoring warnings from Captain Maxson and defying the group's will, Allen's faction separated from the convoy in order to excavate the remains of the West Tek Research Facility using their power armor. They were never heard from again. Around 2151, the Brotherhood sent out knights to seek out Allen's group or its remains. All they found were desolate ruins.

The Exodus survivors claimed the Lost Hills bunker as their own. The refugees expanded and adapted it to fit their own needs, becoming a bastion of technology in a world that has lost centuries of technological development overnight.

Foundation of the Brotherhood and expansion in Appalachia (Fallout 76)

Using surviving satellite connections, Maxson reached out across the continent, broadcasting a request for contact. By chance, Maxson found an old friend in Appalachia, Lieutenant Elizabeth Taggerdy of the US Army Rangers. Although initially hesitant to trust him, due to the public declaration of secession, she gambled and left the channel open. As Maxson revealed the depth of atrocities perpetrated by the United States government, Taggerdy's faith in the system was shaken, then dismantled. Following the winter spent at Camp Venture, she joined Maxson's banner.

Witnessing how people around him slowly succumbed to depression, Captain Maxson formulated a new ideology for the survivors. It took him years to create it, replacing the tarnished Stars and Stripes with new symbols, new ranks, and new ideas to replace the ones scorched in nuclear fire. They would provide meaning for people before they became lost in the depths of despair after losing their friends, family, and their entire world. Although some under his command, particularly Lieutenant Taggerdy, were skeptical of his plans, Maxson believed that the way forward lay in new traditions and a new mythology, free of the burden of the past. He also believed that it would prevent any surviving politicians from exercising their authority over former American soldiers, especially those with an agenda that involved burning Americans on the funeral pyre of the regime. By June 20, 2082, all members under his command switched over to using Brotherhood ranks and practices.

The Brotherhood kept growing in New California, welcoming into its ranks a National Guard unit that was formerly stationed near Mariposa. They acquired several bunkers and sent expeditions as far as the Mojave Wasteland, gathering intelligence and new recruits. As the Brotherhood in New California developed, so did its sister organization in Appalachia under Paladin Taggerdy. Although she showed a bias towards candidates with a military background while building up the ranks, she eventually understood Roger Maxson's vision and continued to expand and develop the organization using Camp Venture as a training outpost. Despite initial resistance to the new rank system by the rest in her outfit, the new ideas offered by Maxson eventually took root and were accepted.

In Appalachia, the Brotherhood's insistence on acquiring munitions for their fighting against mutants led to ruffled feathers, especially with the Responders prior to the Christmas Flood in December 2082. However, they eventually found a common tongue, standing together during the Battle of Huntersville against super mutants in May 2086. Although the Brotherhood sustained losses, it prevailed. This coincided with the announcement of a new mandate by Roger Maxson at Lost Hills: to gather, record, and save the collective knowledge of mankind for future generations, to act as a catalyst for the rebirth of civilization in time. Some in Appalachia responded to this new policy with enthusiasm, others with grudging acceptance, and yet others, like Hank Madigan, left the Brotherhood to join the Responders. The new mission quickly took a backseat, however, as the Appalachian Brotherhood encountered the scorchbeasts and the Scorched in the Cranberry Bog. Conferring with Maxson's ace researcher at Lost Hills, Scribe Hailey Takano, the Brotherhood in Appalachia quickly calculated that the scorchbeasts represented a potential extinction event for humanity. Lost Hills supplied a number of designs and weapon schematics to help stem the tide, including a sonic generator and an automated research program. Taggerdy pleaded with Maxson to grant her team permission to use nuclear weapons against the scorchbeasts but was forbidden by him because he found the concept of using nuclear weapons, even to help fight the scorchbeasts, to be too morally abhorrent after their world was destroyed by nukes.

By the 2090s, communication between Lost Hills and Appalachia was on steady decline due to failing Old World communication infrastructure. Before being cut off, Maxson ordered Taggerdy to hold the tide, and proscribed the use of nuclear weapons. Eventually, the communications failed entirely, separating Lost Hills from Appalachia. The chapter in Appalachia fought on, trying to destroy the scorchbeasts through attrition, but by 2093, their numbers dwindled to the point where they were forced to close down Camp Venture, their first base, and focus their remaining forces at Fort Defiance and Thunder Mountain Power Plant. Declining support from the Responders and the constant fighting just to stem the tide of the Scorched and their masters took their toll, preventing the Brotherhood from completing the automated research program at Vault-Tec University, supplied to them by Takano.

Eventually, the Brotherhood launched Operation Touchdown. This last ditch effort was launched in January 2095 and briefly stemmed the tide at the cost of the entire strike force, which included Knight Moreno and Paladin Taggerdy. Ultimately, the Brotherhood in Appalachia was wiped out in their last stand at Fort Defiance and Thunder Mountain on August 18-19, 2095, marking the end of the original Brotherhood in Appalachia with Vernon Dodge as the only survivor.

Reinforcements arrive in Appalachia (Fallout 76)

However, by 2103, a small group of reinforcements arrived on their way from Lost Hills to examine various centers of technology across the country, expand the Brotherhood across the East Coast, and find out what happened to Taggerdy. Known as the Brotherhood First Expeditionary Force, they were led by Leila Rahmani and Daniel Shin and were to set up base in Fort Atlas in Appalachia. The team also had a scribe named Odessa Valdez. While Maxson's motive was sincere, wishing to find out what happened to his friend Taggerdy, Rahmani became certain the Council of Elders had an ulterior motive: to remove her influence and meddling as she would often argue over their ways. Along their hike across the country, the expedition found a town under threat by raiders. Wanting to assist them, Rahmani and Shin agreed to providing the townsfolk with weapons to help defend them. Unfortunately, the raiders were able to steal the guns and kill the townsfolk. During the assault, the Brotherhood lost one of their valued members, Alan Connors, and obtained two young refugee siblings who lost their parents, Marcia and Maximo Leone. This incident would set off a division between Rahmani and Shin, with Shin wanting himself and Rahmani to stand trial with the Council of Elders.

Upon arriving in Appalachia, the group was dismayed to discover that Taggerdy's Brotherhood was wiped out by the scorchbeasts, with Vernon Dodge being the only known survivor. Rahmani decided that in order to establish the Brotherhood's presence in the region, the organization needed to

cooperate with Appalachia's other factions, particularly the settlement of Foundation. Shin became skeptical of Rahmani's choices, particularly her desire to delay the re-establishment of contact with the elders in Lost Hills. Rahmani and Shin dealt with numerous conflicts including trying to assist the Retreat from a cruel woman named Dagger, negotiating with Meg Groberg's raiders, trying to reclaim property taken by Foundation, and investigating a missing caravan.

During a mission to explore an Enclave research facility, Rahmani, feeling that the elders from Lost Hills were a hindrance in her ideals of establishing the Brotherhood as a peacekeeping force, destroyed the radio transmitter, which infuriated Shin. As a result, there is no confirmation of the Brotherhood in Appalachia re-establishing contact with the Brotherhood in California, as well as their status post-2105. Despite the internal conflict between Rahmani and Shin, the Brotherhood was able to repel an uprising of super mutants. They also stopped a plan to infect the water cycle with FEV orchestrated by a driven scientist. However, it is also unclear if Rahmani remained the Appalachian Brotherhood's leader or if Shin usurped her.

The Brotherhood kept a degree of expansion and surveillance over the years, with members tightly patrolling Appalachia in order to ensure safety. For example, Nicole Gaines would investigate and erect Forward Station Tango. A mechanic working for Valdez, Del Lawson, worked to supply equipment for any Brotherhood field operations.

Conflict with the Vipers

In 2135, Roger Maxson died of cancer. Already a legendary figure to the Brotherhood, he was essentially deified as the Founder and Deliverer. His son, Maxson II, replaced him as the high elder, while his grandson, John Maxson, joined the paladin caste, showing great promise. Around 2141, the Brotherhood ceased admitting new members from the outside, relying solely on their natural growth for increasing their numbers.

The Brotherhood was a major power in the region at this point, firmly exercising their control on the lands surrounding their bunker and forming trade relations with the neighboring towns, especially the Hub. However, the focus on hard sciences gave in to the detriment of humanities, history in particular. This decline in soft sciences eventually led to some initiates of the youngest generations having no idea who Roger Maxson was. In 2150, they clashed with the newly reformed Vipers. The battles intensified in subsequent years, culminating in the death of High Elder Maxson II in 2155. John Maxson's father expected the raiders to break formation and flee when faced with Brotherhood warriors clad in powered armor, but did not account for their religious ferocity. A poisoned arrow nicked him when his helmet was off, and he died within hours. John Maxson was promoted to the elder council, while Rhombus was tasked with conducting a campaign of extermination against the Vipers. The paladins tracked down and wiped out almost all of their members within the span of a month. A handful of Vipers were able to flee north and east into the mountain range; while small groups continued to exist and raid in New California, they never regained their full power. Both Rhombus and John Maxson would eventually ascend to leadership roles, with John Maxson becoming the high elder in 2159 and promoting Rhombus to the role of head paladin.

During the campaign, the Brotherhood sent a few scouts and emissaries to the Hub to track down Vipers members, and from these beginnings, the Hub and the Brotherhood began full trade relations. Caravans had delivered to the Brotherhood before, but not long after the destruction of the Vipers, caravan trains ran directly from the Hub to the Brotherhood on a regular basis. While the situation remained peaceful and prosperous, issues would develop between the Hub and the Brotherhood from time to time. In the late 2150s, the water merchants of the Hub attempted to barter a large quantity of water for a weapons stockpile. Although the Brotherhood turned down the offer, the merchants attempted to take the weapons regardless. The thieves were caught, but the Brotherhood elders voted down a retaliatory expedition.

The emergence of the Unity (Fallout)

In 2161, the Brotherhood discovered the presence of a new enemy. In October, a group of knights on a patrol in the badlands discovered a dead super mutant. After examining the creature, Head Scribe Vree determined that it was sterile, but also notes that there must have been a central location that created these mutants. The elder council, fearing a potential invasion, enacted several security decrees, including a moratorium on training new recruits until the threat passed.

The elders also sent out several scouts north and east into the badlands. Only one returned from the east, reporting an encounter with twenty super mutants, and none at all returned from the north. The council could not reach an agreement on how to act. Even as Hub merchant caravans started disappearing in the northern wastes, the elders refused to act until they were fully certain that there was an army massing in the northern mountains.

The impasse was broken by the arrival of the Vault Dweller. Having rescued a Brotherhood initiate from bandits in the Hub, the Vault Dweller visited the Brotherhood and accepted the mission to the Glow, to recover the disk belonging to Sergeant Dennis Allen to learn the fate of the splinter faction from the Mariposa Rebellion. The Vault Dweller surprised everyone by surviving and returning with the artifact. They became the first outsider to join the Brotherhood in nearly twenty years.

The Brotherhood shared what knowledge they had and some of their advanced technology with the Vault Dweller, allowing them to seek out the Master and destroy him in the Boneyard. Following the death of the super mutant leader, the Brotherhood further aided the Vault Dweller's quest, sending a team of crack assault paladins to storm Mariposa.

Apex of power, stagnation, and recovery (Fallout 2)

Following the destruction of the Unity, the Brotherhood aided other human settlements to drive the mutants away with minimal loss of life on both sides of the conflict. The Brotherhood remained out of the power structure for a time, becoming a major research and development house by reintroducing advanced technology into New California at a slow pace. The wise guidance of Rhombus arguably brought the Brotherhood to the zenith of its power. The Brotherhood had good relations with the developing New California Republic, to the point that one of the states of the federation was named after the founder of the Brotherhood: Maxson. However, Lost Hills was never incorporated into the NCR.

Over the years, the Brotherhood grew confident in its status as the sole source of advanced technology left to mankind, and allowed its prominence and influence to wane, growing stagnant. This stagnancy made them unable to deal with the technologically superior Enclave, when the Brotherhood learned of their existence circa 2240. In order to learn more about them, the Brotherhood reactivated a network of outposts in Northern California to observe Enclave activity. Thanks to their low profile, they achieved practical anonymity, even in the populous San Francisco.

The Brotherhood heads East (Fallout 3)

Once the Enclave was apparently destroyed by the Chosen One, the Brotherhood was without a foe to face. In an effort to end the stagnation, the Brotherhood expanded eastward (including the formation of the Mojave chapter under Elder Elijah) and sent out expeditions to recover technology, going as far as the Capital Wasteland in 2255, with the expedition under Senior Paladin Owyn Lyons. A secondary goal was to re-establish contact with other wayward Brotherhood chapters. One of John Maxson's descendants, Arthur Maxson, was sent on this expedition both to protect him from internal conflict in the Western Brotherhood and as a means of receiving training from Lyons, who was then in favor with the Western elders.

Earliest conflict with the Enclave

The Brotherhood of Steel first entered into conflict with the Enclave on the West Coast during the year 2241. As the Enclave began to reveal its presence to the post-nuclear world, the Brotherhood of Steel reopened several observation outposts in New California to monitor their activity and learn their motives. During this time period, the Brotherhood of Steel tasks the Chosen One with infiltrating Navarro Air Base and retrieving schematics for the Enclave's modified vertibird's. There are implications that clashes occurred between the two during the NCR-Brotherhood War. Following the events of Navarro's destruction at the hands of the NCR sometime after 2246, the Brotherhood of Steel openly began to hunt down and annihilate remnants of the Enclave on the West Coast.

NCR-Brotherhood War

In the late 2250s to 2260s, the New California Republic's growth would eventually lead to a collision course with the Brotherhood. As the NCR's power grew, the Brotherhood adopted a policy of reclaiming technology from people outside the order, energy weapons most of all. The disagreements over the handling of technology eventually resulted in a full-out war with the New California Republic. The Brotherhood was eventually forced into a retreat. At least six Brotherhood bunkers were lost to the NCR, four of them destroyed by the Brotherhood themselves in a last-ditch attempt to deny them to the enemy. Despite gaining the upper hand over the Brotherhood, the NCR also suffered losses in manpower, materiel, and economy. The NCR's gold reserves were raided heavily by the Brotherhood, causing bank runs. The NCR switched to fiat money to prevent further crisis, but this led to inflation and loss of consumer confidence.

One major confrontation occurred during the NCR's Operation: Sunburst in the Mojave Wasteland in 2276. Under Elder Elijah's leadership, the Mojave chapter of the Brotherhood of Steel was operating out of the solar power plant HELIOS One when the NCR launched an attack. The NCR's numerical superiority over the Brotherhood, coupled with Elder Elijah's immense reluctance to leave HELIOS, allowed the NCR to overwhelm the defenders, leading to the loss of over half the chapter. The NCR subsequently considered the Mojave chapter of the Brotherhood to be effectively neutralized. The survivors of the Mojave chapter retreated to the Hidden Valley bunker, going under lockdown to prevent detection and bide time to recover. The chapter restricted its operations to recon patrols and occasional high-priority raids, all at night, using Hidden Valley's DERVISH camouflage system to mask their movements.

Capital Wasteland (Fallout 3)

The Brotherhood's presence in the east suffered a further setback when Elder Owyn Lyons, head of the Capital Wasteland division, refused a direct order from the Lost Hills elder council, confirming their suspicions that he had gone rogue and was no longer pursuing the original mission. In response, the Brotherhood completely shut off communications to Lyons' division and denied them any reinforcements.

By 2277, the Brotherhood was well-established in the Capital Wasteland, with their headquarters at the Citadel in Washington D.C. The Enclave, however, wanted to control Project Purity for themselves, leading to a conflict between the Brotherhood and the Enclave, culminating in the Battle of Project Purity. The Brotherhood were able to prevent the Enclave's assault using a giant combat robot called Liberty Prime. Although this was a short-term boon for the East Coast Brotherhood, changes were on the horizon for the chapter.

Interim (between Fallout 3 and 4)

The key blow to the Capital Wasteland division came sometime before August 2279, with the death of Owyn Lyons and the loss of now-Elder Sarah Lyons not long afterwards. With the seat of power emptied, the remaining Brotherhood members elected multiple ineffectual leaders. Meanwhile, the adolescent Squire Arthur Maxson matured into a capable warrior and tactician, eventually defeating Shepherd, the

new war boss of the Capital Wasteland super mutants, around 2282. This feat earned him a provisional leadership position within the Capital Wasteland division. This position was bestowed by the West Coast elders, who revealed that they still monitored their errant brethren.

Maxson's position solidified in 2283 when he negotiated a treaty with the Brotherhood Outcasts, bringing them back into the fold and reforming the entire organization, turning away from some of Lyons' humanitarian goals and restoring the original mission of the Brotherhood of Steel. While a few members found this distasteful and left, a majority still remained, proud to serve a refocused Brotherhood. Maxson became leader of the Brotherhood's Eastern branch, setting it on a new, more authoritarian path. Around this same time, the Brotherhood began constructing a massive airship known as the Prydwen at the conquered former Enclave facility of Adams Air Force Base; the ship began full operation in 2282. With it, the chapter began to project its presence across the wider East Coast.

Mojave chapter (New Vegas)

By 2281, the Mojave Brotherhood's lockdown in Hidden Valley continued in response to the NCR increasing its presence in the Mojave Wasteland five-fold since 2276. The Mojave chapter, according to Elder McNamara, had time to fully recuperate from their losses suffered from the battle at HELIOS One, although the isolation meant a portion of their new knights and paladins were not experienced in combat outside of virtual training simulators. Some of their first scouting missions revealed that the NCR's presence in the region had only increased in their absence, so the lockdown was extended. The Brotherhood used the time in lockdown to re-strategize when it came to facing the NCR. However, the lockdown was becoming untenable due to morale issues, as well as critical mechanical issues with the Hidden Valley bunker's air filtration.

Though many within the NCR wrote them off as a spent force, Colonel Cassandra Moore still considered the Brotherhood to be a threat. Similar strategic assessments were made by the other major players in the region: Caesar believed they would have to be dealt with eventually, before or after the Legion's victory over the NCR; Robert House also sought to eliminate the Brotherhood's survivors, seeing them as the next-greatest obstacle to his plans after the NCR and the Legion. Yes Man's calculations also predicted that the Brotherhood would be the biggest enemy to anyone attempting to form an independent New Vegas.

Conflict with the Institute (Fallout 4)

The Brotherhood first sent a recon team into the Commonwealth in 2280. They were extremely successful, finding troves of pre-War documents and advanced technology. The second, Artemis, was a failure; its members were killed off in engagements with various hostiles, with the lone survivor, Paladin Brandis, going into hiding. The third recon team, Gladius, also fared poorly, with their numbers whittled down to three by various threats. The surviving trio of Gladius have made their base at Cambridge Police Station and seek to carry out their mission as best as possible and re-establish communication with the Citadel to report their most concerning findings about the region.

The Brotherhood in the Capital Wasteland eventually received Gladius' message and deployed in force; the message evidenced the existence of the Institute, a scientific cabal which the Brotherhood deemed dangerous to humanity. The Brotherhood sent a full combat expedition led by Elder Maxson, comprised of the Prydwen and a fleet of accompanying Vertibirds, with the main objective of seeking out and destroying the Institute. In the subsequent war for the Commonwealth, the Brotherhood may have also entered conflict with the Railroad and/or the Commonwealth Minutemen, other regional powers.

Cold fusion conflict in Los Angeles (Fallout TV series)

By 2296, the Brotherhood as an organization had splintered into dozens of individual chapters across the wastes, with the Commonwealth chapter maintaining primacy over the overall chapter hierarchy. The Commonwealth chapter received intelligence on an Enclave defector, Siggi Wilzig, who possessed a vital piece of technology that was of interest to the Brotherhood.

A West Coast chapter known as the Knights of San Fernando -- a chapter noted to have a particularly religious adherence to Brotherhood ideology -- was tasked by the Commonwealth chapter with joining the manhunt for Wilzig, with a Prydwen-class airship traveling to the airbase used as the chapter's headquarters to assist in their hunt. Knight Titus and Squire Maximus were among those charged with leading this manhunt, assigned to search the area around Filly in greater Los Angeles. After Titus' death, Thaddeus joined the search.

Despite the manhunt, Lee Moldaver ended up obtaining Wilzig's artifact: a cold fusion reactor and thus limitless energy. Moldaver, leading a group of fragmented NCR remnants, beat the Brotherhood as a result of Lucy MacLean obtaining and giving Wilzig's head (where he had stored the artifact) over to Moldaver. However, the Brotherhood subsequently stormed the NCR remnants' headquarters at Griffith Observatory, killing all of the defenders and allowing the Brotherhood to gain control over the cold fusion reactor.

Brewing civil war (Fallout TV series)

Following their victory over Lee Moldaver's NCR remnants, the Knights of San Fernando began to move to assert their own dominance within the Brotherhood hierarchy. The leader of the Knights of San Fernando, Elder Cleric Quintus, believed the Brotherhood had lost its way, and he wishes to reform and create a newly unified Brotherhood, believing that "power is taken, not given." This was tantamount to rebellion against the Codex and the chain of command. To improve their position, Quintus had the Knights of San Fernando uncover and claim Area 51 as their new headquarters, and arranged for an alliance with three other western chapters: one from Coronado, one from the Grand Canyon, and one from Yosemite. All three chapters' elders agreed to the alliance after witnessing the power they could obtain from the cold fusion diode. Not long after, a liaison from the Commonwealth chapter, Paladin Xander Harkness, arrived at Area 51.

Society

The Brotherhood is a military order with a strictly enforced hierarchy and chain of command. At the foundation of the hierarchy lies the Chain That Binds, a doctrine that mandates obedience to one's superiors and forbids circumventing ranks when giving orders. Superiors may only give orders to their direct subordinates, but not their subordinate's subordinates. Although intended to ensure the cohesion of command, the doctrine has been generally interpreted as a simple mandate of obedience within the order, with the order flow requirements ignored, abandoned, or altered in practice. However, it does provide a technicality that can be invoked to relieve members of their rank, up to and including elders. When it comes to the individual member of the Brotherhood, loyalty to and defense of the organization is the top priority, a priority that the Brotherhood considers sacred. Secondly comes dedication and loyalty to the Brotherhood's mission. Thirdly is dedication and loyalty to one's superior officer. Brotherhood members are expected to follow each of these rules in the given order. If one's superior should act against the interests of the organization or mission, the third rule is superseded by the second or first rule.

Roger Maxson's goals in inventing a new tradition and mythology for the Brotherhood were twofold. First, they would ensure that members of the Brotherhood would be stripped of their ties to the pre-War military and government, ensuring that any surviving general or politician would not be able to

invoke their oaths and use them to unleash nuclear devastation on the world again (as was the case with Secretary of Agriculture Thomas Eckhart in Appalachia). Second, it would give the survivors an idea to believe in, something they could dedicate themselves to, and find meaning in their lives after the nuclear war. The inspiration came from the fall of the western Roman Empire when the knights and scribes kept the fire of western civilization alive after the empire imploded. The group would focus on the safe guarding of technology to ensure the preservation of mankind. This was carried out with the eventual goal of using said technology to reestablish a safe and secure society on the American continent once more. By 2287, the Brotherhood had accepted its nation-building role and had indeed begun to carry out its plan to resurrect civilization.

Education system

Whether someone is born into the Brotherhood, chooses to join, or are taken in as a refugee, they receive a general education. With the Brotherhood being one of the few post-war factions to provide an official education, though it is up to the individual member to retain the information provided. In the Brotherhood, education begins at a very young age, they are taught to read, write and speak English. The organization's children attend school and are taught a variety of subjects, ranging from the Brotherhood's history and culture, to lesson's in warfare, combat tactics, to nuclear fusion, physics, chemistry and many other principles of science. The scribes are responsible for educating these younger members. In some chapters children are capable of attaining the rank of squire and they receive training in preparation for their future in the Brotherhood. Squires are occasionally taken out as observers on missions led by high-ranking members of the Brotherhood as a further part of their education. They are not take part in combat and are merely there to observe and study these combat techniques in person.

For those of older age or outsiders who join the Brotherhood, they begin their basic training and also continue to receive a more advanced education. This includes further indoctrination of the Brotherhood's rules and regulations to better prepare members for their future specialties. By 2296, the education of aspirants, initiates and squires was also presided over by clerics among the Knights of San Fernando. They are responsible for instilling the quasi-religious beliefs of the organization along with expanding the knowledge of members in terms of technology and philosophy. Each individual member is responsible for retaining the knowledge they are taught. The schooling is militaristic in nature, and disciplinary action is common for those who don't pay attention or disrupt. Following this phase, many become active officers, so much of their future teaching and training resides in the hands of their superior officer or sponsor.

Judiciary system

The Brotherhood of Steel is a disciplined militaristic organization that possesses a variety of laws and regulations. These laws were recorded with the creation of the Brotherhood Codex, which was laid out by the organizations founder, High Elder Maxson. All members of the Brotherhood are subject to the same body of laws. Even elders have been dismissed for violating the Brotherhood's charter or laws, such as destroying valuable technological devices without cause, violating the Chain That Binds doctrine, or murdering a fellow brother. Due to the requirement for elders and other high-ranking members to set an example, they may also be stripped of their position if allowing them to retain it would compromise the morale or integrity of a given chapter. The Brotherhood will conduct necessary investigations into individuals or incidents of interest. Evidence of guilt is required before action can be taken or a sentence given. The organization will even interrogate the accused to determine their motives and level of guilt. Regardless, until proven guilty or innocent, every member of the Brotherhood is entitled to fair trial before the elder of a given chapter.

Penalties for minor offenses, such as theft or insubordination, could result in disciplinary actions like latrine duty, demotion or imprisonment for more significant incidents. For more serious offenses against the organization, such as harming another member, punishment can range from exile or banishment to execution. Justice is often dispatched by one's superior officer. In some rarer cases, disciplinary action may be dispensed by a lower ranking member should a higher ranking member violate the Chain That Binds doctrine, the Codex or the organization's oath taken by each member.

Actions that betray the organization or harm fellow members are viewed with the highest level of severity. Those guilty of treason or those who pose a certain security risk can face execution for their actions against the Brotherhood. Again even in this case, a member of the organization accused of treason has the right to a fair trial. If a situation is deemed critical, it may require the involvement of the Circle of Steel, a section within the Brotherhood dedicated to the organization's internal affairs. It will task its agents with hunting down and eliminating the guilty party. This was seen when ex-Elder Elijah of the Mojave chapter was marked for death by the Circle of Steel following his failure and desertion at Helios One.

Other acts that are seen as executable offenses by Brotherhood are crimes against humanity and experimentation on human beings. This utter disdain of FEV and similar experimentation can be traced back to the foundation of the organization. In October, 2077, men under command of Brotherhood of Steel founder, Roger Maxson mutinied and executed scientist at the Mariposa military base. This was perpetrated after it was discovered that the United States government had been experimenting on prisoners of War with the Forced Evolutionary Virus. In 2104, members of the Appalachian chapter of the Brotherhood were forced to put a stop to Dr. Blackburn's inhumane FEV experiments. The organization's doctrine displays that members are willing to destroy vital technology or data should it be deemed dangerous to the survival of the human race.

Additionally, an action that is deemed forbidden by the organization, even to those within it, was the post-War use of large-scale nuclear weapons. Even as last resort, this was seen as an unacceptable by the Brotherhood's founder, Roger Maxson, who stated, "The death, the destruction, the end of the World. That came from the nukes. There will always be a reason to use a weapon. Always. But nukes? Never again!" He would even lament that he wished he could erase the technology from mankind's future knowledge. Thus to the Brotherhood, using these weapons was seen as extremely hypocritical to their tenants and regressive to humanity's salvation.

Eden

Eden refers to a prophesied future created by the Brotherhood of Steel. It was first indirectly spoken about by the organization's founder, High Elder Roger Maxson. His vision for the organization's future would eventually see them use the vast stockpiles of technology they had collected to reclaim and reestablish civilization on the American continent. Maxson saw the Brotherhood's preservation and safeguarding of technology they would need to rebuild the world as crucial. He described the Brotherhood as acting like a hard shell around a precious seed, but would also state that, "one day, when the time is right, that seed will grow. And a new civilization will be born." By 2296, the entire Brotherhood, on both the East and West Coasts, had finally embraced its nation-building role. The term "Eden" is spoken about by some aspirants of the organization, though their knowledge of what the Brotherhood deems as paradise may be limited.

Property and trade

Internal

As a rule, most Brotherhood chapters do not have an internal economy and allocate resources based on need, including weapons, armor, and even augmentations. Outside recruits are a special case: While

they will receive basic equipment (such as Brotherhood armor and weekly allotments of ammunition), and an allotment of rations to maintain their health, they must serve for ten years before the Brotherhood will provide its most advanced services without charge. Higher-ranking members may bypass this requirement and allocate equipment at their discretion, for example, to reward services rendered to the Brotherhood or provide tools necessary for a mission. All equipment beyond personal items is issued by the Brotherhood and carefully tracked by serial number, especially weapons. Equipment, such as rations, may be used for bets, and some chapters have implemented limited internal trade, keeping superior gear in reserve for higher ranks to purchase. Some chapters of the Brotherhood have even implemented a currency (Brotherhood scrip) for internal trade. The West Coast Brotherhood in particular was presumably very monetarily rich after the Brotherhood stole large amounts of gold following raids on NCR treasury's during the NCR-Brotherhood War.

In the 2280s, as the Brotherhood on the East Coast began to grow and expand - new regulations for internal trade were introduced. The organization saw external trade relations gain more prominence. In order to increase the Brotherhood's level of trade and ability to purchase external goods for supply and manufacturing. Under Elder Maxson's directive, Proctor Teagen would institute several changes. Previously little internal trade existed within Brotherhood society, as most everything was provided. But as external trade increased, the Brotherhood introduced caps as an internal currency to boost their economy and purchasing power. Brotherhood quartermasters, sell items to members for their missions and personal use, this allowed the Brotherhood to have a constant stream of caps to trade externally. They will also purchase items and technology recovered by members with caps, this allows said Brotherhood members to establish a financial base of their own. This occurs because of the Brotherhood's retrieval compensation policy, in which it compensates its members for the recovery of valuable tech or items.

However, when it came to the average member, standard equipment and ammunition for crucial missions, along with all other necessities were still provided free of charge by the Brotherhood. Members were expected to return this equipment to the quartermaster upon the missions completion. Due to the Brotherhood providing the necessities, theft was considered a rare occurrence. Knights and other higher ranking officers similarly received their power armor and other equipment upon achieving their rank and thus did not need to pay for said equipment, but they must either pay for upgrades or modify it themselves. The Brotherhood also has a surplus of certain munitions, thus members can get them for free. Members are also able to request leave for recreational reasons or for visiting family; if for some reason they are unable to have their leave, they will be compensated by the Brotherhood at the earliest opportunity. While on long-term missions, members of the Brotherhood are allowed to regularly contact their relatives unless they are involved in sensitive operations.

External

Appalachia

In the 2080s, the Brotherhood entered into open trade with the Responders and the Free States. The Responders access to food, medicine, and other essential supplies was the foundation of their relationship with the Brotherhood, with caravans crossing through the Savage Divide regularly. The Brotherhood would even send one of their Protectron vendors to sell their goods at the Whitespring Resort's mall, a central location for trade that involved most of the factions in Appalachia at the time. Unfortunately for all parties, these relations would deteriorate as the Scorched crisis intensified. As the Brotherhood spread across Appalachia, they established an outpost located at Big Bend Tunnel east sometime after late 2085. The Brotherhood contingent stationed there was under the command of Knight Melissa Reische. In 2088, she came into contact with Carol Sweeney, the leader of an ex-raider group that settled on the opposite side of the tunnel and established trade with them. For the next several years, through the fall of 2093, Knight Reische's unit actively traded with Sweeney's group. The Brotherhood would provide them shipments of supplies while the former raiders would provide them

any scavenged materials of technological or military value, a deal that Sweeney considered to be one-sidedly beneficial for her settlers. Reische's Brotherhood group was very generous, with the stated goal of working to ensure the community on the other side of the tunnel was taken care of.

In 2103, the First Expeditionary Force, under the command of Paladin Leila Rahmani, established itself at the ATLAS Observatory. They dubbed their new headquarters "Fort Atlas," and their presence soon attracted a number of local petitioners, who came to the Brotherhood for a variety of personal reason. Art Knapp wanted to trade a portion of his crops in exchange for Brotherhood's protection from raiders. Tally Lang desired to purchase powerful weapons from the Brotherhood, claiming that she needed it to protect her community of "orphans," while actually being a member of the Blood Eagles. Edgar Blackburn was interested in acquiring the Brotherhood's technology and equipment for the purposes of his research, that was aimed at developing a way for humanity to deal with the long-term ramifications of living in an environment polluted by radiation and deceases that arose in the wake of the Great War. Knight Daniel Shin, Rahmani's second-in-command, adamantly refused to acquiesce to requests from Art Knapp, as he believed that getting entangled in local conflicts by helping him would shift their chapter's focus away from their primary objective, and Tally Lang, since he was already suspicious of her and would not sell her weapons regardless of circumstances, because the Brotherhood were not trading weapons during that time period. However, his response to Blackburn's proposition was not as absolute. Shin had no interest in assisting Blackburn in his research, stating that funding private projects was not part of the Brotherhood's mission, unless Blackburn agreed to work under their supervision and provide the results of his research to the Brotherhood exclusively. Shin further clarified, that the Brotherhood would take a pointed interest in Blackburn's research in case it proved to be dangerous. Additionally, he was pleasantly surprised by Blackburn's display of commendable discipline, that was showcased in his willingness to let other petitioners be seen first, and pointed out that Scribe Valdez could potentially be interested in his research, should he ever visit Fort Atlas again. In the end, Shin stated that he would merely provide his personal recommendations to Paladin Rahmani in regards to the requests made by these petitioners, since, as the commanding officer, she would be the one to make the final decision. As part of her strategy to establish close ties with local factions, Paladin Rahmani sought to form a trade agreement with the Settlers of Foundation as a way to both establish a strong relationship with a like-minded community and allow the Brotherhood to avoid having to allocate time and resources to gathering food themselves. While Rahmani believed that establishing the trade deal would be very beneficial to her chapter's long-term prosperity in Appalachia, she acknowledged that the Brotherhood didn't need it to survive. Knight Shin, on the other hand, believed that the Brotherhood should grow stronger from being completely self-sufficient, instead of relying on trade deals, but also trusted in Rahmani's judgement on the situation, noting that chain of command supersedes personal opinions.(Note 1)

Knight Shin is accepting of the trade deal if the initiate from Vault 76 returns with the weapons and favorable terms for the organization. The Settlers relinquished the rocket launchers to the Brotherhood and agreed to the trade deal. They also agreed to update the organization on locations of other weaponry that might be of interest. In exchange the Brotherhood agreed to train Foundation's security force and advise them on defensive tactics. Shin will state that this agreement is mutually beneficial for both factions, with the added advantage of keeping the raiders of the Crater in check due to their alliance. While Paladin Rahmani agreed, she was concerned about the Brotherhood's actions creating a imbalance in the region. The paladin would also mention that she preferred that the settlers that wished to learn how to fight to join the organization instead of making the settlement militarily capable. Shin saw this as hypocritical on Rahmani's part, lamenting that it sounded more like a recruiting drive than an effort to help others.

Paladin Rahmani had also made several unsuccessful attempts to establish trade relations with the Blue Ridge Caravan Company, as each time, her requests were turned down. Joanna Mayfield, the head of the company, later explained that she refused to establish any form of contact between their groups, as she believed that the Brotherhood would attempt to exert control over Blue Ridge's operations and take a cut of their profits. Nevertheless, Minerva, one of Blue Ridge's traders, makes occasional stops at Fort Atlas to sell her stockpile of various plans and schematics.

In 2105, a raider group called the Rust Eagles set up their base of operations at the Metal Dome in close proximity to Fort Atlas. The group was a splinter faction of the notorious Blood Eagles, but had separated due to their fascination with technology, combat robots in particular. With the Brotherhood of Steel's headquarters being in such close proximity, a tech recovery team under command of Initiate Pappas was dispatched by Scribe Valdez to investigate. After making contact, Pappas and his team realized that the Rust Eagles could be negotiated with. An agreement was made between the two factions, in which the Rust Eagles would have a chance to test their robots capabilities in combat, while the Brotherhood team under Pappas was dubbed the Gladiators of Steel and would compete against them in the Metal Dome's coliseum. The Brotherhood would use this opportunity as a chance to recover technology and gather data on both their rivals and their robots. This arrangement created a extremely contentious, albeit respectful atmosphere of competition. The group's methods were viewed as unorthodox and controversial by the most of the Appalachian chapter, but they received all the support they needed from Scribe Valdez.

New California

By 2161, the Brotherhood of Steel had formed trade relations with the Hub through regular exchange of weapons for food and other supplies from the Far Go Traders and the Crimson Caravan Company. By this period, the Brotherhood had become the largest distributor of weapons in the region. High Elder John Maxson even mentions that the Brotherhood is responsible for creating or distributing most of the weapons seen in the civilized Wasteland. The Water Merchants had also attempted to establish official trade relations with the Brotherhood by offering a large volume of water in exchange for a huge stockpile of the Brotherhood's weapons. When the Brotherhood declined the offer, the Merchants sent a group to try and steal them. They were caught by the Brotherhood, but the Elders voted against a reprisal action. The Brotherhood will use currency like bottle caps for external trade, but also trade technologies and other equipment. However, some chapters have more restrictions than others.

In 2189, the Hub would be absorbed by the expanding New California Republic following a vote. This saw the beginning of trade between the Brotherhood of Steel, who were allied with the merchants of the Hub, and the NCR who now controlled the settlement. This included standard trade and barter, but also the exchange of some more advanced technologies, as the two factions were on moderate terms during this period. This would last until the 2250s, when conflict would erupt between the two groups over policies relating to advanced technology.

In 2296, members of the Knights of San Fernando can be seen trading or bartering with locals in New California for goods and services when needed, but they are expected to pay in caps. This is seen when Squire Maximus visits the town of Filly, he utilizes several local businesses to repair a vital piece of his power armor.

Capital Wasteland

Sometime following 2272, the Brotherhood was approached with a offer by Three Dog, the host of Galaxy New Radio. He was seeking protection from the multiple hazards of the Capital Wasteland, in exchange for said protection he would allow the Brotherhood of Steel to establish an outpost at the GNR building plaza. This was seen as beneficial to the Brotherhood, as not only did they gain a strategic location to use as a base, but their new ally operated one of the only working radio stations in the region. They dispatched a unit commanded by Knight-Sergeant Wilks to defend GNR Plaza. While another unit, led by Paladin Berrings, known as the 2nd Monument Defense Detachment was sent to the Mall, where they occupied the Washington Monument. The monument's spire contained equipment used to relay the GNR signal. In exchange for his defense and keeping GNR on the air, Three Dog would

also fill the airways with positive news about the Brotherhood of Steel's endeavors in the area. This increased public opinion of the Brotherhood and undoubtedly boosted recruitment and support for the organization. Following the emergence of the Enclave and the start of their war with the Brotherhood in 2277, Three Dog saw it as his duty to counter the propaganda spouted by the Enclave on their radio station with Brotherhood propaganda of his own.

As the Capital Wasteland super mutant conflict raged on, the Brotherhood would find themselves spread out all over the wasteland with limited availability for communication with patrols or small units. This caused issues for the organization, as they had problems keeping tabs on some of their men and by extension, casualties. As the conflict went on and the Enclave returned, resources were stretched thinly. This reduced the organization's capability to conduct recovery operations, as manpower was needed for front line service. This resulted in the chapter's Head Librarian, Proctor Elizabeth Jameson, contracting the recovery of Brotherhood holotags to wastelanders and scavengers. This would allow Proctor Jameson to properly maintain the scrolls. For completion of this task, the Brotherhood was willing to offer wastelanders compensation in caps, or produce technologies for every holotag retrieved. On occasion, trusted wastelanders may receive more specialized payment from the organization.

In 2277, the Capital Wasteland chapter's quartermaster, Knight-Captain Durga, was forbidden from trading with outsiders under direct orders from Elder Owyn Lyons, although exceptions could be made with the personal permission from the elder. By 2278, following the defeat of the Enclave at Project Purity, the Brotherhood had begun to trade with some settlements in the Capital Wasteland, Rivet City in particular gained prominence as the Brotherhood of Steel's first and largest trading partner in the region. The two groups had also begun to work closely with one another in order to distribute shipments of Aqua Pura to various settlements across the Capital Wasteland. The Brotherhood provided caps and advanced technology retrieved from the Enclave to the town's security force in exchange for their assistance in protecting water caravans from raiders, super mutants and Talon Company mercenaries. The Brotherhood simply could not protect them all by themselves as the war with the Enclave had consumed large amounts of resources and manpower. This deal started out very beneficial for both parties. However, as time went on turned out to be less than ideal due to the increased intensity of the attacks, which made Rivet City question the logic behind the Brotherhood's insistence on distributing the water for free instead of selling it and letting the merchants use the markup to pay for their own protection, without having to rely on Rivet City.

Although the deliveries of Aqua Pura did not officially extend to the ghouls of Underworld, Scribe Bigsley had nonetheless began to secretly sell water to Griffon in exchange for caps and technology as a way to subsidize other water caravans, despite Elder Lyons' explicit order to distribute the water for free. Unbeknownst to Bigsley, Griffon was re-selling Aqua Pura to raiders, slavers and the Outcasts, who otherwise did not receive water from the Brotherhood, while selling bottles of irradiated water to the blissfully unaware ghouls. This would continue until his misdeeds were discovered by a Brotherhood knight, the Lone Wanderer, with the possibility of the Bigsley being informed of his actions. Regardless, following the establishment of the Water Distribution Network, the Brotherhood would also cooperate with local scavengers and merchants. Their knowledge of the landscape proved invaluable in guiding water caravans across the Capital Wasteland.

The Outcasts at Fort Independence, led by Protector Henry Casdin, were interested in hiring skilled wastelanders to find and deliver all manner of technology to them, from scrap metal to advanced power armor and even alien weaponry, in exchange for ammunition and medicine. The Outcasts, however, would refuse to pay for the retrieval of their own power armor. Should such a "scavenger-for-hire" prove their worth by delivering a significant amount of technology, they would be considered a friend of the Outcasts, allowed to enter Fort Independence and keep the Outcast power armor for themselves, instead of having it confiscated.

At some point before 2287, the Capital Wasteland chapter of the Brotherhood of Steel had successfully employed a strategy proposed by Proctor Teagan, which involved utilizing their vertibirds to track caravans and provide assistance in case they get attacked, in order to earn their trust and gain favorable prices and values for trading in return.

Mojave Wasteland

The Mojave Chapter of the Brotherhood, led by Elder Nolan McNamara, found itself in a state of lockdown after suffering a significant defeat at the hands of the New California Republic during Operation: Sunburst, that saw at least half the chapters knights and paladins wiped out, this included some of its most experienced members. These circumstances forced the chapter to trade with outsiders in secrecy, by sending undercover procurement specialists, such as Scribe Veronica Santangelo, to the surface to trade Brotherhood's weapons in exchange for food and other supplies from traveling merchants, since the Brotherhood lacked the ability to feed itself and refused to make the necessary reforms to begin adopting technology that would allow them to start producing food, as it didn't align with their focus on military technology. The chapter's quartermaster, Knight Torres, had strict orders not to trade with outsiders without the elder's permission.

Commonwealth

By 2287, the Commonwealth Brotherhood, operating out of the Cambridge Police Station was offering compensation to wastelanders in return for valued technology. The Brotherhood believes in the compensation of others for goods or services, and according to Paladin Danse will always see a debt paid one way or another.

Shortly after the Brotherhood of Steel reinforcements arrived in the Commonwealth, Proctor Teagan sent a request to Lancer-Captain Kells and proposed establishing trade relations with local caravans by employing the same strategy that he had previously used in the Capital Wasteland to great success, by providing protection to travelling merchants in case of an attack in order to gain favorable prices. According to Teagan, this tactic would prove to be even more successful in the Commonwealth, where people lived in constant fear of the Institute. Teagan had also planned to sell surplus medical supplies to outsiders in exchange for ammunition that the Brotherhood was running low on.

Should the Brotherhood emerge victorious, they will establish trade relations with Diamond City, by regularly sending a few of their members on a supply run into the city's market. These supply runners are welcomed in the city, as long as the Brotherhood agrees to keep "heavy artillery" outside of the city's walls. The residents of the city will note that the Brotherhood spends a lot of money while trading. The supply runners themselves will speculate that their assignment might not be strictly pragmatical and that it doubles as a good will effort.

Confiscations

In extreme circumstances, such as war, or if it is deemed absolutely crucial, the Brotherhood is known to engage in forceful requisitioning of supplies or technology from civilian settlements and other groups. Though diplomatic options are usually pursued first.(Note 1)

The original Appalachian Brotherhood chapter was known to be somewhat isolationist, largely due to the chapter leader Elizabeth Taggerdy's unwillingness to trust civilians, furthered by incidents such as the theft of supplies and desertion of civilian recruit E. Fisher. The Brotherhood did initially trade and cooperate with other factions like the Responders for operations like the Battle of Huntersville and, facing the Scorched Plague in Appalachia, also frequently requisitioned/demanded supplies from other factions up through January 2094, to the point of exhausting all goodwill they had. They were also known to use force to take materiel, such as using a show of firepower to claim Thunder Mountain Power Plant from the Free States, or even holding the Responders' leader Maria Chavez at gunpoint to demand the sensor tech developed by Amy Kerry. Though it is worth mentioning that the Brotherhood was facing the threat of the Scorched Plague, the confiscations in material and locations were partially done with the preservation of those individuals in mind. As the Brotherhood was fighting to destroy the threat as a whole for all parties in Appalachia, as the situation at the time was deemed critical.

In 2103, Shawn Hockman arrived at Fort Atlas to launch a complaint. He claimed that at some point, he was robbed at gunpoint by a group of men claiming to be from the Brotherhood of Steel. When this information is relayed to Knight Shin, he denies any possibility of the Brotherhood's involvement in the incident. But also notes that he finds the news of individuals using the Brotherhood's name for their own personal gain disturbing. Shawn remained frustrated that the Brotherhood would let people get away with this, especially in their name. Regardless it was never confirmed if the Brotherhood was responsible for this incident. However, a group of bandit's that could be responsible are found roaming around Appalachia impersonating the Brotherhood of Steel. The group is in possession of power armor and weapons, while they attempt to rob travelers of their bottle caps under the guise of donations.

However, during the same year, the Brotherhood First Expeditionary Force was forced to requisition Hellstorm missile launchers from several factions in Appalachia. This included Foundation Settlers, the Blood Eagles and the Crater Raiders. These powerful munitions had initially belonged to the Brotherhood, but following their theft at the hands of a raider group in the Midwest, they began to be used against civilians. They're misuse had even caused the deaths of several members of the Foundation security force during a range incident. The Brotherhood saw it as their responsibility to reacquire their property and prevent further uses of these dangerous weapons.

Sometime during the 2250s or 2260s, the Brotherhood adopted a reactionary policy towards the New California Republic. They attempted to seize advanced pre-War technology, mostly energy based weapons, limiting and controlling the access to such technologies throughout the region. This would eventually result in the NCR-Brotherhood War.

By 2281, the Gun Runners refused to deal in energy weapons, this began due to every caravan that carried these weapons being wiped out or ambushed. The Gun Runners believed it was the Brotherhood of Steel, though these claims were never confirmed. Regardless they decided rather than deal with the constant losses they would disassociate with the technology. They abandoned the market to the Van Graffs entirely. Other groups would use the Brotherhood's reputation with technology to their own benefit. Groups like the Van Graffs and the Crimson Caravan had made deals to destroy their opposition and maximize profits. Part of the covert agreement was the raiding of competing caravan outfits like Cassidy Caravans, staging them as Brotherhood attacks.

During the war with the Institute in 2287, the Brotherhood in the Commonwealth was known to be capable of engaging in forceful requisition of supplies, such as food from civilian settlements if necessary. Should the settlements inhabitants not want to freely donate or accept payment for the crops, intimidation may be employed and the settlement may be seized. Even the elimination of the settlers leader is considered acceptable to complete the mission, since, in the words of Proctor Teagan, "if [they] aren't with us, [they]'re against us." Though this is only seen as a last resort should negotiations fail. If pressed, Proctor Teagan will admit that these requisition operations are not fully sanctioned by the Brotherhood of Steel's leadership or Elder Maxson.

In 2296, the Knights of San Fernando received orders from the East Coast leadership to track down and retrieve a vital piece of technology from a Enclave deserter, Siggi Wilzig, later revealed to be cold fusion research. The search for this technology once again reignited open hostilities between the Brotherhood of Steel and remnants of the New California Republic in the Boneyard led by Lee Moldaver, as the NCR forces under her command were also looking to acquire the research. When the technology made its way into the NCR remnants' possession, the Knights of San Fernando sprung into action. They attacked the Griffith Observatory, which acted as the NCR's headquarters in the area. After a vicious battle, the Brotherhood was able to secure the observatory and the cold fusion reactor. The cold fusion technology was described by the Brotherhood as being crucial, "an object... of profound potential... to harm our nation or to save it."

Social structure

The Brotherhood has several distinct classes that define a member's standing in the Brotherhood social structure, with a strict hierarchy distinguishing each member's position. The Brotherhood is egalitarian in nature, with male and female members both being able to rise up to any rank. At the Brotherhood's foundation, however, the women of the Brotherhood were also called "Brothers" instead of "Sisters," which would not carry over to the East Coast chapters. Additionally, while homosexual relationships are generally tolerated, thanks to isolationist tactics and policies of not recruiting among outsiders (depending on the chapter and period of time) they are pressured to instead seek relationships that will result in procreation. In the Capital Wasteland chapter of 2277, scribes are further divided and organized into three distinct sub-divisions with the following roles and responsibilities:

The Order of the Sword - responsible for weapons research and development, including guns and ammunition.

The Order of the Shield - responsible for defensive research, including power armor and defensive structures.

The Order of the Quill - responsible for data retrieval and archiving, seeking out books and holotapes for preservation as well as recording the history of the Brotherhood.

Initially the Brotherhood recruited from all walks of human life and took a direct hand in the defense of civilians, it was only following the death of Roger Maxson that the Brotherhood truly began its isolationist policies. And thus, for a period of time, joining the Brotherhood of Steel as an outsider was extremely rare, with the exception being those who showed great promise. Chapters that did recruit from wastelanders had seen varying results over time, members who were born into the Brotherhood tend to view them as reckless, creating something of a class difference. Due to the aggressive, undisciplined and trigger-happy attitudes among wasteland recruits in the Capital Wasteland, wastelanders were viewed as lacking when compared to longtime members. However, those who managed to rise through the ranks tended to overcome this stigma. But by 2287, this seems to have changed, with average wastelanders being able to attain high ranks and respect within the organization as equals.

In regards to outsiders, in general they are seen as a necessity to the Brotherhood (whether it be for trade or recruitment), however some members do maintain a patronizing view of outsiders and can have difficulty trusting them. Regardless from the early days of the Brotherhood, its founder, Roger Maxson, established the organization's rules and objectives recorded in the Codex. The preservation and safeguarding of dangerous or crucial technologies was implemented to prevent humanity from making the same mistakes as their corrupt predecessors. Maxson would even state that the Brotherhood needed the rest of the Wasteland, the organization's entire plan had been made for them. He also prophesied that one day when the time was right that the Brotherhood would utilize the technology they had collected to bring about the revival of civilization on the American continent. The Brotherhood has described primitive factions as being simple-minded citizens, mostly incapable of understanding and properly utilizing technology that the Brotherhood does. The Brotherhood will greet other factions with hostility if they deem themselves to be a threat to the Wasteland or the organization itself. Despite this, on occasion the Brotherhood is willing to work alongside other Wasteland factions, even if this cooperation is sometimes coerced.

Belief system

Origins (Traditionalists)

The traditional beliefs of the Brotherhood were shaped by the experiences of Roger Maxson and his men at Mariposa Military Base and in the aftermath of the Great War. At first, the Brotherhood focused on aiding survivors to the best of its ability, acting as an armed fighting force, rather than the military order it would become. The change came with the realization that the collective knowledge of humanity was in danger of being lost for generations to come. To keep the secrets of the past alive, Maxson

decided to dedicate the Brotherhood to the preservation of technology and human knowledge, collecting it in order that the Brotherhood might become the catalyst for humanity's rebirth. As the guardians of civilization, the Brotherhood would focus on the big picture, with direct aid considered a secondary concern.

While scribes were originally considered second-rate members, tools to protect the knights and maintain the Brotherhood's bases, this change in priorities placed them on equal footing with soldiers of the Brotherhood, tasked with preserving and developing technologies recovered from the field by the knights. Maxson's ultimate intention was to establish the Brotherhood as an organization that works closely with people outside of the Brotherhood, as guardians of civilizations, not its gatekeepers. His idea of an open Brotherhood put him at odds with isolationist members of the Brotherhood, including his own son, Maxson II, and Paladin Elizabeth Taggerdy, head of the Appalachian chapter. Although nobody confronted him openly on the issue, out of respect for his role as founder, Roger Maxson, along with the traditionalists seemed to be in the minority by the 2100s.

Preservationists

In 2135, Roger Maxson died of cancer. Although referred to as the Founder and Deliverer, the Brotherhood changed under his son, Maxson II. The most noticeable effect of the change in leadership was the cessation of outside recruitment by 2141, relying solely on natural growth. The Brotherhood creatively interpreted Maxson's words and its role as a steward of humanity and its salvation. Their power armor would remain a symbol of hope, the harbinger of restoration, but the Brotherhood would quietly wait for the right moment to restore the battered Earth to humanity, rather than actively collaborate with outside people. Until then, it would preserve knowledge and control it, so that it could not destroy humanity again by preserving knowledge and its practical applications for future generations, as Maxson intended. While the mandate was to recover, restore, and record whatever the Brotherhood could find, it emphasized hard sciences and the tangible, resulting in a tacit disregard for non-technical, softer fields of knowledge, such as history or sociology. By the late 23rd century, many Brotherhood initiates did not know who Roger Maxson was or what he had done for the order, and scribes captured by the Legion could not account for the group's origins a few centuries after its foundation.

The Brotherhood continued to research theoretical and practical aspects of science, including biology, physics, and chemistry. Practical applications were particularly emphasized, as weapons, ammunition, medical supplies, and so on were exported in exchange for food, water, and other necessities. Exports were limited to conventional technologies, with restricted, advanced items strictly controlled and only provided to those deemed responsible enough to use them.

Regardless of its disregard for soft sciences, the Brotherhood's policies allowed it to reach a position of influence. Its stockpiles of technology and combined knowledge allowed it to emerge as a major research and development house in New California, slowly reintroducing advanced technologies while wisely remaining outside the power structure. Its advantageous position would ultimately lead it to its downfall, as the Brotherhood grew confident in its unchallenged role as quasi-technology police, stagnating.

Reactionaries

The refusal to adapt and evolve led to a decline in the Brotherhood's standing and influence, as the New California Republic emerged as a major power player in the wasteland. Facing a changed wasteland with no plan in place, the increasingly strict adherence to the organization's principles evolved into religious dogmatism, a mindset that eventually dominated its leadership. The Codex became sacred, with Roger Maxson effectively deified. Religious influences trickled into everyday expressions, with "By Steel" becoming an intensifier and an oath, invoking an undefined higher entity.

The definition of technology became very selective. The Brotherhood started to focus almost exclusively on combat technologies, such as energy weapons or power armor, zealously restricting its use to its own

ranks. Basic, useful technologies like genetic modification of crops or civil engineering were largely ignored, as irrelevant to the pursuit of narrowly-understood power. Sharing of Brotherhood secrets, even for a greater purpose, is seen as treason warranting summary execution.

The drive to protect the people from the ravages of technology was replaced by hoarding. The Brotherhood became aggressive in their efforts to control technology. No outsiders were permitted to join their ranks. Rather than restoring the Earth, the Brotherhood wanted to outlive and inherit the Earth after other rivals have died out. The Codex itself was either rewritten or reinterpreted to emphasize the world view.

Not all Brotherhood chapters were dedicated to this reactionary policy. Lyons' Brotherhood of Steel diverged when Elder Owyn Lyons turned his chapter into a purely charitable organization in 2276, aiding the wasteland without compensation and opening its ranks to outside recruitment. His insistence on charity, rather than equitable exchange, led to a steady decline and loss of territory over a period of twenty years of their presence in the Capital Wasteland. The Purifier Conflict with the remnants of the Enclave provided an influx of new technologies and resources, but Lyons' leadership remained a problem. Particularly severe was the fact that Lost Hills completely shut off communications with Lyons' chapter and denied them any reinforcements.

Restorers

Major changes were introduced under Elder Arthur Maxson in the 2280s. Like the Brotherhood of the 22nd century, the eastern division rededicated itself to the advancement of humanity. Beyond taking an active role in wasteland politics, the Brotherhood embraced some of its traditionalist roots along with Elder Lyons' policies of eradicating abominations, combining them with a new approach to controlling technology. Abominations brought about by mankind's scientific meddling are viewed as a scourge that needs to be destroyed in order for humanity to prosper. The list typically involves super mutants and feral ghouls, although the Brotherhood also eliminates raiders and other threats as a matter of course. Control of technology is seen as a means to an end. While the crumbling western Brotherhood attempted to control technology in an attempt to stave off its destruction, Maxson's Brotherhood returned to the original mission of containment: Protecting mankind from technologies that cannot be fully controlled and thus represent a threat to its long-term welfare and even survival. As a result, the Brotherhood seeks to understand the nature of technology, its power and meaning to humans, and fights those who would abuse said power for their own ends, endangering mankind in the process. The most noticeable way in which this policy is implemented is the collection of technology from pre-War sites, to prevent its abuse.

The Brotherhood rejects technological development for the sake of technological development, drawing on the lessons of the Great War. The Brotherhood holds that it was a result of technological progress outpacing man's restraint and moral progress. Consumerism and greed became the driving forces of progress, new technologies exploited by mega-corporations for their own gain, pocketing the cash and ignoring the collateral damage to society and the environment. Though miracle advancements in medicine and welfare were made, the unchecked development spurred by the war with China led to widespread abuse of technology's potential. Bio-engineered plagues, FEV, and ever more destructive nuclear weapons were but a handful of horrors created by pre-War mankind. The Great War was a natural result of putting the implements of Apocalypse in the hands of madmen.

Gen 3 synths, which are indistinguishable from humans, are a perfect example of science run amok, a technology that cannot be fully controlled by humans. They view the combination of the synths' superior physique and capacity to think for themselves as an existential threat to mankind, while the way in which they are created, assembled in a laboratory and programmed like a robot, is anathema to the Brotherhood, which holds human life to be sacred.

While the Brotherhood's new rhetoric has religious overtones, Elder Maxson rejects the notion of being worshiped as divine. The eradication of Maxson cults in the Western Brotherhood is consistent with his desire to be nothing more and nothing less than human: aided and perfected by technology, but not controlled or enslaved by it.

Nation builders

Elder Maxson's reforms had wide-reaching implications. The Brotherhood finally embraced its nation-building role, which was already taken for granted on the East Coast, with Initiates fighting and dying in the name of the Brotherhood, seen no longer as just an order, but as a country. Out West, the emergence of a new caste of clerics, imbuing the Brotherhood's mission with religious overtone has also contributed to the evolution of the Brotherhood: From an elite order of warrior monks into a mass movement, relying not on a handful of troops in power armor, but massed forces of aspirants and initiates accompanying these troops to overcome any conceivable enemy.

This resulted in the introduction of mass outside recruitment, previously practiced by Elder Owyn Lyons and Arthur Maxson, emulating the practices of the New California Republic, crippled after the Fall of Shady Sands. Drawing from every walk of life, these aspirants would become the sledgehammer of the Brotherhood, ready to cut the shape of the future with their swords on orders from the clerics. While the newfound religious reverence for pre-War artifacts and the stiffening of command hierarchies resulted in some disillusionment among certain veterans, those who have never known life outside the Brotherhood followed them with near fanatical zeal as a chance to improve their standing - even if they were orders to kill and reclaim pre-War tech no matter the cost. Though it is also stated by high-ranking members that violence is a tool only to be used as a last resort by the organization.

An offshoot of this new interpretation of the ideology was that aspirants and squires became more expendable, and were expected to serve on the front lines. Normally assigned to knights to slowly train and become new knights. They had always been expected to be willing to die in the line of duty, but with their now increasing numbers the Brotherhood sought to utilize them, as well as provide them with combat experience. A whole ceremony was invented including branding them on the skin. Squires actually looked forward to the ceremony, believing they were not true squires until their flesh carried the mark of a knight.

Iconography

The iconography of the Brotherhood of Steel is built around its emblem: gears, sword and wings. It is used widely to decorate their facilities, tag armor and equipment, and as part of markers and flags identifying their territory. The order marks virtually every piece of equipment it possesses with its sigil.

The Brotherhood insignia has evolved throughout the years. While it has retained its general appearance, the number of cogs on the gears, their facing, and basic color scheme have varied between iterations. Other modifications have also been implemented, such as replacing the gears with a lion rampant, altering the number of teeth on the elements, or changing coloration.

The insignia is usually the only major difference between pre-War military uniforms and Brotherhood outfits. The West Coast Brotherhood chapters (as well as Lyons' chapter) typically use recon armor for their soldiers inside and out of combat, while post-War robes are worn by the scribes and elders. The scribes later Eastern Brotherhood, as well as the earlier Appalachian chapter, instead use engineering-oriented coats with a leather vest with many pouches, with whatever additional gear as suits their purposes. They also use a more specialized, practical outfit for scribes who are assigned to operate in the field consisting of a sweater and a similar leather vest with numerous pouches. Some chapters make occasional use of combat armor, but the Brotherhood are most identified with their heavy use of power armor, which is often seen as emblematic of the Brotherhood.

The type of power armor most commonly used depends largely on the availability of a specific model to a given chapter. The Lost Hills and Mojave chapters primarily use the T-51b, while the Eastern Brotherhood was forced to adopt the inferior T-45d following their expedition to D.C. as it was the best they had on hand (both the Lyons Brotherhood and the Outcasts). However, the T-60 became their dominant model of power armor by 2287. Despite having fought two wars against the Enclave and

pillaging their technology, they have not been seen incorporating Enclave models of power armor, but do study them.

The Brotherhood has, on occasion, repurposed old U.S. military propaganda to promote themselves.

Divisions and locations

Founding chapter

The headquarters of the Brotherhood and its first chapter is the Lost Hills bunker in California, the place where the organization was founded, and the seat of the Brotherhood's high elder and ruling council for much of its post-War history. It is also the center of their research and military activities.

By the 2240s, Brotherhood installations in New California included small observation bunkers (for example, in the Den, San Francisco, and Shady Sands). All Brotherhood outposts are formally subject to the Lost Hills' ruling council's authority, even if they sometimes tend to act independently, especially if they are located far from California, and contact with the headquarters is rare. The Lost Hills bunker is surrounded by the state of Maxson, which, while named after the founder of the Brotherhood, is a state of the New California Republic which is officially outside Brotherhood rule.

The NCR-Brotherhood War resulted in the destruction of at least six Brotherhood bunkers in New California by 2281. However, the status of the Lost Hills chapter as of the late 23rd century is unclear. By 2296, multiple other Brotherhood chapters, each with their own separate elders, were operating in New California following the destruction of Shady Sands and the subsequent loss of NCR governance around Los Angeles, and the Commonwealth chapter had become the dominant power within the Brotherhood, holding command over all of the known chapters on the West Coast.

Appalachia

The Appalachian Brotherhood of Steel was founded when Roger Maxson contacted Lt. Elizabeth Taggerdy via satellite. The chance meeting led to the earliest branch of the Brotherhood being established in the remote region. Based out of Camp Venture and later Fort Defiance, the chapter focused on recovery and aiding the local population in its early years, before refocusing entirely on the destruction of the scorchbeasts and the Scorched as an existential threat to humanity. The chapter failed in its attempt to contain the threat, with its forces all but wiped out in August 2095, less than twenty years after their foundation.

In the year 2103, the Brotherhood First Expeditionary Force from Lost Hills arrived in Appalachia and set up at Fort Atlas, reestablishing a Brotherhood presence in the region. In doing so, they became the second iteration of the Appalachian chapter. However, a rivalry emerged between the new chapter's leadership, Paladin Rahmani and Knight Shin, regarding the Brotherhood's isolationism. Shin wanted to keep the Brotherhood's tradition at the expense of the safety of the surrounding wastelanders, while Rahmani wanted to abandon the Brotherhood tenets in order to bring about a more united wasteland.

Mojave

The Mojave chapter's bunker is located in Hidden Valley, directly east of the settlement of Goodsprings in the Mojave Wasteland. It is surrounded by powerful underground fans that serve as a high-tech defense system, creating artificial sandstorms that allow the inhabitants to travel to and from the bunker undercover. It also serves as a kind of electronic disturbance to any and all outside factions' targeting sensors, therefore rendering the bunker safe from detection.

Prior to 2276, the Mojave Brotherhood had been active throughout the region before their crippling defeat at HELIOS One by NCR forces and were forced underground on the orders of their new leader

Elder McNamara. Due to a complete lockdown ordered to preserve what remaining soldiers he had, McNamara relies solely on teams that were trapped outside of the bunker for intel and trusted undercover operatives to bring food and supplies back to those trapped inside.

East Coast Brotherhood

On the East Coast, the Capital Wasteland chapter established the Citadel, built into and beneath the ruins of the Pentagon in Washington, D.C. This faction was led by the idealistic Elder Owyn Lyons who decided to make the protection of the human inhabitants of the Capital Wasteland from super mutants and other threats his top priority, instead of the acquisition and preservation of technology. While Lyons was officially recognized by the ruling council at Lost Hills as the leader of a Brotherhood faction, because of his changed priorities, he received no support from California, and his faction, for all intents and purposes, was independent. Without reinforcements from the West Coast, Lyons was forced to recruit locally, but, as most new wastelander conscripts are overeager, unskilled, or both, the survival rate of these local members was atrocious. Elder Lyons' daughter Sarah commanded her own elite squad, Lyons' Pride. These soldiers help preserve the Capital Wasteland by holding back the super mutants, who tend to remain in the urban ruins of Washington, D.C.

Members of Lyons' expeditionary force who preferred to stay faithful to the Brotherhood's original goals of locating and preserving technology and knowledge eventually abandoned him in 2276, after Lyons outright refused to permit them to excavate Fort Independence. Under the lead of Paladin Henry Casdin, they left the Citadel to take up residence in the fort and styled themselves as the Brotherhood Outcasts. In addition to carrying out Lyons' original orders, the Outcasts attempted to re-establish contact with the western elders and have Lyons placed in front of a firing squad.

As the war with the super mutants intensified, the Enclave returned in the flesh after fleeing New California several years prior. Their radio broadcasts had been heard for years on wasteland radios. They seized the Jefferson Memorial's "Project Purity" (a project intended to provide clean water to the wasteland), and subsequently consolidated their power throughout the Capital Wasteland. At first favoring caution, Elder Lyons soon changed his mind, engaging the Enclave in a full-scale battle after the Enclave acquired possession of Vault 87's G.E.C.K. and nearly activated Project Purity. With the aid of Liberty Prime, the Enclave was ousted from the Jefferson Memorial and into uncertain disarray. Despite the subsequent loss of Liberty Prime, Lyons' chapter started its recovery to dwarf their fellow chapters back west in power, especially after the devastation of the NCR-Brotherhood War.

Knights of San Fernando

The Knights of San Fernando are a Brotherhood chapter known to be active in New California by 2296. Led by Elder Cleric Quintus, the Knights of San Fernando seemingly emphasize the Brotherhood's quasi-religious beliefs and aesthetics, with a strong presence of clerics in their ranks and their soldiers trained to adhere to strict discipline and military doctrine teaching that the Brotherhood is the foremost power for change. Their only known stronghold by 2296 is an airfield on the West Coast, where squires are raised and trained for their eventual role as aspirants in service to a knight.

In 2296, the San Fernando chapter received orders from the Commonwealth chapter to hunt down the rogue Enclave scientist Siggi Wilzig. The chapter's mission to obtain cold fusion technology held by Lee Moldaver's faction of NCR remnants led to their military takeover of Filly as an outpost, before later participating in the Battle of Griffith Observatory against Moldaver's forces, ending in the Brotherhood's victory and assuming control of Los Angeles.

Later in 2296, the San Fernando chapter sought out Area 51 as another base of operations. Quintus summoned the leaders of the Grand Canyon, Coronado, and Yosemite chapters to a meeting where he shared his plan to shift the balance of power back to the West Coast, with the ultimate goal of restoring the wider Brotherhood's cohesion and himself as its leader. Though he brought the other elders around to his plan, the arrival of Xander Harkness from the Commonwealth complicated matters.

Grand Canyon chapter

The Grand Canyon chapter exists somewhere within the Grand Canyon as of 2296. It is subordinate to the Commonwealth chapter, and had at least one Prydwen-class airship for transport. That year, the chapter was invited to an alliance with the Knights of San Fernando in an attempt to rebel against the Commonwealth chapter using the cold fusion relic. The Grand Canyon chapter's leader readily agreed.

Coronado chapter

The Coronado chapter exists somewhere within Coronado as of 2296. It is subordinate to the Commonwealth chapter, and had at least one Prydwen-class airship for transport. That year, the chapter was invited to an alliance with the Knights of San Fernando in an attempt to rebel against the Commonwealth chapter using the cold fusion relic. The Coronado chapter's leader readily agreed.

Yosemite chapter

The Yosemite chapter exists somewhere within Yosemite as of 2296. It is subordinate to the Commonwealth chapter, and had at least one Prydwen-class airship for transport. That year, the chapter was invited to an alliance with the Knights of San Fernando in an attempt to rebel against the Commonwealth chapter using the cold fusion relic. The Yosemite chapter's leader initially agreed, but pulled out of the alliance after the arrival of a liaison from the Commonwealth chapter.

Montana Chapter

A Brotherhood bunker exists in Montana and was at some point the home of an elder named Patrocolus.

Chicago Chapter

The Brotherhood of Steel sent a detachment of troops east by airship to track the remnants of the Master's Army. After crash landing in Chicago, they clashed with the mutants in the city. By 2277, they had been classified by the Brotherhood as a rogue unit and "fell off of the radar" of the organization's other chapters. However, they were able to defeat the remnants of the Super Mutant Army that fled east. They were either killed or were assimilated into the Chicago chapter of the Brotherhood of Steel, which seemed more willing to allow mutants to join its ranks.

Branch organizations

Circle of Steel

The Circle of Steel is a branch organization within the Brotherhood of Steel dedicated to dealing with internal conflicts. In terms of their position relative to the Brotherhood proper, they handle the internal affairs of the whole Brotherhood of Steel. They are based on a faction of the same name that was to appear in the canceled Van Buren.

Tactical units

Lyon's Pride

Lyons' Pride (commonly truncated as the Pride) is a tactical unit within Lyons' Brotherhood of Steel, comprised of elite Brotherhood soldiers led by Sentinel Sarah Lyons.

Non-canonical chapters

Midwestern Brotherhood

The splinter faction, which lost contact with the Brotherhood leadership at Lost Hills, had been an independent organization since 2197, when the airship of its founders crashed near Chicago. Unlike the original, isolationist Brotherhood, the Midwestern Brotherhood expanded aggressively and eventually established a network of bunkers and vassalized towns from Illinois to Kansas, drafting folk from tribes and cities under Brotherhood protection into its ranks. While more open to the outside world, this faction of the Brotherhood is by no means altruistic - the villagers under Brotherhood rule, while protected from raiders and mutants, live in fear of the infamous Brotherhood inquisitors. The Midwestern Brotherhood was far more open in terms of recruitment compared to its West Coast counterparts, accepting ghouls, super mutants and even intelligent deathclaws into their ranks. The Brotherhood's main bases were bunkers that were originally pre-War military bunkers that were found, taken, and rebuilt. In accordance with the Brotherhood's military roots, they were renamed Bunkers Alpha, Beta, Gamma, Delta and Epsilon.

The aforementioned Chicago detachment is a reference to the Midwest Brotherhood as they appeared in *Fallout Tactics*, though what is mentioned of them is essentially all that remains in canonical installments. However, just like their *Fallout Tactics* counterparts, the canon Chicago chapter also allows mutants into its ranks.

Texas Expedition

After the death of John Maxson, Rhombus, the head of the Brotherhood's paladins, became the new high elder, in the non-canonical *Fallout: Brotherhood of Steel*. A super mutant faction under the leadership of Attis moved east and attempted to recreate the mutant army in Texas using the Corporate Vault. Rhombus, despite some criticism from the ruling council of the West Coast Brotherhood of Steel, started a crusade against the still-existent threat of the super mutant army, now led by Attis, in 2208. The Texan Brotherhood would prove successful in their quest, destroying Attis and his army at the ghoul city of Los.

Later they would expand their reach to include Fort Worth and the Alamo.

Unlike the Chicago detachment, the events of *Fallout: Brotherhood of Steel* have not been referenced in any way in later canonical installments.

Foreign relations

For further information on relations such as trade, see Trade, Redistribution of technology and Confiscations.

Civilians

Initially the Brotherhood was founded as an organization to help the survivors of the Great War and took direct involvement in the defense of civilians as a top priority. However following 2082, this would take a backseat as the priorities of the organization shifted towards the collection and preservation of technology to safeguard humanity. Regardless, during the Brotherhood's early years it still remained a ever-present goal of the organization for most chapters. Despite technology being the main priority of the organization, the Brotherhood also has a mission to assist civilians when possible but not if it compromised the organization's mission or values. The Codex states, "Shield yourself from those not bound to you by steel, for they are the blind. Aid them when you can, but lose not sight of yourself." And although outsiders were viewed with caution, they were not seen as completely lost by the Brotherhood. They could in the Codex's words, have their "eyes opened" through joining the organization, "Fear those who do not pledge to the Brotherhood for though their eyes may be opened through service, they are now blind."

Furthermore, despite the organizations ever-developing caution when it came to outsiders, they continued to openly assist civilians on both the east and west coast. With the Appalachian chapter of the Brotherhood sacrificing itself to defend the populations of West Virginia and beyond from the Scorched plague in 2095, and the Brotherhood First Expeditionary Force's defense of a settlement from raiders in the Midwest during 2103. By 2161, despite adopting more isolationist policies, the Brotherhood of Steel still assisted wastelanders against serious threats. Even though the organization had stopped recruiting outsiders in 2141 (6 years following Roger Maxson's death), they assisted civilian settlements by driving off the Master's super mutant army during the Unity Crisis. Following this they began to reintroduce technology into the Wasteland over time, becoming a major distributor of both pre and post-war tech.

They would also protect the citizens of the West Coast by assisting in the defeat of the Enclave following their emergence in 2241. On the East Coast, the year 2277 saw open conflict between Lyons Brotherhood and the Enclave over the control of Project Purity. Following their reintegration into the Brotherhood, they would continue to provide clean water to people of the Capital Wasteland into the 2280s. Perhaps most impressively, the Brotherhood would defeat the Enclave with the assistance of a new knight, the Lone Wanderer. Together, they were also able to save the entire population of post-nuclear America by destroying a group that had the capability and had planned to release modified FEV into a major water supply. This would have been perpetrated with the goal of cleansing the continent of all mutations, which by this point basically included everyone besides Vault Dwellers. By 2287, the Commonwealth detachment of the Brotherhood would work to protect the regions citizens against Institute-created threats like synths and super mutants during the War of the Commonwealth. Their long-term goals in the region involved eliminating the Institute and reducing threats such as super mutants, feral ghouls and raiders.

When entering a conflict, the Brotherhood of Steel usually proceeds with two primary goals. One to locate the given threat and destroy it, preventing it from causing further damage to the Wasteland and mankind. The second objective was to assist the innocent people of the Wasteland in dealing with these threats. The Brotherhood of Steel had standing orders to always verify their targets to prevent or reduce civilian casualties while in combat. In such critical events, the organization's members were also more than willing to spill their blood or give their lives for the betterment of the Wasteland's civilian inhabitants. Most members of the organization cared about what happened to the average wastelander, especially the leader of the Brotherhood on the East Coast, Elder Arthur Maxson - who sought to bring a message of stability to the people of Commonwealth in 2287. Eliminating these threats was seen by the Brotherhood as "essential to humanity's survival". Many within the organization also saw as it as their responsibility to ensure that what remained of humanity followed a safe path that avoided the utter destruction brought about by mankind's hubris during the Great War.

The Brotherhood's hesitancy to involve itself in the average affairs of wastelanders doesn't stem from a place of malice, but is rather due to the fact that it could be a tactically poor choice depending on the situations level of severity. The long-term mission of the organization is the paramount concern for most members, and they will ignore the pleas made by civilians if assisting them impedes those goals. The Brotherhood of Steel does not consider itself to be a "charity" for the average wastelander to exploit for personal gain. The Brotherhood is also hesitant of sharing their technology with others, despite the obvious benefits said technology could bring to the wasteland. Instead they chose to introduce it at a slow rate and only with those who they deemed could be trusted with its use. It is a commonly accepted idea within the Brotherhood that most people of the wasteland are not responsible enough to use (and maintain) all of the technology the Brotherhood has at their disposal. They are known for redistributing some of their technologies in exchange for food and other resources. But they keep the more sensitive, advanced and hazardous technologies under their protection.

While they are generally not hostile to others without a good reason and Brotherhood members are seen as people not to be trifled with. Following the death of founder, Roger Maxson, for a period many members of the Brotherhood were not interested in justice for the weaker and less fortunate wastelanders (or mutants) around them. They largely focused on keeping their secrecy with isolation, along with the pursuit of both preserving and developing technology, which they would often put above human life since technology is irreplaceable in the post-nuclear wastelands—lives are not. Their motives are often based on the long-term results. Against its enemies, the Brotherhood maintains a policy of total warfare. As a general rule, they do not take prisoners, whether the opposition are simple wasteland hostiles like super mutants or raiders, to more complex opponents such as the Railroad or Enclave. This is done because the Brotherhood seeks to neutralize a given threat indefinitely. But the organization takes a lighter approach when dealing with militant civilians, and usually look to subdue rather than eliminate them. In rare cases that wastelanders compromise a critical mission or if they pose a threat to a member of the Brotherhood, the organization will reluctantly pacify or eliminate the threat. The organization does try to prevent unnecessary casualties but acknowledges the fact that collateral damage does and will occur, regardless of its member's dislike of it.

Outside recruitment

During its formation and early years - the Brotherhood of Steel recruited from all walks of human life. Many were former members of the United States Military. Roger Maxson had begun attempting to contact ex-military units across the former United States with the proposition of joining his organization. However, not all that joined were soldiers, others were scientists, first responders or just average wastelanders. The Brotherhood on the West Coast kept growing, welcoming into its ranks a National Guard unit that was formerly stationed near Mariposa. Basic training for new Brotherhood recruits was extensive and strenuous. Even former military veterans found it to be a lot more difficult than their prior training. In Appalachia for example, all new recruits, regardless of background, were required to report to Camp Venture for basic training. The Brotherhood of Steel had made modifications to US Army Ranger training to set a new standard for basic. Part of this basic training even included live fire engagements against hostile targets such as super mutants and raiders. Because of this, casualties were seen as a necessary loss when it came to building a better soldier.

When the Brotherhood expands into a new area, open recruitment may be seen as necessary to the security of the mission. The Brotherhood First Expeditionary Force for example had recruited dozens of initiates and hopefuls on their track across the country. During 2103, they arrived and established their headquarters at Fort Atlas in Appalachia. Following this, they continued to recruit large numbers of local civilians to fill their ranks as a new chapter. These new recruits would then be indoctrinated with the teachings and regulations of the Brotherhood of Steel. They were provided training and sent on patrols or to guard checkpoints for combat experience.

It was only following the death of Roger Maxson that the Brotherhood began their isolationist policies. Following 2141, it is known that the organization would stop recruiting outsiders, despite a few exceptions. But by 2161, they had still remained active on the surface in New California, launching

operations and trading with settlements. By 2241, they had become completely isolationist on the West Coast, masking their presence to most of the outside world. During this time period, the Brotherhood did not recruit outsiders as a general rule. When it did, they required the recruits to be very young, so that the proper relationship with technology could be cultivated. Adults have an approach that some in the Brotherhood considered perverted. However, exceptional individuals were conditionally allowed join the Brotherhood. Throughout its history, the Brotherhood of Steel has been known to offer asylum to refugees. Especially children, but adults are also accepted. The Brotherhood has also on occasion offered asylum to larger groups following terrible events such as "the Scourge" or the destruction of Shady Sands. Many of these refugees go on to join the Brotherhood's ranks, while ones who choose not to become Brotherhood refugees or civilians. These actions as a whole act as a form of recruitment, bolstering their numbers.

Following 2255, the Capital Wasteland chapter of the Brotherhood under Elder Owyn Lyons began recruiting wastelanders after they arrived in Washington, D.C.. In order to establish and further reinforce the chapter in the region, the Brotherhood would go on recruiting drives to attract new members from local settlements, such as Rivet City, but still continued to remained hesitant of outsiders. This is how members like Paladin Danse and Knight Cutler joined the organization. Circa 2287, the policy changed somewhat radically. As Elder Arthur Maxson became the leader of the Brotherhood's Eastern branch, he retained Elder Owyn Lyons practice of recruiting wastelanders sponsored by existing Brotherhood members and expanded upon it. Civilians could now choose to approach the Brotherhood to enlist on mass, and are for the most part greeted positively by their future comrades. As it was under Lyons, the sponsor would travel with their charges and teach them the ideals of the Brotherhood and train them in combat. To this end, active members can field promote recruits to initiate rank, but the rank and subsequent promotions have to be confirmed by the elder at the earliest possible opportunity. However, while the member can retract their sponsorship, once the rank is confirmed by the elder, only the elder can dismiss the sponsored party from the organization.

By the 2290s, a similar recruitment policy has been adopted by the West Coast Brotherhood of Steel, in staunch contrast to the near-total refusal to accept outsiders into its ranks in 2281. The Brotherhood accepts recruits from all walks of life and provides them with food, education and a place in the world. However, these recruits or refugees are presumably forbidden from leaving the Brotherhood due to the security risk, regardless of how much one may want to. As Squire Dane tells Maximus there is no leaving the organization when he mentions the possibility of doing so.

Raiders

Raiders have always been seen as a natural enemy of the Brotherhood of Steel and the two groups have been at open conflict for over two centuries. The Brotherhood views the very existence of raiders as a direct obstacle to the organization's mission to save the remnants of humanity. By extension, many within the organization additionally believe that part of their mission is to address the threat these raiders pose. And as a result, the Brotherhood will usually engage, and either destroy or subdue these groups to protect local populations, as well as the organization's own interests. Over the years, there have been several major conflicts between the Brotherhood and different factions of raiders, including the Crater Raiders, Blood Eagles, Vipers, Great Khans, the Blackwater Bandits, and many more. However, the Brotherhood is willing to make temporary alliances or non-aggression pacts with raider groups should a situation deem it tactically beneficial. This is seen when the Brotherhood entered into an agreement with the Rust Eagles raider group rather than choosing conflict with them. They were also willing to form a temporary alliance with the Blood Eagles trapped in Vault 96.

They similarly do not hold ill-will towards those who have formerly been raiders in the past, and are more than willing to have them join the ranks of the Brotherhood should they dedicate themselves towards its goals. The Brotherhood contingent stationed at Big Bend Tunnel east was under the command of Knight Melissa Reische. In 2088, she came into contact with Carol Sweeney, the leader of an ex-raider group that settled on the opposite side of the tunnel. Despite them being former raiders, the Brotherhood would provide them shipments of supplies while the former raiders would provide them any scavenged materials of technological or military value. It is not known if they possessed a relationship, but the Commonwealth raider gang known as the L&L Gang did share some similar aspects

of ideology. The raider group operated with the sole purpose of annihilating synths, making them a significant enemy of both the Railroad and the Institute.

In 2103, despite protests from members of the chapter and the groups reputation, Paladin Rahmani expressed interest in forging a long-term relationship with the Crater Raiders in the interest of regional stability. This would not come to pass, as tensions between the two groups increased after the raiders stole Brotherhood supplies, and harassed patrols. As a result, the Brotherhood was forced to requisition their property in addition to the Makeshift vault that was in the possession of the raiders. Similarly, the Brotherhood's mission to locate their stolen property also brought them into conflict with the Blood Eagles located at Dagger's Den. They had been using Brotherhood weaponry against civilians, threatening them for their supplies. A settlement known as the Retreat contacted the Brotherhood for assistance. The Brotherhood would dispatch a initiate to retrieve the supplies and weapons by any means. After killing several Blood Eagles and making their way inside, the initiate confronted the group's leader, Dagger. The Brotherhood representative was more than happy to threaten or kill the Blood Eagles, but was also willing to negotiate a outcome that would not result in bloodshed. following this, the chapter would place the tree-top settlement under their protection.

Mercenary groups

During it's history the Brotherhood has consistently clashed with large mercenary groups. These groups are often motivated only by monetary compensation and are willing to commit heinous acts such as, kidnapping, human trafficking and mass murder. Because of their willingness to accept such contracts and commit these crimes, they are often drawn into conflict with the Brotherhood of Steel. These groups might also be in possession of advanced weaponry and technologies, and thus they may be viewed as competitors or a threat by the organization. In 2104, the Appalachian chapter of the Brotherhood would all but annihilate what remained of the Hellcat Company during their assaults on Vault 96 and West Tek. The mercenary group had been assisting Edgar Blackburn in abducting innocent civilians for his inhumane experiments with FEV, and were responsible for countless deaths in the region.

In 2277, the Capital Wasteland chapter of the Brotherhood would come into conflict with the mercenaries of Talon Company. This occurred because they were attacking Brotherhood water caravans that were carrying clean water meant for the settlements of the Capital Wasteland. These raids resulted in the Brotherhood launching an assault on Fort Bannister. Alpha Squad led by Paladin Jensen, assisted by a knight, the Lone Wanderer, would enter the base. Once inside they killed all Talon Company mercs in their path, including their leader Commander Jabsco, effectively crippling the group. Following this, the Brotherhood would occupy Fort Bannister to use as an outpost.

Even prior to this incident, the Brotherhood was hostile towards Talon Company, with both groups sporadically clashing. This was due to their cruel reputation, their willingness to accept any contract was entirely motivated by profit, with the group's main goal in the area being to keep the region destabilized. They were also responsible for constantly killing civilians, this included the slaughtering of an entire settlement between 2275 and 2276, in which even the women and children were not spared. Despite their issues with Talon Company, the Brotherhood did work positively with some independent Capital Wasteland mercenaries. Similarly to Rivet City, they had been hired to assist the Water Distribution Network. Their skill was respected, but their increasing requests for greater compensation annoyed the Brotherhood.

In 2287, as the Brotherhood of Steel entered the Commonwealth they would find themselves at odds with a large mercenary group known as the Gunners. Willing to accept any contract, and responsible for the constant massacre of civilians, the Gunners became a fast-enemy of the Brotherhood, who were bothered by their cruelty towards wastelanders and misuse of technology. According to Piper Wright, the Gunners lack the organization and moral compass of the Brotherhood of Steel, but made up for it with almost equal levels of training. This was a dangerous combination, as the group was willing to commit heinous acts like the Quincy Massacre, in which the mercenaries slaughtered most of a Minuteman-aligned settlement. Only about twenty people made it out alive, the rest were burned in the center of town. Clashes between the Brotherhood and Gunners would become common, whether it was

for a strategic location or resources. During the War of the Commonwealth, the Brotherhood has the ability of capturing strategic locations from the Gunners, this includes the Mass Fusion building.

Relations with NCR

Prior to the late 2240s, the Brotherhood had moderately good relations with the quickly developing New California Republic, to the point that one of the provinces of the fledgling nation state was named after the founder of the Brotherhood: Maxson. It was also the location of the Brotherhood's subterranean headquarters, Lost Hills, but it was never incorporated into the NCR. The two factions were involved in trading and the sharing of some technologies, the Brotherhood even possessed an outpost in the NCR's capital of Shady Sands. These relations would eventually sour due to the introduction of reactionary policies by the Brotherhood in the 2250s. They sought to limit and control the access to dangerous technologies within the region. This brought them into open conflict with the NCR, from which a bloody struggle ensued for decades. Despite past differences and the current conflict, the Brotherhood of Steel has shown itself to be willing to work with other parties or even rivals to achieve a common or crucial goal. Such as the cooperation with the NCR to ensure the defeat of the Enclave following the destruction of the Control station Enclave. During the height of the NCR-Legion War, the Brotherhood of Steel Mojave chapter displayed a willingness to sign a temporary truce with the NCR, as their ambitions in the Mojave were not at "crossed purposes."

If negotiations proceed, the Mojave chapter will send a representative, Paladin Todd, to discuss the terms of the truce with the NCR's Colonel Moore. The Brotherhood's truce came with a condition, Paladin Todd requested that the NCR return the power armor used by NCR heavy troopers, which had been salvaged from their conflict together. In exchange for the return of their property, the Brotherhood would sign a temporary truce with the NCR in the Mojave. They would also provide the NCR with combat support by sending some armored units to the Second Battle of Hoover Dam. The Mojave chapter was willing to do this despite continued hostilities between the two in the west. As per their agreement, the NCR handed over all suits of salvaged power armor and in return the Brotherhood helped patrol Interstate 15 and Highway 95.

By 2296, hostilities between the Brotherhood and NCR remnants continued despite the Fall of Shady Sands. The search for the cold fusion reactor had culminated in the Battle of Griffith Observatory, in which Brotherhood forces from the Knights of San Fernando would emerge victorious.

Attitude towards mutants

The Brotherhood's attitude towards mutants ranges from dislike to outright hostility. When it comes to the ghouls, the Brotherhood on the West Coast dislikes them due to their ideology. As the Brotherhood collects and preserves technology, tinkering ghouls that dismantle or sometimes damage old technology are abhorrent. Their dislike was amplified by salvaging operations in the Glow, a location regarded by the Brotherhood as close to the holy ground due to the deaths of their comrades there and high technology within. Most Brotherhood members came to see ghouls as filthy scavengers. Thankfully, contact between them is limited. Regardless, despite knowing the locations of ghoul settlements, such as Necropolis and Gecko, they did not take hostile actions against them. On the East Coast, the Brotherhood has a similar attitude towards ghouls. Many members dislike them, but similarly the organization does not conduct large-scale operations against them despite knowing the location of Underworld City. Much to the distaste of Underworld's residents, members of the Capital Wasteland chapter stationed at the Washington Monument are known to take pot shots at ghouls to either harass them, or likely to verify if they are feral. The Brotherhood of Steel's presence in the Mall indirectly provides Underworld with a level of protection from the mercenaries of Talon Company. However, the ghouls dislike the Brotherhood for turning their neighborhood into a warzone due to their war with the super mutants. Despite these issues, members of the Brotherhood are not openly hostile towards ghouls that approach to speak with the organization, and are even willing to conduct business with them.

The West Coast Brotherhood's hostility towards super mutants was derived from the location of Lost Hills. The proximity of their bunker to the Mariposa Military Base and the desolate Central Valley put them in the paths of many bloodthirsty mutants. That made them an easy choice for an external enemy to focus members of the chapter on. However, after the fall of the Master, the Brotherhood drove away the super mutants with minimal loss of life on both sides of the conflict. Additionally, they were not hostile towards super mutants that settled down peacefully in the region. There were however exceptions, Marcus, a former high-ranking member of the Master's Army met Knight Jacob, a member of the Brotherhood. While initially hostile, the two forged a strong friendship as they traveled together. In the Fall of 2185, he and Jacob founded the multi-species settlement of Broken Hills. As a sign of their everlasting friendship, in the 2270s, Marcus established the settlement of Jacobstown, which was given its name sake in honor of Knight Jacob.

Some Brotherhood members will even feel pity towards mutants, as a result, they will try to end their suffering as quick as possible. One such member is Knight-Captain Colvin of the Capital Wasteland detachment. A deeply religious individual, Colvin treats combat with reverence. He sees every battle he participates in as a worship and his weapon as a holy item. He bears no malice towards those he kills, including super mutants, he will even pray for the soul of each one he dispatches, believing that he releases them from their torment.

In the early 2080s, the Brotherhood would engage super mutants for the first time in its history. With the goal of saving the inhabitants of Appalachia from the occurring super mutant outbreak, the Appalachian chapter aligned themselves with the Responders. The Appalachian super mutant conflict involved several major events, the first phase culminated in the Battle of Huntersville in 2086.

Huntersville was the source of the outbreak, so the Brotherhood and their ally completely destroyed the mutant force there and raised most of the town to the ground, this was done in attempt to prevent further spread. By extension, their efforts in this conflict contributed to preventing a massive catastrophe from unfolding. With the Brotherhood and its allies actions hindering the Enclave's plan to launch Appalachia's unused nuclear weapons against post-war China. In 2104, members of the Brotherhood First Expeditionary Force clashed with super mutants in the region once again. After defending Fort Atlas and offering assistance to other settlements, they gladly put a stop to Dr. Blackburn's inhumane FEV experiments that were plaguing the area.

To the Brotherhood of Steel, super mutants are also a reminder of mankind's misuse of technology, and believe adamantly that it is a wrong and dangerous path for science. Thus, they see it as their duty to destroy these abominations that threaten what remains of humanity. When it comes to conflict with the mutants, it is one of the everlasting situations in which the defense of civilians is the organizations top priority. When it comes to humanity's misuse of technology and experimentation, super mutants surprisingly seem to share similar views to the Brotherhood of Steel. Some will even speak about it, stating, "You humans made us, now suffer for your arrogance!", acknowledging that they are a result of humankind trying to "play god." This is one of the many threats that the Brotherhood works to prevent.

Part of the reason that the Brotherhood has clashed so frequently with super mutants on the East Coast, is that for the most part, mutants created by the Vault 87, Huntersville, or Institute strains are gratuitously violent and lack significant intelligence when compared to their Western counterparts created by the Master. Unlike in the West, where some mutants maintain peaceful communities like Jacobstown, Broken Hills, or Black Mountain under Marcus, East Coast super mutants consistently attack innocent settlements, devouring or mutating their inhabitants. They have no interest in a peaceful coexistence, thus negotiations are not viewed as possible. The constant mass-murder of civilians by these mutants is considered a crime against humanity by the Brotherhood of Steel, and they see it as their duty to cleanse the Wasteland of such threats. On the East Coast, intelligent yet peaceful super mutants like Uncle Leo, Erickson, and Fawkes are seen as exceedingly rare. When they do come along, the Brotherhood is more than willing to work alongside them to achieve a common goal and will not exterminate them on sight.

This forces Eastern chapters of the Brotherhood, both ideologically and strategically, to take a more aggressive and firmer stance when it comes to dealing with mutants. Starting in 2254, the newly

established Capital Wasteland detachment led by Elder Lyons launched a war of annihilation against regions super mutants to save the innocent inhabitants of the Capital Wasteland. And by 2277, both sides had taken casualties, but the mutants had been reduced mostly to the D.C. ruins. Less than a year later super mutants were almost completely fractured. After attempting to regroup, their leader, Shepherd was killed by a young Arthur Maxson in 2282.

Prior to 2277, in staunch contrast to the rest of the organization, it was rumored that super mutants were allowed to join the ranks of the Chicago chapter of the Brotherhood of Steel in the Midwest. Many had supposedly been assimilated into the organization following the destruction of remnants from the Master's Army.

Prior to 2276, before the lock-down, the Brotherhood in the Mojave Wasteland had maintained moderate to neutral relations with the neighboring super mutant settlement of Black Mountain. The mutants were even referred to by Brotherhood members as being very "reasonable" during this period. Thus the organization had specifically left the communications array and its technology alone out of respect for the community. However, this policy was established while Black Mountain was still under the control of the benevolent Marcus. By 2281, the bipolar and violent Tabitha had taken power. The mutants under her command became increasingly aggressive, attacking wastelanders. As a result, Elder McNamara declared that no more respect would be given and that their technology was now "fair game". Instead of violent retaliation, the Brotherhood can, with the help of the Courier, install a remote signal transmitter in one of Black Mountain's consoles. It would allow them to access the radar and other detection systems. This would all be done to gather intelligence in preparation for the Brotherhood's return to activity on the surface in the Mojave.

By 2287, the Brotherhood on East Coast had maintained its policy towards mutants, with standing orders to exterminate any post-War abominations, especially one's created by the Institute. In practice though, the Brotherhood usually does not shoot on sight unless targets are confirmed as hostile - even if they are a synth, ghoul or super mutant in a critical location. In 2280, it joined the ongoing Commonwealth super mutant conflict. Some groups in the Commonwealth were supportive of the Brotherhood's conflict against Institute created super mutants. Factions like the Commonwealth Minutemen had been involved in a violent struggle with the super mutants for decades. The Brotherhood's actions in the region towards super mutants were greeted with enthusiasm by some, such as Preston Garvey, who were more than happy to have the Brotherhood's assistance in subduing them, though they remained wary of Brotherhood dominance otherwise. In regards to ghouls, by 2287, the Brotherhood under Maxson seems to treat non-feral ghouls better than the Brotherhood under Lyons did, as dialogue from Paladin Danse suggests that regular ghouls are considered no different from human civilians overall even if discriminatory attitudes towards them are common.

By 2296, the Brotherhood's policy towards mutants on the West Coast seems to be mostly the same, among the Knights of San Fernando. They have retained their dislike of ghouls and super mutants, but still do not go out of their way to launch hostile operations against either group. It is however, widely assumed among new aspirants and initiates that Brotherhood has a policy of shooting ghouls on sight. This is displayed when Squire Thaddeus assumes that Maximus (posing as Knight Titus) had killed the Ghoul the second he had seen him, but to his surprise he is informed otherwise. Similarly when Brotherhood members are confronted by the Ghoul at the Griffith Observatory, they do not fire on him immediately and give him the chance to speak, only shooting at him after he attacks them first. However, the Brotherhood still seems to possesses strict rules about mutants having membership in the organization, this can even include their own members who are in early stages of mutation - though it is not known how stringently this is actually enforced.

Technology

Power armor

The use of power armor is closely associated with the Brotherhood, who actively track down pre-War suits, keep them repaired and operating, and even have a limited ability to manufacture their own. Depending on their availability, their use may be reserved for higher-ranking members, while others have to make do with pre-War combat armor or less. Most chapters make do with whatever pre-War models are in the area, and while some suits may be seen as the "default," there is no form of

enforcement on which type of power armor a member may use, and they are often simply painted over in Brotherhood symbols.

Even though the Brotherhood has captured Enclave technology on different occasions, they have never been seen fielding Enclave suits of power armor.

T-45d - Most commonly used by: Lyons' Brotherhood, Brotherhood Outcasts and some members of the Mojave Chapter.

T-51b - Most commonly used by: Lost Hills Chapter, Appalachia Chapter, the Brotherhood First Expeditionary Force, and the Mojave Brotherhood

Ultracite power armor - Designed by the Lost Hills and Appalachian Chapters, no production models were ever fielded.

T-60 - Most commonly used by: Eastern Chapters, limited use by chapters on the West Coast.

X-01 - Not used by members, pieces are kept in the Brotherhood armory on the Prydwen.

Advanced Power Armor Mark II - Not used by members but researched, suits in possession of the Outcasts at Fort Independence.

Weapons

Military and energy technology is the Brotherhood's main priority, and their efforts over the centuries have equipped them with a powerful array of power armor, energy weapons, defense turrets, combat implants, computers, and heavy weapons (artillery, rocket launchers, Fat Man launchers, and flamethrowers). Their focus allowed them to amass sizable stockpiles of power armor (T-60, T-51 and T-45 variants) and energy weapons like Gatling lasers and Tesla cannons. The Brotherhood of Steel had a great understanding of many of these weapons, and thus, they were able to manufacture brand new items along with maintaining pre-war technology. As stated by Brotherhood Apprentice Melissa Watkins, "Knights of the West Coast Brotherhood of Steel are responsible for maintaining and manufacturing new weapons and power armor". This production capacity was somewhat limited, but the items produced possessed a high quality due to the most of the manufacturing process being done by hand. Further modifications to pre-War power armor models were also made. Due to Ultracite's effectiveness against the Scorched the Lost Hills chapter designed the Ultracite power armor. The schematics were transferred to the Appalachian chapter to help with their struggle.

The West Coast Brotherhood have always had access to plasma weapons and do equip their forces with them. But outside of Appalachia, their access to them on the East Coast was much more limited prior to the 2270s. During their clashes with the Enclave, the East Coast Brotherhood would come into possession of enough plasma weapons to begin equipping their troops with them. These weapons however, were noted by Brotherhood scribes to be powerful, but had limited options for modification. Some were also unimpressed by the performance of the weapons, which fired at a slower rate and used scarcer ammunition. The Brotherhood's focus on retrieving vital technology has also brought them into contact with Zetan technology. With the Outcasts faction of the Capital Wasteland chapter procuring highly advanced weaponry or energy cells that are alien in origin. This was achieved by sending recovery patrols to UFO crash sites and pre-war government installations. They also would attempt to further study these items at Fort Independence.

The Brotherhood of Steel has also had access to heavy equipment such as artillery as early as the 2080s. Brotherhood schematics and blueprints for heavy mortars can be found at Fort Defiance, the fort itself also included multiple artillery guns as a part of its defensive capabilities. By 2287, the Brotherhood continued to operate forms of heavy artillery. With the Commonwealth Brotherhood being in possession of equipment that is stationed somewhere in the downtown Boston area - Diamond City in the event of their victory, will ask that the Brotherhood keep them out of the city limits. In 2296, the Knights of San Fernando similarly also possesses some forms of artillery. Members can be seen transporting artillery shells via wheel barrow at a Brotherhood airbase in New California, a substantial stockpile of shells can also be seen next to a storage shed. During the 2090s into the 2100s, the Brotherhood also began operating moderate numbers of automated SAM missile defense systems to deal with airborne threats. During the battle of Adams Air Force Base in 2277, the Brotherhood gained

access to perhaps the most devastating weapon it had possessed, the Bradley-Hercules orbital strike satellite.

Apart from applied combat technologies, the Brotherhood also has access to advanced medical technologies, such as cybernetics and combat implants. Furthermore, they have access to sonic and sensor technologies, automated research programs and even the ability to jam teleportation technology. The Brotherhood also has virtual reality training systems, which allow personnel to maintain their combat prowess even under lockdown. Prior to 2296, the Knights of San Fernando designed an instrument that was able to track radiation signatures. Some chapters have also supplemented their combat force with recovered robots, like Robobrains, sentry bots, Mister Gutsies, Mister Handies, and even a prototype combat robot known as Liberty Prime. Other robots like Protectrons have been reprogrammed by the Brotherhood to act in many roles, such as combat, security, construction, maintenance, trading and even recruiting units.

Vehicles

In the 2080s, the Brotherhood unit stationed at Forward Station Delta had temporary access to heavy ground vehicles. This included pre-War APCs and even a tank that were reactivated by Initiate Tieggs. The Brotherhood did not possess many working ground vehicles, at least not by the early 2160s. By contrast, in 2105, the Brotherhood First Expeditionary Force was known to use pre-war APC's for transport such as in the case of Forward Station Tango in Appalachia. In 2277, during the Brotherhood's war against the Enclave in the Capital Wasteland, they occupied the Rockland car tunnel. The Brotherhood was able to refurbish some pre-war military trucks, and utilized them to transport supplies and provisions like Aqua Pura from Washington to the front-line in the Rockland. Some chapters of the Brotherhood had operated vertibirds as early as the 2080s. Former members of the United States Air Force had joined the newly formed Brotherhood, and with them they brought their equipment and experience.

The Brotherhood did have access to an entire fleet of airships in the mid-22nd century, used for exploration and recon. However, over the years, the fleet was either destroyed or dismantled for spare parts. By the 23rd century, none of the airships remained, with one vessel crashing in the Midwest on a long-range exploration mission. It was not until the acquisition of Pride One, a captured Enclave vertibird, at the end of the Brotherhood-Enclave War (East Coast), that the Brotherhood was known to have returned to the skies. Four years later, the Brotherhood finished constructing a new, more advanced, airship at Adams Air Force Base which they christened the Prydwen, which was launched in 2282. The Prydwen's construction was carried out alongside a brand-new vertibird fleet. This fleet would be made up of captured and restored Enclave vertibirds, as well as brand-new ones built from scratch. By 2287, the size of this new air force was so significant that the Brotherhood created an entirely new caste, known as lancers, in order to pilot them. The Brotherhood utilizes two main variants of the vertibird. The most commonly seen is the standard transport variant, with its large cargo bay and side mounted minigun. The Brotherhood does also possess fully-armed gunships for dedicated attack missions. However, the organization uses these sparingly for critical tasks. By 2296, the Brotherhood's manufacturing had turned the Prydwen into an airship class of her own, with the organization creating several sister vessels over a 9-year period. During 2297, a large fleet consisting of at least 4 Prydwen-class airships were present for hostilities in New California.

Research and manufacturing

While the overall devotion to research had fluctuated over the course of centuries, the Brotherhood was once at the forefront of research in the wasteland on the West Coast. In the 22nd century, for example, research topics ranged from redeveloping laser weapons, through physics, to astronomy and theories on time travel.

West Coast

In terms of manufacturing capacity, the West Coast Brotherhood mostly relies on items hand-made by the knights. Although limited supplies pose a challenge, the real problems come from the actual manufacturing and prototyping process, especially when the reality does not seem to match the knights' expectations. Regardless, the Brotherhood was able to maintain a high enough output of technology (primarily weapons and ammunition) to support themselves and trade the surplus for water, food, and other necessary supplies. By 2161, the Brotherhood of Steel in Lost Hills was manufacturing and modifying brand new laser weapons. Production and development of these weapons was under the control of the chapter's then Head Scribe, Vree.

The Brotherhood of Steel had a great understanding of these technologies, this allowed them to not only collect them, but also gave them the ability to manufacture new items from scratch - along with maintaining and improving pre-war technology they have secured. As stated by Brotherhood Apprentice Melissa Watkins, "Knights of the West Coast Brotherhood of Steel are responsible for maintaining and manufacturing new weapons and power armor". Though this production capacity was somewhat limited, however, the hand manufacturing and the high degree of sophistication of their primary weapons meant that the Brotherhood's items were always of high quality. In a conflict, this also had limited strategic flexibility: In the 2260s - 2270s, it could not compete with the production of a populous nation-state like the New California Republic, with their reserves of workers, industrial output and the mass manufacturing of inexpensive weapons. With the Brotherhood instead relying on its existing stockpiles that were established over centuries of collecting, which would be supported by the production of new items. Prior to 2296, the Knights of San Fernando had designed and began manufacturing a handheld device that was able to track radiation signatures. This was used by their units to locate the detected organism.

East Coast

The Brotherhood's war with the scorched brought about several technological breakthroughs. Scribe Takano of the Lost Hills chapter on the West Coast was able to design several inventions to assist the Appalachian Brotherhood and their struggle. She would make schematics and blueprints of her designs to be transferred to Scribe Grant in West Virginia. He would make modifications to these plans as needed, and then they were manufactured to be used in the field. Sonic scanning module were produced and used to track the scorchbeasts, while Sonic emitters were produced to lure them into kill boxes. The Brotherhood would use both of these to great efficiency, however perhaps the single most advanced item Scribe Takano sent were schematics for the modified T-51 Ultracite power armor, but due to the declining situation it was never produced. Following their arrival to the region in 2104, the Brotherhood First Expeditionary Force had established its headquarters at Fort Atlas. They located a Ultracite battery cell in the former observatory's basement. This technology was reverse engineered by Scribe Odessa Valdez in hopes of boosting a communications transmitter, so that they can re-establish contact with High Elder Maxson and the rest of the Brotherhood on the West Coast.

By the mid 2250s, production in the Capital Wasteland was also initially limited by the lack of certain supplies and crucial components. They were involved in contributing to Project Purity, but were forced to withdraw from the effort in 2258. Despite shortages of some rarer materials, by the 2270s, the Capital Wasteland chapter did have access to a large stockpile of technology, and due to that, there was a number of items that the Brotherhood could continue to manufacturer brand new from scratch. Additionally, certain research and production projects were able to bear fruit. One was the successful activation of Liberty Prime. Several new developments on key systems, including the power, had to be undertaken. As even the pre-war US government was unable to utilize the technology in the Sino-American War. Eventually in 2277, they were able to complete Liberty Prime after a 20-year period. They were also shown to be capable of rebuilding it from a destroyed state to a completely operational one once again. Another was the Tesla cannon, which had its design modified by the Brotherhood for use against the Enclave. Brotherhood's scribes under the Order of the Sword worked to build their own Tesla cannons to more effectively counter the Enclave's vertibird fleet. To do so, they needed to modify the technology with a PPE Tesla coil they acquired from Olney Powerworks.

During the year 2277, as the Brotherhood of Steel clashed with the Enclave during the War for the Capital Wasteland, the Enclave began to deploy mind controlled Deathclaws. To counteract this, Brotherhood Scribe Vallincourt created a device known as the Deathclaw control scrambler. This piece of technology is capable of constantly broadcasting its override signal to the Enclave's domestication units. Meaning that the device passively takes control of the deathclaw and causes it to turn on its Enclave handlers. After the Enclave emerged, the Brotherhood would also quickly realize the disparity between their standard-issue equipment, such as the T-45d power armor and AER9 laser rifles, when compared with the Enclave's advanced power armor models and plasma weapons. So Scribe Bowditch, began designing and producing brand new upgrades and modifications for Brotherhood power armor - to increase its members level of protection when going up against the Enclave's energy weapons. Bowditch was confident these upgrades would be able to handle whatever the Enclave was able to throw at them. And it would indeed have an effect, with following combat trials in the field returning positive results. Scribe Peabody would similarly make significant upgrades to the Brotherhood-issue energy weapons. This included removing the compensators on laser weapons to increase their lethality and effectiveness against Enclave armor. After the Brotherhood began to capture large amounts of Enclave weapons and technology, Scribe Peabody would work towards reverse engineering said equipment, so that it could be reproduced by the Brotherhood.

Following 2278, production on the East Coast became much more streamlined and efficient. After the defeat of the Enclave at Raven Rock and Adams Air Force Base during the Brotherhood-Enclave War, the Brotherhood gained access to their manufacturing facilities and remaining resources. The facilities at Adams Air Force base in particular were known to manufacture power armor, robots and apply modifications to vertibirds. There, they were also able to construct a massive airship known as the Prydwen in a period of just four years. Furthermore, over a period of only nine years, from 2287 to 2296, the Brotherhood was able to construct several Prydwen-class airships. This marked a significant uptick in production capabilities on large-scale projects. And while their ability to manufacture new suits of power armor on the East Coast has not been officially confirmed, dialogue from Paladin Danse at the Corvega factory depicts that they are capable of doing so. They do however, modify existing models. Sometime prior to 2296, the Brotherhood on the East Coast would make modifications to their standard models of T-60 series power armor. Jet packs were once said by Lancer Captain Kells to be moderately rare, even to the Brotherhood. Instead of the large and bulky jet packs used by the pre-war United States military, they added smaller rocket systems which retract into the interior of each wrist. Despite their compact size, they are capable of propelling the heavy suit for long distances with considerable speeds. As of 2296, this does seem to be standard issue on Brotherhood models of the T-60 among the Knights of San Fernando. The Brotherhood of Steel were also able to develop and manufacture a electromagnetic field emitter that was able to block incoming radio waves. This disabled the Institute's ability to teleport into the Boston Airport area. Smaller innovations were made with vertibird signal grenades, and experiments with enhanced radiation-blocking medicine.

Redistribution of technology

The first known example of the Brotherhood redistributing technology occurred during the Brotherhood First Expeditionary Force's journey to Appalachia. After acquiring a stockpile of Hellstorm missile launchers from a military facility in the Midwest, the Brotherhood encountered a town under the threat of an imminent attack from raiders. While Paladin Rahmani elected to stay and assist the town in its fight, Knight Shin proposed distributing the launchers to the townsfolk to give them a fighting chance. Even though doing so would go against the Brotherhood's standard protocol, Rahmani had nonetheless chosen to sanction Shin's plan, despite having personal reservations about it. The Brotherhood's plan failed, even though they joined the battle, the raiders managed to slaughter the town's residents and claim the launchers for themselves. This would later force the Brotherhood to requisition these weapons when found.

Prior to the 2150s, the Brotherhood of Steel in New California had established trade relations with the merchants of the Hub. In exchange for food and other items, the Brotherhood distributed newly constructed energy weapons that had been manufactured by Head Scribe Vree and the other scribes of

Lost Hills. This offered the settlement and the merchants a better level of protection from raiders and other threats. Traders from the Crimson Caravan and Far Go Traders would also presumably spread these weapons further by selling them on their caravans. By this time period, the Brotherhood had become the largest distributor of weapons in the region. High Elder John Maxson even mentions that the Brotherhood is responsible for creating or distributing most of the weapons seen in the civilized Wasteland. Despite this, the Brotherhood was still unwilling to trade its weapons with groups, such as the Water Merchants and raiders, that would misuse the technology to harm others.

Following the events of the Unity crisis in 2161, the Brotherhood of Steel helped various human outposts drive back the remnants of the Master's army and had become a major research and development hub by beginning to slowly reintroduce advanced technology into wasteland. However, the Brotherhood would generally keep most of its more advanced/dangerous technology and knowledge to itself, while sharing small portions of it with those they believed were wise enough to use it responsibly. One such example included the trade and installation of an advanced main frame computer to the dwellers of Vault 13.

In 2189, the Hub joined the New California Republic. This saw limited cooperation between the Brotherhood of Steel and the NCR who now controlled the settlement. This included standard trade, but also the exchange of some more advanced technologies that were both beneficial and non-threatening. Prior to 2277, as the conflict with the mutants continued resources where stretched thinly. This hindered the Brotherhood's capability to conduct recovery operations for fallen soldiers, as manpower was needed for the front line. This resulted in the chapter's Head Librarian, Scribe Jameson, contracting the recovery of Brotherhood holotags out to loyal wastelanders and scavengers. This allowed Jameson to properly maintain the Brotherhood Codex. For completion of this task, the organization was willing to offer wastelanders financial compensation, but also access to Brotherhood-produced technologies. The Capital Wasteland chapter were in possession of a great deal of technology, and due to that, there was a number of items that the Brotherhood could continue to produce from scratch. On occasion, trusted wastelanders would also receive more specialized or advanced technology.

Similarly, in 2277, Protector McGraw at the Outcast outpost was willing to share a portion of the technological stockpiles locked in the facility's armory with anyone in possession of a Pip-Boy, in exchange for them unlocking it by entering and completing the Anchorage Reclamation simulation. While this decision angered Defender Sibley and some of the other Outcasts from the garrison, who refused to share technology that they fought so hard to gain with an outsider, But McGraw had remained adamant that their end of the bargain be upheld. The Outcasts stationed at Fort Independence also distributed some lesser technologies to wastelanders and scavengers in return for items that were more desired by the organization.

The East Coast Brotherhood's victory over the Enclave during the struggle for the Capital Wasteland and the battle for Project Purity allowed them to establish control over the newly-activated purifier. The benefits gained from the seizure of this technology were not hoarded, as Lyons' Brotherhood began to distribute the water to the people of the Capital Wasteland and the East Coast free of charge. The large amount of distribution that needed to be undertaken resulted in the Brotherhood of Steel requesting assistance from Rivet City. For their participation in protecting the caravans, they were compensated with caps along with advanced technologies that the Brotherhood had acquired after defeating the Enclave. In 2287, more than a decade after the water purifier's activation, and seemingly the Brotherhood of Steel under Arthur Maxson continues to provide water to the people of the Wasteland, as Deacon will mention that the people of the Capital Wasteland have clean drinking water.

By 2287, it has become a standard practice for the East Coast Brotherhood in the Commonwealth to offer compensation to outsiders who assisted the Brotherhood in their operations, usually the retrieval of vital technologies. The Brotherhood will usually compensate individuals with technology, such as modified laser rifles.

Notes

Despite being relatively small in numbers (compared to groups, such as the NCR), the Brotherhood is the most widespread faction in post-War America.

Most members of the Brotherhood are usually gruff in dealing with outsiders and usually extremely rude towards mutated creatures, such as ghouls and super mutants.

As of 2103, Leila Rahmani believes the elders of the Brotherhood to be adhering to "fearful conservatism," remarking that she had tried to steer them away from this ideal.

The Brotherhood is extremely territorial when it comes to technology and will defend it to the death. In *Fallout: New Vegas*, it is mentioned that an elder was severely punished for destroying a piece of unknown technology.

According to the Citadel terminal entries, the Brotherhood in Lost Hills began protecting the NCR state of Maxson by 2277 at the latest. It also mentions an internal conflict, possibly a civil war, in the Brotherhood of Steel on the West Coast. This conflict forced Arthur Maxson to live in the Citadel.

The Brotherhood of Steel also appears in *Fallout: Brotherhood of Steel*, although the game is considered non-canon in Bethesda's continuity. In this game, after the death of John Maxson, Rhombus, the head of the Brotherhood's paladins, became the new high elder. After the death of the Master, the Brotherhood of Steel helped the other human outposts of New California drive the mutant armies away with minimal loss of life on both sides of the conflict. However, a super mutant faction under the leadership of Attis moved east and attempted to recreate the mutant army in Texas using the Corporate Vault. Rhombus, despite some criticism from the ruling council of the West Coast Brotherhood of Steel, started a crusade against the still-existent threat of the super mutant army led by Attis. Rhombus became the leader of the Texas Expedition and they traveled eastward to Texas, arriving by 2208. There, he discovered a prototype Vault which was abandoned and installed the Brotherhood's main base of operation in this area. Their main mission was to eradicate the menace of all super mutants. The Texan Brotherhood was now also more open to recruiting outsiders, including ghouls like Cain. With the help of a Brotherhood initiate (Cain, Cyrus or Nadia), the Texan Brotherhood would prove successful in their quest, destroying Attis and his army at the ghoul city of Los.

A Montana chapter was meant to be mentioned in Owyn Lyons' dialogue, but the sequence is bugged and does not play in-game.

(Note 1) The exact outcome of this endeavor is dependent on player's actions. The Brotherhood can end up establishing a mutually beneficial trade deal with Foundation, by providing protection, training or caps in exchange for food, water and, optionally, intel on the whereabouts of various technologically advanced weapons in the region. Alternatively, Foundation can be threatened into subservience and forced to provide food and water to the Brotherhood. Lastly, the player can simply fail to establish any kind of trade relations between the two factions, forcing the Brotherhood to rely on itself.

Appearances

The Brotherhood of Steel has appeared in all *Fallout* games to date, as well as the *Fallout* TV series.

Behind the scenes

The flag with the sword, gears, wings, and stripes was first used in *Fallout 3*, as a low-resolution asset flown over the Citadel. When extracted, the texture can be recreated to produce the flag on the right. This interpretation is supported by the official merchandise (where a full-size flag uses the red-and-white version) and *Fallout 76*'s Nuclear Winter mode, where the Brotherhood of Steel minigun paint has a decal depicting this version of the flag.

However, the flag used for these is an erroneous recreation that was first posted on this wiki shortly after the game's release. The sigil was oversized (terminating on the last, rather than the penultimate stripe) and placed in a round field, whereas the sigil on the Citadel flag was placed with a stroke blending effect applied that gave it a rounded appearance. The original asset is based on a thirteen-stripe design, with a burlap filter applied and the sigil placed over the filter with a stroke effect applied, masking part of the burlap filter. This version was subsequently used as the basis for the Brotherhood of Steel flag in official Bethesda merchandise.

Valve Software's multiplayer FPS *Team Fortress 2* references the Brotherhood via the name of an achievement in the game's Mann vs. Machine game mode.

Developer quotes

The Brotherhood of Steel was originally planned to double as a religious organization centered around the worship of pre-War technology. This ideology was directly influenced by *A Canticle for Leibowitz*,

which dealt with a group of Catholic monks tasked with preserving all scientific and technological knowledge until humankind is prepared to wield it.

They were also inspired directly by the Guardians of the Citadel, a faction from Wasteland.

Creation Club

These stenciled Brotherhood decals are seen in the "Brotherhood of Steel, Institute, Railroad, Minutemen Weapon Paint Job" and "Brotherhood of Steel, Institute, Railroad, Minutemen Armor Paint Job" bundles on Fallout 4's Creation Club storefront, created for Bethesda by the modder Skibadaa. The orientation of the cogs on these symbols alternates between uses. Some of the skins included in these bundles were later repurposed as Overseer rank rewards in Fallout 76's Nuclear Winter game mode.

Caesar's Legion (Latin: Legio Caesaris), also referred to simply as the Legion, is an imperialistic slaver society and totalitarian dictatorship founded in 2247 by Edward Sallow (Caesar) and Joshua Graham, built on the conquest and enslavement of tribal societies and lording over subjects of civilized settlements in the American southwest. To enforce unity, the Legion loosely models itself after the military of the Roman Empire, repurposing its language and aesthetics for the post-apocalypse.

As of 2281, the Legion controls large amounts of territory east of the Colorado River, primarily in the former states of Arizona and New Mexico, with footholds in Utah and Colorado. Worshipped as the "son of Mars" by his followers, Caesar's ultimate goal is to conquer the New California Republic and merge its civil institutions and infrastructure with the military strength of the Legion, creating a new totalitarian empire.

Caesar's Legion appears as a faction in Fallout: New Vegas, in which it can facilitate one of the game's major endings, as well as season 2 of the Fallout TV series.

Background

Formation and early conquests

In the year 2246, the Followers of the Apocalypse sent a group to the Grand Canyon to study the region's tribal languages. The group included the Follower Edward Sallow, the Follower physician Bill Calhoun, and the Mormon missionary Joshua Graham, the latter a specialist in tribal dialects. Not long into their travels, the group was captured by the Blackfoot tribe and held for ransom.

At the time, the tribe warred against seven other tribes and suffered from a lack of skill in warfare. Sallow noticed the Blackfoots' martial ineptitude and feared that their more numerous enemies would soon overwhelm them. Unwilling to leave his and his comrades' fate up to chance, and against their wishes, Sallow instructed his captors in the arts of war, granting them knowledge in gun maintenance, small unit tactics, explosives, and military strategy. He drew largely on what he had read about the military tactics of ancient Roman legions.

Under his guidance, the Blackfoots not only defeated but subjugated the neighboring tribes and came to respect Sallow, following him as their leader. Sallow granted himself the name Caesar and began reorganizing the tribals he commanded into the Legion. Through his leadership, he implemented warfare policies in the Legion based on the Roman concepts of "divide and conquer" and "total war." He saw the tribes as having been "playing at war," the tribals accustomed only to minor skirmishes and raids that never escalated into major conflicts.

The Legion defeated the region's seven tribes from weakest to strongest and completely dominated each tribes' land and people, subsuming them into a growing army. Those who surrendered were conscripted, with the remainder either enslaved or killed. Through this process, Caesar elevated his Legion into a fanatically loyal army of assimilated warriors. A prime example of this subjugation was the tribe once known as the Twisted Hairs, whose members served as scouts during incursions into the former American Southwest. Evidence of their dedication to the Legion littered the landscape in the form of crucified wastelanders along the ruins of Interstate 40.

In the course of these conquests, Caesar appointed Graham, who had shed some of his earlier reluctance, as the "Malpais Legate." He was considered one of the Legion's greatest champions and an emissary of its destructive will.

In 2271, the growing threat of the Legion served as a catalyst for the Ranger Unification Treaty. President Kimball recounts during that year, the Desert Rangers of Nevada joined the New California Republic's forces to protect the region against "the tyranny of [Caesar's] regime."

War for the Mojave

After many years of gathering strength, Caesar commanded his Legion to expand westward into the Mojave and eventually established a base of operations on Fortification Hill overlooking Lake Mead and the Colorado River in 2277. The advancing Legion eventually made contact with the NCR near New Vegas and began a campaign to take the region with their forces consisting of 65 conquered tribes. Under the command of the Malpais Legate, Legion forces marched against the New California Republic garrison at Hoover Dam, in an attempt to take the strategic asset and river crossing. In what became known throughout the region as the First Battle of Hoover Dam, The Malpais Legate led a massive assault against the entrenched NCR defenders, seeing some limited early success in routing the NCR from the dam. However, the NCR First Recon and NCR Rangers, under the command of Chief Hanlon, executed a tactical retreat west into Boulder City after using their prowess in marksmanship to pick off the Legion's centurions and decani from afar, creating chaos and confusion among the lower ranks. The Malpais Legate ordered the Legion's elite forces to push forward in pursuit of the enemy sharpshooters instead of consolidating their gains, realising too late that the Rangers and First Recon had booby-trapped Boulder City, laying explosives all along their route of retreat and throughout the city itself.

When the Legion's elite forces entered the city, the Rangers and First Recon detonated the explosives and inflicted severe casualties on the enemy, crippling their offensive. Shortly after, the remaining Legion pursuers at Boulder City were finished off, and NCR Troopers under the command of General Lee Oliver then counter-attacked, pushing back and eventually routing the Legion's main force after having successfully held the dam. Caesar, angered at the failure of his Legate, made an example of him. The Praetorian Guard covered the Legate in pitch, set him on fire, and cast him into the depths of the Grand Canyon. Caesar forbade mention of his name and now he is spoken of only in hushed whispers by the lowest legionaries and slaves, who call him the Burned Man.

Though bruised by their defeat at the dam, the Legion did not retreat. By 2281, Caesar's Legion has reestablished its power in the west, rebuilt its army, and has slowly encroached on the city of New Vegas, now with 87 tribes brought to heel (or put to the sword). They continue to contest NCR in the Mojave region, destroying several NCR bases such as Ranger Station Charlie and Camp Searchlight, overrunning the NCR town of Nelson, decimating the town of Nipton and sowing discord and terror across the region.

Civil war

Though the outcome of the Second Battle of Hoover Dam for the Legion is unclear, it is shown that the original Caesar, Edward Sallow, has died by 2296. By the time of his death, Sallow had written down his final plans for the Legion: that it would be dissolved upon his death. This note was on Sallow's body when he died. However, this information was never revealed to the rest of the Legion, who mistakenly believed that Sallow's note instead left the name of the person whom he declared as his successor.

Before this information could be revealed, rivalries within the Legion boiled to the surface and caused the unified army to fragment, with at least two different men declaring themselves the new Caesar and plunging the Legion into civil war, just within a single central camp somewhere in the Mojave Wasteland. By that year, the Legion as a whole remains an enemy to the remnants of the NCR still in the region, as well as other forces such as the Great Khans and the Brotherhood of Steel. It seems that the Legion also still holds much territory to the south and east of the Mojave Wasteland, with another

Legion force moving into the Mojave from the northwest, based on a map used by the Knights of San Fernando at Area 51. However, it remains unclear whether the brewing civil war seen within the Legion's Mojave camp, where the two sides squabble over Edward Sallow's skeleton for the paper they believe to name his true successor, has had an effect elsewhere in Legion territory.

In that year, Lucy MacLean was brought into the camp after encountering and rescuing a wounded Legion slave from Affordable Al's Discount Hospital. She was introduced to one of the Caesars and his second-in-command, the Lacerta Legate, who showed her the internal conflict in their camp before having her crucified and left to die. Later, after seemingly making a deal to trade Lucy's freedom for the location of NCR holdouts, the Ghoul secretly used his old lighter to ignite a stash of dynamite near the center of the camp; the explosion ignited open conflict as both Legion factions blamed the other and started an attack.

A new Caesar, a new war

The civil war took its toll on the Legion, with both of the self-proclaimed successor Caesars dead. The Lacerta Legate took this opportunity to retrieve Sallow's skeleton and read his note, discovering its true contents: "I am Caesar. I am the Legion. It ends with me." Refusing to accept this, the Lacerta Legate murdered the one legionary who witnessed this event, ate the note to hide the evidence, and then took Sallow's crown for his own, proclaiming himself Caesar.

The new Caesar's ascension was accepted by the surviving Legion forces. The new Caesar promptly ordered a renewed march on New Vegas in order to finally claim their "holy land," where they would establish a palace worthy of the Legion: "Caesar's Palace." The new Caesar and his forces arrived to the outskirts of New Vegas not long after a remnant battalion of the New California Republic Army had returned and established control over Freeside; onlookers such as Lucy MacLean believe that this will likely lead to a new war between these groups, though any such conflicts are yet to be seen.

Society

In and of itself, the Legion proper is purely a military force: a slave army, the sole owner of which is Caesar. As Caesar conquers the peoples of the wasteland, he strips them of their tribal identities and merges them into his forces. There is no other tribe than the Legion itself. Any non-enslaved, non-tribal people who live in Legion-controlled territory are not considered part of the Legion. They are non-citizen subjects of the Legion, living in the cities and towns under its control, and are generally left free to live their own lives, as long as they satisfy all requests or demands made of them and do not interfere with Legion operations.

The brutality of the Legion is a major problem for many, but it also brings benefits. Arizona was once a lawless wasteland, thick with raiders and other threats to the point where crossing two miles without a clash with raiders was considered rare. The Legion brought peace and stability to the entire state by exterminating and enslaving the raider tribes. However, despite this brutal subjugation and the relative peace it brought, the Legion does little to actually govern its territory in the traditional sense, possessing almost no civil institutions or permanent infrastructure, instead relying on tribute extracted from those living in their territory to continue expanding. These are part of the reasons why civilian subjects in Legion-controlled lands are not citizens, not even on a de facto basis.

Iconography

The Legion is styled by Caesar, selectively, on the military of the Roman Empire. The Legion flag is that of a golden bull on a red background, and hangs down rather than to the side like most other faction flags; the bull is used to symbolize the strength and fortitude of the Legion.[citation needed] According to Joshua Sawyer, the design of this flag is based on the standard of Legio X Equestris, Julius Caesar's

favored legion. The bull also appears on Legion currency, and is associated with the faction to the extent that some use the word "bull" interchangeably to refer to them.[citation needed]

Legion soldiers dress in red tunics with scrapped together armor often from pre-War sports equipment. Higher-ranking legionaries incorporate a T-45d pauldron, supposedly taken from the Brotherhood. Their helmets completely obscure the face using goggles and face-mask.

Caesar uses his likeness on Legion coinage and is often seen as the pre-eminent symbol of the Legion itself, both within and without. One coin shows him as a young man, and another in his older age. One of the coins shows Caesar, Bill Calhoun and Joshua Graham on their journey to the southwestern tribes from which the Legion would arise. This remains the only instance left of Joshua Graham to be acknowledged in the Legion after Caesar forbade anyone to speak his name. This would give rise to a new myth in the Legion of the "Burned Man." A coin also refers to the Grand Canyon in Latin.

Another symbol often associated with the Legion is crucifixion, a common punishment meted out by Caesar to any of his enemies that resist. Those crucified are purposefully left by roads so that passersby see them and associate them with the Legion.

Ideology

The focus of the Legion's ideology is survival and long-term stability at all costs. Caesar disregards democracies as ineffective, fostering corruption, and disintegration. In Caesar's view, Ancient Rome was a militarized autocracy that effectively assimilated the cultures it conquered, which he saw as the perfect template for a society that would survive and thrive in the face of the challenges of the post-nuclear world. By dedicating its members to a higher ideal, he seeks to prevent humanity from fracturing and destroying itself again. He believes that the only way to achieve this is through enforcing a nationalist, imperialist, totalitarian, homogeneous culture that obliterates the identity of every group it conquers. The individual has no value beyond his utility to the state, whether as an instrument of war or production.

A natural consequence of this is the emphasis placed on personal sacrifice. Victory cannot be achieved without sacrificing blood and life. To this end, the Legion shuns robots, as they firmly believe that mankind requires warriors and their sacrifice, rather than gadgets that allow for bloodless victories. The Legion also forbids painkillers and other chems (including medically beneficial chems like stimpaks) as detrimental to the human condition and Caesar's long-term plans to reshape humanity. Ignorance of medical science among the legionaries also ensures that only the hardest will survive and go on to become deadly veterans.

Politically, this philosophy is expressed in a general disdain for democracy as a weak and ineffective system that fosters disunity, greed, and self-interest at the expense of the collective and the greater good. Caesar cites the NCR as an example, focusing on government corruption by wealthy brahmin barons and landowners, greed permeating every level of society, all leading to the abandonment of the collective and the greater good. The Legion is intended to be the Republic's antithesis, shunning democracy in favor of a strong, centralized rule that would prevent fragmentation and internal weakness. The conquest of NCR will establish a new order, akin to the Roman Empire, complete with the transformation of the Legion from a marauding army into a domestic military force, the synthesis.

This opposition is based on a loose interpretation of Hegelian dialectics, where the thesis (NCR) and the antithesis (Caesar's Legion) will inevitably form a synthesis at the resolution of the conflict, eliminating flaws and leaving a new quality, with common elements and ideas. He likens the situation between the NCR and the Legion to the transformation of the ancient Roman Republic into the Roman Empire.

Social structure

The Legion employs a very strict hierarchy and clear division of roles between the sexes. Legionaries are the main fighting force of the Legion, composed of able-bodied men enslaved by the Legion or born into it. They have only one purpose: to fight for Caesar until they fall in battle. This principle is imprinted into each legionary during his reconditioning or upbringing (for those born into slavery), creating fanatically

loyal soldiers. Unlike the Roman Empire, experience and veteran status have no bearing on a legionary's position. While they receive better equipment as they advance, this is solely for the purpose of accomplishing more dangerous and complex tasks, with much smaller tolerance for failure. They have no personal freedoms or rights. Their only real choice is where and when they die for Caesar, to whom they are disposable tools, discarded the moment they stop fulfilling their purpose.

Women are expressly forbidden from fighting, being considered breeding stock as well as being treated as money to be rewarded among Legionaries. They are caretakers, healers, midwives, and breeders, fulfilling roles essential to maintaining the Legion's continuous campaign of expansion. Of particular note are the priestesses, who raise children taken from their parents and raise them in keeping with Caesar's doctrine.

Many members of the Legion express condescending or misogynistic opinions of women and their non-combat roles. The Legion justifies the sexist segregation of genders in their society with the principle of minimax, Caesar strictly divides the duties between the sexes in order to fully utilize their potential and optimize the Legion's might. By forbidding women from engaging in combat, he increases the likelihood of their bearing of children, especially necessary due to the high infant mortality resulting from the low level of medical care. Population growth is required for expansion, providing a greater number of warriors to use in military campaigns. Caesar himself is not particularly prejudiced against any sex, or rather, treats them both instrumentally, like pawns on a chessboard.

In order to maximize breeding and eliminate factors that might lower it, Caesar has decreed homosexuality a capital offense and mandated child quotas from all legionaries.

Despite this, it is believed that by many in the NCR and even in the Brotherhood of Steel that - similarly to the actual Roman empire - homosexuality is present within the military but is either on a "don't ask, don't tell" basis to openly gay relationships. Veronica, when asked about the Legion, states that they "Mount their soldiers as much as they mount their women." Cass also states to a male Courier with the Confirmed Bachelor perk when asked about caravan life that she "doesn't like soft living or soft men" to which the Courier may reveal his lack of sexual or romantic interest in women leading Cass to state that he has a "Legion outlook on things". Major Knight also confides to a male homosexual Courier that the Legion is "a little more forgiving about... friendships."

It is unclear how the Legion views cannibalism, but it does not dissuade Caesar from working with members of the White Glove Society to further his goals. It is also believed by some NCR citizens that those in the Legion practice cannibalism. And according to Hank MacLean, the former slave Rita used to "cook people" for the Legion while enslaved by them.

The Legion evidently tolerates submissive mutants, or at least ghouls. Due to their limited numbers, Caesar does not consider super mutants and ghouls as a relevant issue.

Subjects

Non-enslaved people living under the Legion are primarily inhabitants of non-tribal communities that existed before the rise of the Legion and have been left free, as non-citizen subjects. Instead of enslaving skilled people and cutting into their power base, the Legion opts to enslave tribes (in areas they dominate, such as Arizona and New Mexico). In certain cases, within active war zones like the Mojave or NCR-controlled territories, the Legion will make an exception and enslave non-tribal persons. Those who are spared this fate and become subjects enjoy relative stability and security from the Legion's governance. Inhabitants of towns in Legion-controlled territory enjoy a stable flow of power and water, an adequate food supply, and low crime and corruption levels. They enjoy safe and productive lives with one caveat: never disobey or disturb the Legion. Caesar's men only ask once and the order has to be carried out without question, even if it means resettling in a distant location at a moment's notice. This generally means that Legion subjects have little, if any, political freedom, rights, or say in what happens to their communities.

However, if one keeps quiet, goes about their business and fulfills the rare request the Legion has, then Caesar is a harsh but fair and peaceful lord. As such, people under the Legion's rule may not consider this to be a problem if they perceived themselves as having had little say in the wasteland either way.

Legion territories are also profitable for traders. Traders can travel on their own without guards most of the time in Legion lands, as all bandits were either ruthlessly exterminated or chased off. Any incursions into Legion lands or against its people are invariably and mercilessly punished; even the savage Fiends think twice before troubling Legion caravans. Coupled with the absence of heavy NCR taxation out in the frontier, many traders stick to Legion lands for regular trading, though some cross the river to trade with the NCR from time to time, and the Legion apparently does not try preventing them from doing so. The Legion holds firm to their ideology against drugs and alcohol, punishing those they capture with the illicit substances severely.

As a form of entertainment, the Legion operates arenas where slaves and prisoners are forced to fight. Young legionaries are also allowed to fight, which is one way for them to make a name for themselves. Outsiders can also fight, but not women; the only known exception is Stella, a female NCR Ranger who was taken prisoner.

Slaves and outsiders

Anyone outside the Legion ranks or under their rule is considered to be "dissolute" or are called "profligates," referring to those lacking morals. Freshly caught humans are called "captures" and are considered the lowest of the low. Their only right is to be tested as a slave. Male captures too old to be trained as legionaries are typically killed.

Slaves are one step above captures and consist of captured humans unfit for combat duty as a legionary. They are expected to adhere to the virtues of a slave (honestas, industria, prudentia - honesty, industry, and prudence) and follow their master's orders without question. They are given a new name and wear rags with a bright red X painted over the chest. Some captures and slaves are forced to wear slave collars to ensure their docility.

Slavery is managed by the Consul Officiorum ab Famulatus. Consul Officiorum typically acts through his representatives or administrators, who handle sales, bargaining, and issuing legal documents, such as bills of sale. The Legion treats documentation with exceptional care, especially when pregnant women are concerned: Slavers may receive subsequent payments if the child is born.

Language

The vocabulary of Legion members is a mixture of Latin and English. There was no soft (c) in classical Latin, where it was always pronounced as /k/, such as in their pronunciation of Caesar's name as /'kaisar/. Individuals outside of the Legion generally use the Modern English pronunciation of /'si:zər/. Legion members are fastidious about classical Latin pronunciations, including the /v/ to (w) phonology, heard in the greeting "ave" (hail) as "ah-wey" or in how Vulpes Inulta introduces himself, pronouncing his first name as "wool-pes." Those outside of the Legion that have come in contact with them may use the pronunciations interchangeably. Legion members are called "legionaries" (as opposed to "legionnaires," which is a modern phrase used by the French Foreign Legion. Those who are liked by the Legion are called "amicus," Latin for comrade/friend.

Currency

Caesar's Legion uses two forms of currency, named for coins used by the Roman Empire. They are minted by the Legion from silver and gold, with each coin bearing the profile of Caesar. The Legion primarily obtains these precious metals from melting down salvaged materials which contain them. Despite Caesar's poor relations with the other factions in New Vegas, Legion currency is still accepted as payment in the Mojave Wasteland, owing to the rare precious metals that they consist of. The exchange rate is 4 bottle caps to 1 denarius, and 100 bottle caps to 1 aureus.

The denarius (silver), which bears an image of a younger Caesar on the obverse and Caesar, Joshua Graham and Bill Calhoun on the reverse. The inscriptions are in Latin, "Caesar Dictator" meaning "Dictator Caesar" or "Absolute Ruler Caesar" on the front and "Magnum Chasma" meaning "Great Abyss," "Great Chasm" or "Great Fissure" on the back, referring to the Grand Canyon. The symbolism is simple; the denarius commemorates young Caesar's journey to the Grand Canyon and his first victories as a dictator of the Grand Canyon tribes.

The aureus (gold), which bears the portrait of the older Caesar on one side and the symbol of the wider Legion, the bull, on the other. The inscriptions are in Latin, "Aeternit(as) Imperi(i)" meaning "eternity of rule" on the front and "Pax Per Bellum" meaning "Peace through War" on the back.

Religion

The Legion enforces the Cult of Mars, a pseudo-Roman neopagan-based cult of personality focused on worshiping Caesar as the Son of Mars, as the state religion. It began in 2250 when Caesar declared himself the Son of Mars, ordered by Mars to conquer all of Earth. To facilitate this conquest, Mars cleansed the Earth with fire, bringing humans to their lowest ebb. Caesar's divine duty is to deliver the wasteland from chaos and barbarism. Caesar's divine status allows him, in the minds of the Legion, to demand servitude from everyone. The general rule is that obeying and following him is to follow the will of Mars. By extension, disobedience is synonymous with condemning oneself to death.

The religion is strictly enforced. To prevent dissent, children of slaves are removed from their families and indoctrinated by priestesses of Mars. The appearance of divinity is maintained through enforced ignorance. Legionaries are taught to believe (or made to) that all of the customs enforced by Caesar were dictated to him by Mars himself.

While to most this comes with no problems, the education of the average wastelander being what it is, Caesar truly fears the educated men, most importantly the Followers of the Apocalypse. To prevent his grand plagiarism from being discovered, the standing order is to kill Followers on sight or deliver them (and any other learned captures) to Legion interrogators. Those that make the mistake of speaking out about this end up executed and their severed heads on spikes. In addition to Caesar, Mars also appears to be worshiped by legionaries, although there is no mention of the other Roman gods.

Military

Caesar has patterned his slave army after the post-Marian reform Roman Imperial Legions. What follows is a breakdown of the organization of the Legion.

Caesar's Legion: The entire slave army, led by Caesar (political leader) and a favored legate (military commander).

The Legion is divided into cohorts of 480 men, which are divided into:

Six centuriae of 80 men, each led by a centurion, which divide into:

Ten contubernia of 8 men, each led by a decanus. The contubernium is the squad-level unit of organization and the usual size of a task force tasked with skirmishes or harassing larger groups of opponents.

One feature of the Legion is that the rank is determined by experience and merit in combat. The least seasoned legionaries (equivalent to pre-Marian hastati or post-Marian auxiliary skirmishers) are typically fielded first during a battle, allowing them to prove their mettle in combat. Those who survive and prove themselves on the battlefield become prime legionaries (equivalent to the pre-Marian principes), eligible for command as a decanus and deployment as second-wave attacks.

The top ranks of the legions are occupied by veterans (equivalent to pre-Marian triarii), who form the third wave and rear guard. These elite troops are deployed once the first two waves fail to achieve their objectives, allowing the Legion to field its most powerful, fresh troops against a weakened, tired enemy.

Veterans who prove themselves as leaders may be eligible for centurion status, becoming the deadliest members of the legion and its most skilled commanders. Each has reached their rank through their battlefield accomplishments and their armor reflects that fact - it is made up of trophies taken from defeated enemies. However, they rarely enter the battlefield, as they are few in number and possess valuable leadership skills, essential to maintaining unit cohesion.

The Legion has special postings and branches in addition to regular military ranks. The vexillarius (standard-bearer) carries the Legion's vexillum (banner or flag) into battle and serves as a rallying point for other legionaries. The frumentarii are the Legion's intelligence service, tasked with infiltration, subterfuge, reconnaissance, occasional diplomacy and other covert tasks in hostile territory, with legionaries requiring specialized training in order to achieve such ranks and serve as Caesar's eyes and ears throughout the wasteland. The Praetorians are an elite unit of bodyguard hand-picked by Caesar to protect him and the legates.

Legionaries

The Legion invests much of its time and effort into hardening its slave warriors into some of the most capable combatants the wasteland has ever seen. The Legion draws its manpower from the dozens of assimilated tribes that it has conquered over the years and any male children born within the Legion. The physical conditioning regimen is brutal and extremely demanding, on par with the NCR Rangers. Legionaries are uniformly fast, strong, and extremely dangerous. They can run half again as fast as the best of NCR troops and are capable of closing distances with frightening speed. Developing resistance to pain is also an integral part of the training, usually carried out via brutal hand-to-hand combat and melee weapons exercises.

Even more impressive than their physical traits is their discipline. Rank and file legionaries are trained to not have to think for themselves, to have conflict removed from their minds. The resulting discipline in the field is beyond the ken of their closest competitor, the NCR, as the legionaries will perform any order given by their superiors and will not back down until they are dead or recalled by their commanders. If training fails, fear will motivate legionaries to succeed. Legionaries who fail or disobey orders end up crucified or torn apart in front of Caesar. In extreme cases, the Legate may order decimation, where a tenth of the unit's troops are beaten to death by the other nine-tenths, as an extreme disciplinary action.

These traits make them ferocious close-quarters combatants, where they have few equals. NCR soldiers are generally advised to take down legionaries at long range before they can engage them in close combat. Of course, while the standard kit is light armor and a melee weapon, the Legion is a pragmatic fighting force. Legionaries also receive training in ranged combat and firearms are not uncommon, though most are in poor condition. Legionaries are authorized to and will scavenge better weapons from fallen enemies and use them in combat. As such, the NCR orders troops to destroy their weapons (e.g. by throwing them over the edge of Hoover Dam) if fatally wounded, to avoid bolstering the firepower of the legionaries. Higher ranking legionaries, like veterans and centurions, are commonly provided with high quality, well maintained firearms, like the anti-materiel rifle or 12.7mm submachine gun, which they can use with frightening efficiency.

The result is a well rounded military force that is capable of fighting on all distances, using all types of weapons, and particularly adept at taking enemy fortifications and bases. Of course, the Legion has weak sides. The extreme discipline and obedience of the lower ranks require a strong chain of command to exist, to guide the soldiers on the field of battle. Without decani and centurions, the legionaries will become a disorganized mass, easy to rout and destroy. This reliance on veterans has been exploited to great effect by Chief Hanlon during the First Battle of Hoover Dam. By eliminating officers, the Legion's forces were easily drawn into a trap at Boulder City and destroyed.

Military doctrine

The Legion employs an organized method of warfare. Despite the organizational structure of the Legion resembling the post-Marian Roman Legions, the deployment for battle order more closely echoes the early-republic maniple system. In larger battles, legionaries are deployed in waves, with recruits upfront, prime soldiers behind them, and veterans, the old guard, bringing up the rear. The enemy wears himself out dealing with the first two waves, with the veterans mopping up any remaining resistance when their turn comes. This is not an omnipresent, cardinal rule, however: Caesar can adapt and run any mix of legionaries as skirmishes, while retaining order in the ranks.

Smaller Legion raids involve both quick attacks and methodical slaughter and crucifixion, such as in Nipton. Legate Lanius states their forces are much better suited at taking positions than holding them due to their up-close style of fighting. Furthermore, legionaries will deliberately commit atrocities to terrorize their enemies and break their morale. On occasion, they are known to use children as traps and soldiers, and rape to terrorize civilian populations. The Legion also seeks to demoralize opposing armies before the battle even begins by torturing prisoners in sight of the army's position.

Relations with the outside

The Legion's aim is to dominate the known world and unite it under its banner. In 2281, it is locked in conflict with the New California Republic at the Colorado River. Tribes that weren't pressed into it are also openly hostile to the Legion, fearing that they too will become victims of its campaign of conquest, as even with guarantees of safety and independence, Caesar has gone against his word and assimilated tribes he previously promised he'd leave alone. This causes even ruthless organizations like the Van Graffs to oppose the Legion in addition to organizations like the Desert Rangers. However, while many civilized groups dislike the Legion's ways, they have great success in assimilating tribal groups. Tribals, with their general respect for power over anything else, typically side with the Legion over the NCR. The White Legs are firm allies of the Legion and are used as proxies for the Legion in the war for Zion.

In 2281, after suffering an incredibly devastating defeat at Hoover Dam, the Legion has resorted to finding ways to gain the allegiance of local factions so that they can sow the seeds of their enemy's demise closer to home. They have allied with the Great Khans and Omertas and plan to use them to aid their plans in the Mojave before assimilating or exterminating them. This alliance had evidently splintered by 2296, with the Legion considering the Khans to be enemies with whom they were at war. Dale Barton often prefers to trade in Legion territories, saying that he finds it cheaper as he doesn't have to hire protection on most occasions, nor does he have to pay extortionate taxes, due to the effectiveness of Legion suppression of raiders and wasteland creatures. Rose of Sharon Cassidy admits that caravan life would be much easier if the Legion controlled the roadways instead of the NCR, as the Legion does not require the same exorbitant tolls and simultaneously provides consistent and effective protection of routes in their territory. She states that for the same reasons caravans side with the Legion, if towns could be provided the same level of security, they would likewise be tempted to capitulate.

According to Ulysses, Caesar has commanded Legion couriers not to kill another courier (even if they appear to not be Legion), as many couriers are disguised frumentarii.

The Legion follows a strict policy of frontier justice, wiping out all savage, chem-dependent raider gangs and tribes they deem unfit for absorption into their ranks.

Technology

With some exceptions, most legionaries lack technological expertise, though they make up for it in resourcefulness. Combat gear is built with a focus on reliability and ease of manufacture, standardized across the Legion. Furthermore, the Legion is easily capable of erecting large fortifications from scrap (e.g. the Fortification Hill encampment), establishing supply chains for its massive army, and, as mentioned above, mass-producing standardized weapons and armor for its legionaries. Caesar firmly believes that reliance on technology weakens humans and was partially responsible for the Great War. The Legion espouses martial prowess and individual fitness to reduce the need for technologically

advanced weapons. The technological refinement of an individual legionary's gear is directly tied to his status. Lower ranks typically use either simple firearms (typically revolvers or lever-action rifles), power fists, or melee weapons in the form of machetes and throwing spears, crafted from scavenged materials that mimic the ancient Roman short sword (*gladius*) and javelin (*pilum*). Higher ranks, such as prime legionaries, decani, and centurions have access to superior weapons, such as anti-materiel rifles, marksman carbines, and super sledges. The personal guards of Caesar themselves are equipped with high tech ballistic fists to complement their martial prowess. The Legion's general lack of technical expertise means that many legionaries are untrained in the use of certain weapons, with some being unable to disarm landmines.

While no Legion member wields energy weapons, they show interest in purchasing them from the Van Graffs. The Legion is also never shown using power armor, though pieces of what appears to be T-45 power armor are used in centurion armor. The Legion has a large number of Stealth Boys. These Stealth Boys are never seen used by Legion soldiers in the Mojave but are used by the Legion at Dry Wells and the Legion marked men in the Divide. A high reputation with the Legion will lead to a steady cache of Stealth Boys for the Courier.

All troops wear standardized Legion armor, mimicking the Roman *lorica hamata* or *lorica segmentata*, created from pre-War sports gear (mostly if not exclusively American football gear, salvaged from the University of Arizona) and armored with metal plates, including the helmet. The gear is worn over a tunic. Centurions make their own armor, crafted from elements of body armor scavenged from felled foes. Also, certain high-ranking members, such as Gaius Magnus and Legate Lanius, have bespoke metal armor, indicating at least some original craftsmanship by Legionary blacksmiths.

Due to a ban on modern medicine, alcohol, and synthetic chems, the Legion creates and uses traditional medicines derived from the local flora and fauna. Healing powder and bitter drinks are the most common remedies used to heal wounds. In order to restore crippled limbs, the Legion creates and uses a chem called *hydra*, a potent brew derived from the Mojave Wasteland's wildlife and cave fungus. The Legion also produces antivenom for its members as a precaution against wounds suffered from encounters with the venomous creatures of the wasteland.

The only absolutely prohibited technology, aside from addictive and unreproducible pharmacy and medicine, is robotics. Caesar dislikes the thought of having robots win a war fought by men, as it defeats the need for a sacrifice for the greater good. Beyond that, the Legion is opportunistic and will use any kind of technology to further its goals, whether it be using a howitzer to suppress NCR snipers, or occupying HELIOS One if the Courier wipes out its NCR garrison with ARCHIMEDES. Radios are frequently used for communication, and legionaries can be seen using some other electricity-powered devices such as electric lamps and grindwheels, but overall, the Legion tends to use devices that do not require power for reliability. The Legion does not need or truly desire power sources like the NCR, but at no point opposes their usage as it does with chems, alcohol, and combat robots.

Interactions with the player character

Siding with the Legion can make keeping companions very difficult while following the main questline, and most human companions will likely abandon the player character over time. Veronica Santangelo will likely leave when the Brotherhood bunker is destroyed, Craig Boone will leave when one kills several NCR soldiers, and Arcade Gannon will leave when the Courier's reputation with the Legion rises too high. Rose of Sharon Cassidy allows the player character to work with the Legion despite her dislike for them, and Raul Tejada is somewhat supportive due to their ability to provide security. It is possible to maintain all companions through a mix of not speaking to Gannon, not traveling with Boone while killing NCR soldiers, and for Veronica, destroying the bunker when she is not present. Lily, Rex, and ED-E are neutral to this and will still follow the Courier regardless of their alignment.

Although initially neutral towards the player character, Legion patrols in the Mojave Wasteland are openly hostile towards most travelers, including prospectors and traveling merchants, and will attack them on sight.

A female Courier will not be allowed to fight in the arena, regardless of reputation or progress in the game. An exception is made, should the female Courier choose to fight Benny to the death during Render Unto Caesar, as well as with Lupa during the quest Nothin' But a Hound Dog. Many non-Legion characters comment about the Legion's future leadership, in that without Caesar, the Legion will fall to in-fighting, including Mr. House, Marcus, and Joshua Graham.

Fallout: New Vegas endings

Narrated by Ron Perlman

Notable members (by rank)

Appearances

Caesar's Legion appears in Fallout: New Vegas and the Fallout TV series. It also appears in the Fallout: The Roleplaying Game supplement book Wanderer's Guide Book after being mentioned in the core book and the Settler's Guide Book supplement. They were also to appear in Black Isle Studios' canceled Fallout 3 codenamed Van Buren and the canceled Fallout: Brotherhood of Steel 2.

Non-game

Deathclaws, colloquially named by most for their signature massive claws, are a species of genetically engineered reptilian creatures originating from secret experiments by the Enclave to create superior battlefield soldiers capable of carrying out high-risk, search-and-destroy missions in place of humans. In the wake of the Great War and their escape into the wild, the deathclaw population exploded and evolved to become an apex predator in the post-nuclear ecosystem of the North American wasteland. As a result, deathclaws have appeared as a reoccurring threat throughout the Fallout series.

Background

Origins

Originally engineered from scientific experiments conducted by the Enclave, through secret United States government programs, to develop a cheap, cost-effective replacement for human troops during heavy-duty combat operations, the creature which came to be called the "deathclaw" was the result of a genetic mix of various animal species, with the primary test subject being Jackson's chameleons. The project was successful in creating a ferocious predator capable of surviving and thriving on its own in nearly any environment, and while the full extent remains unclear, it is known that U.S. military leadership deployed at least one deathclaw into an American conflict prior to 2077, sending it to assist USMC T-45 armored troopers against Chinese PLA forces in Alaska during the Sino-American War. Robert House, using spyware he implanted into power armor systems in a partnership between RobCo and West Tek, discovered the existence of deathclaws which allowed him to surmise the existence of the Enclave as another "player" at the board for the end of the world.

The knowledge of the deathclaws appeared to be limited even within the Enclave itself as members of the Appalachian division noted that the genetic manipulation that birthed the apex predator species has similar structural design to their own projects.

Post-War growth

After the nuclear devastation of the Great War, surviving members of the new species escaped containment and fled into the wilderness of the post-apocalyptic wasteland, where their population increased substantially and spread out over the former American landscape.

By the late 22nd century, the deathclaws' physiology would be refined by the megalomaniacal Master through his expertise in genetic manipulation and access to samples of the Forced Evolutionary Virus. Because initial reports of sightings were limited to a series of isolated nests, deathclaws were viewed as legendary creatures of destruction by wastelanders such as those inhabiting post-War California. However, the denizens of the Boneyard were aware of their existence earlier than most other places, as a lone den mother and her offspring had claimed the area between Downey and Norwalk around 2161, keeping organized groups like the Gun Runners in a checkmate while terrorizing other nearby communities. At least one deathclaw was also found to be living near the outskirts of the Hub around that time as well.

In subsequent years, deathclaws entered common consciousness as a deadly apex predator and danger to inhabited settlements if allowed to nest for too long. This reputation also made the deathclaws a highly prized subject for scientists in the Enclave, who sought to restore the species' original design as a weapon of war. The West Coast Enclave eventually completed their work and bred a population of deathclaws with increased levels of intelligence around 2235.

Intelligent deathclaws

On May 17, 2242, the first successful deployment of deathclaw units under Enclave control was carried out when they were sent into Vault 13 to cloak the presence of Enclave forces and their abduction of the dwellers within. Unbeknownst to their Enclave handlers, following their first combat test, the deathclaws, having become far more intelligent than anyone could foresee, broke ties with their creators and sought to create a peaceful home in the old Vault for themselves. The pack, led by Gruthar eventually developed a unique culture as the first known case of non-humanoid sentient beings in history. However, the pack's home and their enhanced intelligence were eventually discovered by the Enclave. Subsequently, an extermination squad led by Secret Service agent Frank Horrigan was dispatched to the Vault and successfully wiped out the intelligent deathclaws; Goris and Xarn were left the only survivors due to not being present in the Vault. Later attempts by the East Coast Enclave to harness deathclaws for military purposes in the late 23rd century instead turned to the use of technology such as domestication units that would put the predator species under their control more effectively.

Biology

Deathclaws are a large, carnivorous, bipedal reptile species, designed for maximum lethality. The choice to make them bipedal was natural, as bipedalism raises the head, providing a greater field of vision and thus improving the ability to detect targets or resources. The upper limbs were also freed by this choice and could be fashioned into extremely dangerous weapons. The caveat is that the deathclaw is not as fast as a quadrupedal animal, though this is a largely academic concern. However, deathclaws have been observed running on all fours when charging prey. The rippling musculature of the deathclaw provides it with superior strength, excellent speed, and incredible resilience in most combat situations. Deathclaws communicate with each other in a pack using growls and body language, though they are also capable of mimicking human voices like a parrot if their intelligence is artificially increased.

Their strength is further magnified by their claws. Owing to their lineage, the deathclaw has opposable thumbs, though an additional two fingers were coded into the genome, for a total of five fingers on each hand. Each terminates in a sharp talon that allows the reptile to wound and kill with frightening efficiency; a single swipe is capable of bisecting an unarmored human in seconds. Deathclaw hide is extremely tough, providing an excellent defense against blunt and edged weapons. Firearms and energy weapons are reliable tools for killing a deathclaw, though lower powered variants are likely to have trouble piercing its skin. The defense is enhanced by horns and dorsal spikes, making melee combat a very dangerous proposition.

However, while they are difficult opponents, their keen senses can be used against them. Loud noises and bright light, such as that emitted by flares, can be used to deter a deathclaw's advance or even keep it at bay.

Behavior

Deathclaws are pack animals, with the leadership role assumed by the alpha pair, the strongest male and female deathclaws in the group. The remainder of the pack follows the leaders and migrates along with them.

Coupled with their pack behavior is a fierce territorial instinct. Deathclaws will usually opt for territories away from inhabited areas (most likely due to noise), but may settle into temporarily abandoned human buildings and areas, as was the case with the Boneyard warehouses circa 2161 or Quarry Junction in 2281. Once it claims a territory, a pack is exceedingly difficult to dislodge, as the alpha male will not abandon a claimed territory even if the pack mother is killed, while the alpha female will simply choose another mate to procreate. As such, reclaiming a deathclaw territory usually requires either killing both pack leaders, causing the pack to scatter, or wiping out the entire pack. Neither is particularly easy.

Reproduction

Deathclaws are made even more dangerous by their reproductive instincts. Unlike Jackson's chameleons, deathclaws are an oviparous species, female deathclaws will lay eggs in clusters, sired by the strongest male deathclaws in the pack, typically the alpha male. Survival of the pack is coded into deathclaws and the pack leaders will instinctively select only the strongest partners for procreation. If killed, the pack mother will typically be replaced by another female in short order.

Deathclaw eggs are large, weighing up to twelve pounds (5.5 kilograms), durable and resilient, with a remarkably long shelf life. Deathclaws will seek out dark, sheltered areas to set up their nests. Lone deathclaws will also claim territories and create nests, usually in sheltered, secluded areas. If they are female and have been impregnated by a male deathclaw, they will prepare a separate nest for their young, protecting their hardy eggs with whatever small objects are at hand, such as small rocks, fallen leaves, twigs, and bones leftover from their meals.

A juvenile deathclaw is born without prominent horns or dorsal spikes, which grow as it matures, and both of which act as secondary sex characteristics. Horns grow forwards on males, with larger being the more desirable, and grow back and upwards on females. Dorsal spikes grow much the same way as horns on males and act much the same way with larger being more desirable, but on females, dorsal spikes do not grow as large as they do on males and tend to be short in comparison. Claws, on the other hand, are present from day one. Baby deathclaws are born with a light brown skin tone and live under the protection of their parents within the pack. The skin darkens as the deathclaw matures, reaching deep brown upon entering adulthood, and eventually dark brown, black or even black and blue for old, experienced claws.

Relationship with humans

While deathclaws do not actively seek out human habitats to attack, human expansion inevitably leads to the two species coming into contact, usually by accident. Deathclaws are incredibly dangerous to humans, no matter how well prepared they are. Even Brotherhood of Steel patrols are known to suffer severe casualties if they walk into a deathclaw's territory unaware. The Enclave sought to exploit their fierce instincts and ferocity and use them as cheap, expendable troops for use in hostile environments. Their initial experiments, starting in 2235, focused on using a modified FEV strain to artificially increase the intelligence of deathclaws and succeeded in creating a single pack of modified, intelligent deathclaws led by Gruthar. Intended to only be smart enough to follow orders issued by their handlers, they have developed far higher intelligence than the project assumed was possible. After the first unit

was fielded, Doctor Schreber's experimentation revealed that fact and the whole breed was summarily exterminated at the site they were first unleashed: Vault 13. Subsequent efforts, once the Enclave regrouped at Raven Rock, were focused on cruder, but more reliable methods: domestication units. These devices are surgically implanted into a captive deathclaw's brain and skull, allowing Enclave troops to issue commands to the fierce reptiles as if they were pets. Of course, even without human interference, deathclaws are a continuing hazard in the wastelands. Despite the efforts of hunter teams, they continue to set up nests throughout the wastelands.

The ferocity of deathclaws and their incredible resilience has earned them the respect and fear of wastelanders. Initially, the existence of deathclaws was treated with skepticism in the first century after the war, and many considered them a tall tale, on the order of ghosts and demons. However, the steady increase in deathclaw populations eventually secured them a place in the common consciousness. When used for comparisons, deathclaws are usually synonymous with ferocity and resilience. Occasionally, they're used to insult people; allegedly, they're as bad as marketing directors. Other examples of deathclaw presence in popular culture is the expression "deathclaw in a mating season", and, allegedly, deathclaw costumes.

Deathclaw eggs are also a known delicacy, used to make omelettes that are highly nourishing and delicious.

Variants

Deathclaws are primarily differentiated by age and gender, from the youngest, "baby" deathclaws, to the terrifying legendary male deathclaws.

Baby deathclaw

The smallest, youngest deathclaws are by no means non-threatening. While under the protection of their pack and especially their mother, babies are dangerous as they possess the fearsome claws and an attitude to match. They are also an estimated 50% smaller than adults.

Their relationship with their mother results in them fighting to protect their mother (which means they will rush any threat alongside her). If they are killed, the deathclaw mother will typically go berserk and attack any target in the vicinity, even pack mates. If the mother is dispatched, her children will flock to her body.

Young deathclaw

Adolescent deathclaws are identical to juveniles in all, except one: size. They are nearing the size of an adult and thus only 25% smaller than an adult. They still remain within the pack but are tougher, faster and more deadly than babies.

Deathclaw

TV series article: Deathclaw (TV series)

Male deathclaws that reach sexual maturity are easily recognizable by their brown skin and prominent, fully formed horns. They are fast, deadly and resilient, capable of dispatching nearly any threat with ease.

Moreover, male deathclaws tend to congregate and travel in packs. Lone adults are the exception, rather than the rule.

Deathclaw alpha male

Fully mature adult deathclaws that avoid death at the hands of the various wasteland horrors will usually mature into alpha deathclaws. Their horns are longer, more curved and thicker than a regular adult, while their skin takes on a dark brown, even black hue with age. The brown markings also become visible. Alpha males have siring privileges and are usually found heading entire packs of deathclaws.

Mother deathclaw

Adult female deathclaws are distinguished by a skin color that mixes olive and blue, horns curving backward, rather than forwards, barbed tails and a prominent flap of skin roughly where the cloaca is. Mother deathclaws (also called matriarchs) exclusively lay clutches sired by the pack's most powerful males, typically the alpha.

Legendary deathclaw

Found only within the Dead Wind cavern in the Mojave, the legendary deathclaw is an alpha male deathclaw that managed to survive long enough to achieve a size a full 25% larger than regular adult deathclaws, with massive horns and claws to match. This particular specimen is responsible for the death of a Brotherhood of Steel paladin who tried to explore the cave.

Deathclaw subtypes

Blind deathclaw

Wounded deathclaws that lost their eyesight can be found in the Mojave. While weaker than completely healthy deathclaws, they have excellent hearing to compensate, making it nearly impossible to sneak by.

Intelligent deathclaw

The result of Enclave experiments, Gruthar's pack was subjected to FEV injections that conferred increased intelligence in order to create expendable troops for use in hostile environments. The project succeeded beyond the Enclave's intent, giving the pack intelligence ranging from that comparable to a human eight-year-old to matching or even surpassing adult humans. The increase in intelligence brought with itself sentience and self-awareness, which coupled with their instincts and pack behavior created fearsome predators. The emergence of intelligence also brought conscience along with it. Gruthar's rational thought led to the pack adopting an isolationist, pacifist philosophy to allow for the coexistence of humans and deathclaws. However, they did not avoid violence if it was necessary for the survival of the pack.

All intelligent deathclaws were executed by Enclave's special operations unit led by Frank Horrigan.

Albino deathclaw

These deathclaws have suffered depigmentation of their skin. They are incredibly deadly, intelligent, and more durable than most deathclaws. Exposure to FEV that granted them increased intelligence also caused their skin to lose melanin, becoming stark white, and the eyes to stop producing pigment, allowing for their retina and the blood vessels to be seen.

Enclave deathclaw

An adult deathclaw captured by the Enclave in the Capital Wasteland can be fitted with a domestication unit, a special contraption mounted to the skull of the creature and connected to the brain, giving Enclave personnel the ability to use these ferocious predators like guard dogs. Deathclaws controlled in this manner do not consider Enclave personnel a threat, but the Lyons' Brotherhood of Steel developed a device that can scramble the control signal and reverse the IFF, making Enclave personnel the only valid targets for the deathclaw and then detonating the domestication unit as a failsafe. Enclave units typically hold deathclaws in transport cages (a pre-War design), released when needed. Some patrols may choose to field them directly, however, at the discretion of the commanding officer.

Hairy deathclaw

An entirely separate species that was termed deathclaw due to the similarity in behavior and, of course, the fearsome claws, the eastern hairy deathclaw is a unique creature that emerged in the territories belonging to the states of Illinois, Missouri, and Kansas.

These deathclaws exhibit traits similar to mammals. The body is covered in a thick layer of fur, providing them with excellent protection from the elements, while their thick, leathery skin grants these deathclaws increased defense against projectiles and melee weapons. They are easily distinguishable by a crest of five horns protruding from their skull and a single nasal horn. The eponymous claws are also much less pronounced than in their reptilian cousins. Hairy deathclaws have developed a natural intelligence and sentience, as well as the ability to mimic human speech. They are self-aware and sentient, though precisely when the transition occurs is unknown.

There is only one known extant brood of these deathclaws, which was controlled by the Beastlords by imprisoning Mother, the matriarch of the brood.

Experimental deathclaw

Developed within the Corporate Vault, the experimental deathclaw is an offshoot of the regular deathclaw development program undertaken by Vault-Tec. Increased muscle mass and naturally grown exoskeleton with prominent spikes were achieved at the expense of eyesight.

Experimental deathclaw variants include baby deathclaws, elder deathclaws, adolescent deathclaws and mother deathclaws.

Chameleon deathclaw

An experimental variant of the deathclaw, with an epidermis capable of adapting its appearance to its surroundings, providing it with a natural form of active camouflage, effectively making them invisible.

Notes

In the Fallout: New Vegas add-on Honest Hearts, compulsive liar and Psycho addict Ricky claims to have encountered a pack of "deathjaws," supposedly a creature similar to a deathclaw that instead grew bigger teeth. Like many of his claims and as made clear in the script notes, this is entirely false.

The Fallout 76 update Gone Fission would later reveal that, as of 2105, there does exist a creature known as a deathjaw, but it is a species of mutated alligator gar that is indigenous to Appalachia on the East Coast and has no known connection to deathclaws.

According to Maul, the deathclaw is similar to a fictional creature which appeared in the Grognak the Barbarian comic issue "Fatherless Cur!"

Behind the scenes

The deathclaw's name was inspired by the creature known as the Shadowclaws in Wasteland. In Scott Campbell's original concept art, deathclaws were originally envisioned as a mammalian species covered with fur that originated from a mix of wolverine and brown bear genes, enhanced by FEV. The removal of hair from that first concept to the start of game production was the result of a technical limitation of the rendering software, which couldn't get all the hair to move properly. The hairy deathclaw appearing in Fallout Tactics was inspired by this original concept.

According to the Fallout Bible and Scott Campbell, deathclaws were visually inspired by the Tarrasque of Dungeons & Dragons after a D&D computer game made by Interplay was canceled (according to Fallout Bible) or after the creature was cut from Planescape: Torment (according to Scott Campbell), as a Tarrasque clay model was already made and this way the work would not go to waste. However, according to Chris Taylor, while they do look Tarrasque-like, it was not intentional and the clay model was supposed to be a deathclaw from the start.

Gallery

Fallout and Fallout 2

Fallout Tactics

Fallout: Brotherhood of Steel

Van Buren

Fallout 3 and New Vegas

Fallout 4

Fallout 76

Fallout TV series

Fallout Shelter Online

Fallout: Wasteland Warfare

Fallout d20

Magic: The Gathering

References

Non-game

Diamond City, also referred to as the "Great Green Jewel," is a fortified settlement in the Fens neighborhood of Boston in Fallout 4. It was built within Fenway Park, a pre-War baseball stadium.

Background

Pre-War

Before the Great War, Fenway Park was Boston's baseball stadium, which hosted the Swatting Sultans. On the afternoon of October 23, 2077, Fenway Park would have hosted the seventh game of the 2077 World Series, featuring the Swatting Sultans against a rival team from Texas. If the Sultans won, they would have obtained the first World Series win for Boston since 1918. However, this never came to pass, as the Great War struck on the morning of October 23. Boston's star pitcher Matt Murtagh and two of his teammates, Nathan Broadhurst and Jim Walker, had been warming up in Fenway Park when the war struck, and the stadium's high walls spared them from the initial nuclear devastation.

Post-War settlement

In 2130, the settlement Diamond City was founded within Fenway Park. Its distinctive green color is visible on the tall, reinforced wall, earning the left-field wall nickname the "Green Monster." With its own police force, public schools, working plumbing, robust agriculture and industry, and a great deal of economic influence across the region, it is by far the most prosperous settlement in the Commonwealth. Diamond City Radio, which can be heard across the Commonwealth, is a symbol of its prosperity and might. Despite this, it is still a shantytown contained within a baseball stadium, showing humanity's struggle for survival in 2287 and the difficulties involved with trying to reclaim the Boston area. As such, Diamond City also doubles as a shelter during the reclamation of Boston.

With the years of pre-War baseball long past, Diamond City was founded in the stadium's stead. The settlement established itself as a safe haven for settlers of the Commonwealth, thanks to what its residents affectionately referred to as "the Wall." Later decades saw Diamond City grow into the Commonwealth's largest and most prosperous community. It developed a degree of social stratification, as wealthier residents came to occupy properties in the settlement's exclusive Upper Stands neighborhood, built in the elevated stadium seating. These overlooked the Lower Fields (the baseball field itself,) where those with less means took up residence.

The stadium and its residents have experienced several significant events since the War. In 2180, the Commonwealth Minutemen defended the city from an attacking horde of super mutants, causing the militia's rise to prominence. The Broken Mask incident that occurred fifty years later, in 2229, had a far more lasting impact. A visitor named Mr. Carter suddenly opened fire at a centrally located Diamond City bar, killing several citizens. After Diamond City security took him down, an examination of his remains revealed that he was a synth. This single incident planted seeds of fear that eventually blossomed into full-scale paranoia about the Institute and its abductions. Since the event, the fear has only escalated due to regular and unexplained disappearances that have persisted for over half a century.

The city continued to grow despite these troubles, affecting the Commonwealth in many ways. One of its more dubious contributions is Goodneighbor, a settlement founded in 2240 by a group of criminals banished from the city, who quickly turned the new town into a haven for activities frowned upon in

Diamond City. In 2272, a new restaurant named Power Noodles was established in the city market, with a Protectron known as Takahashi at the helm. The restaurant rapidly became a staple of Diamond City culture. Piper Wright and her sister Nat also immigrated to the city to found Publick Occurrences, a newspaper dedicated to changing the city for the better. Her activism has galvanized support for fixing the city's problems, such as corruption among the Diamond City security officers, poorly maintained infrastructure, and lack of maintenance on the Wall separating the city from the wasteland.

Diamond City fell prey to a surge of anti-ghoul sentiment, fanned by mayoral candidate McDonough and his anti-ghoul "Mankind for McDonough" platform. He won the election thanks to the votes of the upper stands citizens, and issued the anti-ghoul decree of 2282 in his inaugural speech. The resulting pogrom was carried out by people the ghouls once called their neighbors, and saw entire families thrown out of the city into the surrounding ruins to perish. The ghouls' abandoned belongings were confiscated by the remaining humans, pacifying the poorer residents of the field.

In 2286, nearly five years later, Pastor Clements lost control over the All Faiths Chapel when it was occupied by the Children of Atom, who opposed the exile of the ghouls. During their brief time in the city, the cult were well-liked among the people of the Lower Fields for their vocal criticism of the Upper Stands residents. They were also supported for opposing the authority of the Minutemen, who were active in the city at this time. The cult ultimately attacked Diamond City under the leadership of the Last Son of Atom and were subsequently driven out of Boston.

In 2287, McDonough remains in power, posing as the city's defender while secretly ensuring the city does not interfere with the Institute's plans. As an infiltrator, he is very capable in his role, although his cover is starting to fray at the edges. Some residents have come to believe McDonough has been replaced by a synth, a suspicion spread by Piper and Nat as part of their investigative journalism.

Society

Diamond City is divided between people living on the former baseball field, now known as the Lower Fields, and those residing above in the stadium seating stands, now known as the Upper Stands. The former comprise the city's laborers, craftsmen, farmers, and other workers, while the latter are caravan owners, merchants, and other individuals who control the lion's share of the city's wealth. McDonough exploited this divide and favored the city's elite, who may have wanted the ghouls gone merely to improve their view.

Diamond City is the only settlement in the Commonwealth that guarantees a free education to all children, regardless of their social or financial status. It also hosts a non-denominational chapel open to all religious adherents, giving them a quiet, safe space to pray and worship. Power is provided by a fusion generator tower in the heart of the city's market, giving its denizens access to cheap electricity. The irony of nuclear power first destroying the world and then giving Diamond City its main advantage is not lost on the more scientifically-inclined members of the community.

Food is provided to the city by independent farms across the Commonwealth, such as Abernathy farm. However, a much larger supplier is the Codman family, who own both the orchard within the walls and the Codman family farms, which provide brahmin meat to Choice Chops.

The community of Diamond City tolerates synths living within as long as they serve the community, allowing Nick Valentine to even run his own public detective agency. Nick gained entry to Diamond City by saving the daughter of the city's former mayor, Henry Roberts, when she eloped with a caravan hand (who turned out to be part of a gang of kidnappers). Over time, Nick was able to cultivate a level of respect amongst the populace, as he never hid his identity as a synth (and with his face and body couldn't have anyway), and worked several odd jobs to prove his worth to the community until he started his detective agency. Despite this, some other residents are shown to be scornful of synths, not wishing to affiliate with them. Myrna of Diamond City Surplus is particularly paranoid, openly questioning all visitors to her store, voicing conspiracy theories about synths and their behavior, and even planning to start a full anti-synth movement.

Layout

Diamond City is split into social classes, with the rich and powerful residing in the Upper Stands, and the common people, both housed and unhoused, living in the Lower Fields below. The center of the city is the market, which is approached by the main entrance stairs from the southwest. Surrounding the market are four main streets laid out along the old baselines: First Street to the south, Second Street to the east, Third Street to the north, and Home Street to the west. The poorest residents sleep under shelters in the area north of Third Street, where they tend a small number of crops (consisting of mutfruit and tato plants). The northern section of the city beyond these shelters features an outdoor auditorium, a brahmin pen, and a much larger crop field. There is also a small irradiated lake to the east of Second Street, where the city's water is purified and sold by Sheng Kawolski.

Food can be harvested from the small and large crop fields or the greenhouse, or bought from vendors. Purified water can only be obtained from vendors. All standard crafting stations are available for use in the market. A bed may be rented at the Dugout Inn, or permanently obtained by gaining access to either Home Plate or Kellogg's house.

Buildings

Unmarked locations are in italic type.

Inhabitants

Companions

Nick Valentine

Piper Wright

Residents

Animals

2 brahmin

27 house cats

Toro

Generic

20 Diamond City security officers

18 unnamed residents²

2 Eyebots

1 Police Protectron (inactive)

Former residents

¹ Replaces an unnamed resident while present

² Two residents will be replaced by faction members after completion of the main questline

Notable loot

Nine Nuka-Cola Quantums are found throughout the city:

Two are in Kellogg's house, in the hidden room.

Two are in the Cooke residence, on the tables on the second floor.

Two are around Power Noodles, on the counters.

One is in the Dugout Inn, on the shelves behind the bar.

One is in Polly's house at Choice Chops, on an end table opposite the entrance.

One is outside Sheng Kawolski's house, on the metal shelves to the left of the entrance.

Eight Nuka-Cherrys are found throughout the city:

Three are in Kellogg's house, in the hidden room.

Three are in the Dugout Inn, with two on the shelves behind the bar, and the third under the bar.

One is in Myrna's house at Diamond City Surplus, on a table near the first-floor entrance.

One is in Doc Crocker's house, on the wooden shelves to the left of the first-floor entrance.

Three Join the Railroad holotapes are found throughout the city:
One is in Abbot's house, on the metal shelves opposite the entrance.
One is in the Dugout Inn, on a nightstand in the bedroom opposite the kitchen.
One is in Fallon's Basement, on the dresser on the upper platform.
Gwinnett ale brewing subroutines holotape - In the Colonial Taphouse, on a shelf under the bar.
RobCo Fun with the Zeta Invaders mini-game holotape - In Valentine Detective Agency, on the desk in the back.
Live & Love issue #9 - In the schoolhouse, near the beds on the first floor.
Mini nuke - In Arturo's house at Commonwealth Weaponry, on a table opposite the bed on the first floor.
Big Boy, a unique Fat Man - Sold by Arturo Rodriguez.
Old Faithful, a unique laser pistol - Sold by Arturo Rodriguez.
Protector's armor - Sold by Arturo Rodriguez.
Rockville Slugger - Sold by Moe Cronin.
Champion chest piece and right arm - Sold by Becky Fallon.
Hazmat suit - Often sold by Becky Fallon.
Wastelander's chest piece - Sold by Myrna or Percy.
Geneva's ensemble - Worn by Geneva.
Red leather trench coat and press cap - Both worn by Piper Wright.

Related quests

Notes

The first time one enters Diamond City, Mayor McDonough will give a speech to a small group of residents where he proclaims "I am NOT a synth," and then praises the Wall.
After the Sole Survivor finishes the quest Jewel of the Commonwealth, the front gate remains raised. By using a jet pack (or console commands if on PC), one can reach the platform with the crane arms above. There, one can interact with either crane, which will instantly reset the gate to its original position and then slowly raise it again.
If the Sole Survivor completes the main quest line for a major faction, all the flags in the city will be replaced with the faction's flag, and members of that faction will be wandering the city.
If the Institute ending is chosen, Gen 1 synths will be found in the market. If the Sole Survivor communicates with them, they state they're in the city to spread the presence of the Institute. Diamond City security will explain that the synths suddenly appeared, but as they weren't causing any trouble, they were allowed to stay. Some synths will be crafting weapons or armor, while others may be browsing the stores in the market. Myrna, who previously seemed to have an aversion to synths, allows them to browse her store, and will no longer comment about hating synths.
On the in-game dates of Halloween and Christmas, the market is decorated appropriately for the corresponding holiday. On Halloween, the decorations include banners, plastic pumpkins, and paper cutouts of cats, skeletons, and pumpkin men. The Christmas decorations consist of strings of colorful lights and Christmas trees. Furthermore, the Christmas decorations will be displayed from Christmas day through New Year's Eve. However, in order for these decorations to appear, the Sole Survivor must visit Diamond City at least once on Christmas Day; otherwise, the decorations will not appear on any of the subsequent days.
Four baseball bases around the city are labeled with tally marks as home plate, first base, second base, and third base; Diamond City security will occasionally encourage the Sole Survivor to run the bases, hinting that doing so would be worthwhile. Starting and ending at home plate, running over each of the bases in order will grant the Homerun! trophy/achievement. Also, the city's street names are named after their respective bases, including Home Street.
There are two wanted posters in the city: one is next to Swatters, and another is just inside the Dugout Inn. Upon reading the posted notices, both assign the same radiant quest tasking the Sole Survivor with

killing a raider, ghoul, or super mutant marked on the map at a randomly selected location. Although the notice indicates there is no reward except what is looted from the targets' corpses, some quest completion XP will be granted upon killing the marked enemy. A new bounty will appear on the posters as soon as the current one is complete.

There is a hidden diner just outside Diamond City; see that location page for details on how to access the area and its contents. Heading west from the diner along the edge of the Diamond City roof leads to the upper section of the entrance gate (near a rubble-filled area with a skeleton, two ammo boxes, and a first aid box). From there, careful jumping or use of a jet pack provides access to one of the large yellow beams holding the main gate in place, which may be activated to close the gate. The gate will not immediately close; the player character will need to first enter an interior cell for the gate to properly close. Once closed, the player character can open the gate from the ground by simply activating it.

Climbing the partially destroyed building outside the northwest corner of Diamond City and using a jet pack to reach the city roof affords access to a duffle bag and an explosives box to the south. Other minor loot is found on the east side of the city roof accessible by jet pack, including a large toolbox near a skeleton, a cooler, and two stimpaks and a dose of Addictol on a crate.

Despite ghouls being banned from Diamond City, if Hancock or Billy Peabody, an intelligent child ghoul found during the quest Kid in a Fridge, is taken to the city, they will be allowed inside. Edward Deegan may also be encountered inside the Dugout Inn to initiate the quest Special Delivery.

Sometimes while waiting in the market, an Assaultron may spawn. While not hostile to the player character, it will attack other characters in the city. It may spawn as a glitch after hacking a robot with the Robotics Expert perk and not shutting it down or destroying it.

In the Boston Bugle building, a newspaper article on a terminal indicates that on October 23, 2077, the day of the Great War, the team was to play Game 7 of the World Series. The article optimistically predicts that after decades of failure, the team would finally win.

If one uses a mod to make their power armor jet pack have considerably eased height limits and Action Point drainup, they can surpass the invisible barriers positioned on top of the stadium and explore the surrounding area. The map is crudely textured and non-solid, and reaching a certain distance from Diamond City will transport the player to a pitch black screen where they can only interact with the pause menu.

When approaching Diamond City for the first time, it is possible to find the security forces and turrets fighting against super mutants at the Brookline building. The player is free to assist, but if they do not, talking to patrolling security soon after may result in a comment about the player not wanting to get involved. On the other hand, they will also thank the player if they chose to help.

Remains of slain enemy and security guards may occasionally be found on the streets around Diamond City, even if no battle is witnessed. Unlike settlers killed during a raid, security guards are replenished.

Companion comments

When at this location, companions make comments.

Appearances

Diamond City appears in Fallout 4, Fallout Shelter Online, and Winter of Atom. It is mentioned in Zoe's diary in the Automatron add-on and by Lizzie Wyath in the Nuka-World add-on. It is also mentioned in a question in the Fallout Shelter weekly quest Game Show Gauntlet.

Behind the scenes

Diamond City is modeled on the real-world Fenway Park. For example, the Wall is based on the real-world location of "the Wall" or the "Green Monster," popular nicknames for the 37-foot (11.33-meter) left-field wall at Fenway Park. Both the in-game and real-world versions of the Wall feature a manual scoreboard. In the real-world Fenway Park, there is also a large Coca-Cola sign approximately in the same location and style as the Nuka-Cola sign in the game. Likewise, the Mass Fusion billboard mounted

on a building behind the Wall mirrors the placement of a large real-world advertisement for the Citgo gasoline company made of neon lights. The real sign was rigged so that it could light up the letters C, IT, and GO in sequence ("See it go") when a home run was hit. Finally, there is a single red seat in the northeast bleachers near the GNN sign, representing the "Lone Red Seat" where Ted Williams hit the farthest ball in Fenway Park history in 1946, 502 feet from home plate.

Quest designers who contributed to the writing of Diamond City as a whole included William Shen, Liam Collins and Emil Pagliarulo, who also worked on the Diamond City companions Piper Wright and Nick Valentine.

Artist Nathan Purkeypile designed much of Diamond City's layout, lighting, and cluttering. It was the first location he worked on for the game, as the developers knew from the beginning that they wanted iconic stadium lights, and that the main quest would point towards the stadium as a "beacon" or landmark that could help the player navigate the Boston area.

Purkeypile also implemented the seasonal decorations seen in Diamond City, a feature he had in mind since the first designs for Diamond City were created in 2011.

Atop the press box serving as the mayor's office above the main entrance are five red flags reading "World Series Champions" with the years 1903, 1912, 1915, 1916, and 1918. Banners displaying these years also hang from the stands at intervals on the south and west sides of the stadium. In the Fallout universe, the team never won the World Series again after 1918, and the Curse of the Bambino was never broken. In the real world, the Red Sox finally won the World Series after an 86-year drought in 2004.

The team's retired numbers in the game, as seen on the bleachers below the Nuka-Cola sign, were 1, 4, 6, 11, 13, 21, and 33. The first three of those numbers are equal to retired numbers of the Boston Red Sox, and belong to Bobby Doerr, Joe Cronin and Johnny Pesky, respectively. Diamond City resident Moe Cronin also shares his last name with Joe Cronin.

At one point in development, Diamond City was intended to have an additional business, "Safe at Home Hotel and Bar". The business appears on an early placeholder texture for the city's signs, and proper texture for the business's signage can be found in the game's texture archives.

Among the game's texture files for Diamond City is a cropped image of the real-world Fenway Park and its surroundings from a satellite mapping service, labeled as "TestLayout01." This image is likely a leftover from very early development, when the layout of Diamond City was still being determined.

The cell for Diamond City still exists in the files of Fallout 76, but it is empty.

Diamond City also appears in Minecraft as a location in the cross-promotional Fallout Mash-Up Pack.

The Enclave is a secretive paramilitary faction appearing as a major antagonist throughout the Fallout series, first as the main villain in Fallout 2 and again in Fallout 3. It was largely absent in Fallout 4 (although later added as Creation Club content which is enabled by default in the first next-gen update) but returned in Fallout 76 as a joinable faction. It appeared in a minor role in the Fallout TV series' first season, when Siggi Wilzig defects from the organization and sets the show's plot in motion, and takes on an expanded, overarching role in the latter half of the show's second season.

It is a quasi-state(Note) declaring itself as the inheritor of the pre-War United States, classified as a fascist paramilitary organization.(Note2) Its origins lie in the pre-War American deep state, which consisted of a unified, widespread, and conspiratorial extra-political coalition of high-ranking political, military and corporate figures. Its members publicly claim to be the direct continuation of the U.S. government who survived the Great War, making frequent use of patriotic phrases and imagery, such as "God Bless America." However, many ranking members seized power by subverting continuity of government protocols and even murdering non-Enclave government survivors in the name of continuing the war against communism and China. Additionally, the Enclave eventually dedicated itself to the implementation of an all-inclusive holocaust of any human outside ranks, designated as "genetic non-compliance offenders."

This ideology ultimately incorporated pseudo-scientific concepts like social Darwinism and racism towards non-Enclave humans, super mutants and ghouls. Racism then turned into intent to genocide; all humans outside the Enclave were designated as near-human mutants to be exterminated. The plans to wipe humanity out worldwide, establish a racially pure state of "true humans," coupled with its

authoritarian structure, use of slaves, human experimentation, torture and unprovoked attacks on both American citizens and wastelanders, resulted in the Enclave being seen by many as an evil, tyrannical force, even identified by some former members as a fascist organization believing itself the inheritor of pre-War America. As a result of the organization's numerous atrocities, any and all members of the Enclave are typically marked for death and hunted down by other factions they have clashed with, including a war against the New California Republic and separate wars against the chapters of the Brotherhood of Steel on opposite coasts of the continent, all of which they lost decisively. Its members are typically treated as war criminals regardless of their role in the Enclave.

Background

Origins

Before the Great War, the Enclave was a cabal of powerful individuals from across the United States, including presidents, members of the Joint Chiefs of Staff, prize-winning scientists, members of the military, influential politicians, wealthy industrialists, and other powerful men and women who together formed the group. In the opinion of its members, it was the greatest assembly of minds on American soil. Together, these figures created a unified, conspiratorial extra-governmental "collaboration," intended to shape American policy for its own ends. To some on the outside, particularly in later centuries, it was not the United States as a whole, but the rich and powerful who were unwilling to give up their power.

The Enclave was involved in many of the deepest conspiracies and secrets of the federal government, such as covering up the existence of extraterrestrial life, mainly to the ends of studying alien technology for their own use. When the organization Quaere Verum tried to expose this conspiracy, stealing an alien tech-based prototype weapon, they were swiftly hunted down and killed. The Enclave were also involved in the federal government's secret creation of biological weapons of war before the Great War; they were responsible for deploying at least one deathclaw on the Alaskan frontline during the Sino-American War, a development which caused industrialist Robert House, who had been independently preparing for nuclear war and was unaffiliated with the Enclave, to realize that a hidden player was involved in the conspiracies which would contribute to the coming war. As another part of this, the Enclave may have influenced the federal government's research on the Forced Evolutionary Virus and super mutants.

Preparations

As the Resource Wars dragged on and the risk of nuclear war increased, members of the Enclave invested into various contingency measures to survive the coming war. Funded by corporate and government money, these installations would enable the Enclave to continue waging war even after the United States ceased to exist. One such installation was the presidential oil rig out in the Pacific Ocean, owned by Poseidon Oil, with the Whitespring Congressional Bunker acting as a hub for future Enclave operations, covertly funded by funds embezzled from the Department of Agriculture by its secretary, Thomas Eckhart. Other facilities prepared in advance were Raven Rock and the Kovac-Muldoon Platform.

The Enclave heavily subverted the Vault-Tec Corporation, a prominent defense contractor and one of the largest companies in the United States, for its own purposes. They used Project Safehouse and Vault-Tec's network of underground shelters for a grand social experiment: to test the occupants in unique circumstances. They directly invested in Vault-Tec's facilities, including both their regular Vaults and also special "management Vaults," to influence the company's direction towards their own goals, and they also exerted direct influence over Vault-Tec executives such as Barb Howard, seemingly to create the idea that Vault-Tec itself would be willing to start nuclear war.

Vault monitoring and research were conducted under the Vault Behavioral Project. In order to monitor the populations being experimented upon, the Enclave's oil rig possessed a great deal of equipment that allowed them to observe and control the Vaults. For example, the Enclave sent the all-clear signal to Vault 8 shortly after the War, prompting them to leave their vault and build their city. These monitoring tools also let the Enclave see that the population of Vault 13 was largely intact, although this wouldn't become important until much later.

However, the Vaults themselves were only part of the Enclave's full plan. The wasteland itself, at least according to Enclave operative Hank MacLean, was also part of the Enclave's experimental plans, which included something known to Vault-Tec executives as "Phase Two." What "Phase Two" specifically entails is currently unknown, though it is known that it would involve the Forced Evolutionary Virus and at least Vault-Tec Vaults 32 and 33, and was only intended to occur after Vault-Tec had achieved hegemony by wiping out all competitors on the surface.

The original idea behind the Vault experiments was to gather data to enable the creation of a multi-generational starship to settle another planet, as the Enclave assumed Earth would be rendered uninhabitable by nuclear war and human civilization would need to expand into the stars to survive.

Eve of the Great War

In March 2077, with the world heading directly for nuclear confrontation, the President of the United States and other members of the Enclave retreated to various fortified areas around the globe. Others remained behind, only retreating to fortified shelters as the nuclear war became imminent.

As the shadow government poised to take over the U.S. government should the worst occur, by late 2077 the existence of the Enclave was potentially known to the public, but only vaguely at best, mostly the subject of longstanding rumors but covered in at least one newspaper in Boston in the last week before the war. Although news outlets across the nation picked up the subject of the "missing" president, discussing the rumors of peace negotiations with China and the president's absence, the Enclave was already heading to the ground. However, this did not stop individuals from attempting to uncover its existence both from within and without the government. As the only way to join the Enclave was to be invited by them, a large majority of the government was unaware of its existence beyond rumors and irregularities in the budget.[citation needed] The United States military refused to allow the Enclave access to some of its systems. Furthermore, the "powers that be" in the government largely opposed the notion of a nuclear first strike against China that some members of the Enclave promoted. The secrecy wasn't perfect, and some members of the public and government pursued their own investigations. In June 2077, Senator Sam Blackwell began an investigation into the Congressional Bunker Project and Vault-Tec's potential involvement. His activities drew the ire of Thomas Eckhart, a powerful member of the Enclave responsible for establishing Enclave control over The Whitespring bunker. Following a threat on his daughter's safety, Blackwell went into hiding, joining the Free States, and attempted to publicly unveil the Enclave's existence in a controversial interview published in the Charleston Herald. In reality, this was not caused by Eckhart or anyone else with the Enclave, but rather by a completely unrelated regional business magnate, Daniel Hornwright, who had sought to remove Blackwell on account of the senator's opposition to an automation ballot vote.

Sometime in 2077, following the U.S. president's withdrawal from D.C., Hollywood actor Cooper Howard would also come close to discovering the Enclave due to his investigation into the corporate conspiracy surrounding Vault-Tec, and what he believed was a deal between Vault-Tec and Robert House in which Vault-Tec would give their cold fusion diode to House, in exchange for House giving them the nuclear missiles they would use to start nuclear war. Cooper discovered these details in part through spying on his wife Barb, a high-ranking Vault-Tec executive who had been threatened by the Enclave to claim that Vault-Tec would be willing to start nuclear war to ensure their profit margins. Though Barb, through her encounter with the man who delivered the threat, knew that some hidden force was controlling Vault-Tec, neither she nor Cooper knew the true scale of the Enclave. Still viewing Vault-Tec and Robert House as the ultimate threats, with Barb's help, Cooper ended up stealing the cold fusion diode in Las Vegas and giving it the U.S. president, who was making a clandestine visit to the city for unspecified reasons,

via a meeting arranged by Congresswoman Diane Welch. The Howards only realized their mistake when Cooper was subsequently arrested by U.S. federal agents working for the House Un-American Activities Committee, seemingly done to silence and discredit him for knowing too much. Cooper took full responsibility for his actions in order to protect his wife and daughter. Cooper's actions ended up delivering the cold fusion technology to the Enclave, which may have contributed to their enduring post-War status.

An independent investigation by reporter Mags Veccio for the Boston Bugle newspaper also uncovered evidence linking the Enclave with the highest echelons; she figured out that the president abandoned the White House in favor of the Poseidon Oil Rig, and an anonymous source tipped her off that its official designation was "Control Station Enclave." This gave, as Veccio stated, "credence to the long-running rumors of a secret, militarized 'shadow government,' known as the Enclave, that would take control of the United States in the event of a nuclear conflagration." Veccio was right. However, she published her revelations on the front page in the week that would end in said nuclear conflagration. Although news outlets across the nation picked up the subject, discussing the rumors of peace negotiations with China and the president's absence, the Enclave was already heading to the ground.

Scattering during the Great War

On October 23, 2077, the Great War resulted in the destruction of the Old World and the creation of the post-atomic wasteland that would dominate the globe for the next several hundred years. The United States government largely ceased to exist despite well-prepared plans. Some government officials who were supposed to retreat to the congressional bunker never made it, either failing to respond to hails or being removed from the list prior to the bombs for unknown reasons. Members of Congress who made it to the congressional bunker and were not part of the Enclave were summarily executed. Surviving members were then put to a vote as to whether to use the resources of Appalachia to continue the war against China or to oppose Eckhart's plans. Those that disagreed with Eckhart were locked inside while those that agreed with Eckhart were allowed to exit, at which point those inside the room they were voting in were gassed and executed.

Communication between the Whitespring and the rest of the Enclave was mysteriously cut off almost as soon as the bombs dropped. Short of physically cutting the hardline communications systems, this shouldn't have been possible. Without contact with the oil rig, Raven Rock, and other Enclave outposts, Eckhart proclaimed himself President of the United States and the Appalachian Enclave. Without any opposition, Eckhart quickly hijacked the mission of the Appalachian Enclave, ignoring his orders and shifting from a primarily scientific mission to a mission of revenge against China.

Crusade in Appalachia (Fallout 76)

Although Eckhart's reign lasted less than a decade, it left an indelible mark on the region and brought humanity to near-extinction. In his pursuit of vengeance, Eckhart planned to use Appalachia's automated nuclear missile silos to deliver secondary nuclear strikes on China to ensure its destruction. However, due to the nature of the automated systems, he first needed to convince them that Appalachia was under attack severe enough to warrant going to DEFCON 1 again. To do so, he unleashed progressively worse horrors upon Appalachia, from Liberators, through super mutants, to the scorchbeasts, massive mutated bats created by the Enclave, infected with a virulent plague capable of controlling living creatures.

This proved to be the breaking point for a significant part of the Enclave, with opposition forces rallying around General Ellen Santiago. The result was a brief, but bloody civil war that ended in the death of every living member of the Appalachian Enclave; when Santiago's forces attempted to destroy MODUS, the AI defended itself. Although explosives already planted severely damaged its memory banks, it retained control over the bunker long enough to seal it and fill it with poisonous gas, wiping out the Enclave's Appalachian branch in 2086.

MODUS, the only "survivor" of the Appalachian Enclave, began repairing the damage done to the bunker during the civil war using leftover robots. It also tried to recruit a dweller from Vault 76 in 2102, and attempted (but failed) to recruit Captain Oliver Fields and his squad of U.S. Army survivors when people returned to Appalachia in 2103. Fields' group categorically rejected the idea or the Enclave's claim to being the legitimate government.

Orlando and the Management of the Whitespring Resort may be tied to the Enclave, given their access to vast resources and control over the Whitespring.

Attempted global genocide (Fallout 2)

The Enclave came to consider themselves the last remaining bastion of "pure," mutation-free humanity on Earth. Sharing the planet with existing wastelanders was deemed untenable, and this rhetoric was used to justify the immediate extermination of all "mutants" (which here means anyone who has been exposed to significant radiation). By roughly 2140, the Enclave considered the mere existence of these so-called mutants an obstacle and a threat; President Dick Richardson would declare in 2241 that after the release of the FEV Curling-13, the Enclave's members would "be the first generation free of the mutant threat in over one hundred years."

Before the Great War, the Enclave developed a plethora of new technologies, including variations of the classic T-51 power armor. The work progressed slowly and the projects failed to yield improvements. A renewed research effort into creating a next-generation suit of powered infantry armor began in 2215, with President Richardson's presidential order. The project was completed in October 2220, seven months after Congressman Dick Richardson (son of the previous leader) was elected president (on the 5th of March).

In 2235, the Enclave began its experimentation on deathclaws, with the aim of creating cheap shock troops for waging war in hostile environments. However, it was 2236 that became a breakthrough in its activities. On July 20, 2236, Enclave scouts discovered the ruins of the Mariposa Military Base. The Chemical Corps and other scientists began to scour the base, while assault squads began gathering slaves to use for excavating the base. In the process, they captured Melchior from the town of Redding. Excavations began in September. The slaves and construction crews dug into the collapsed base, removing tons of rock. Unprotected wastelanders were exposed to low levels of FEV in the ruins, released after the base self-destructed and mutations began to occur. At the same time, Frank Horrigan was exposed to the virus and sent to the oil rig for study. By October, Melchior (now mutating) realized that the Enclave would execute him and the others as soon as they recovered the FEV and virus data. He began secreting away weapons for the mutants in anticipation of the confrontation. The excavations were completed in January 2237. Shortly after Enclave scientists managed to obtain a pure sample of FEV and leave the base, the mutants rose up against their Enclave overseers. After suffering heavy casualties, the Enclave forces fell back and sealed the mutants in the ruins of the facility.

Although it came at a heavy price, the sample allowed the Enclave to start researching the creation of a biological agent that would allow for killing mutants worldwide. Dubbed FEV Curling-13, after Lt. Col. Charles Curling, the leader of the project, the sample was modified and refined by the Chemical Corps into a staggeringly effective killer. The Enclave defined the project's goal as achieving a global clean sweep with a 99.5% extermination rate. In the meantime, between 2236 and 2238, the scientists experiment on Frank Horrigan. The mutating trooper was kept heavily sedated; whenever he was conscious, "incidents" occurred that result in major bloodshed. By January 2239, tests ran dry and the decision was made to use Horrigan for fieldwork. On March 27, 2239, Horrigan was sealed within power armor custom-manufactured to fit his massive physique. After a number of horrifically successful field tests, he became the Enclave's solution to a number of sticky problems.

In 2241, the project was in its final stages. Although the Enclave ran into shortages of certain critical chemicals, they got around that problem by forming a secret relationship with the Salvatores of New Reno; in exchange for laser pistols, the mobsters provided them with the necessary chemicals made in their drug labs. Final testing required representative population samples for the toxin and the

inoculation against it. The Enclave raided Vault 13 on March 16, 2242; the vault's inhabitants were taken to the oil rig so that the inoculation rendering humans immune to the FEV-based toxin could be tested. At roughly the same time, the village of Arroyo was also raided, to acquire subjects to verify the effectiveness of FEV Curling-13. By autumn of 2242, the testing was completed and the target toxin efficiency of 99.5% was reached. 250,000 gallons were manufactured and prepared for release into the jet streams. However, hours before the toxin could be released, the Chosen One infiltrated the oil rig, assassinated President Dick Richardson and Frank Horrigan and triggered a nuclear detonation, obliterating the toxin supply and averting global genocide.

Retreat to Raven Rock

The destruction of the oil rig and loss of senior leadership was a crippling blow to the Enclave. The forces on the West Coast were in disarray. Members from other installations within New California and survivors from the rig (like Sergeant Granite) regrouped at Navarro. In late 2242, senior scientist Autumn Senior was contacted by a new president, John Henry Eden, who ordered the majority of the remaining Enclave forces on the West Coast to relocate eastwards, to the Capital Wasteland, near the ruins of the once capital of the United States, Washington, D.C.

Navarro remained as a fully staffed Enclave base. However, a couple of years after 2246, the New California Republic invaded Navarro, stating that it posed a threat to the region. The NCR Army was victorious and the Enclave remnants scattered to the winds. Enclave remnants fled east or attempted to integrate into the NCR, with limited success.

Meanwhile, John Henry Eden was joined by Enclave survivors from the West Coast. Raven Rock had full manufacturing facilities and a sizable stockpile of resources, enabling the president to create an army of robots and provide his new human subordinates with military technology necessary to maintain their technological superiority. A separate line of robots, the eyebots, were created to roam the wasteland, spreading a message of hope and the return of pre-War America, in the form of the Enclave. The Enclave maintained a low profile, rarely seen in the wasteland. Using Raven Rock and Adams Air Force Base, they slowly rebuilt their military might and even started a number of research projects to develop their technological edge, including Duraframe eyebots and Hellfire power armor.

War for Project Purity (Fallout 3)

The Enclave began a large scale campaign of expansion in 2277, as Project Purity, a massive water purifier in the D.C. tidal basin was activated. Enclave forces raided the facility, establishing a secure perimeter around it. However, due to the actions of the project's lead scientist, who committed suicide by activating the purifier prematurely and flooding its control chamber with radiation (almost killing Colonel Augustus Autumn in the process), they were unable to use it. The Enclave focused on shadowing the scientist's child, the Lone Wanderer, to locate the part necessary for the purifier to function and captured them on their way out of Vault 87. With the Garden of Eden Creation Kit in their possession, the Enclave decided to activate the purifier. Colonel Augustus Autumn openly defied the president's plan to contaminate the water with modified FEV, so that it would cleanse the wasteland, instead wanting to use the purifier as a way to unite the wasteland and establish the Enclave as its saviors. As a result of the split in ideology, a brief civil war erupts among the Enclave at Raven Rock, during which President Eden's Sentry bots turned on and began to fight the human soldiers who were loyal to Colonel Autumn.

The Enclave's attempts were stopped by a sudden raid by Lyons' Brotherhood of Steel. A pre-War war machine code-named Liberty Prime, assisted by the Lyons' Pride and the Lone Wanderer, carved a swathe through the Enclave's fortifications, killing the droves of soldiers that manned them, and destroying a large number of vertibird gunships that the Enclave called in as reinforcements. The battle ended in a success for the Brotherhood, who proceeded to lay claim to the now-active purifier. The ultimate fate of Colonel Augustus Autumn, present at Project Purity during the raid, remains unknown.

The Brotherhood used Liberty Prime in several other attacks against the Enclave, including the raid on Raven Rock. With their last major facility in the Capital Wasteland destroyed, the Enclave was forced to flee. Regrouping at the mobile base crawler at Adams AFB, the Enclave formulated a counter-attack plan. The Brotherhood was lured to the satellite relay station. As usual, they spearheaded the attack with Liberty Prime. The Enclave anticipated that and while the war machine attacked the facility, it was destroyed by mini-nuclear bombardment from Bradley-Hercules, a weapons platform in high orbit. Robbed of their most important asset, the Brotherhood was demoralized. Reeling from the losses sustained at Project Purity, the Enclave sought to bolster their presence by redeploying special forces from remote and classified locations outside of the Capital Wasteland. Collectively known as Enclave Sigma Squads, these soldiers operated in groups of six, utilizing heavy incinerators and led by a commander in Hellfire Armor. Each member was a hardened veteran of numerous successful combat operations, and the units were posted around locations deemed by Enclave high command as imperative to the salvation of the cause.

However, the Enclave overestimated their strategy; the Lone Wanderer managed to elude their squads and retrieve components for a pre-War weapon that would give the Brotherhood an edge in the war. That same person subsequently assaulted the remaining Enclave stronghold at Adams, supported by Brotherhood forces and their captured vertibird. This attack culminated in the destruction of the crawler, robbing the Enclave of their last known major command center.

Western remnants (Fallout: New Vegas)

By 2281, approximately four decades after the fall of Navarro, the Enclave's presence in the west has largely faded. Members who have not integrated into the NCR or were captured and tried for war crimes, continue to be pursued by NCR Rangers and bounty hunters. These remnants fled to the fringes of the republic, keeping out of sight. One squad is known to have ended up in the Mojave Wasteland, on the frontier between the NCR and Caesar's Legion. Most of these old warhorses have found new lives, although their weapons and armor remain safely stored, awaiting the last call to battle that may never come.

The only other known remnant of the Enclave that isn't a rusted wreck, repurposed machine, or man running from their past is ED-E, a reinforced combat-model eyebot, sent out from Adams Air Force Base before its fall. Representing the last prototype of its line, it was sent to Navarro by way of Illinois, its creator Whitley not aware that Navarro had fallen. It is not known if ED-E ever tracked down the Chicago outpost or if it still exists. All that remains of it is a license plate bolted to ED-E's side.

Commonwealth remnants (Fallout 4)

In 2287, an Enclave expedition appeared in the Commonwealth, led by Major Elias. Their orders were to establish a field headquarters in the Glowing Sea, in the derelict Atlantic Offices. Their primary goal was the recovery of high value equipment, including Hellfire power armor, X-02 power armor and high tech weapons. Satellite encampments were established across the Commonwealth: A retrieval camp near the Slog, a southern camp near Gunners plaza, an eastern camp near Parsons State Insane Asylum, and a western camp in the vicinity of Dark Hollow Pond.

The encampments reflected the expanded scope of the deployment, as the Commonwealth was identified as a potential site for a permanent base of operations for the Enclave, and Elias was instructed by his superiors outside the Commonwealth to continue investigating and searching for such a base. Retrieval operations continued, with the Enclave units gathering intelligence via reconnaissance, coercion, torture and other methods, identifying a number of leads: Enclave deserters, raiders who caught them and targets of opportunity. The general population was expendable, with standing orders to kill them after any interaction and to hunt down witnesses. The Gunners were to be engaged and executed given favorable tactical situations, while the Brotherhood was to be avoided.

Other camps were supposed to perform propaganda operations in order to prepare and release Eyebots that would spread agitprop among the population, perform research on local flora, and capture mirelurks to obtain DNA samples. All camps had standing orders to execute anyone who discovered their camps.

Further north on the Island, the only known survivor of the Enclave's forces under Autumn and Eden is former lieutenant Brian Richter, who was left for dead during a recon mission. A decade after the fall of Raven Rock, the purifier and Adams, Richter is a devout follower of Atom on the Island, at the Nucleus, having abandoned his former affiliation for a new life as a zealot.

Flight of Dr. Wilzig (TV series)

However, despite constant setbacks and gradual fading into myth, the Enclave survived in isolated locations. One of these is an underground research colony located in the Rocky Mountains, still conducting research in various areas, such as biology (in particular that of mutated organisms), behavioral engineering and advanced energy. Dr. Siggi Wilzig was stationed at this facility, involved in both behavioral studies and cold fusion research, harnessing Vault-Tec Corporation technology based on Lee Moldaver's research.

In 2296, following an incident in which Wilzig's canine subject CX404 attacked and killed an Enclave administrator who realized Wilzig had conducted unauthorized cold fusion research, the doctor defected from the Enclave and fled into the Wilds. His defection led to a manhunt by the Brotherhood of Steel, on orders from Commonwealth clerics, and a bidding war between the six mercenary agencies in New California, all of which posted the bounty for his head. The only safe haven Wilzig could expect was with the New California Republic forces under Lee Moldaver, who would have once hunted him down as a war criminal. Moldaver arranged for the transport of the defector, but the plan was derailed when the Ghoul intercepted Wilzig at Filly. In the resulting gunfight, Wilzig lost his left foot and was mortally wounded. His head, which contained a vital artifact, was eventually posthumously decapitated by Lucy MacLean. Lucy briefly lost possession of the head when it was swallowed by a gulper, and it was later recovered by Maximus and Thaddeus. Lucy later took possession of the head back from Thaddeus, and delivered it to Moldaver's base at the Griffith Observatory.

Concurrently to these events, Moldaver had kidnapped the former overseer of Vault 33, Hank MacLean; MacLean was later revealed to his daughter to be a pre-War Vault-Tec employee who had orchestrated the destruction of Shady Sands. Subsequently confronted by the Ghoul, who also knew of MacLean's pre-War past, MacLean escaped to the Mojave Wasteland, which the Ghoul believed was in order to reconnect with Vault-Tec remnants there -- though in fact, he had other plans in mind.

Listening in (TV series)

Sometime between 2281 and 2296, the Enclave purportedly was responsible for causing deathclaws to overrun the New Vegas Strip, at least according to Robert House's AI backup.

In 2296, in direct continuation of the events which caused Hank MacLean to flee from Los Angeles, Hank commandeered a Vault-Tec "management Vault" underneath Las Vegas, which had previously been sabotaged by House to prevent Vault-Tec from using it; Hank used the facility to perfect and miniaturize the brain-computer interface chip technology which House had traded to Vault-Tec for cold fusion.

Hank's intention was to use this technology to end all factional violence in the wasteland by brainwashing all factions into peaceful, cooperative, model members of society (using former Congresswoman Diane Welch, whose disembodied head was kept alive in the facility, as a personality template). Hank was seemingly acting independently in this regard, though his Enclave superiors at their Rocky Mountains research colony were informed about his work, as he reported in to them.

Hank succeeded in miniaturizing the chips and also creating a force of office workers. He supposedly used his miniaturized chips to program sleeper agents who were then sent out into the wastes, carrying out unspecified orders which had been designed before the Great War. However, Hank's further plans

were ended by his daughter Lucy and the Ghoul, who killed Welch to prevent more chips from being programmed and also neutralized Hank himself with one of the chips. Lucy attempted to interrogate Hank about his true goals, but he only revealed some details, such as the idea that the surface itself was the Enclave's true testing ground, before activating his own chip to wipe his memories of all his remaining secrets.

Independently of Hank's actions, other Vault-Tec assets also acted to further the Enclave's mission, whether or not they fully understood what they were doing. Bud Askins' former Vault 31 dwellers, reactivated by Hank's son Norm MacLean, were led by Ronnie McCurry to the former Vault-Tec headquarters in Los Angeles to try and report to Vault-Tec's investors (the Enclave) to request the initiation of Phase Two in their experiment. The 31ers did not succeed, as they were ultimately wiped out by radroaches. However, around the same time, Hank's wife and Vault 32 overseer Steph Harper successfully contacted the Enclave using an Enclave Pip-Boy stored away by Hank in Vault 33, in response to being cornered by angry Vault 32 dwellers who had discovered her past as a pre-War Canadian. Identifying herself as Hank's wife, Steph relayed Hank's instructions to report that the Enclave should initiate Phase Two, which was received by the Enclave at their Rocky Mountains facility. This also revealed that the Enclave members stationed there had been listening in to communications from all across the wasteland.

Fallout Shelter Online

According to Fallout Shelter Online, which is outside the main continuity, the Enclave was not entirely eradicated in the Capital Wasteland despite the Lone Wanderer's efforts, and still remain around a decade later. The Enclave has made an agreement with slavers where the Enclave is giving slavers high-tech arms, in exchange for safe passage to recover "assets." They are also working with the Talon Company.

Society

The Enclave has patterned itself after the pre-War United States of America, scaling down its structure to match its smaller size. The Enclave is led by a president, elected by members of the Enclave without a term limit. In practice, the elections are optional and a new president may assume power by invoking succession rights. John Henry Eden became president by simply claiming to be next in line for leadership, with Enclave members falling in line. The AI rationalized it by claiming the state of the nation made elections impossible, though none of these stopped Eden from lying on air that he was elected "by the appropriate people."

Under normal circumstances, the president is assisted by a vice president, who together form the executive branch of the government. The Enclave also has a congress, but there appears to be no judicial branch to control abuses of power. Some governmental agencies have also been reformed in the Enclave. The Atomic Energy Commission exists but has been scaled down significantly and around 2242 was responsible simply for maintaining the oil rig's nuclear reactor.

The Enclave's society in its heyday was characterized by secrecy, pervasive surveillance and conformity, particularly under President Richardson. The slightest sign of discontent was seen as disloyalty and grounds for permanent reassignment to mainland duties, rather than the cozy confines of the oil rig. One former member described Enclave society as a pack of hyenas that'd turn on anyone in a second, if they'd benefit from it.

The situation was even worse on the mainland: All members were expected to be able to produce identification papers at a moment's notice, and any failure or error could lead to summary execution at the commanding officer's discretion, without the need for court martial. If they so decided, they could decide to execute the offender on the spot, for example, for disobeying a direct order, but even carelessness and breaking delicate equipment (eg. EnclaveNet infrastructure) could easily lead to facing the firing squad. The atrocities were packaged as patriotic necessity, or rather, jingoism, emphasized by

the ever-present patriotic anthems and iconography. For example, both Richardson's and Eden's speeches were preceded by a variety of anthems.

Though most of the Enclave were conformists, dissension was present. While in Appalachia this led to civil war and the extinction of the chapter, in New California there were more outlets. The opening of Navarro and mainland operations allowed dissenters to simply desert its ranks and blend in with the wasteland population, benefiting from ignorance. This eventually changed as the NCR and the Brotherhood became aware of the extent of the organization's crimes and enacted a policy of pursuing any and all Enclave members.

Ideology

The Enclave claims to be the direct continuation of the pre-War United States of America, but ignores the duties and laws of the state in favor of entrenching its own power. Its genocidal policies and institutionalized dehumanization of "the other" as well as its hyper-militarization indicate a fascist bent, and at least one ex-member, Arcade Gannon, refers to them as a "fascist paramilitary organization." Standard protocols implemented during the Great War included the murder of all non-Enclave personnel at facilities it controlled, such as elected members of Congress not part of the organization at CB 002. Enclave members weren't safe from each other either, as at the same location, refusal to fall in behind Thomas Eckhart resulted in a purge through mass gassing. Eckhart was determined to eradicate communism and its supporters through any means necessary. The planned genocide was to be carried out through any means necessary, including mutation experiments that rendered subjects questionably human and releasing mutants and hostile robots against American citizens to trick the AALS to raise DEFCON, and gain access to the nuclear silos.

This promise was used to recruit soldiers to the Enclave banner, promising vengeance for the losses sustained in the Great War. The Sino-American War continued in the ranks of the Enclave, but morale suffered, leading General Ellen Santiago to question whether eradicating communism and vengeance justified tormenting and killing American survivors, on top of the murders of congressmen and fellow Enclave members. The disagreement eventually spiraled into a civil war, extinguishing the Enclave in Appalachia, around early 2085.

The Enclave faction on the opposite end of the continent, centered around the last President of the United States, survived. The plans to eradicate communism through genocide evolved into a plan to exterminate all non-Enclave humans. The Enclave used pseudo-scientific justifications, declaring that subtle alterations in DNA of humans outside the Enclave make them near-human mutants, who must be exterminated to maintain the integrity of the human race. This position was adopted around 2140, with the Enclave styling itself the last remaining bastion of humanity on Earth, and the only salvation of the human race. The idea of "saving the human race" has caused the Enclave to reject any cohabitation with non-Enclave humans.

The idea of extermination was pursued with single-minded dedication, with nobody involved questioning the morality of such an act, President Richardson least of all. Under Richardson's rule, the dehumanization of all non-Enclave humans was extreme, who pursued the genocide with religious dedication. The architect of the genocide, Charles Curling, considered it an example of social Darwinism, one species asserting its dominance over another.

As direct killing of humans across the world was impossible, the Enclave sought a different solution: all humans "guilty of mutation" would be gassed using FEV Curling-13, created by the aforementioned Dr. Curling and his Chemical Corps. Death was to be the fate of every non-Enclave human, including those born in a Vault to American citizens, who would therefore, by United States law, hold American citizenship. All were branded as mutants (or muties, near-humans etc.) who could be freely enslaved, experimented upon and murdered at will.

The Chosen One prevented the Enclave from implementing its mad plans, blowing up the oil rig just hours before it was meant to be deployed. The surviving mainland forces of the Enclave were gathered and evacuated east, on orders from John Henry Eden, the self-declared successor of President Richardson (details of his "election" were suppressed for reasons of national security). The idea of reclaiming the mainland United States persisted, though Eden has altered the strategy. Unlike

Richardson, Eden broadcast the Enclave's existence to the Capital Wasteland, promising to rebuild the land, the American family and restoring "peace, order, and prosperity," while killing anyone who opposes the Enclave (euphemistically described as removed forever").

Both Eden and Colonel Augustus Autumn, descendant of the commander who led the evacuation east, agreed on killing anyone who opposed the Enclave. However, they disagreed on the course of action regarding the wasteland. Eden wanted to restart the original genocidal plan and use modified FEV to cleanse the wasteland of mutations, which Autumn felt was too extreme. While he believed that the colonel's humanity was clouding his judgment, Eden agreed to abandon the plan, at least for a time. The alternative seems to be Autumn's idea: seizing Project Purity, then using it as leverage to establish the Enclave as a power in the Capital Wasteland; the masses were supposed to "flock to the Enclave for fresh water, protection, and a plan for the future." Autumn seemed convinced that he was seriously fighting for the American people and a secure future, declaring it on the Enclave Radio, and even sparing the lives of people captured in the wasteland like Anna Holt or Stiggs, so that their knowledge and skills can better serve the goals of the organization. Holt even started believing the Enclave was truthful about its goals.

Despite public proclamations, Autumn's soldiers maintained a network of constituency enforcement points, to enforce Enclave presence among the general populace and perform compulsory genetic compliance screenings. Anyone found in violation of Enclave's genetic standards was detained and murdered, their corpses incinerated. The idea of humans outside the Enclave being guilty of mutation seemed to persist, and even those within Vault 101 were marked for death (although the idea of amnesty was floated to the overseer, in an attempt to coax him into opening the Vault).

Finally, while both Eden and Autumn purported to fight for the American people, they also rejected the idea of non-Enclave humans to be American citizens. Like in New California, even Vault denizens who would be considered American citizens under United States law, could be killed by Enclave soldiers at the officers' discretion.

Currency

The Enclave uses an internal currency, dollars, with regular citizens notoriously underpaid. Equipment loss is covered out of the wages of the person responsible; loss of an advanced power armor is equivalent to half a millennium worth of wages, for example.

When necessary, the Enclave will also acquire and use any outside currencies, especially bottle caps.

Iconography

Seeing itself as the continuation of the United States government, the Enclave continues to use many of its symbols, including the old U.S. flag. However, most Enclave iconography instead uses its own variation of these American motifs. While stars and stripes are often used, black and white with red accents are instead used in most symbols rather than the old red white and blue, or the army green, with the capital "E" of the Enclave being used as the primary symbol of the faction. Some variants of their flag use the 1969 U.S. flag, with the capital "E" replacing the central star of the flag that represents the federal government.

Power armor design diverged from the T-series that was used by the pre-War American military, continuing designs based on the experimental X-01 power armor and starting the advanced power armor line. Most of their power armor uses a dark dull-brown color scheme.

Enclave uniforms diverged from that of the U.S. Army over time, taking on distinctive black and tan color schemes by 2086, with officers wearing a distinctive leather overcoat. These uniforms continued to evolve over time, with the officer uniform taking on a distinct Civil War-era design by 2277 and losing the overcoat except for Col. Autumn's uniform. Scientists wore typical labcoats as well as white hazmat suits.

Enclave bases

The true extent of the Enclave is unknown. The strongest known concentrations of their forces were in New California and the Capital Wasteland, with an isolated force making use of the Whitespring Bunker

and select other nearby facilities in Appalachia. In general, the great plans to continue the war against China from the safety of their bunkers were ruined by communication breakdowns and isolation. However, enough preparation took place to ensure that Enclave bases make use of the best security technologies that were available in 2077. Forcefields are common passive defenses, while plasma turrets and auto-cannons are common stationary defensive emplacements. Enclave patrols are a common defensive measure, including anywhere between three and five troopers armed with high powered weapons.

Apart from the oil rig and Navarro, the Enclave had other locations and bases hidden throughout New California and the Mojave Wasteland.

However, some hypothesize that many members traveled east or integrated with the NCR.

Military

The military arm of the Enclave also uses the pre-War U.S. system to a certain degree. The president is the commander-in-chief, while actual command of the military is handled by the Enclave High Command. The Enclave military collectively forms the Department of the Army, which has at least two other departments: Research & Development and Peacekeeping and Recovery, charged with staffing Constituency Enforcement Points whenever they are set up in the wasteland. The Enclave has also recreated several pre-War formations. The Secret Service was reformed, tasked with protecting the government (such as the president), though their activities will occasionally include being deployed on delicate missions to the mainland (such as silencing a Brotherhood outpost or assassinations). The United States Chemical Corps returned as well, its duties including the development of the FEV-2. Apart from units based on their pre-War analogs, the Enclave has several formations unique to itself. The most well known are the verti-assault teams, heavily armed squads of Enclave power armor troops, widely known for their tendency to go in shooting without asking questions. They let someone else sift through the ashes to figure out what was going on. Other units include the Enclave Control Company, responsible for perimeter defense, and the Sigma Squads, six-man groups used for securing high priority targets. Another specialized formation are Fauna Details, tasked with handling animals used by the Enclave in their operations and experiments. Fauna Detail Charlie is one such example, handling deathclaws.

Due to its small size and extremely limited manpower, the Enclave experimented with automation in their military. Camp RHO was one such experiment undertaken under the auspices of the Army's R&D wing, testing a new R76-H3-0 chip that is a part of an automated defense grid staffed by a single officer. It has also explored the use of deathclaws as disposable shock troops, continuing the pre-War program. After attempts to use FEV to produce intelligent deathclaws were too successful, the Enclave continued the program using surgery and specially-designed technology.

According to the Sierra Depot GNN transcript, the Pacific Fleet of the United States Navy was deployed to Control Station Enclave before the Great War, though its exact post-War fate is unknown. However, this information is from the Sierra Depot GNN transcript, which is an unreliable source.

At first, the Enclave only accepted recruits from within its own ranks. Following the loss of the oil rig and the departure to the east coast, the Enclave began making overtures towards wastelanders via broadcasting propaganda (Enclave Radio over Eyebots and propaganda posters and billboards).

Department of the Army

Evolved from the pre-War Department of the Army, the Enclave Department of the Army serves a much broader role than its original counterpart. All branches of the US Military have now fallen under the control of the Department of the Army, creating a singular force that the Enclave uses to carry out its operations in the wasteland. At the peak of Enclave's power, they were even considered the most advanced fighting force in the wastes. The bulk of the Department of the Army's forces are soldiers, clad in various forms of advanced power armor wielding energy weapons. However, the department also fields an Air Force made up of vertibirds, which are used for a wide variety of operations. They likewise maintain a Navy comprised of pre-War battleships, which may be the remains of the aforementioned

Pacific Fleet. The Enclave also has access to a limited number of automobiles, primarily used in a transport capacity.

The Army typically deploys its forces in squads that make use of advanced military tactics beyond the capabilities of most wasteland factions. Combined with their use of cutting edge technology, such as sentry drones that can protect their flanks, the Army is extremely capable of dispatching most threats to the Enclave. But when standard forces prove insufficient, one more weapon remains the Department of the Army's arsenal. The elite black-ops unit known as Enclave Squad Sigma can be dispatched to eliminate top priority dangers or guard installations considered to be of utmost importance, such as the mobile base crawler at Adams Air Force Base.

Research and Development

This branch has been responsible for the Enclave's technological advancements and is run by some of the most brilliant minds in the Enclave. They designed the advanced power armor that is able to keep the Enclave soldiers safe from radiation. These scientists are rarely seen in the field. When they are, they are wearing heavy environmental protection suits.

Peacekeeping and Recovery

This department is responsible for civil protection, local council and rule of the civilian side of the Enclave. It maintains bases around the wasteland under the guise of "protecting" the citizens. They actually exist to keep an eye on the population and quietly remove anyone who the Enclave considers "non-compliant." In the Capital Wasteland, Peacekeeping and Recovery are seen at a camp near the Wheaton Armory taking and enforcing details from wastelanders passing through and eliminating those that offend or do not comply with their regulations.

Secret Service

The original United States Secret Service was an agency under the Treasury Department, with at least one unit known to have survived the War as part of the detachment sent to guard Vault 79. The Enclave's Secret Service was unrelated, reformed into personal security detail for the president, always present in the president's vicinity.

The most infamous of Secret Servicemen was Frank Horrigan, former presidential bodyguard who after a tour at the Mariposa excavation became exposed to FEV, then further altered by the Chemical Corps, making him a genetically modified, cybernetic killing machine, used against various priority targets in the wasteland. All the while remaining subordinate to the president.

Foreign and outside relations

Due to their ideology, the Enclave generally does not maintain relations with wasteland polities, preferring hostility instead. In the decades following the Great War, this was dictated by a belief that the Sino-American War was still going, and isolating themselves from the outside was necessary to prosecute total war against communism. In Appalachia in particular, outside contact was limited for the purposes of secrecy, primary to restock supplies, recruit new members (after appropriate processing) and analyze the ability to subvert the Appalachian Automated Launch System for war purposes, as the system did not recognize the Enclave as legitimate government. Even loyal soldiers were treated with paranoia as potential subversives. Disregarding any obligations a legitimate government might have, the Enclave in Appalachia unleashed a procession of horrors on the people to inflate the DEFCON rating artificially and reactivate the automated missile silos. This ultimately led to a civil war within the ranks and a total wipeout of the Enclave, with the surface remaining none the wiser. MODUS, damaged in the fighting, attempted to recruit Vault 76 dwellers to fill out the ranks and rebuild the Enclave, marking an

uncharacteristic departure from the usual secretive mode of operation. What's more, it also carried out a variety of patrols and extermination operations targeted at securing Appalachia and destroying threats to human life.

The belief in total war against communism did not dissipate. Over time, it would evolve into total war against humanity, believing the Enclave to be the sole group of pure humans left in the wasteland, and one entitled to taking the world back. In the wasteland, it seemed as if the Enclave was convinced it was still fighting the Sino-American War, over a century and a half after it ended.

New California

By 2241, outsiders were considered useful only as slave labor (at Mariposa, for example), testing (FEV Curling-13) or eradication (ultimate goal). After the adoption of the human purity ideology, the Enclave pursued a course of genocide, but when chemicals necessary to manufacture FEV Curling-13 ran low, it covertly contacted the Salvatores, trading low-grade Wattz 1000 laser pistols for chemicals sourced by the New Reno family. The pistols provided the mobsters with an edge over their competitors, keeping them unaware of the Enclave's ultimate goal. The entire tribal village of Arroyo was abducted to serve as test subjects for the Chemical Corps' experiments.

The Enclave's contempt for wastelanders resulted in low operational security, allowing Metzger of the Den slavers to tap into their radio communications. Wright children in New Reno were also aware of the exchanges, having seen their landings, while Melchior Jr. witnessed the abduction of his father.

Vertibirds were a common sight flying over Redding and San Francisco, and one even crashed in the Klamath canyon following a rotor malfunction. The bodies of the pilots were not recovered and the vertibird was left to the wasteland.

Underestimating the wasteland attracted the attention of the Brotherhood of Steel, which activated a network of outposts in the Den, the NCR and San Francisco to monitor its activities and keep watch. The Brotherhood soon discovered the Enclave was heavily involved in the drug trade, gun running and slavery, all in service to a higher purpose the Brotherhood was unable to determine, but learned enough to seek ways to counter the threat the Enclave posed. Beyond atrocities, the Enclave has been also polluting the coasts of southern California and Mexico, causing irreversible ecological damage with effluvia from the oil rig's nuclear reactor. By 2241, beaches in the region became saturated with toxic waste and highly irradiated sea life.

After the destruction of the oil rig, the Enclave fled New California under the leadership of Augustus Autumn's father. The NCR and the Brotherhood learned of the genocidal plans of the organization, declaring the Enclave a criminal organization. Any membership in the organization is grounds for arrest, trial as a war criminal and life imprisonment. Failing that, NCR Rangers and bounty hunters are authorized to pursue targets. The policy was adopted by the NCR's government under the left-leaning President Tandi. If her government failed and the right-wing of the republic was radicalized, the NCR would have become a haven for Enclave war criminals.

Capital Wasteland

The situation changed when the Enclave retreated to the Capital Wasteland. Following the seizure of the purifier, Enclave troops established a strong presence in the region circa 2277, maintaining a network of constituency enforcement points. Colonel Autumn's plans for Project Purity were similar to the Brotherhood of Steel; he wanted to use the purifier to distribute water to the masses and create a power base for the Enclave, offering supplies, security and a plan for the future. He disagreed with Eden's approach, which entailed the use of modified FEV to contaminate the purifier and kill anyone and anything with a hint of mutation (i.e. every living organism in the wasteland). Eden's rejection of the idea was evidence of "humanity clouding judgement" to Eden, although he went along with the colonel publicly.

It is unclear how the Enclave was supposed to win the hearts and minds of the population; while propaganda aired on Enclave Radio stated their mission was aiding wastelanders, the troops were ordered to first carry out mandatory genetic screening. The test would be followed by immediate execution if they failed to meet genetic standards. It is unclear who issued the orders; while Eden, the sentient ZAX, sought the extermination of mutations, Autumn was the head of the Enclave military forces and has never countermanded Eden's orders, to maintain the chain of command and protect the presidency. At the same time, he appeared to consider wastelanders the "American people," further complicating responsibility.

Regardless of who issued the genocidal orders, a large scale deployment of their forces to establish territorial control was an unprecedented change. Before the loss of the oil rig, the Enclave focused on covert operations, maintaining a low profile. The Brotherhood, owing to the accumulated knowledge and intel, quickly identified that the purposes of this network were just as sinister as before. The resulting Brotherhood-Enclave War (East Coast) resulted in the near-total destruction of the Enclave, fall of Adams Air Force Base to the Brotherhood, and the establishment of Brotherhood's supremacy in the East. The Prydwen was, in fact, constructed at the former base.

Ten years later, the Enclave became a footnote in history, with its former members integrating in society. Grand Zealot Richter is one example, as a member of the Children of Atom on the Island. Whether the Enclave still exists and in what capacity is unknown, or what Colonel Autumn meant when he stated the Enclave is at the height of its power at the end of the battle for the purifier.

Technology

Granted access to the most intimate secrets of the United States government, its military and corporate powerhouses such as Poseidon Energy, the Enclave managed to preserve a large variety of advanced and prototype technologies for future use within its bunkers. PoseidoNet, Poseidon's proprietary network, was the backbone of transnational operations before the Great War, patched into corporate and government facilities.

The most important of these were schematics for the experimental X-01 power armor, an advanced model still in early testing phases, and the vertibird family of tiltrotor aircraft. Combined with the automated production facilities established at their bases, the Enclave was capable of outfitting its soldiers with weapons far above anything the wasteland could muster, including standardized Mark II power armors derived from the X-01, introduced in 2220, widespread plasma and laser weapons (such as the urban plasma rifle developed shortly before the War by REPCONN Aerospace), and the vertibirds. In fact, many of the Enclave's most advanced technologies may have originated from reverse-engineered Zetan alien technology, although there is only one confirmed case of this: the Enclave plasma pistol. The Enclave have access to orbital bombardment satellites from the pre-War era, one of which was used to disable Liberty Prime in the Battle of Rockland. Another tool they possess are force fields, used to deny access for security or defense purposes.

Enclave laboratories also possessed cutting edge equipment, ahead of anything wastelanders could muster. Apart from infrared spectrometers, chemical synthesis equipment and other advanced tools, the Enclave also possessed the necessary equipment and knowledge for conducting genetic analysis, engineering and large scale virus synthesizing. Their scientific expertise was matched by their industrial capacity; the Enclave had the ability to mass-produce next generation power armor, high tech weapons, vertibirds, robots and more. It was also one of the few organizations to use high speed data networks, in the Enclave's case, the pre-War PoseidoNet created by Poseidon Energy.

However, despite manpower and hardware, the Enclave overwhelmingly relied on tweaking and tuning existing technologies, rather than creating new ones. The advanced power armor and the vertibirds were both derived from pre-War designs, weapons issued to troops dated back to pre-War times, and even the Enclave's most fearsome weapon, FEV Curling-13, was fundamentally a modification of the pre-War Forced Evolutionary Virus. The only major new developments were undertaken by the isolated Appalachian branch, which experimented with directed human mutation. The resulting mutation serums proved controversial, in no small part due to their reliance on human tissue grown in laboratory

conditions. Despite ethical reservations, the mutation serums were used by Enclave operatives and contributed to the brutality of the civil war that extinguished the branch. The Enclave would make use of pre-War era robots, such as sentry bots and ZAX series supercomputers, but no new developments on these technologies have been made.

The Enclave has done research into increasing the intelligence of dogs, though they have yet to be seen fielding them in any capacity. More extensively the Enclave have made experiments with deathclaws, creating a strain of talking intelligent deathclaws that they left at the remains of Vault 13. Later, in the Capital Wasteland, their experiments had succeeded in "taming" deathclaws through use of mind-control helmets that could allow deathclaws to work beside Enclave squads. However, these deathclaws needed to be within the range of local radio-beacons to maintain the control, and if the helmet was sufficiently damaged, the deathclaws once again became hostile toward and attack Enclave personnel. Major defeats due to external and internal factors effectively nullified the Enclave's technological advantage. By the end of the 23rd century, the Enclave lost all of its major hubs: The presidential oil rig, Raven Rock, Adams Air Force Base and Navarro. However, even without their homes, the Enclave remnants still possess their power armor, heavy weapons and vertibirds.

Notes

^ (Note) The Enclave has yet to either fulfill any continuity-of-government operations or establish itself as a fully sovereign nation state with defined territory and institutions.

^ (Note2) The Enclave claims to be the successor of the United States, with its armed forces serving as the legitimate armed forces of America, and so it does not consider itself a paramilitary group.

The Enclave claims to be a direct continuation of the pre-War US government, which was operating several concentration camps targeting Chinese-American citizens at the time of the War. America was also enslaving misdemeanor criminals such as traffic offenders, fitting them with bomb collars and forcing them to toil in work camps or be decapitated.

"Dixie" plays on Enclave Radio in Fallout 3. "Dixie" is widely recognized as a de facto anthem for the Confederate States of America, the unrecognized secessionist nation that waged the American Civil War explicitly in the name of racialized slavery (per the text of their constitution). However, given the Enclave's hostility towards secessionists (such as the Free States) the lack of lyrics to the track could also mean the Enclave's copy was derived from the Union's version of Dixie, which insulted the Confederacy. At launch, Fallout 4 was the first game in the series not to include in-game appearances of members of the Enclave since their introduction in Fallout 2.

The next-gen update added Echoes of the Past, a framing quest for the Enclave-themed Creation Club content including "X-02 Power Armor." The expansion was officially described as bringing the Enclave into the storyline of the game. The announcement also described the Enclave as a "cabal."

Fallout Shelter Online contains an original speaking Enclave commander, a woman named Harton.

Three Dog refers to the Enclave as the Horsemen of the Apocalypse, referencing the Holy Bible.

Appearances

Living members of the Enclave appear in Fallout 2, Fallout 3 and its add-on Broken Steel, Fallout Shelter Online, the Fallout TV series, and Creation Club content added to the Fallout 4 next-gen update. Former members of the Enclave appear in Fallout: New Vegas and the Fallout 4 add-on Far Harbor. Dead members of the Enclave appear in Fallout 76.

The Enclave is mentioned in the Fallout: New Vegas add-on Lonesome Road and Fallout 4 prior to the next-gen update.

Behind the scenes

An enclave is an insular community that is completely surrounded by a different territory, which is demographically or politically distinct in some way.

Fallout 2

The Enclave was originally conceived by Tim Cain as a way to explain why the United States government only commissioned a relative handful of Vaults that were unable to protect a substantial number of American citizens. While not spelled out in detail in the game, the idea was that the Vaults were actually grand experiments supporting the creation of a multi-generational starship to flee Earth after it was rendered uninhabitable by the Great War. While the starship is not alluded to (aside from the mad ravings of Enclave Vice-President Daniel Bird proposing the settlement of Mars), the entire premise of the Vaults being parts of a grand experiment for some higher purpose is included in the game. Cain explained the situation in detail 21 years later.

The floor design is based on the Atomic Energy sculpture at the 1933 Chicago World's Fair. Chris Avellone described life in the Enclave as "steel bunker walls of Navarro and the lifelessness, sterility, and closed-in oil and stale smells", which made life in the wasteland compare favorably, leading to multiple desertions, such as by A. Ron Meyers. He also drew a parallel with the British sci-fi series, The Amtrak Wars. The Amtrak Federation shares many similarities with the Enclave, including a xenophobic policy towards outsiders, extreme isolationism, genocide, and a near-total suppression of liberties in favor of indoctrination and servility.

A lost Enclave patrol team would have also appeared in Black Isle's canceled Van Buren. In general, the Enclave would have been featured in the game more prominently, including a version of Cain's starship idea. Bloomfield Space Center would be present to explain that the Enclave's ultimate plan to survive a nuclear war was simply to find another planet to live on after blowing up this one. They began repurposing the Hermes-13 rocket to escape Earth, but the attempt was never completed before the Great War. The plan was for the government to flee to the oil rig, and then leave in a spaceship for another planet. Eagle's Rock mine complex would also feature, exploring the ties between Enclave-affiliated politicians and Poseidon Energy executives.

Fallout 3

In early development for Fallout 3, Bethesda used a different set of emblems (seen below) for the Enclave and its vertibird fleets that were drawn and by concept artist Adam Adamowicz. The prototype air force emblem can still be seen on the wreckage of vertibirds in Fallout 3.

This was the first actually released game to provide insignia for the faction, in the shape of a stylized E surrounded by twelve stars. It's a variation of the design created by Joshua Sawyer for his pen and paper project, published online shortly after Sawyer's first Fallout development job, Van Buren, was axed by Interplay. Additionally, it was the first game to show a glimpse of the Enclave flag, visible on propaganda posters, and combining the national flag with Enclave's own canton. While not visible entirely, the flag clearly had a different symbol than the large star, and was reconstructed for the Fallout Wiki by combining a solid white version of the roundel with the US flag and its colors. This reconstruction proved correct, as from Fallout 76 onwards the flag was revealed to be exactly that.

Fallout: New Vegas

The Enclave remnants were written by Jeff Husges, based on a simple concept and plotline provided by Joshua Sawyer. Husges noted that, in hindsight, he may have made them a bit too sympathetic, instead of accenting "shades of former Nazis in hiding".

On his Formspring in 2012, Sawyer clarified his own views in his writing of the Enclave, saying that he viewed the Enclave's pre-War shadow government as being less like a UK-style shadow cabinet and more like a "more widespread, conspiratorial, and unified" public-private collusion between some government and industry figures, "essentially a PNAC-style think tank gone extremist and haywire." PNAC refers to the Project for the New American Century, a neoconservative U.S. think tank active in the early 2000s. Sawyer also clarified that the Enclave was not intended to stand in for any contemporary political group.

Fallout 4 and 76

An alternate Enclave logo was featured on a shirt, which is no longer being sold on the Bethesda Gear store. It was advertised as a "special edition of the Enclave logo - featuring a flourish of red, white and blue."

Additional Enclave-styled items have been released for Fallout 76, including the Enclave signalman outfit, Enclave intel officer outfit, and power armor skins.

Gallery

Uniforms

2100s

2240s

2270s

2280s

2290s

Flags and emblems

The Enclave uses three major forms of symbols, including the Enclave flag, seal and roundel. The flag is often flown from Enclave bases to represent that the base is active. The seal is used for official symbolism such as to represent the president. The roundel is used to identify Enclave assets such as uniforms or vertibirds.

ASCII art

Enclave field research terminals sometimes have ASCII art of the United States flag as a terminal header. While most have the usual 13 stars arranged in a circle, the terminal at Camp RHO south of Canterbury Commons and one the Lone Wanderer is directed to during Shock Value have 15 in straight lines similar to the pre-1969 flag.

Fallout 76

Fallout 4

Fallout 3

Fallout 2

References

Non-game

Non-canon

Feral ghouls (also known as mindless zombies, ghoul crazies, feral necrotic post-humans, zombies or simply ferals) are a portion of ghouls that have lost their upper faculties and ability to reason, regressing into basic instinct and behaving more like vicious wild animals attacking any non-ghouls they encounter regardless of former ties like friends or family. Much of the xenophobic prejudice against ghoulkind by humans is due to the widespread assumption that becoming feral is an inevitable outcome for all ghouls, causing them to be shunned from human settlements and left on the fringes of post-War society. Though their name was coined in Fallout 3, they have appeared as a reoccurring threat throughout the Fallout series.

Background

Biology

The degeneration into a feral state (referred to as ferocious post-necrotic dystrophy) is not fully understood. It is known that it is a result of a degeneration of the brain (which is not affected by the regenerative mutation of the spinal cord) and emerges following the atrophy of higher brain functions, accompanied by an increased level of aggression and appetite. When the loss of capacity for thought is complete, a ghoul is considered feral. The factors that may cause a ghoul to enter this state are unclear, but anti-social or isolated ghouls may be more susceptible to it. Exposure to intense radiation may also be a factor; feral ghouls have no body heat and emit lethal levels of radiation, indicating that feral ghouls are for all intents and purposes dead, their functions sustained only by their high irradiation. This allows them to survive for centuries, relying only on the energy provided by radiation, at the expense of a horrifying, emaciated appearance. The process is irreversible.

Feral ghouls seem to vary in appearance between regions. Some ferals look exactly the same as they did before turning feral with no visible alterations, especially when they have only recently gone feral, but most go through many physical changes over time. Some such as the ones seen in the Capital Wasteland and the Mojave, have clouded eyes and are skinny with many of their bones showing as if large parts of them had fallen off. The ones seen in areas like the Commonwealth and Appalachia are less skeletal in appearance and more deformed and husk like, with some being bloated and having large growths on their bodies. In both cases, their bodies can vary in color, with some being lighter and others darker. Glowing ones also tend to be significantly more common among ferals compared to non-ferals, with most of them glowing a bright green, though other colors have rarely been seen.

Behavior

Feral ghouls have generally apparently lost all capacity to reason. They are thought to be driven purely by what remains of their survival instincts, clustering in groups and attacking whatever disturbs them with relentless fury. When provoked, they all rush the source of the disturbance, usually a living creature from the wasteland, and try to attack using their limbs. The degeneration of the central nervous system means they cannot use tools (unless recently ghoulified) though it also means they will

attack with full force, without the natural human limiters on muscle use. Ghouls will call out to other ferals with a screech, typically causing the entire pack to swarm the target. Feral ghouls often cluster together in dark, cool environments, like sub-basement-levels or underground areas, only occasionally leaving their normal hunting grounds. However, the myth that ferals fear light is false, as many ferals may be encountered out in the open during the day or in otherwise well-lit areas. Frequently, ferals of all types will wander from place to place, occasionally suffering from clonic seizures and stopping at fallen prey to feed, but will immediately attack any and all non-ghoul creatures they come across. On occasion, they have even been known to attack non-feral ghouls, especially those who are close to going feral themselves. They will often sniff, screech or lash out at other ferals. Upon detecting a non-ghoul, most ferals will make a high-pitched gurgle or screech, setting out to search the area. Upon sighting prey, they will often scream once more, alerting any nearby ghouls and attack. There is no rank or pecking order to these attacks; all attack at the same time in a rampant onslaught. Because of this, in enclosed areas like Vault 34, it is very easy to get overwhelmed. Feral ghouls mainly attack with their hands, slashing and smashing in an insane fury. Some feral ghouls can be seen to use weapons, such as the trooper ghouls in Camp Searchlight, likely indicating that they have only gone feral recently.

Ferals have also been shown to possess a sense of self-preservation, as one known occasion they actively fled a Brotherhood of Steel onslaught. In the same locale, a cluster of ferals was kept relatively docile when fed regularly.

An Enclave officer once encountered a group of docile feral ghouls and captured one for study after it followed him to base. Ethyl, Meat, Atom's Champion and the Sun of Atom are nonverbal ghouls with the appearance of "feral ghouls" who live peacefully among their communities.

Ghoul mask

One interesting note on ferals is that they seem to be fooled by very rudimentary means. The ghoul mask, seemingly nothing more than the hollowed-out head of a ghoul or several pieces of a human/ghoul head sutured together, still seems to deter ferals from attacking.

When wearing the ghoul mask (or using a Stealth Boy) the player character can observe relaxed feral ghouls' actions, including twitching, bending down, having fits or sniffing the air. If one is wearing the ghoul mask, ferals will often turn their head to the side and stretch their necks when nearing them, as if they are confused.

Roy Phillips, who originally possesses the mask, states if one gets too close to the ghouls, they will "sniff" the player character out and attack, even with the mask on. Regardless of this advice, the ghouls will not attack unless one removes the mask or provokes them with hostile action.

Variants

Feral ghoul

TV series article: Feral ghoul (TV series)

Feral ghouls (also known as mindless ghouls, ghoul crazies or zombies) are the basic feral ghoul variant, wearing only a pair of tattered shorts and noticeably weaker than standard human opponents, they are easily dispatched with one or two headshots from any decent weapon or a solid hit from a decent melee or unarmed weapon. Despite their shrill noise and remarkable speed, they are only truly a threat when they have the advantage of numbers, or when the player character is at a low level. Some feral ghouls come in different colors as well as different types. The colors are different depending on how the human looked before turning into a feral ghoul.

Feral ghoul roamer

Some feral ghoul roamers in the Capital Wasteland wear what appears to be the remains of old combat armor, and are somewhat tougher than standard feral ghouls, requiring more damage to be dealt to put them down. However, in the Mojave Wasteland, ghoul roamers appear no different than the standard feral ghoul. They are not very common but can be found in groups of up to five in places containing lots of ghouls, like the Museum of History.

Feral ghoul reaver

Feral ghoul reavers appear in the Fallout 3 add-ons Broken Steel and Point Lookout and also can be found in Fallout: New Vegas in the Mojave Wasteland. They are much more combat-worthy than other ghouls and wear what appears to be the remnants of metal armor. They also have the ability to rip radioactive gore out of themselves and hurl it like a grenade. Aside from the damage they can inflict, they also have great endurance and boast one of the highest HP totals in the game, being able to survive even attacks from the Fat Man. Their lunge attacks (much like a deathclaw) can send anyone a good distance back, and can even cripple or kill a high-level player character very quickly.

Even at point-blank range and with the Sniper, Gunslinger and Commando perks, the V.A.T.S. chance for hitting a reaver's head will never go above 74% in Fallout 3.

In Fallout: New Vegas, reavers are simply a tougher and more aggressive variant of feral ghouls, having somewhat higher Hit Points than a glowing one. They have also lost their ability to throw radioactive gore, and their damage is not nearly as high as it was in Fallout 3, they can be killed as if they were any other feral ghoul.

Charred feral ghoul

One of the strongest variants of feral ghouls, this ghoul is covered by a thick layer of rust, giving it a natural armor and drastically increasing its resistance to damage.

Glowing one

Glowing ones or luminous necrotic post-humans are ghouls who absorbed so much radiation that they glow in the dark, becoming living conduits of radiation. In daylight, they simply appear to be incredibly pale feral ghouls, but in the darkness, they glow with a vivid yellow-green hue, their opaque skeletons clearly visible as in an X-ray. Approaching a fallen glowing one can cause minor exposure to radiation, so they can still be dangerous to humans even after their death.

They are often considered outsiders even by other (non-feral) ghouls, they are also one of the rarest of the feral ghouls. While there are many glowing ones that kept their normal human intellectual abilities in New California, it seems that nearly all of them in the Capital Wasteland and the Mojave Wasteland have become feral.

The Capital Wasteland and some Mojave Wasteland glowing ones can also emit an incandescent wave of radiation at will from their bodies, which they use to heal themselves and any surrounding ghouls while damaging their enemies. Even though being considered outcasts, other feral ghouls seem to follow them, as they are attracted to the lethal doses of radiation the glowing ones emit from their bodies.

All glowing ones in Fallout 3, Fallout: New Vegas, and Fallout 4 are feral with the exception of Jason Bright and Oswald the Outrageous.

The Last Son of Atom kidnapped Isolde's daughter Dawn and transformed her into a mutated giant called the Great Glowing One.

In Los, the glowing ghouls are among the members of the Church of the Lost, a ghoul cult dedicated to the protection of the Corporate Vault. They are not feral, as feral ghouls do not appear in Brotherhood of Steel.

Swamp ghoul

Swamp ghouls are feral ghouls that exclusively inhabit the swamps of Point Lookout. Swamp ghouls wear tattered shorts similar to those commonly worn by tribals. They are found in large numbers in and around the Turtledove Detention Camp. They exhibit characteristics similar to those of normal feral ghouls, but their skin's general appearance is more of a gray color and they are also considerably weaker. However, the swamp ghouls tend to appear in greater numbers than their Capital Wasteland counterparts.

Fog ghoul

This variant of ghoul only found on the Island and mutated as a result of the Island's radioactive fog. Fog ghouls are much paler than their more common brethren found in the Commonwealth, with black burns on certain parts of their skin and fishing nets draped over their chest. Their eye sockets are quite large, with the eyes sunken in, and their teeth are permanently gritted, exposing the gums, which seem inflamed, and the teeth sunk in as well. Black soot is also smeared across their faces.

Endless walkers

The Endless Walk is the punishment in which a ghoul from the Reservation is stripped of every worldly possession, including clothing, and sent marching into the wasteland. No ghoul has ever come back from the Endless Walk (after being exiled from the Reservation, Otto Stead was saved by Governor Dodge at Hoover Dam). Another source of endless walkers in the Boulder area is the crater, the remains of what was once NORAD.

Not all endless walkers end up radscorpion food, at least not at first. On those rare occasions when one survives more than one year in the wasteland, they turn into wandering, voracious creatures on an endless quest for flesh. Due to their prolonged, open exposure to the scorching desert sun, high radiation and other hardships of the wasteland, these ghouls, who were banished naked from the Reservation, look like walking, sun-bleached chunks of beef jerky. Their constant exposure to the hot sun and high levels of radiation has caused their skin to toughen into natural, hardened leather, but at the same time, their ability to reason has been completely lost.

Notable feral ghouls

Notes

According to Three Dog and Diamond City security, ghouls prefer dark areas, often underground or under the cover of the night sky.

Behind the scenes

The creature voices of the feral ghouls throughout Fallout 3, Fallout 4 and Fallout 76 were performed by Bethesda Softworks audio director Mark Lampert.

The feral ghouls in Fallout 3 were modeled by Jonah Lobe. He also used scans of packaged meat to texture the ghouls.

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[Magic: The Gathering](#)

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The Great War, also simply referred to as The War, was a pivotal event in the setting of the Fallout series: a global thermonuclear exchange that took place on Saturday, October 23, 2077, as a result of the then-ongoing Sino-American War between China and the United States of America. It resulted in the destruction of all participating nations and abroad, global disruption of the climate and billions of casualties as a result of nuclear blasts, exposure to radiation and the subsequent collapse of social and government structures, all within the span of just two hours. The landscape of the United States and the rest of the world were transformed into a wasteland and even 200 years later, the consequences of the Great War can still be felt in the form of lingering radiation, rampant sickness and disease, hostile mutated creatures, environmental degradation, and significant scarcity of resources resulting in mass societal breakdown and regression to violent lawlessness.

[Prelude](#)

The sociopolitical buildup to the Great War began in 2051, when the United States carried out an invasion of Mexico to seize their southern neighbor's oil fields, unofficially sparking an era of fragmenting global relations called the Resource Wars. The European Commonwealth would later follow America's lead in enacting their own invasion of the Middle East, to far less favorable results. In December 2053, a nuclear detonation decimated the city of Tel Aviv, marking the first use of WMDs since Hiroshima and Nagasaki in World War II. Earlier that same year, the New Plague began to spread, leading to West Tek being commissioned to develop a cure. The United States Government began enforcing quarantines and initiated Project Safehouse.

The results of Europe's invasion led to the collapse of the United Nations and the skyrocketing global price of oil, yet it ultimately bore no fruit at all when the oil fields dried up before the end of the European Civil War in 2060. Europe's worsening state spurred the United States to decide that Alaska's oil fields were vulnerable, leading to a military buildup in the northwest state to defend them. In 2066, an indefinite embargo was placed by the US on the export of petroleum. Rival nation China retaliated with a full-scale military invasion of the Alaskan territory by the People's Liberation Army that same year, igniting the Sino-American War.

Canada was a major party in the conflict between the U.S. and China. Though the country initially supported the logistics of the American war effort, the economic cost and underlying friction eventually wore on the populace, and their initial resistance against the U.S. military presence spiraled into open revolt against American interference. After a failed attempt by Canadian freedom fighters to sabotage the Alaskan Pipeline they were working to defend, America responded by turning on its northern neighbor and enacting military annexation of its territory, ending in Canada's dissolution as a sovereign nation. Meanwhile, West Tek's research into a cure for the New Plague was sidelined by the government, instead having their research turn towards the weaponization of FEV, a prospect which terrified the Chinese.

While their defensive strategy was concentrated in Alaska, the U.S. launched a counteroffensive to strike against mainland China in 2074. The federal government was able to fund a standing army the likes of which the United States had never seen before. with the advanced T-51 power armor being deployed to both fronts in 2076. The entrance of power armor to the battlefield served to tip the balance in America's favor and the decisive Battle of Anchorage was won in January 2077 with Chinese forces being evicted from American soil. However, this had the effect of causing the global situation to transition from a stalemate in Alaska to a stalemate in China. Diplomacy also stalled, as peace talks between the countries scheduled after the American victory in Anchorage went nowhere, stoking fears of nuclear war.

Unbeknownst to the populace at large, the leaders of corporate America devised their own end goal for the fate of the world. Sometime in the mid-to-late 2070s, Vault-Tec hosted a meeting at their headquarters in Los Angeles attended by figures from multiple powerful groups in the region like RobCo Industries, West Tek, REPCONN Aerospace, and Big MT. Executives Barb Howard and Bud Askins revealed the joint effort Project Safehouse, intended to construct Vaults to protect the American populace in the face of nuclear war. However, with the cooperation of the corporate heads, Vault-Tec planned to turn many Vaults into social experiments to help design a perfect post-nuclear society under their complete control. Against questions of how they planned to ensure such an outcome, Howard made the suggestion that they directly instigate the apocalypse themselves. However, it is unclear if this group would end up actually following through with their apocalyptic plans; at least one attendee, Robert House (who sent his body double in his place), did not believe anyone there would be the ones responsible and instead suspected the involvement of others. Furthermore, Howard's suggestion was not hers originally, but rather one she was forced to deliver on threat of harm to her family by a representative of the Enclave, further muddying the idea of who was ultimately the responsible party. Towards the later 2070s, America's ruling class saw the inevitable approaching and disappeared from public view, sequestering within their protected bunkers. The members of the Enclave, including the U.S. president and key members of government and military leadership, isolated themselves from the mainland on board a decommissioned oil rig as well as other locations such as the Whitespring bunker in Appalachia, eventually serving as the progenitors of their faction post-War.

On October 10, 2077, the ranking commander at Mariposa Military Base became aware that the West Tek scientists he'd been protecting had been experimenting on military prisoners for their FEV research. He had a mental breakdown, leaving Captain Roger Maxson in charge of the subsequent investigation. Maxson interrogated the scientists, including lead researcher Leon Von Felden, obtained confessions, and summarily executed them for their actions. On October 20, Maxson issued an open declaration of secession from the United States to try and force a response from the government, but never received a response in the succeeding week.

Events

The Great War both began and ended on Saturday, October 23, 2077. Unknown submersible objects were sighted at 00:03 EST off the coast of California by the United States Pacific Fleet. At 03:37 EST, a squadron of high-altitude bombers were sighted off the Bering Strait and believed to be Chinese. At least one Chinese stealth submarine, the Yangtze, moved close to the American East Coast, launching all warheads, save for one, due to a malfunction.

Six hours later, at 09:13 EST, the Integrated Operational Nuclear Detection System detected the first four missile launches and the United States went to DEFCON 2. Four minutes later, NORAD confirmation sealed the fate of the world. At 09:26 EST, the president ordered a retaliatory strike according to scenario MX-CN91. Nuclear bombs hit Pennsylvania and New York at 09:42 EST, preceded by the west coast not long beforehand. The bombs continued to drop and five minutes later, at 09:47 EST, Washington, D.C. was hit and most American facilities went offline. The nuclear exchange continued for two hours, and both China and the United States suffered catastrophic losses.

The standard strategic nuclear warhead used in the Great War ranged from 200-750 kilotons in explosive yield, with high-yield variants found on Chinese submarines. This was actually far worse for the Earth, as the lower yield warheads deposited more soil and debris into the lower atmosphere, resulting in a much more concentrated fallout that eventually enveloped the planet. The entire world was blanketed with multiple nuclear strikes, and the world and its entire ecosystem were irrevocably changed for centuries to come.

Environment

The results of the Great War were devastating, as they combined with biological and chemical weapons that saw widespread use during the Sino-American War. The changes in climate led to widespread alterations of the ecosystem. The new climate meant that many plants could no longer grow or be cultivated, ranging from common vegetables to specialized crops, such as coca plants or opium poppies. Due to necessity, crop variants mutated by radiation were adopted by survivors, including mutated cabbage and maize. These cultivars thrived in the warm weather of the Southwest, with similar mutations proliferating across the colder climates of the northern reaches of the continent.

Animals were also adversely affected. The combination of radioactive fallout and various local mutagens, particularly the Forced Evolutionary Virus in New California, led to widespread genetic mutation. By 2080, new species were created almost overnight, replacing animals that had gone extinct or been out-competed. One mutated species to emerge from this melting pot of genotypes is the brahmin, a mutated cattle variant. Once the mutation stabilized, the brahmin turned out to be well suited for the harsh conditions of the wasteland, requiring little water and relatively small grazing areas, while providing plenty in return, including milk, meat, leather, bone, transportation, et cetera. As such, it rapidly became the most widespread livestock animal in New California, and the backbone of many a wasteland economy.

Humans

The Great War's impact on humanity and civilization was painfully severe and traumatic. In the immediate chaos that ensued after the bombings, people began fighting each other for resources and what little shelter remained intact. Many survivors would then divide themselves into ragtag communities, tribes, and/or various gangs of unscrupulous raiders. Diseases and illness, as well as starvation and dehydration, became widespread, largely caused by radiation and other environmental contaminants. Suicide was common after the Great War, even decades later. Although emergency

response units and elements of the National Guard were mobilized on the evening of October 22, their ability to provide aid to victims and refugees was severely hampered by the lack of any centralized command and control, resulting from electromagnetic pulses which disabled most communications equipment. Despite efforts by the military to bolster relief efforts, the shock of the nuclear attack resulted in their morale crumbling and many deserting their posts. By the time radiation sickness began to set in among victims of the attack, the situation had already become hopeless as they were no longer receiving any supplies with which to aid the victims. Whiskey and painkillers were the only care available to most patients. Combined with an unstable chain of command and limited manpower, organized attempts by the military to restore order ended up in failure, with nothing left but the remains of their equipment by two centuries later.

These trends played out similarly across the country. In one major exception, Las Vegas, Nevada was spared a direct nuclear strike thanks to Robert House, whose missile defense systems disabled or destroyed 68 out of the 77 warheads heading for the city, but this was still a major blow to the region, reduced to tribes and small towns up until the mid-23rd century. Those who lived outside of major cities or managed to escape them in the narrow window of time granted by the sirens generally faced a much better chance of survival. Although suffering from the sudden loss of access to water, food and medical care, these survivors went on to found new communities across the newly born wasteland, becoming the founding fathers of a new civilization struggling to rise from the ashes. These included Darkwater, the founder of Junktown, Angus of the Hub, the founders of Megaton and Diamond City, and so on and so forth.

Some of the less fortunate survivors on the surface turned into ghouls, a result of their exposure to radioactive fallout and/or thermal radiation from the blasts, with their horrifying appearance leading to a kind of racial prejudice among other human survivors.

A relative few were able to reach safety in underground vaults constructed by the Vault-Tec Corporation at the behest of the federal government, with most often trading suffering on the surface for suffering in confinement, due to the social experimentation that had been initiated by the forebears of the Enclave. Some refused to go into their assigned Vaults, believing that it was all just another drill, not realizing the truth of their situation until it was far too late. Vaults that didn't fail as a result of their experiments frequently became another source of civilization across the wasteland, such as Vault 15, whose inhabitants founded the village of Shady Sands (as well as the raider tribes of the Khans, the Vipers and the Jackals), the Los Angeles Vault, which led to the establishment of Adytum, and Vault 8, which led to the establishment of Vault City.

Event time

The beginning of Fallout 4 (2015) establishes the precise timeframe of the Great War: The game starts out in pre-War Boston in the morning, only moments before the bombs fall, showing that the Great War occurred at 9:47 AM Eastern time. New York and Pennsylvania were hit at 9:42 AM, with Boston and Washington, D.C. being hit at 9:47 AM, five minutes after. This time was first presented in Fallout 3 (2008), in which all clocks are stuck at 9:47, and Carrie Delaney's recordings from Early Dawn's Saturday trip to Little Lamplight (the same clocks were also reused in the Fallout: New Vegas add-on Honest Hearts, in the debris of Three Marys, with the same hour, despite being in a time zone 2 hours behind the East Coast). A ghoul, Carol, who recollects her survival of it to the player, claims that the west coast had been hit prior to D.C., and that an amount of time passed between the two, which allowed news to reach them, prompting them to enter fallout shelters.

The timeframe has been consistently maintained in subsequent games (e.g. a terminal in the Palace of the Winding Path in Fallout 76 states a group of technicians saw "bright lights on the horizon, and clouds of fire in the sky" during the morning of October 23) with one exception: The opening narration in the Fallout: New Vegas add-on Old World Blues (2011) states the bombs fell during the night ("On the night of October 23rd, 2077, the scientists received an answer that put all their questions to rest"). However, by 9:47 AM Eastern, dawn has already broke across the contiguous United States. This is the only

exception, as in *Fallout: New Vegas* (2010) Mr. House says that the platinum chip was to be delivered in the afternoon of October 23, "but by then, the world had ended."

Aftermath

Although the war ended within a single day, remnants of the American government and military had made contingency plans and attempted to follow through on retaliatory strikes, with many in the Enclave retreating to safety in their bunkers. In Appalachia, cut off from the rest of the Enclave, former Secretary of Agriculture Thomas Eckhart wanted to continue the Great War and launch further nuclear strikes against China in retaliation. This required a threat-escalation to access the nuclear silo's automated systems, and Eckhart's actions to do so resulted in the Scorched Plague in Appalachia, as well as a small-scale civil war and complete destruction of the Enclave in the region.

Apart from the Enclave, other general contingency plans were believed to exist in the U.S. military. Non-Enclave military units also continued to function for a brief period, enforcing evacuations of military personnel and assets as well as attempting to maintain martial law in locations such as Boston, while other surviving government units such as Response Unit MD-478 of the National Catastrophe Relief Auxiliary also attempted to provide humanitarian aid before eventually falling apart.

Any contingency plans made by other nations, including China, are currently unknown. However, in the United States, surviving Chinese military assets continued to function in the aftermath of the Great War thanks to an extensive infiltration campaign as well as the use of long-range nuclear submarines. These assets were cut off from their homeland, but under communist dogma continued their final orders regardless. Many were turned into ghouls, such as the remnants of the Mama Dolce's factory in Washington, D.C. or the Fujiniya Intelligence Base in Appalachia. One group operating in a nuclear submarine, however, decided to integrate into wasteland life, forming the Shi in San Francisco.

The weapons of the Great War would continue to ravage the wasteland for decades and centuries afterwards. Most vehicles were left to rust and fell into disuse shortly after the Great War. The main exception to this were Vertibirds used primarily by the Enclave, but later by other factions that won them off of the Enclave. Caches of small arms belonging to both the American and Chinese militaries would be uncovered and used by wastelanders and factions all across the former USA. Military-grade robots such as Mister Gutsies still prowl the wasteland, the majority of their programming having gone haywire and making them hostile to all life. Of the suits of power armor left behind, some were repurposed by small-scale raider gangs, but they would be used mostly be used by the Brotherhood of Steel who tracked them down whenever they could and used them as the foremost weapon in their arsenal. Finally, nuclear proliferation would persist even after the Great War, as a number of unexploded nuclear bombs remained. The settlement of Megaton was built around an unexploded bomb that could still be detonated with enough tampering. The nuclear arsenals in Appalachia and the Divide remained stocked and would be detonated after the Great War. Other facilities, such as Sentinel Site Prescott in the Commonwealth, also retained their arsenals.

Only a few decades after the War, the nations that were involved and the ideological justifications were being forgotten as the survivors had to deal with present reality, and the legacies of destroyed nations ceased to matter. Only the Enclave would truly carry on the Great War's jingoistic legacy.

Behind the scenes

In an interview in October 2022, when asked who started the Great War, Leonard Boyarsky stated that he thought it should not really matter who started it. Tim Cain said that his intention was that while China launched the first missile, the U.S. had been doing illegal biotech research and kept doing it after being exposed, which could be seen as a start to the Great War. However, Tim Cain also said that he is not in control of the *Fallout* canon anymore, saying that what Bethesda decides is canon.

In an October 2023 interview, Tim Cain, regarding his original envisioning, said that China was the one who fired the first nuclear missile and thereby the originator of the nuclear exchange in the Great War; China was provoked into doing so after learning of the United States' development of the FEV. After

receiving China's demand to stop development altogether, the United States only "moved it over," despite bio-weapons being outlawed.

However, in the Fallout TV series, it is shown that Vault-Tec, at the very least, discussed initiating or provoking a nuclear exchange, if not implying that they played a direct role in the war themselves. The scene in the TV series is left only as a suggestion on the part of Vault-Tec, and it is not shown that Vault-Tec actually physically started the nuclear exchange. In reflecting on the series, Tim Cain commented that he believed Vault-Tec would not have gotten the chance to drop the first nuke, pointing out that Janey Howard would likely be in a Vault with Barb Howard, rather than attending a birthday party with her father, if Vault-Tec had not been caught off guard by the bombs. Season 2 of the TV series appears to imply that the Enclave were responsible for the dropping of the bombs, with Siggi Wilzig, an Enclave scientist who appeared previously in Season 1, threatening Barb into suggesting that Vault-Tec drop the bombs.

In Fallout: New Vegas, Robert House said, "I thought I had plenty of time to prepare. As it turned out, I was 20 hours short." In the TV series, his body double attended the executive meeting, with House listening in. This supports Vault-Tec not dropping the first nuke.

In a post on the Modiphius Discord server, Fallout developer Jesse Heinig said the following regarding the Great War: "Personally I think who started the war is kind of a less interesting question than 'what policy and agenda failures created conditions that drove to a global nuclear war'. Like, I feel (and I suspect Tim feels the same) that I'm less interested in who fired the first missile, than in what kind of jingoism, revanchism, imperialism, and bigotry created the climate in which people in power felt that destroying civilization was their best action compared to all other alternatives."[clarification needed] The war is referred to as World War III on the Fallout Trilogy PC cover. In the Fallout intro, the narrator states that "the storm of world war had come again."

Within the abandoned script of the canceled Fallout movie, neither China, India, nor even North Korea launched the first bomb. It was the Vault 13 overseer, who is depicted as being the creator of the Vault-Tec Vaults, who launched the first bomb to fulfill his own prophecy of nuclear Armageddon.

As previously mentioned, the Fallout TV series shows that Vault-Tec was at least interested in helping set the Great War in motion by some means, reasoning that with enough time, only Vault-Tec would eventually be left standing and would have near-total control of the surface. Barb Howard, however, only says it in the form of a suggestion. However, this concept is again alluded to when Bud Askins says "after we've wiped the surface clean" while speaking to Norm MacLean, although it is unclear if Askins meant Vault-Tec or humanity in general. Lee Moldaver also says, while discussing the fate of Shady Sands which was destroyed by a nuke, "That's how Vault-Tec deals with competition, just like they did 200 years ago."

In the Fallout community, October 23 is also known as Fallout Day, a special occasion that Bethesda Softworks has acknowledged. Since 2024, they have hosted a Fallout Day Broadcast on October 23 to preview future Fallout content, promote the Fallout brand and cover other upcoming events and plans for the series, followed by a community-led aftershow. Fallout Day has also been reflected in the games themselves; for example, on October 23, 2024, all daily challenges in Fallout 76 (including the "Gold Star" challenge) awarded triple the normal amount of S.C.O.R.E. when completed.

Gallery

Magic: The Gathering

References

Non-game

Non-canonical

The Gun Runners are a post-War weapons manufacturer and merchant company rising from small pickings in the Hub to become one of the premier purveyors of armaments in the territory of New California over the span of the 22nd and 23rd centuries, with the military forces of the New California Republic as their biggest customers. Members of the organization are encountered in Fallout and Fallout: New Vegas.

Background

Early years in the Boneyard

The Gun Runners' origins can be traced back to the prospects of a small-time gang from the Hub, before they uprooted and headed south to the area of the Angel's Boneyard (known pre-War as Los Angeles) around 2131. While they did indeed find the promise of new territory to expand their influence, it was not in the way they expected it. In the new territory, the gang settled into an old factory residing in northeast Los Angeles. On top of their usual gang activities, they started trading weapons taken from their marks or imported from their contacts back at the Hub to the Boneyard's communities and lesser gangs, though this open trade of weapons to their would-be rivals lead to some viewing the group as having gone "soft" in the dog-eat-dog world of the wasteland.

The cap profits the group made on these deals eventually prompted them to completely shed their gang ties and focus on increasing their power and influence via broadening their trading prospects. Rather than continue importing weapons to match the demand, they decided to put the old machinery inside their factory headquarters to use. Coupled with an abundant supply of scrap metal in the pre-War ruins surrounding their factory, they quickly established themselves as proficient machinists and gunsmiths, capable of manufacturing weapons and ammunition on par with that of the old United States with the use of preserved pre-War schematics.

Regulator interference

The group's independent metal supply lasted until 2151, when they were forced to resort to importing raw materials from the community of Adytum to sustain their business. As they were quickly climbing the ladder in post-War mercantile circles, the group officially adopted their new name as the Gun Runners in 2155, formally establishing their business label among the rest of the wasteland. While the Gun Runners' trade situation was stable and generated profits for both sides, this only lasted until 2158 when the group known as the Regulators moved in and clamped their iron grip over Adytum. Exploiting the Gun Runners' reliance on imports for supplies, the Regulators put pressure on the Boneyard gunsmiths' profit margins, buying their weapons at bargain prices and pocketing the difference in value upon resale.

Although the Gun Runners grew desperate in search of another source of supply free of Adytum's control, the presence of a nest of deathclaws in the Boneyard made finding one or moving shop entirely an impossibility. The Runners' informal leader, Gabriel especially loathed the tenuous situation they were in between the Regulators' stranglehold on their profits and the deathclaws driving customers away and leaving their master merchant Zack without much to do.

Rising with the Republic

Through the intervention of the Vault Dweller, the Gun Runners survived their problems with the deathclaws and Adytum, and continuing to rise in prominence among the inhabitants of New California as the primary suppliers of high-quality weapons and ammunition; they eventually entered into status as one of the two oldest and most influential merchant houses in the nascent New California Republic, together with the Crimson Caravan Company. Their influence grew further with the foundation of the New California Republic Army. As the republic's standing armed forces required decent weapons and ammunition to enforce their protection of their territory, the Gun Runners answered their call. The close

interaction between the two groups eventually crystallized into the common belief in the Gun Runners being an unofficial branch of the army.

By the turn of the 2280s, the Gun Runners dominate the conventional weapons market from the streets of the Boneyard to the eastern frontier in the Mojave Wasteland, where they supply much of the region's ordnance amidst the ongoing Mojave Campaign. Contracts from the NCRA account for a substantial part of their revenue, reaching numbers of up to 90% in contested regions such as New Vegas and the Army garrisons at Hoover Dam; Gun Runner-made weapons have even appeared in the hands of the personal bodyguards to the republic's president. While their contributions to the republic's martial might are the envy of competing companies, the Gun Runners' ties to New California are too deeply rooted for either the Crimson Caravan or the Van Graffs, an up-and-coming rival in the energy weapons business, to do anything about it.

Organization

The Gun Runners are a decentralized, loosely organized company of machinists and weaponsmiths, focusing on creating the finest high-grade weapons and ammunition for everyone in need of a firearm. Although they started with a single factory in the Boneyard, over a century of growth and expansion resulted in numerous additional centers of manufacturing opening across New California. Gun Runner caravans deliver finished ordnance and are typically comprised of one or two brahmin loaded with weapons and a large escort of well-armed guards. On the off chance that the guards are killed, the weapons cases are rigged to explode if someone without proper clearance tries to access them.

Decentralizing production by relying on local factories with short delivery routes allowed the Gun Runners to practically monopolize the conventional weapons market. Weapons are constructed on-site using military schematics, ensuring consistent quality, and delivered to all nearby clients purchasing in bulk or sold to individual customers. This is particularly important in the Mojave Wasteland, where the local factory is a crucial element of the NCR's logistical chain and can respond to changes in demand as soon as they can be communicated to Isaac, the factory's informal leader.

Isaac exemplifies another unique part of Gun Runners' culture: instead of imposing a strict hierarchy, the Runners rely on a flat organization where experts in their fields (gunsmiths, guards, supply managers) collaborate for the benefit of the company, without a boss to impose their will upon them. None of them would do anything to upset this arrangement, as working for the Gun Runners is considered one of the best professions in the wasteland.

This flat organization does not mean they are incapable of navigating the politics of the NCR. The Gun Runners hold a great deal of political influence, using their lobbyists to ensure any measures that impact their business do not leave the Senate - especially if they're tariffs proposed by their nearest competitors. Furthermore, they will use lethal force to defend their factories and curtail industrial espionage or retaliate against competitors who have slighted them. The measures range from assassination to using their influence to deny them access to various markets.

Outside relations

As one of the two largest merchant houses of the New California Republic, the Gun Runners are its natural allies and the single biggest supplier of weapons and ammunition. They are the number one supplier of weapons and ammunition to the Republic's Army and its citizens, and as such are major rivals of the Van Graffs and Crimson Caravan. As mentioned above, some Gun Runners even jokingly refer to their company as an unofficial branch of the Army. The Army accounts for 90% of the Gun Runners' business in the Mojave alone.

Technology

Over 150 years of accumulated experience in machining and manufacturing weapons and ammunition have made the Gun Runners one of the most capable organizations in the wasteland. The Gun Runners

can manufacture weapons and ammunition in mass quantities to supply the burgeoning NCR Army, as well as refurbish and restore old and damaged weapons to full functionality. Although the Gun Runners primarily use old military schematics to manufacture weapons, they frequently study and reverse-engineer new weapons to expand their offer. This has resulted in numerous unique weapons, many of which rarely appear outside of New California. A number of these appeared on the market in the Mojave Wasteland.

Despite their skill and refinement, the Gun Runners refuse to deal in energy weapons by 2281, due to every one of their caravans that carried these weapons being ambushed and wiped out. The Gun Runners believe the Brotherhood of Steel was responsible and rather than deal with the constant losses, they abandoned the market to the Van Graffs entirely. Despite this, they retain the capability to make new energy weapons, even if they refrain from doing so currently.

Appearances

Members of the Gun Runners appear in Fallout and in Fallout: New Vegas.

Behind the scenes

The 10 of Hearts card in the Fallout: New Vegas Collector's Edition Caravan deck represents the Gun Runners with two vices and several bullet casings.

According to Joshua Sawyer, the Gun Runners were designed not to be "heavily involved in many quests" in Fallout: New Vegas to balance with their role as a major source of gear for players, and because they were never meant to be a "high profile group."

Gallery

References

Non-game

Megaton is a fortified settlement in the Capital Wasteland in 2277. This shantytown is built around a crater with an undetonated megaton class atomic bomb at its center, after which the town is named. The town of Megaton is protected by large metal walls made from various scavenged materials, primarily the scraps of old pre-War airplanes, which were assembled and reforged together several decades ago by the founders of Megaton in an effort to make the town safer. With 28 named inhabitants, ten unnamed Megaton settlers, and four Children of the Atom, it is surpassed only by Rivet City in terms of population.

Background

Beginnings

Megaton's crater was first settled by a large group of people who either worshiped the undetonated bomb or sought shelter in Vault 101, but was denied access because the vault dwellers were not allowed to leave or let anyone in as part of the vault's experiment. Locked out of the vault, these settlers, including Manya Vargas' grandfather, simply settled into the crater for protection against dust storms. After the storms died down, some people began to wander the wastes but would return to the crater to trade their scavenged goods. A generation later, the crater had turned into a full-on trade hub. Vargas' father became wealthy on these caravan routes and eventually convinced others to build the scrap metal wall surrounding the town to repel raiders.

Construction on the wall started in 2241. Early that year, raiders attacked the town, resulting in the death of the 14-year-old Colin Moriarty's father. After the raid, Moriarty inherited his father's wealth and his bar, Moriarty's Saloon.

Over the course of a couple of months, the residents of the town built the walls out of necessity; aircraft debris from an air station a few miles from the crater was the only material that remained and was readily available. The creation of Megaton came at the expense of this old airport where now nothing else remains and most wastelanders are unaware that anything was once there to begin with. The bomb in the center of the crater remained there; when the wall was being erected, the settlement needed as much manpower as it could get and removing the bomb would have upset those that worshiped it, pushing them away. That is not to say a lot of other people felt it was best to not disturb it; it was not hurting anything and it could have adverse effects if transferred to another location. The two factions ultimately struck an agreement to leave the bomb intact, and the Children of Atom were largely seen by the rest of Megaton's inhabitants as a harmless and eccentric cult who were free to worship and preach in the town.

First contact with Vault 101

In February 2241, an expeditionary party of Vault 101, led by Anne Palmer and sent by the overseer of the vault, made contact with the residents of Megaton. Initially, the locals were cautious of the strangers before eventually accepting and welcoming them into their settlement. Palmer appointed two vault residents, Agnes Taylor and Lewis, as vault ambassadors to Megaton.

By the time of the expedition, the front gate of Megaton had been completed.

Present day

In 2277, space is limited in the town, forcing many residents to live in the common house, a building that would usually be reserved for meetings and voting. Lucas Simms is the self-appointed town sheriff and does not hesitate to throw anyone out if they cause trouble. On the subject of trouble, Colin Moriarty runs the town saloon and has a less than decent reputation, keeping the drunks drunk and his employees in servitude. Moriarty has a line on everything that happens in Megaton and it all eventually gets back to him.

In early 2277, a gang of raiders occupied nearby Springvale Elementary School, intending to tunnel from the school basement into Vault 101. A group, led by Boppo, staged a raid on Megaton, but the attack was foiled when Boppo was shot in the head and killed by Lucas Simms. The raiders did not leave the area, though, choosing to remain at the Springvale school in order to dig a tunnel into Vault 101. Their mining operation stopped when they opened a nest of giant ants.

The same year, Vault 101 would open, and the Lone Wanderer would stop in Megaton in search of their father James, who himself earlier had come through the town during his own exodus. During their time here, the Lone Wanderer would meet Moira Brown, and start working with her to write the Wasteland Survival Guide.

Project Purity's activation

In the years following Lyons' Brotherhood's victory over the Enclave and recapture of Project Purity, Megaton prospered immensely. Following the death of Sheriff Lucas Simms, his son Harden took on the role. Moira Brown published and distributed her Wasteland Survival Guide across the expanse of the American wasteland by way of traveling caravans. By October 10, 2297, Brown was working on a new book, a compilation of "the best and most useful tales of the Lone Wanderer for the next generation."

Society

Megaton is split between the Children of Atom who largely congregate by their church in front of the unexploded bomb, and the rest of the residents who are otherwise typical wastelanders. Despite disagreements over religion, the two sides get along well, with the Megaton residents seeing the Children of Atom as an eccentric but harmless cult. The exception is Lucas Simms, who harbors reservations that the bomb might still go off.

Megaton's economy is based on being a major stop for the Capital Wasteland's merchant caravans, as it is a relatively safe and defensible location in the otherwise extremely hostile wasteland around DC. Thanks to the irradiated soil, Megaton trades for most of its food, though they do keep a single brahmin within the walls. They also have power and a functional water purifier, with pipes stretching around the town to provide clean water.

Megaton does not have a formal leadership. Instead, by the time the Lone Wanderer arrives it is down to two large personalities, that of the self-appointed Sheriff Lucas Simms, and the owner of a local saloon, Colin Moriarty. They do not have a group of dedicated guards, but Lucas Simms, Stockholm, Deputy Weld and Deputy Steel will defend the town.

Layout

The city of Megaton has been built in a steep-walled crater around an undetonated atomic bomb, which rests in a small pond of radioactive water at the bottom of the depression. This gives the city two roughly circular levels centered on the bomb. The main gate consists of two old aircraft wings and is powered by a jet engine, which can be opened and closed to protect the town's only entrance/exit. Following the entry path to the bottom of the depression, the Megaton clinic will be on the right and The Brass Lantern on the left. Just past the bomb to the right is the Children of Atom building and past it to the left lies Mister Burke's house. Confessor Cromwell will be found here standing in the puddle and sermonizing to random Megaton settlers.

Turning right immediately upon entering and following the lip of the crater counter-clockwise will lead past Lucas Simms' house, around the water processing plant, down to Craterside Supply, then back up to the men's restroom, Moriarty's Saloon and Billy Creel's house. Going down the ramp from there will lead around Nathan and Manya's house (a blue bus) and to the women's restroom. Craterside Supply can also be easily reached by taking the ramp directly to the right of the Megaton clinic.

Turning left instead of right at the upper lip will lead to a locked house (which is a reward from Lucas Simms for deactivating the central atomic bomb and will subsequently be renamed My Megaton house), followed by Jericho's house. From there, going down will lead to Lucy West's house while going around to the left will lead to the end of the righthand path.

The Megaton armory, only accessible by either picking the very hard lock or with Lucas Simm's key, can be reached by going up the ramp and around the Church of the Children of Atom to the right or by going down the hill starting from the back door of Moriarty's Saloon. Inside, the player character will face a strong opponent, Deputy Steel, a unique Mister Gutsy.

The common house can be reached by going around the women's restroom to the right or passing behind Moriarty's Saloon rather than going around the front past the entrance to the men's restroom. Just look for the couch sitting outside.

In front of the city, outside the walls, is a caravan stop; Micky the water beggar; and Deputy Weld. Behind the city, near the southwest corner, between a group of three scorched trees is the hollowed-out rock.

Megaton ruins

Revisiting Megaton's ruins after blowing it up in The Power of the Atom, the Lone Wanderer will find Deputy Weld's head with an orange (or purple) eye nearby, sticking out of a pile of debris. He says, ironically, "Welcome to Megaton. The bomb is perfectly safe. We promise. Please hold," in a garbled voice that sounds broken. The town will be completely inaccessible, as a high wall surrounds it. The sky will be green.

If the Wasteland Survival Guide quest has been started, Moira Brown will survive as a ghoul and show up to mention that she is relocating to Underworld. If the quest is not started, Moira can still be found in Underworld. If Jericho was hired and is following the player character at the time of the detonation, he will linger around the ruins for later recruitment. Detonating the bomb before retrieving the Strength Bobblehead will render it unobtainable. The area around Megaton will contain progressively higher levels of radiation closer to the town's ruins, up to 11 rads per second. Ground zero (only reachable using tcl) will count 26 rad/s.

Buildings

Inhabitants

Companions

Jericho

Residents

Generic

4 Children of Atom

10 Megaton settlers

1 Mercenary

0-4 Patients**

Former residents

Karl

Silver

* Potentially, depending on quests completed.

** 0-1 prior ordinarily, 3-4 after completion of Holy Water, if Modified FEV was used during Take it Back!

Notable loot

Strength bobblehead - Inside Lucas Simms' house, on a desk in the bedroom to the left on the second floor.

Grognak the Barbarian - In Jericho's house, on the floor, between a teddy bear and a red pylon along the right wall.

Nikola Tesla and You - In one's Megaton house after buying the Science theme from Moira Brown.

Lying, Congressional Style - In one's Megaton house after buying the Love machine theme from Moira Brown.

Four pre-War books - Can be stolen from Billy Creel's house.

A Stealth Boy, sniper rifle and the as requested note in the hollowed-out rock located outside Megaton along its southern wall. It is near a rock with three small trees in a triangular pattern around it.

300-700 bottle caps in The Brass Lantern. A Very Easy locked terminal unlocks a floor safe which otherwise has a Very Hard lock.

The sheriff's duster and hat are found being worn by Lucas Simms.

There are five boxes of Sugar Bombs: One in the Megaton common house to the right of the entrance on a shelf, two in Craterside Supply on the bottom shelf in the northwest corner, one on a shelf in the upper level of Lucas Simms' house against the northeast wall, and one in Lucy West's house upstairs on a shelf across from the bed.

There are four teddy bears in Megaton: One is in Billy Creel's house in a box on the table upstairs, two are in Jericho's house to the right of the entrance and under the bed, and one is in Lucas Simms' house upstairs on a table in the southwest room.

Rock-It Launcher schematics - Sold by Moira Brown.

Environment suit, armored Vault 101 jumpsuit, shady hat, repellent stick and bottlecap mine schematics - Can all be obtained by helping Moira Brown with the Wasteland Survival Guide quest.

Related quests

Notes

This is likely the first settlement the Lone Wanderer will encounter, due to Megaton's proximity to Vault 101 and the fact that *Following in His Footsteps*, which starts upon exiting the vault, begins with a directive to investigate the town.

The Strength bobblehead must be obtained before blowing up the town in the *Power of the Atom* quest, as the explosion will destroy Lucas Simms' house, rendering the bobblehead inaccessible.

If the player character has very good Karma, a Megaton settler will approach each day the Lone Wanderer is in Megaton (after around 8 AM) and provide a random item of loot, saying a randomized quote, including but not limited to, "I wish there were more people like you in the world." The gift can range from ammunition (around 10 to 20 of any standard type) to medical supplies (stimpaks, Rad-X, etc.) to packaged food. She will sprint from wherever she happens to be in town in order to approach; occasionally this action will not be triggered, but finding and talking to her will produce the appropriate dialogue. With very bad Karma, the same settler will approach and mutter insults instead of providing something.

Despite the completion of the *Power of the Atom* side-quest with the outcome of defusing the live atomic bomb, Megaton Settlers will still be rude to the Lone Wanderer if they attempt to speak to them. Karma does not affect their speech.

Wearing a Vault 101 jumpsuit when entering Megaton for the first time will lead Lucas Simms and the other named settlers to comment on it during the initial greeting. This special greeting does not occur when wearing the vault security, utility jumpsuit, or vault scientist coat.

Megaton will occasionally be attacked by various enemies when the Lone Wanderer approaches or leaves it. These are usually one or two raiders or giant ants but can be more dangerous enemies such as giant radscorpions. Usually, Deputy Weld can easily kill them, with the help of Stockholm and any merchant caravan that may happen to be in front of Megaton when the fight happens.

After *The Waters of Life* quest is complete, an Enclave vertibird may drop off some Enclave soldiers south of Megaton.

Looking up during Megaton's daytime will show a flock of birds circling the settlement.

If Megaton is blown up, the fast travel point will be renamed "Megaton Ruins."

Viewing the Megaton ruins, an eerie green glow will surround the wreckage, which will still be evident from places like Super-Duper Mart.

Megaton cannot be entered after it is destroyed, and getting very close will result in a significant dose of radiation.

The player character will likely encounter Megaton refugees after destroying Megaton; they are hostile on sight.

The first time the Lone Wanderer comes to Megaton, the gate is closed, but it opens upon approach. The gate never closes again after this.

Even after gaining access to the empty Megaton house, performing various tasks for the locals, and spending a significant amount of time in Megaton, the Lone Wanderer is still considered an outsider by the settlers in their conversations. In fact, nobody besides the Simms' family and Moira comments on anything remotely related to the fact that the Lone Wanderer has a permanent house there.

Megaton is an open environment, so fast travel is available into and out of town without going through the town gate.

There are additional unused sniper towers seen on the inside perimeter of the town, although they cannot be seen from the outside and there is no visible way to enter them.

It is possible to get to Stockholm by entering Lucas Simms' house, going through the trapdoor on the second floor, jumping on the fence on the roof, running along the fence, getting on top of the plane, running along the left side of the plane, and making a jump at the perfect time to land on the city walls.

From here, carefully walk along the edge to his platform. Once up, it is possible to talk to him, and he will say he needs to keep his eyes open and wonder how the Lone Wanderer got up there.

In the Megaton clinic is a holotape that will start the Replicated Man quest. One can also talk to Doc Church and Moira Brown after listening to the holotape to complete the next steps in the quest.

A note found near the Museum of Witchcraft in Fallout 4 mentions Megaton, containing the vague statement of "looks like history repeats itself."

The sheriff's duster appears in Fallout: New Vegas and has a sheriff's star with the inscription Megaton. The Atom sculpture on top of the Children of Atom building was built with materials scavenged from a Red Rocket establishment.

Appearances

Megaton appears in Fallout 3 and is mentioned in Fallout: New Vegas and Fallout 4. In Fallout Shelter, it is mentioned in the description for sheriff's duster and as a question in the weekly quest Game Show Gauntlet.

Behind the scenes

In the Japanese version of Fallout 3, Burke is completely gone, and therefore, the quest to blow up Megaton has been completely removed due to its parallels to real historic events, referring to the atomic bombs that were dropped on Hiroshima and Nagasaki in 1945.

A "megaton" is a unit used to measure the force of an explosion, equivalent to that of a million tons of TNT.

In Fallout: Wasteland Warfare, it is mentioned that a bomber crash is what caused the crater and supplied some of the first materials for Megaton's wall, comporting with Manya's claims.

Megaton also appears in Minecraft as a location in the cross-promotional Fallout Mash-Up Pack.

Non-game

Mick & Ralph's is an unmarked location within Freeside in the Mojave Wasteland in Fallout: New Vegas. It also appears in season 2 of the Fallout TV series.

Background

Providing some of the finest quality trinkets to discerning customers, while serving the riff-raff the usual low-grade armaments, the owners maintain a thriving business even on the seedier side of Freeside with Mick selling weapons and Ralph selling consumables and special services.

Layout

Situated just inside of Freeside's east gate, the area out front of the shop typically has Rotface seated against an adjacent building to the right, and Max and Stacey running around in front during the day. When coming into the building, Ralph will be sitting on the right behind his desk. There are shelves on the wall to the right of where Mick is standing, and a central "shelf" made of washing machines in the middle of the room. To the right of Mick is a staircase that leads to a room upstairs that comprises Mick and Ralph's bedrooms and a few other items such as washing machines and desks. Ralph sleeps in the queen bed, while Mick sleeps in the single bed. A few skill magazines can be found on the second floor, including Tæles of Chivalrie, Fixin' Things, and Programmer's Digest.

Both Mick and Ralph sell special items if the right circumstances are met. With at least 50 Speech or higher, both Mick and Ralph can be convinced to permit the use of these special services:

Mick's "special inventory" contains uncommon as well as a few rare ballistic weapons. He also sells the unique naughty nightwear.

Ralph will sell a fake passport allowing for entry to the Strip (if the 2000 caps credit check cannot be met nor does one have 80 Science to hack the greeter). It will cost 500 caps to purchase or 375 with 50 Barter, or it can be obtained for free if the favor from The King is used to request getting a passport (requires completing G.I. Blues).

Notable loot

Pimp-Boy 3 Billion - Given by Mick by completing How Little We Know in a certain way (see the quest's page for details).

150 rocket souvenirs - In the Nuka-Cola vending machine on the second floor.

Strange meat - Inside the fridges.

Container of chlorine - Purchased from Ralph. Relevant as a quest item during a certain part of How Little We Know.

Naughty nightwear - Sold by Mick after passing the Speech check to access his "special inventory."

Embrace of the Mantis King! - Sold by Mick.

Nuka-Breaker - Sold by Mick.

Li'l Devil - Sold by Mick.

Notes

Fallout: New Vegas

If the Mick & Ralph's crier near the central gate is shot by the player character or a companion, they will no longer be able to buy anything from either Mick or Ralph. They will say how they do not like the way they treat their friends and tell them to leave.

The hidden room housing Mick's "special inventory" features, along with a tri-beam laser rifle, three weapons from Fallout 3: a railway rifle, two Infiltrators, and a Chinese pistol on the high right. None of these weapons are sold by Mick, and the displayed items themselves are not actual weapons but non-interactive decorations.

A small number of items inside Mick's "special inventory" room are actual items: cowboy hats, naughty nightwear, and the lone duffle bag in the room, which is empty. All of these items are close enough that they can be picked up by viewing the room with the third-person camera.

When confronting him during Debt Collector for Francine Garret, Santiago will claim using the code word "extravaganza" gets a discount from Ralph. However, asking Ralph about it reveals this is a lie, one that Santiago frequently uses.

The sign outside the building appears to have originally only said "Ralph's," indicating the "Mick &" part was added post-War.

At the front desk where Ralph usually sits, hanging over it on the right side, are some dolls that the swampfolk of Point Lookout hung on trees to mark their territory.

Several Vault 3 jumpsuits can be found in the upstairs section of the shop. They are also sold by Mick, though both sources have them in poor condition.

Similar to Rockopolis in Fallout 3, the hidden area of the shop uses pennants to mark the location.

There are two posters for the Museum of Technology which advertise the Virgo II Lunar Lander, which is seen on display in the museum in Fallout 3.

When entering Mick and Ralph's, directly to the left, there are ads for the Super-Duper Mart from Fallout 3.

Dixon will look through the windows of the shop even though they cannot be seen through.

Talking to Ralph while Wang Dang Atomic Tango is active will have him speak unique dialogue such as "Pimpin' ain't easy, huh? Maybe I'd stop by if that place got some talent."

If the player uses any means of continuing the game after the ending slideshow, Ralph will comment on the outcome of the Second Battle of Hoover Dam.

Mick and Ralph sleep in the same bed.

Fallout TV series

The location of Mick & Ralph's storefront differs in the Fallout TV series compared to Fallout: New Vegas. In the game, the store is situated close to Freeside's east gate, while in the show, it is one of the last buildings on the left before reaching The Strip North Gate. It is also shown as being directly across the street from the King's School of Impersonation, which also changed position in the show compared to the game.

Appearances

Mick & Ralph's appears only in Fallout: New Vegas and the Fallout TV series.

Gallery

The New California Republic (NCR) is a post-War federal republic founded in the namesake territory of New California in 2189, at its peak comprised of five contiguous states located in the southern half of the former American state of California, with additional territorial holdings in northern California, Oregon, Nevada, Arizona, and northern Mexico.

Officially, the New California Republic stands for democracy, personal liberty and rule of law; these values have been upheld unevenly both within and without. While many NCR citizens greatly benefited from the republic's expansion, it has also engaged in expansionism and imperialism, both to acquire resources and "civilize" or pacify border regions. After the death of Tandi, these policies intensified, and the Mojave Campaign was used as a vehicle to annex new territories and seize resources. This, along with general conduct of the NCR's leading officials, drew criticism and accusations of corruption and militarism both inside and outside the republic's infrastructure, though this was often limited to a small minority including the Followers of the Apocalypse.

While many theorized the tremendous effort towards the annexation of the Mojave would be the death of the New California Republic, its downfall did not come from the deserts; following the Second Battle of Hoover Dam, Shady Sands, its first capital, was destroyed by a nuclear detonation in 2283, with most of those who survived fleeing the southern reaches of New California. In 2296, a faction of NCR remnants in the Los Angeles Boneyard, operating out of Griffith Observatory and led by the pre-War scientist Lee Moldaver, was wiped out in a battle with the Knights of San Fernando attempting to seize Moldaver's cold fusion technology.

As of 2296, despite the loss of Shady Sands, the NCR is not gone for good. Members of the fractured remnants of the NCR remain scattered throughout the wasteland — including one battalion of soldiers and Rangers still holding out in the Mojave — all working to survive and protect those who believe in their cause for democracy and the rule of law.

The New California Republic was first mentioned in certain endings of Fallout, and grew to become a major faction with a more prominent presence in two subsequent installments: in Fallout 2 it competes with New Reno and Vault City for control over northern New California; in Fallout: New Vegas, it opposes Caesar's Legion in a war for control over the Mojave Wasteland and Hoover Dam. The NCR plays a significant role in the Fallout TV series' first season, where the fall of Shady Sands and subsequent deterioration of NCR control in the area of Los Angeles is a pivotal element of the storyline. Its members have also appeared in a larger capacity in the second season.

For game-specific endings related to the faction, see this article for Fallout 2 and this one for Fallout: New Vegas. For a list of characters related to the faction, see this article. For a list of conflicts involving the faction, see this article.

Background

The history of the New California Republic dates back to the survivors of Vault 15 who emerged from the shelter around 2097, founding the town of Shady Sands. With the assistance of the Vault Dweller, who destroyed the Khan raider tribe, Aradesh and his daughter, Tandi, led the community into prosperity. With expanding trade routes came cultural exchange, eventually culminating in a movement aiming at forming a national entity. The idea resonated with other wastelanders and won popular support, leading to the formation of the New California Republic in Shady Sands in 2186, with a trial council government established to draft the constitution. Three years later, in 2189, the republic proper was voted into existence as a federation of five states organized around major settlements in the wastes. The states are Shady, Los Angeles, Maxson, Hub and Dayglow.

Within a century of its founding, the NCR became a model example of post-apocalyptic success and good ethics. Steady expansion and development led to widespread political enfranchisement, the establishment of rule of law and its enforcement, security from threats within and without (to a reasonable degree) and standards of living above mere subsistence became a reality for its massive population of over 700,000 citizens. The situation improved even further with the Mojave Campaign and the flow of electricity and water from Hoover Dam to the Republic. However, the protracted campaign has come at a cost.

The NCR entered a period of transition after the death of President Tandi, experiencing rapid economic growth and dramatic political changes, endangering its original grand ideals. Beginning a policy of expansion under successive presidents, the single greatest example of this change was the morally corrosive, imperialist Mojave Campaign. Championed by President Aaron Kimball, it aimed for the unilateral annexation of New Vegas and surrounding territories as the sixth state of the NCR. Years of campaigning led to a stalemate, with the Treaty of New Vegas locking NCR as the protector of New Vegas from Caesar's Legion, without a single cap in tax revenue from the New Vegas Strip or concessions from Robert House, proprietor of the New Vegas Strip. The war with the Brotherhood of Steel and the Caesar's Legion stretched the NCR thin, with extended supply lines, profiteering and political maneuvers limiting its ability to respond to emerging threats, all while New Vegas benefited from commerce brought in by tourists, traders, fortune seekers and NCR soldiers. Additionally, a massacre perpetrated by the NCR at the settlement of Bitter Springs during their conflict with the Great Khans cast a dark shadow over the republic and their military, with men, women, and children being killed alike, without going reported in the NCR press. Despite that, the campaign was supported by a majority of the NCR citizens, due to it greatly improving access to electricity and water, with criticism limited to a vocal minority.

However, it was not the Second Battle of Hoover Dam that threw the NCR into a crisis, but rather the unexpected and unprecedented destruction of Shady Sands in 2283. The loss of the capital city, including key government branches such as the NCR Senate, NCR Council, and OSI sent the NCR into freefall. By 2296, their presence in the Boneyard was reduced to a military garrison and civilian refugee settlement under the command of Lee Moldaver based at Griffith Observatory, which was destroyed in an assault by the Brotherhood of Steel. Up to this point, the legacy of the NCR lived on through different smaller groups in New California, such as NCR refugees in Vault 4, or a Los Angeles gang styling themselves as "the Govermint."

NCR forces also persisted in the Mojave, though they had abandoned many of their former encampments within the region. As of July 2296, the largest known NCR remnant consists of surviving NCR Army troopers and NCR Rangers who have since established a presence in Freeside, and seemingly is making efforts to rebuild the NCR from within that community.

Society

Abstractly, the NCR represents progress; while disorganized wastelanders and tribals rely on subsistence farming and face hardship in their daily lives, citizens of the NCR have gained access to luxuries that few others in the wasteland have available to them: a large-scale steady economy, healthcare, laws and organized stable government, not to mention the largest known military in the post-War world. At its peak, every citizen of the Republic had a decent chance at living a life that's more than just survival. The sheer size of the NCR also resulted in a diverse population, including affluent merchants, educated urban inhabitants, soldiers and settlers expanding the nation's borders, and farmers and ranchers underpinning its economic might.

That economic power was one of the key factors in the transformation of society between 2241 and 2281. As survival ceased being a major concern for the vast majority of NCR citizens, the problem of collective welfare has been largely superseded by concerns about individual prosperity. People providing services free of charge are now rarities, with skilled workers, from tailors to surgeons, routinely charging for their services. Moreover, after over 80 years of scavenging, the wastelands of New California have been largely picked clean of salvageable goods. NCR citizens who can still make a living exclusively by scavenging and hunting are an uncommon sight. The combination of these cultural and economic factors led to the rebirth of wage labor; most citizens have to seek an employer at a mill, factory or farm and work to earn the money necessary to survive. These jobs may be easy to find in one of the many mills and farms in New California, but citizens seeking to start their own farms or businesses may face challenges due to unequal market power and outsized influence of large competitors.

The citizens themselves held a variety of opinions on these developments. While many praised the NCR's growing economic strength, many others decried the loss of communal spirit. Some even cursed the selfishness of other citizens, usually while pursuing goals just as selfish. One thing was common, the belief that opportunity has largely dried up at home and real fortunes awaited further east. This became fact after the destruction of Shady Sands, which forced the NCR to retreat from Los Angeles, with the heartland becoming once more a lawless expanse, and even the coveted Black Armor of the NCR veteran Rangers became just part of a salvager's equipment in the region. However, the dream of the NCR remained alive, especially in the minds of the youngest New Californians, who desired more than just digging through the dirt.

Iconography

The flag of the New California Republic is directly inspired by the state flag of California, which depicts a California grizzly bear on a patch of grass.

The NCR adopted a version of this flag during its formative years as a nation. The first iteration of the flag was largely different, but similar in design to the California state flag. The first flag of the NCR, seen in 2241, depicted a California grizzly bear with two heads, superimposed on a silhouette of the state of California and capital letters "NCR" in the background, with a single red star in the upper left and a red bar at the bottom. By 2281, a simpler design more directly resembling the California state flag is used, the chief differences being the two-headed grizzly bear and the amended caption of "New California Republic."

For its great seal, the NCR used two different designs: A silhouette of a bear superimposed on a red-and-black field with three stars on the bottom, used at least until 2241, later switching to a more conventional design, with the double-headed bear from the flag standing on grass beneath the Californian red star, surrounded by text identifying the great seal and the New California Republic's foundation date at the bottom.

In general, the NCR uses some American motifs in their iconography, reinforcing their perception as the inheritors of Old World democracy (theory, not the practice of the United States). Instead of futurism prevalent in the pre-War world, most of their aesthetics invoke the mythologized Wild West era. The variation of the California flag featuring the two-headed bear is an example of that. The bear is one of the symbols of the NCR, as a symbol of strength and resilience (though detractors may say the two heads are fighting one another), and the presidential vertibird is identified as Bear Force One to reinforce that nature.

Other symbols of the Republic include its major cities, its founders, and, of course, the NCR Rangers and Army soldiers, citizens willing to serve the Republic and fight for it. Several elements of Ranger equipment, such as their iconic attire and weapons, are also used in propaganda materials to appeal to population within and without.

NCR uniforms often come with a distinct early 20th century look, usually coming in dull faded army-greens, and equipped with a leather breastplate. There is some variation in uniforms, with some coming with an extra bandolier, or cloth shoulder covering, with simple flat metal helmets that typically come with a pair of goggles to shield the eyes from sandstorms. NCR Ranger Uniforms are old Pre-War LAPD riot armor with the addition of a leather duster.

Equality

Founded on principles of freedom and liberty, the Republic has been putting these into practice over the years. The most important achievement was the banning of slavery in NCR territories, thanks to concerted efforts of influential politicians and the Rangers. One exception was penal labor, which remained on the books and undermined this grand achievement.

Under President Tandi, the NCR also passed laws that limited the number of cattle head and the acreage of fields that could be owned by a single person, limiting the power of the Stockmen's Association and the Republican Farmer's Committee. Her presidency also saw the passage of laws prohibiting persecution and discrimination on the basis of gender, ethnicity, sexuality or religious belief (so long as said religion did not advocate violence). In 2205, protection was extended to ghouls and other mutants, though such protections were not heavily enforced.

Enforcement of these laws varied over time. The NCR was generally successful in creating a more egalitarian society, although the results varied. Economic regulations enacted by Tandi were slowly eroded after her death and finally overturned during the presidency of Aaron Kimball. As a result, wealthy farmers and ranchers (commonly known as brahmin barons) were able to exert a disproportionate amount of influence, despite having just one vote on paper. The reactionary undercurrent amplified under his presidency, especially among males, led to a disproportionately high number of promotions for male military officers, while discourse arguing the differences between males and females has reappeared. The ongoing war with the Legion and the fate of women captured by legionaries has also led to the NCR redeploying female troops away from high alert combat zones like Camp Forlorn Hope, inadvertently providing ammunition for this undercurrent. Homosexuality was generally accepted in the core states of the NCR, though frontier territories away from the more affluent center tended to show prejudice.

Enforcement of mutant protections was the most uneven. While Dayglow was a state of the NCR, as late as 2281 super mutants could be tortured by NCR citizens with impunity while politicians ran on anti-mutant platforms. However, even with the destruction of Shady Sands in subsequent years, the tolerance for ghouls persisted in NCR-controlled areas. While Filly reverted to anti-ghoul bigotry, forces around Lee Moldaver continued to work alongside ghouls as late as 2296.

Economy

Since its inception, the NCR's market economy based on two resources: Great brahmin herds and vast swaths of land restored to arable condition, providing meat, leather, milk and other goods. As a result, ranchers and farmers held great sway. Aforementioned anti-cartel regulations enacted by Tandi prevented concentration of wealth. Their weakening and overturning by President Kimball resulted in much of the NCR's agricultural production being concentrated in the hands of brahmin barons and agricultural barons: Wealthy capitalists whose money allowed them to exert outsized influence over their competitors. Their advent also led to the re-emergence of large-scale cottage industries, restarting the production of luxury goods for newly wealthy patrons and pseudo-journalism reporting on the latest purchases, commissions and life lessons of the new rich and famous.

Other elements of pre-War industry have also redeveloped over time. Light industry and some limited heavy industry, including the wide-scale manufacturing of tools, clothes and basic consumer goods, metalwork and other forms of mass production in mills and other factories, form a significant part of the NCR's industrial output. Another branch of the NCR's economy were its ordnance workshops and industrial plants, producing standardized weapons and armor for the New California Republic Army and Rangers. These remained in the hands of merchant houses, who competed for ever more lucrative government contracts. Coupled with the ever-expanding trade routes, powerful merchant houses emerged, many of them rooted in pre-NCR New California: Crimson Caravan, the Far Go Traders and the Gun Runners, which all but completely dominated all trade within New California. Lucrative government contracts for weapons, ammunition, armor and other necessities fueling the NCR's expansion solidified their position in the economy. The Mojave Campaign and related expansionist conflicts shaped the direction of these industries' growth. By 2281, most funding was being funneled into industries and research that could affect the war effort, and projects without a clear military application were left as secondary.

Currency

The NCR introduced its own money around the start of the 23rd century, initially relying on coins minted from gold. By 2241, the economy of NCR dominated the West Coast and coins became universal currency, used by the three regional powers: NCR, Vault City and New Reno. During this time bottle caps had become worthless in these regions.

During the conflict with the Brotherhood, the NCR's gold reserves out in the frontier were raided by the Brotherhood to the point where the NCR was forced to stop minting new gold coins so as to put an end to the raids completely, indirectly resulting in NCR paper money no longer being properly backed with gold. NCR citizens panicked and rushed to reclaim the listed face value of currency from NCR's remaining gold reserves. Since the NCR was unable to realize these withdrawals, particularly towards the frontier, faith in their currency considerably dropped. In order to contain the financial fallout from the inevitable inflation to come, the NCR government abandoned the gold standard and established fiat currency, not payable in specie. Since then, many wastelanders lost faith in it as a medium of worth, both as a result of it not being backed by anything but the government's word and the inevitable inflation. In response to the loss of faith, merchant consortiums of the Hub re-established their own currency, the venerable bottle cap, backing it with water (exchanging a standardized measure of water for caps).

By 2281, the NCR dollar is valued at about 40% of a water-backed cap and only 10% of a silver Legion denarius. In the Mojave Wasteland, these notes can be seen in the \$5, \$20 and \$100 denominations. The notes are issued by the Republic Reserve Bank located in Angel's Boneyard. In 2281, the current Treasurer of the Republic and head of the NCR Treasury is John Michael Henderson, whose signature can be found on the front face of all NCR notes found in the Mojave Wasteland.

Population

Since 2241, New California has been radically growing in population. This growth allowed the NCR to become the largest known post-War country, with a total population number above ~700,000 (excluding transients and people without citizenship) by 2241 (40 years before the events of Fallout: New Vegas). The NCR's massive population has meant a diverse range of commerce and the development of sprawling urban centers. The NCR's sheer number of citizens gave its armed forces a large pool of manpower the NCR Army could conscript at any time. When properly armed and led, the NCR defeated even the Enclave and the Brotherhood of Steel without suffering Pyrrhic victories, by withering limited enemy numbers through a combination of ranged fire and giving ground as necessary. This was the favored tactic of Chief Hanlon when fighting the Legion in the First Battle of Hoover Dam, securing victory through tactical use of the surrounding terrain and forcing the enemy to suffer extreme attrition. However, when led by sub-par officers, the Army suffered: General Lee Oliver, wanting a decisive victory over the Legion to eclipse Hanlon's ingenuity, planned to amass troops at Hoover Dam

and outfight Caesar's Legion in a pitched battle (the Second Battle of Hoover Dam), hoping to rout, pursue and destroy any remaining Legion forces after the initial victory.

Pitching a battle was possible due to the manpower at the disposal of President Kimball, which allowed him to send Rangers into parts of Baja, while the Brotherhood War continued and the second confrontation over Hoover Dam loomed. The sheer amount of soldiers and citizens in the NCR allowed these decisions, as even sworn enemies like the Brotherhood of Steel and the Van Graffs were hesitant to retaliate against the NCR, because of the number of troops the NCR had at any given time and many more that could be raised in crisis.

The burgeoning population was also a drawback that likely factored into the expansionist politics of its leaders after Tandi: The growth pushed the NCR's agricultural capacity to its limits. Without acquiring new territories and sources of food, the NCR risked suffering food shortages by 2291, and eventually famine. The Office of Science and Industry started research projects to address the matter and improve agricultural capacity, including computerized farm management and salvage operations to find any Old World research to address its food problems. The government also enacted the Thaler Act to incentivize farmers to move east and work farms to increase agricultural output, on top of migration eastwards in pursuit of opportunities that seemed to have dried up in the heartland. That is, unless someone was willing to perform wage labor in the NCR's numerous farms, ranches, factories or mills. The only way to strike gold is to make for the frontier.

Though seen as necessary from a strategic perspective, expansionism led to problems. Key among these was supplying the NCR's armed forces. Units and armaments were shifted according to strategic needs, and areas of relative peace, such as areas around New Vegas and the Mojave Wasteland after 2277, were not considered a priority. The occupation was maintained by conscripts and green recruits, armed with surplus weapons and whatever gear the quartermasters issue them. Some recruits did not even receive body armor.

Politics

The New California Republic is a federal republic based on the principle of representative democracy, established as the successor of the pre-War United States.

The executive branch is the Council, headed by the president of the New California Republic and their vice president, elected by representatives of the NCR Congress. When elected, the president and their cabinet serve a term of five years before elections are to be held again. Effectively, a president can serve for life as there are no term limits to the presidency as there was with the United States. Powerful and charismatic presidents can dominate NCR politics, with Tandi selected unanimously for each term and implementing out her policies without obstruction, due to their effects (for example, Tandi's success at negotiating with Vault 15 ensured her policies were implemented; failure to do so would result in her removal from office in favor of Roger Westin or Frank Carlson).

The New California Republic Senate (originally the NCR Congress), forms the legislative branch and is staffed by representatives. Each state sends multiple representatives to sit in the Hall of Congress, and towns joining the NCR may negotiate to be granted a seat in the Hall of Congress as one of the conditions for joining, as was the case with Reddings. Members of Congress are elected in popular elections by NCR citizens, as the NCR has universal suffrage, and depending on the territory may be called "councilor," "counselor," "councilman," "senator" or even "governor," like in The Hub. The NCR Congress is responsible for selecting the president to lead the NCR council, passing laws, carrying out congressional hearings on a broad variety of matters, including investigation into criminal actions and profiteering, and acts as an advisory body to the government of the NCR.

The judicial branch is composed of courts and judges ruling in accordance with NCR's law and each citizen has the right to vote for a representative of their choice to sit in the Hall of Congress. The courts are known to be slow, but once action starts it is difficult to stop and may bring even great merchant houses to heel.

Territory

The New California Republic was founded as a federation of five states, but additional territories were acquired over the decades since its founding, reaching as far as Oregon in the north, Baja in the south, and the Mojave in the east.

Other cities also joined the NCR between 2241 and 2281, as territories were incorporated into the existing five states. No new states were formed after the initial foundation, with New Vegas and the Mojave being the only prospective territory poised for becoming the sixth state of the union after its potential annexation.

States

Shady, incorporating Shady Sands, Vault 15, Junktown, and other neighboring NCR settlements.

Los Angeles, incorporating Adytum and other settlements in the Boneyard area.

Hub, incorporating the Hub and other towns.

Maxson, originally including Lost Hills as an independent enclave. The status is unknown, due to the ongoing NCR-Brotherhood war.

Dayglow, incorporating towns south of the Angel's Boneyard.

New Vegas (potentially), incorporating New Vegas and the surrounding Mojave Wasteland. Requires the NCR to depose Mr. House and win the Second Battle of Hoover Dam.

Fort Aradeth (formerly)

In Royal Flush

The Fallout: The Roleplaying Game sourcebook Royal Flush introduces a number of NCR-aligned settlements in the region around northern New California, the Sierra Nevadas, and the northern Mojave Wasteland. However, the book uses an expansive definition of the Mojave region which stretches as far north as New Reno. As such, the locations in the book will be temporarily listed separately.

Legal system

Civil law

As mentioned above, NCR citizens have the right to vote for their representatives to sit in Congress. Both citizens and non-citizens enjoy the protection of NCR's courts (although courts tend to favor citizens in disputes). Freedom of religion is considered a right within the NCR, as long as the religion is not violent or psychotic. At the same time, it enforces a strict separation of church and state thanks to Tandi's policies. Equality legislation is a prohibition of discrimination based on gender, ethnicity, sexuality or aforementioned religious beliefs. Mutants are also protected since 2205, but enforcing this part of the law has been spotty.

Intellectual property laws have been enacted and remain a source of ongoing controversy, particularly patents. The Followers of the Apocalypse are particularly staunch critics of the latter. Marriages and divorces are likewise handled by the courts.

Immigration laws

Immigration into the NCR is open to both humans and mutants, provided they are law-abiding and peaceful. The process is simple. The person in question moves to an NCR territory, presents their claim for immigration, undergoes citizenship training and once their application is processed, is granted the status of a provisional citizen (PC). Full citizenship is granted shortly afterward. All registered citizens are required to pay any appropriate and associated taxes.

Territories can petition the NCR for annexation. Once the petition is accepted, the NCR grants the town territorial status and establishes the police and army presence in the location to establish the rule of law and eliminate law-breakers. Once this process is completed, the territory can apply for full statehood. Between 2241 and 2281, no new territory has been granted full statehood. The frontier New Vegas was the closest to becoming the sixth state of the union.

Criminal law

The NCR dedicated itself to bringing peace, security and justice to the people within and without their borders.

Common criminal laws in the NCR include:

A ban on slavery (with the exception of penal labor), gambling and prostitution

A ban on open carry of weapons (although concealed carry is permitted)

A ban on public drunkenness and drug use

Dismissing caravan members suspected of theft without pay, as per NCR caravan bylaws.

Penalties are generally proportional to the offense, with capital punishment reserved for serious offenses. Murder may, but does not necessarily carry with it a capital sentence. Punishment for criminals inside NCR proper means serving prison time at any number of correctional facilities and penal labor as part of the NCR's work-release program.

Law enforcement to become more relaxed on the frontier. One major exception to this rule is the pursuit of former Enclave members. Due to their involvement in various atrocities and attempted genocide, membership in the organization is grounds for arrest, trial as a war criminal, and life imprisonment. Failing that, NCR Rangers and bounty hunters are authorized to pursue targets. The policy was adopted after the Enclave's defeat by the NCR's government under the left-leaning President Tandi.

Outside the NCR's territory is a different story. The NCR Army isn't keen on peacekeeping activities and usually swiftly punishes crimes committed in and around New Vegas with death. Part of this includes the setting of bounties and delegating the responsibility of capture to able civilians that can bring in criminals that have eluded NCR lawmen or military. At least for the military, bounties require proof in the form of an intact head; anything less conclusive results in a fraction of the bounty being rewarded.

Military law

With laws enacted during President Tandi's administration, the NCR also recognizes the rights of prisoners of war and approaches their care humanely and free from abuse. Most officers find these laws to be constricting, but resourceful officers find ways around it by employing the service of outside consultants.

Laws pertaining to soldiers are quite severe. Cowardice before the enemy, especially desertion, is punished with death by hanging or to be shot on sight. Dishonorable conduct usually leads to a court-martial and may result in execution by firing squad for particularly severe crimes.

Internal conflicts

In theory, the NCR relies on a sound and well-balanced system. In practice, every state tried to assert its independence and work towards furthering its own agenda. For example, there was much friction between the states of Hub and Shady Sands, usually related to trade rights and caravan routes. The president was the biggest factor in deciding on the course the NCR should take; Under Tandi (who served over ten terms as president, something Caesar mocks as indicative of monarchy, rather than democracy), the NCR developed substantially, focusing efforts on rebuilding the pre-War infrastructure and restarting technological development, before expanding into Northern California using a combination of diplomacy and subterfuge to overcome Vault City and New Reno. Under Aaron Kimball,

the NCR became more imperialistic and expansive, pursuing a foreign policy of expansion by force of arms, all the while overextending itself in the process thanks in no small part to General Oliver's incompetence and bureaucratic red tape.

However, presidents don't enjoy immunity. The most obvious example is Wendell Peterson, voted out of office for his failure to react to the deaths of NCR citizens in the Mojave region. However, the most precarious position was that of President Tandi. Though remembered as a landmark figure in the NCR's history, in 2241 she headed a tenuous coalition with the right-wing Frank Carlson as her vice president. Her plans for northward expansion hinged on the diplomatic annexation of Vault 15, and failure of this policy would be an embarrassment sufficient enough to remove her from office, replaced by Roger Westin, a prominent councilor and brahmin baron. The Bishops of New Reno, while negotiating for Reno's membership in the NCR, were also attempting to create a more favorable environment, with Westin marked for assassination by John Bishop. His death would allow Carlson to force Tandi into retirement, claiming her involvement in Westin's assassination, lining his own pockets and leading the NCR to stagnation. And if Carlson was assassinated by the Bishops, the death of such a popular figure would have galvanized right-wing elements, leading them to seize control of the Congress, which would set the NCR on the path to military rule and providing a safe haven for Enclave survivors in the ranks of the NCR military.

Beyond politics, significant pressure was also exerted on the political and economic direction of the NCR by a variety of private interests; in particular, the aforementioned brahmin barons and other rich, whose wealth gave them disproportional influence among politicians seeking support in their political ambitions. With regards to the armed forces, the Gun Runners were granted special privileges as the primary suppliers of their arsenal. Monopolies like the Crimson Caravan and similar trading families dominated the trade routes to the detriment of the NCR, using their wealth to influence government policies and squeezing smaller competitors out, unable to compete with both the oligopolistic competition and NCR taxes.

Military

Subordinated to the president and the Congress, the military of the NCR was one of its most distinguishing elements. The core component, the NCR Army, had thousands of servicemen at its peak, drawing from both volunteers and conscripts. They were organized into divisions and battalions, equipped with standardized weapons and armor, and represented a diverse range of training and competence. They were the proverbial sledgehammer, a tool used to crush enemies of the NCR and build order in the lands under its control, and a shield protecting them from harm that may come from its numerous enemies. Supported by the industrial might of the Republic and unique technologies reclaimed from the wasteland (like vertibirds confiscated from the Enclave), the Army was the foundation of the security policy of the NCR, with uniformed police formations responsible for enforcing the law within the territory of the NCR. The NCR made no special distinction between the genders when it comes to serving in the military. Super mutants and ghouls are also known to serve in the elite Rangers.

Military honors were commonly awarded for acts of valor, such as the Star of Sierra Madre. However, the most coveted honor was serving with the elite of the Republic's military: The New California Republic Rangers, who grew out of a paramilitary abolitionist militia dedicated to the eradication of slavery in New California. They have grown into one of the most professional and deadly military outfits in the wastes and were folded under the military command of the army. Commonly respected for their valor and skill in battle, Rangers were commonly folk heroes, with an unblemished, heroic reputation and access to top of the line weapons and armor, often coming from recovered and restored pre-War goods.

Foreign relations

The NCR was one of the only known entities after the War to have their own division dedicated to foreign relations, the Department of State. It was responsible for the country's embassies and also held the power to empower individuals with the authority to act on behalf of the government.

While generally respected, many people in the western wastelands had mixed feelings about the NCR. Some people strongly support the NCR's goals of spreading democracy and the rule of law, while others vehemently oppose their methods of "controlling" everything they come into contact with.

Wastelanders who were used to having no more than a mayor or sheriff and who suddenly became part of a complex political structure (including taxes) were the most vocal, with some view it as a loss of the frontier lifestyle. As the NCR's power and territory grew, it made progressively stronger enemies who would test the resolve of the NCR.

Under President Tandi, the NCR made slow but sustainable territorial expansion, allowing towns and other small communities, who were impressed by the principles of the NCR, to join of their own volition while defending their borders from hostile raiders like the once legendary Vipers and Jackals, who would be ravaged by the NCR's military until they became broken shadows of their former glory. Eventually taming southern California, these achievements would garner such respect for President Tandi that the people would come to adore her, and tribals outside the NCR's borders would refer to her as the "Great Mother."

Viewing the NCR's growth and success as a threat to their already stagnating power and influence, the Brotherhood of Steel launched a military campaign with the goal of pacifying the NCR and asserting its dominance over the wasteland and its technology. The NCR would ultimately prevail and force the Brotherhood into retreat and hiding. The NCR had defeated their strongest opponent yet.

After the death of President Tandi, her successors would gradually change the direction of the NCR. Rapidly expanding the NCR's borders in every direction in a more imperialistic fashion, they sacrificed some of the NCR's principles and moral high ground in the process. Tribals that once revered the "Great Mother" began to become "domesticated" as the nation sweeps through tribal lands. Under President Aaron Kimball, the NCR's expansion has led it to the Mojave Wasteland, where it would encounter the impressive city of New Vegas, and the even more promising Hoover Dam. However, it would also encounter its greatest enemy to date, Caesar's Legion, across the Colorado River.

The NCR initially had great success in the Mojave Wasteland, setting up bases and an embassy on The Strip. The front line of the new conflict between the NCR and Caesar's Legion moved towards the Colorado River. The Legion attacked the NCR with its full strength during the First Battle of Hoover Dam. The NCR successfully repulsed the Legion's assault on Hoover Dam, devastating the Legion's elite forces by luring them into a trap at Boulder City in the process. After their defeat, the Legion regularly conducted raids on the west side of the Colorado River, even creating permanent bases at Cottonwood Cove and sacking towns like Nipton and Nelson with little response from the NCR. Known wars and military conflicts in which the NCR was involved include those with the Enclave, Brotherhood, Great Khans, Legion and the Raiders.

Technology

Overall, the NCR can be readily described as the most advanced entity in post-nuclear North America at its peak. While smaller organizations possessed more advanced weapons, armor or tools (like the Enclave, Free Economic Zone of New Vegas or the Shi), no one could rival the NCR's agriculture, industry, economy and military strength, with the sole exceptions of the Caesar's Legion and Brotherhood of Steel in terms of firepower. Aided strongly by the Followers of the Apocalypse, the NCR thrived and harnessed its greatest resources. When the shift in foreign policy occurred with Kimball's election, the relations soured and the NCR eventually lost the Followers' support. However, disillusioned Followers flocked to the government and formed the Office of Science and Industry in 2275, becoming a dedicated, NCR-aligned research and development agency. By 2281, their achievements included implementing computer simulations to aid with agricultural planning and cultivation, maximizing the output of Hoover Dam and restoring the power grid between the Mojave and Shady Sands, and even developing solutions for a famine projected to affect the NCR in 2291.

However, the technology was not limited to just agriculture. The Hoover Dam powered every city and major settlement in New California, while the OSI continued to (re)develop and implement new technologies in fields such as medicine, engineering and biology. Building on the strong infrastructure established during the 52 years of President Tandi's rule, which includes roads, railways, transportation, manufacturing, forts and more, the OSI increased the NCR's technological advantage over its competitors. By 2281, the NCR's powerful merchant companies established access to facilities and materials allowing them to manufacture standardized armaments, weapons and ammunition to fully outfit the largest standing army in the wasteland, to the point of different companies actively competing with each other for supply contracts (such as the Crimson Caravan and Far Go Traders), and the military's top supplier (the Gun Runners) effectively becoming an unofficial branch of the Army. Advanced technologies were also harnessed by the NCR for the benefit of its citizens. The annexation of Vault City granted the NCR access to advanced medical and scientific technologies, including organ cloning, performance-enhancing implants, armor grafts and other refined procedures. Other advanced technologies utilized by the Republic included satellite communications, power armor taken from the Brotherhood, and even global positioning system satellites. The NCR also had the ability to construct concrete bunkers on vital frontlines, such as the Colorado River, and restored railroads into full use, with refurbished vertibirds salvaged from its war with the Enclave providing a fledgling air force. One example of this was Bear Force One, the personal transport of NCR presidents.

Notes

According to Caesar, he was a citizen of the NCR as a child. He states that his family resided near the Boneyard, with his mother working for the Followers of the Apocalypse at the Boneyard Library while Edward himself studied at the Angel's Boneyard Medical University to join the Followers.

In Fallout: New Vegas, it's shown that the New California Republic uses the same fanfare as the pre-War United States did for presidents, playing the song "Hail to the Chief" as President Aaron Kimball arrives at the Hoover Dam in 2281.

In the Fallout: New Vegas add-on Honest Hearts, Follows-Chalk mentions that the Dead Horses tribe learned about the NCR from Joshua Graham when he returned to them after the First Battle of Hoover Dam. Follows-Chalk pronounces its name as "enseeyar," and he also refers to them as "the Sunset People."

A terminal entry in the Citadel in Fallout 3 mentions the New California Republic's state of Maxson, so-named in honor of Roger Maxson, founder of the Brotherhood of Steel, who were previously known to lend their protection to the state's inhabitants.

The NCR is mentioned in a case log owned by detective Nick Valentine tracking the appearances of the Mysterious Stranger, listed as a source of "old rumors" and its capital Shady Sands as "really old rumors," in Fallout 4. A radio broadcast announcing the formation of the New California Republic in 2189 can be heard when viewing the memories of Conrad Kellogg during the main quest Dangerous Minds.

The former Legion frumentarius Ulysses is one of very few in the post-War wasteland who knows of the NCR flag's Old World origins; he will remark to an NCR-affiliated Courier that the bear featured on the flag "had one head back then... better off for it." He also remarks of the NCR, that "they have an idea of trying to do what's right, never quite getting there."

Appearances

The New California Republic is first mentioned in a certain ending for Shady Sands in Fallout and first appears in Fallout 2. It is mentioned in Fallout 3 and Fallout 4, and appears in Fallout: New Vegas, its add-on Lonesome Road, and the Fallout TV series' first and second seasons.

Behind the scenes

In Chris Avellone's Fallout Bible 6, a version of the NCR flag has a one-headed bear and mentions the NCR utilizing jeeps and tanks. The flag shown in Fallout: New Vegas bears more of a resemblance to the version shown in the Bible, due to its resemblance to the actual California state flag, though it utilizes a different color scheme, font, and overall design for the bear and grass patch.

The NCR flag is portrayed inconsistently in Fallout: New Vegas. The version flown on flagpoles throughout the game features the bear and grass patch offset to the right side slightly, whereas the version painted on signs and seen on a banner at Hoover Dam features the bear in the center of the flag, as in the real-life flag of California.

Joshua Sawyer stated that the NCR is both self-interested and willing to protect New Vegas, having sacrificed much already to do so.

The NCR was intended to appear in Van Buren, the canceled Fallout 3 by Black Isle Studios. Its name is also engraved in the side of the anti-materiel rifle from the Fallout 4 Creation Club content "Anti-Materiel Rifle."

On the lore overview page for season 2 of the Fallout TV series, one background features several NCR posters on a wall. One of these posters depicts what appears to be three pre-War American workers, with the year 2074 listed underneath. This poster variant was also used as set dressing for Griffith Observatory, the NCR headquarters in the TV series during season 1, though they are not clearly visible in any scenes. This would seem to suggest some form of pre-War origin for the NCR, though no such details have been given in the TV series thus far.

Note

Nuka-Cola is the flagship product of the Nuka-Cola Corporation and one of the symbols of United States culture. Introduced in 2044, it rapidly dominated the soft drink market, eventually becoming the most popular soda on the market and a staple of American culture. Bottled and distributed nationwide, Nuka-Cola was available in such numbers that even two centuries after the Great War put a stop to all major bottling operations, large quantities of bottled Nuka-Cola can still be found across the wasteland. In the aftermath of the Great War, Nuka-Cola bottle caps became the de facto currency in most post-War societies.

Background

Nuka-Cola entered the beverage market in 2044, with the invention of the soft drink by John-Caleb Bradberton after two years of experimentation. Though strictly unhealthy (containing 120% of the recommended daily allowance of sugar), it took the United States market by storm and within a year it could be purchased nationwide. Its popularity rapidly increased, and within several years it was the most popular beverage across the globe.

The constant drive to improve and innovate the formula resulted in numerous flavor variations, with the most popular ones like cherry, grape and orange released just a few years after the drink debuted. Whenever the company encountered competition, it would attempt to deal with it aggressively. Cherry and grape variants of Nuka-Cola were patents acquired by the company after identifying individual competitors. In other cases, the corporation would attempt to buy out competitors, as was the case with the Sunset Sarsaparilla Company in 2058 and Vim! Pop Incorporated in 2077. Failing that, it would attempt to release a competing drink accompanied by a massive promotional campaign. After attempts to acquire Sunset Sarsaparilla failed, Nuka-Cola attempted to directly compete with it through Nuka-Cola Wild and the opening of Dry Rock Gulch at Nuka-World. Though it gained a respectable popularity in the American Southwest, it failed to match that of Sunset Sarsaparilla.

The latest Nuka-Cola taste variant was created in October 2076, as the head of the chemical weapons program instigated by John-Caleb Bradberton reported that his team created an isotope of strontium-90 that could be reliably weaponized, as a coating for power armor, a custom munition for the prototypical M42 Fat Man or even an area effect weapon that could be safely deployed from something as simple as a Thirst Zapper. It could also be used "somewhat safely" in a new kind of Nuka-Cola. Bradberton ordered

it to be put into production, as Nuka-Cola Quantum (named after the isotope designation in the beverageer's system).

Quantum was fast-tracked through the approval process, presented as the culmination of a three year research program. To create an isotope safe for human consumption, focus groups were used to test various variants of the Quantum isotope. After numerous casualties (at least 62 test subjects died as a result of organ failure, with many more hospitalized with radiation burns; families were provided with Nuka Condolences Fruit and Cheese Packages that contained liability waivers), a safe isotope was created and the first cases of Nuka-Cola Quantum hit the market in select cities on the East Coast, like Boston and Washington, D.C..

Even after the War obliterated the parent corporation, Nuka-Cola would continue to be the most popular soft drink on the North American continent, available in almost limitless quantities. Despite being warm and flat, it holds the allegiance of many and continues to serve as a frequent source of addiction to countless wastelanders.

Production

Ingredients

Carbonated water

Sugar or aspartame

Caffeine

Phosphoric acid

Citric acid

Caramel color

Potassium benzoate

Natural flavorings

The unique taste of Nuka-Cola is the result of a combination of seventeen fruit essences, balanced to enhance the classic cola flavor. The balance is precarious and minute adjustments can affect it severely. Such was the case when the freshly launched Nuka-Cola was reformulated in response to the Great Passion Fruit Famine of 2044 and consumers noticed the change in flavor.

Nuka-Cola contains excessive amounts of caffeine and 120% of the recommended daily value of sugar, making it decisively unhealthy for extended consumption. To counter the negative image, it was marketed as being fortified with vitamins, minerals and "health tonics." Intensive consumption can cause Nuka-Cola addiction, which can lead to splitting headaches if Nuka-Cola isn't consumed on a regular basis.

Bottling

The iconic curved Nuka-Cola bottle was used by the company ever since its introduction in 2044. The Dazzling Blue color of the glass was popular with consumers; market research in 2052 indicated that 86 out of 100 polled consumers chose blue as their favorite color.

Nuka-Cola was forced to replace the curved design with a rocket-shaped bottle in 2077. It was the result of long-running litigation over patent infringement, a case that the Nuka-Cola Corporation lost.

However, consumers reacted positively to the new Space Age bottle and Nuka-Cola's sales increased even further.

Nuka-Cola was also distributed in soda fountains and cans, although these forms of distribution were far less popular than the iconic bottle, with cans finding its niche around the midwestern United States.

Distribution

The surge in popularity led to Nuka-Cola spreading nationwide. By 2067, there was a vending machine on almost every street in America, offering regular Nuka-Cola and any of its variants. Popularity of its variants strongly depended on the region, with western states strongly favoring Nuka-Cola Quartz, Victory and the root-beer flavored Wild (competing with Sunset Sarsaparilla). More urbanized eastern states favored classic tastes, such as Nuka-Grape, Nuka-Cola Orange and Nuka-Cherry.

Competitors

Nuka-Cola became a nationally-recognized brand through a combination of aggressive marketing and hostile corporate practices, including takeovers and undermining its competition. The preferred approach was to acquire popular local sodas and rebrand or remarket them as Nuka-Cola variants. Such was the case with two of its flagship flavors, Nuka-Cherry and Nuka-Grape, originally Merle's Very Cherry Soda and Grape-Pearl Soda.

Larger companies were typically more resilient and rebuffed Nuka-Cola's advances. One such case is Sunset Sarsaparilla, a soft drink popular in the southwestern United States. When negotiations with the company fell through in 2058, Nuka-Cola attempted to compete by launching a rival soda, Nuka-Cola Wild.

Another competitor is Vim! soda, a popular Maine drink. Owned by a single family, Vim! repeatedly refused offers from Nuka-Cola. In response, the company sued Vim! for copyright infringement (over the new Vim! Quartz soda) and committed industrial espionage and sabotage of its operations, effectively immune to prosecution thanks to John-Caleb Bradberton's ties with the government and the military.

Marketing

Logotype and branding

The original branding of Nuka-Cola was very basic but extremely effective. Marketed towards the family (but largely the children), and would even be swept up in the jingoism of the American culture of the time with ads and event featuring prominent military weaponry and would even paint power armor in the branding of Nuka-Cola.

However, a lawsuit that settled against the Nuka-Cola Corporation for use of Nuka-Cola's bottle design allowed them to rebrand starting with the product itself. Nuka-Cola would take a radical change to Nuka-Cola's image to a Space Age theme with bottles taking on the shape of a rocketship. To compliment the new rocket ship bottle, a mascot from 2062 would begin to see reuse because of her glove-like suit that fit the Space Age theme: the Nuka-Girl in a skimpy spacesuit with her raygun the Thirst Zapper.

The logotype of Nuka-Cola would utilize basic brush script font in white with a unique "N" and additional brush strokes for the hyphen and could also be underlined or stacked based on layout. Red would be the only color to compliment the white text, which both in turn compliment the black hue of Nuka-Cola. In the latter part of 2077, an orange stroke began to appear in advertisements but did not become ubiquitous because of the Great War. The use of this logotype is the most common among Nuka-Cola's products, but there were some problems with consistency in advertisements.

To differentiate variant flavors of Nuka-Cola from one another, different logos would also be developed for each flavor, but each one would complement the base Nuka-Cola logotype which was always printed in smaller type on the flavor's label. This branding consistency would also carry over to locations, such as Nuka-World which uses the same font type for its logo.

Mascots

Besides the Nuka-Girl, the Nuka-Cola Corporation also used two cartoon mascots to represent the brand, Cappy and Bottle. Used extensively to advertise Nuka-Cola's theme-park attractions, rather than on advertisements for the soda itself, they were the most prominent part of a wide-cast of characters including "King Cola" and the "Vimvader." Nuka-Cola commissioned a series of 17 animated films featuring the two from Hollywood studios.

Variants

Numerous variants of the Nuka-Cola were introduced, offering different flavors and taste profiles. Joining classic Nuka-Cola, alternative fruit-flavored beverages were instant success.

Behind the scenes

In the Fallout 4 intro, Nate's great-great grandmother is seen sitting beside a bottle of Nuka-Cola in 1945, despite it not being invented until 2044.

During Free Range in Fallout 76, one of the brahmin may be named "Nuka-Cowla."

The use of the strontium-90 isotope derivative in Nuka-Cola Quantum is reference to the use of lithium in the original 7 Up recipe, alone with other risky ingredients used in sodas.

The Nuka-Cola bottles in the Fallout TV series were made by artist Adam Greene using resin. In addition to background prop bottles, he also created several food-safe versions which were used as actual drinking bottles on set.

Nuka-Cola appears as a consumable item in the video game Fortnite as part of a collaboration between Bethesda and Epic Games.

Real-world recipes

A recipe for homemade Nuka-Cola is included in The Vault Dweller's Official Cookbook, alongside recipes for Nuka-Cola Cherry, Nuka-Cola Quantum, Nuka-Cola Quartz, and Nuka-Cola barbecue sauce.

Another recipe for Nuka-Cola made by YouTuber How To Drink was reviewed by Tim Cain and lightheartedly proclaimed by him as "official." In the same video, Cain noted that Nuka-Cola was inspired by Coca-Cola, and that the notion of bottlecaps as currency preceded the existence of the soft drink providing said bottlecaps.

References

Non-game

RadAway (sometimes spelled as Rad-Away) is a consumable item in Fallout, Fallout 2, Fallout 3, Fallout: New Vegas, Fallout 4, Fallout 76, Fallout Tactics: Brotherhood of Steel, Fallout Shelter, and Fallout: The Board Game. It also appears in the Fallout TV series.

Background

An expensive pre-War drug, RadAway is a chemical solution that bonds with radioactive particles and removes them from the user's system. While Rad-X is designed to increase the body's natural resistance to radiation, RadAway is designed to be used after exposure. It is administered intravenously, using an IV bag or syringe, and is one of the only ways to remove accumulated irradiation. As such, it's a major trade good for places that can manufacture it, such as Vault City.

Purging the body of radiation takes some time to complete, as the radiation is expelled via urination, and anyone using it will experience its adverse effects: it's a potent diuretic and can cause nausea, diarrhea, stomach pains and headaches. Furthermore, RadAway is not a miracle cure and does not heal internal damage already caused by exposure.

RadAway

A packet of RadAway, reducing the player character's radiation count on use. RadAway is addictive in Fallout, Fallout 2 and Fallout Tactics. RadAway is not addictive in Fallout 3, Fallout: New Vegas, Fallout 4 and Fallout 76.

Its appearance also varies somewhat between games. Fallout, Fallout 2 and Fallout Tactics features RadAway in a translucent IV bag with a large red cross. In Fallout 3, Fallout: New Vegas and Fallout 4, it's a simple I.V. bag with "Rad Away" written on it in marker pen. In Fallout 76, it comes in a unique, branded packaging and trade dress with the RadAway logo.

The Silver Rush is an unmarked location within Freeside in the Mojave Wasteland in Fallout: New Vegas. It also appears in season 2 of the Fallout TV series.

Background

Established in 2071, the Silver Rush Casino rivaled the Atomic Wrangler Casino on their shared space along Fremont Street in Las Vegas, Nevada.

Following the Great War, new owners reestablished the old casino sometime prior to 2281, even reigniting the old rivalry with the Atomic Wrangler. That lasted until the arrival of the Van Graffs in the Mojave seeking to expand their arms-trading business. Setting their sights on the Silver Rush, the Van Graffs swept in and "evicted" the former owners, throwing out all the casino hardware to make room for their stockpile of energy weapons. When the Kings showed up to protest the change in management, the Van Graffs gave them a first-hand taste of their weaponry, reducing some of their number to goo, after which the two groups have left each other alone ever since.

Initially, the Silver Rush weapons depot was headed by Frieda Van Graff, but she soon left to pursue personal interests. After Frieda's departure, her sister Gloria Van Graff and brother Jean-Baptiste Cutting were assigned to head the Silver Rush. They soon capitalized on the Silver Rush's proximity to the Atomic Wrangler by forgoing any sort of rivalry and instead making it attractive to the casino's customers with pockets full of caps from gambling.

Under the control of the affluent Van Graffs, the Silver Rush is not lacking in security and any kind of theft is dealt with swiftly. Since Freeside and energy weapons seem an unlikely duo, the idea of starting a business trading them in the area would seem doomed to fail, however, Gloria boasts that because the Van Graffs do not sell cheap merchandise, their customers do not care where they have to go to purchase from them.

Layout

Situated in the northwestern corner of the southern section of Freeside, the building is identifiable by its lopsided sign situated on the top of the partially collapsed roof, past the Atomic Wrangler's own neon fixture.

The main room of the interior is outfitted with a counter, displaying of energy weapons and ammunition. A shelf close to the door has a large amount of ammunition, plasma grenades, and mines. Down a short hallway in the back of the accessible part of the store is a bathroom. The cashier's room is barricaded and locked. Past the locked door there are some safes, a locked terminal, and a stairway to the living quarters. Five Van Graff thugs are stationed inside, two flanking the front door, two around the cashier room, and one walking back and forth between the two.

The upper floor of the building (directly behind the sign) can be accessed from the second floor of the neighboring ruined building directly to the northwest. The Courier may hop up the debris piles to reach a bedroom, complete with mattress and a small dining table that overlooks the street below.

Notable loot

Letter to Gloria - Inside the Hard-locked safe in the backroom, just before the stairs. Relevant as a quest item for a certain part of Heartache by the Number.

Van Graff key - Carried by Gloria, Jean-Baptiste, and every Van Graff thug in and outside the building including Simon.

Cleansing Flame - Sold by Gloria.

Sprtel-Wood 9700 - Sold by Gloria.

The Smitty Special - Sold by Gloria.

Notes

All weapons and ammunition in the store can be stolen without Karma loss, but the guards will turn hostile if the player character is caught, making it impossible to start Birds of a Feather, or leading the quest to fail if it was already started.

Before entering the Silver Rush, Simon (named "Van Graff thug" prior to starting Birds of a Feather) will take all the player character's weapons, including holdout weapons, and store them in the dark metal crate next to the entrance. The weapons will be returned when leaving the Silver Rush. After starting Birds of a Feather, the guards will stop taking weapons on entry.

Upon entering the Silver Rush for the first time, a scripted event occurs between Gloria Van Graff and a customer who owes them money. Four Van Graff thugs block the walkways to the inner room behind the fence. Any attempt to move past the guards prior to the completion of the scripted event will result in all Silver Rush inhabitants becoming hostile.

If Arcade Gannon is present as a companion when entering the Silver Rush for the first time, his scripted response related to For Auld Lang Syne may interrupt and/or delay the completion of the Silver Rush scripted event with Gloria. The player character must wait behind the fence near the entrance to allow the scripted event to complete and avoid hostility with the inhabitants.

All occupants in the Silver Rush will be hostile towards the player character either upon killing Gloria or reporting them to the NCR during Heartache by the Number, forcing hostility one way or another.

Afterward, the entire store's inventory can be taken without penalty.

During Birds of a Feather, if the fourth "customer" is allowed inside while standing outside the doors with Simon and the building is blown up, killing the Van Graffs, the player character can still hand the "agreement" evidence to Ranger Jackson at the Mojave Outpost to complete the peaceful ending of Heartache by the Number if it was retrieved beforehand. This method does not fail the quest, and no one will treat it as if all the occupants were killed. If visiting with Cass, she will be mad about the decision to kill the Van Graffs, but if returning to Jackson, it will not affect the result.

Appearances

The Silver Rush appears in Fallout: New Vegas and the Fallout TV series.

Behind the scenes

The in-game Silver Rush is located in the same geographical area as the real-world Golden Nugget Hotel and Casino located in the Fremont Street Experience of Las Vegas, Nevada. The former sign, now located at the Neon Museum, resembles the in-game equivalent.

The name Silver Rush is a reference to the real-world silver mining history of Nevada, especially in the years following the discovery of the "Comstock Lode" in 1858, close to Virginia City, Nevada.

References

Super mutant is a general term referring to humanoid mutants created by exposing a regular human to a variety of the Forced Evolutionary Virus (FEV). The resulting hulking mutants typically possess

exceptional strength, endurance, resistance or immunity to disease and radiation, as well as modified intelligence. A common trait of all super mutants is that they are completely sterile and cannot reproduce (one variety is even explicitly asexual, i.e. devoid of primary sexual characteristics). They are all masculine in appearance with some being larger and more monstrous. They possess increased muscle mass and their skin color is usually green, though some are blue as the case of Nightkin. The mutation generally cannot be reversed, as once introduced to the subject, FEV automatically corrects any changes to DNA. A theoretical cure would have to both reintroduce the original DNA and prevent the FEV from overwriting it. Over the course of the series only one example of a cure has ever been seen, and it is unknown if it could work in every case. Originally introduced in the original Fallout as a unique mutant menace led by the Master, super mutants have appeared in every game since, in several varieties and playing a variety of roles.

Known populations

Several different groups of super mutants, also known as strains, exist with physiological differences resulting from the use of different varieties of the Forced Evolutionary Virus in different part of the former United States of America. While some super mutants have traveled far from their place of origin, there is little evidence of any contact between these populations.

West Coast

Fallout, Fallout 2, and Fallout: New Vegas feature super mutants derived from FEV-II at Mariposa Military Base, who appear as friends, foes, and companions. They are predominantly intelligent, social, and their position in traditional human society is a major question in each of these titles. Their skin is a dark green and some of them wear face straps to hold up their upper lips.

In Fallout, they are the creations of the Master, who believes that the differences that led to the Great War could be overcome through the forced evolution of humanity. The Master's army of super mutants (Unity) plans to conquer the wasteland and usher in a new era of peace and prosperity by mutating those worthy of joining and sterilizing those who refuse (unaware of their own sterility). Although ultimately defeated in 2162 by the Vault Dweller, who destroyed Mariposa Military Base and eliminated the Master, the super mutants aren't all hostile and represent a variety of attitudes, especially towards the Master and his grand plan.

In Fallout 2, by 2241 the remnants of the Unity react in different ways to the Master's defeat; some refuse to lay down arms and become raiders, others join the NCR Rangers or found new communities where humans and mutants coexist, such as Broken Hills. The super mutant companion, Marcus, is the sheriff of this town. Also introduced is a new, second generation of super mutants, originating once again in Mariposa: The Enclave excavated the base between 2236 and 2237, using captured Redding miners as slaves. Without protective equipment, exposure to the FEV still sealed within the base resulted in uncontrolled mutation. These second generation mutants tend to be, on average, far less intelligent than their peers.

In Fallout: New Vegas, by 2281 super mutants are rare, but represent another attempt to normalize relations with humans, efforts made possible by the actions of the returning Marcus. The nightkin are greatly expanded upon in the game, representing the long term legacy of the Master's work: Near-perfect super mutants twisted by years of exposure to stealth radiation, suffering from various psychological ailments. Their skin has turned a dark blue due to Stealth Boy use. Dealing with the nightkin and finding a cure for them is a major element of the super mutant story in the game, at Black Mountain, REPCONN test site, and Jacobstowm.

By the late 2280s, some Mariposa super mutants have migrated to East Coast areas such as the Capital Wasteland or the Commonwealth. Their subsequent relationship, if any, with super mutants of other strains in those locations is currently unknown.

Super mutants who were originally members of the Master's army also appear in Fallout Tactics and Fallout: Brotherhood of Steel.

Capital Wasteland

Fallout 3 features super mutants derived from the Evolutionary Experimentation Program (EEP), an FEV derivative used at Vault 87. These mutants are almost invariably hostile, borderline feral, and completely asexual. Unlike their West Coast counterparts, they have lime green skin with red patches showing muscle trying to burst out. Many of them grow with age, getting larger and less intelligent over time, eventually becoming behemoths. They act as hostile creatures barely capable of speech or coherent social organization, but are considered a major threat by the Lyons' Brotherhood of Steel, which has engaged them in a war of attrition for nearly two decades by the time the game starts. Only two non-hostile super mutants appear in the game, Fawkes, a late game companion who also prefers to be called a meta-human rather a super mutant, and Uncle Leo, a randomly encountered traveler. These represent the only non-hostile interactions with them in the entire game. Uniquely, these super mutants never seem to stop growing and ancient, gigantic mutants called behemoths can be encountered. Centaurs are common companions of the super mutants, another hideous effect of EEP mutation.

These mutants also appear in Fallout Shelter.

Commonwealth

Fallout 4 features super mutants created by the Institute using an FEV sample acquired through unknown means. These mutants are the byproduct of its research into generation 3 synths, later dumped into the Commonwealth. They are somewhat intelligent, forming unique tribes and representing a variety of mostly hostile attitudes. They have dark green skin similar to their West Coast counterparts but often grow and get dumber with age like their Capital Wasteland counterparts. Unlike either of those strains though, the super mutants in the Commonwealth have less defined muscles that often grow in an unnatural way.

A super mutant companion, Strong, appears, alongside a handful of peaceful super mutants, providing insight into the communal society of the mutants. Interestingly, the Institute's creations consider themselves both to be superior to humans and their victims, seeing violence as a form of retribution. They are commonly accompanied by other FEV creations, such as mutant hounds and unstable early experiments, the behemoths.

While a cure for the effects of FEV was speculated by ZAX 1.2, this is the only strain that is known to have a cure. Former Institute scientist Brian Virgil is the first to successfully create a serum that recreated his original human DNA while overwriting the FEV present in his system.

Appalachia

Fallout 76 features super mutants derived from pre-War FEV experiments at the West Tek research center in Appalachia, including mass exposure of the denizens of Huntersville and infection of survivors by the Appalachian Enclave under orders from President Thomas Eckhart, in a desperate bid to increase the DEFCON rating and gain access to the region's missile weapons. Widespread, violent, and hostile, these super mutants have a major presence in the region and are a common enemy for factions that inhabited Appalachia in the past (Responders and Elizabeth Taggerdy's Brotherhood) and those who have returned to it after the Scorched Plague - most importantly the Brotherhood First Expeditionary Force under Paladin Leila Rahmani. After the war, their numbers were increased as a consequence of continued FEV experimentation by Dr. Edgar Blackburn and his colleagues.

They share many traits with those seen in the Commonwealth, with no noticeable difference between the two other than their place and time of origin. Most of them have the same dark green skin, oddly shaped muscles, and growth with age that those created by the Institute possess. However, there is one example of a super mutant in the region having different traits, as is the case with Dr. Blackburn.

Like before, they are accompanied by similarly mutated hounds and floaters. Behemoths also make a return.

Super mutant behemoth

Towering above any human, at 13 to 20 feet tall, the behemoths are the greatest threat found among the super mutants. These super mutants are the oldest and physically largest of their kind. They are no longer capable of intelligent speech, expressing themselves only through monstrous roars. The super mutants originating from the West Coast are not known to grow into behemoths, unlike super mutant populations found on the East Coast of the former United States.

Named super mutants

Appearances

Super mutants appear in all Fallout games to date.

Behind the scenes

The name of the super mutants has had numerous variations at different points. Despite the fact that "super mutant" is the most characteristic and most widely used, other variations exist including super mutants, super-mutant, supermutant and mutants. Some mutants encountered near Mariposa in Fallout 2 are called "super duper mutants."

Sterility

Marcus, a super mutant in Fallout 2, jokes about making prostitutes pregnant if he takes a trip to the Cat's Paw brothel, and remarks that "it only takes a few years to get the juices flowing again" when asked about sterility. Chris Avellone, the author of his dialogue, confirmed it was merely a joke.

Francis is a famously sexually active super mutant, allegedly capable of staining gimps.

They are sterile due to their quad-helix DNA structure, which is incapable of proper meiosis; gametes produced by FEV mutants are therefore not equipped to couple properly, so fertilization never occurs.

Miscellaneous

The Fallout: Brotherhood of Steel Manual describes the mutants as, "While Ghouls are the product of evolutionary transformation, mutants are man-made. Big, massively muscled, and savage, they are far stronger than any human and are able to handle heavy weapons with ease. Originally created by some 'brilliant' scientists, who thought it would be a neat idea to dip ordinary folks into a toxic goo swimming with a 'Forced Evolutionary Virus', the mutant menace has since caused the wasteland more than its fair share of problems. The process of creating mutants also seems to have some kind of random factor - as some mutants are highly intelligent, while others are as dumb as a post."

Non-canon

The Institute is a reclusive scientific society based in the Commonwealth where they inhabit a massive underground facility. Founded in 2110 by survivors from the Commonwealth Institute of Technology and their descendants, by 2287 the Institute considers itself a bastion of knowledge and prosperity amid a dying world, developing numerous revolutionary and advanced technologies such as teleportation and synthetic beings. They serve as one of the four major factions in Fallout 4.

Background

The Institute was built upon the site of the former Commonwealth Institute of Technology, or C.I.T. While the college itself laid in ruins for more than two centuries, at the time of the Great War, those present took refuge underground. The Institute was formally founded by the children of the original survivors, who dug into the earth and built increasingly sophisticated residential facilities and laboratories, starting an ongoing process of infrastructure expansion.

Isolated from the outside world, the scientists continued their work, disregarding the mayhem and destruction occurring outside of its grounds. As they worked on creating synths, they attempted to work peacefully with the people of the Commonwealth using first generation synths as well as help create a new stabilized government, but mutual mistrust and infighting ended that relationship quickly and they returned to isolation. Eventually, the scientists have utterly put ubiquitous pre-War technology to shame, to the point where they believed that wastelanders would be unlikely to understand the sheer scope of the Institute's achievement, such as the creation of the molecular relay (teleporter) in the 2180s, which resulted in the Institute sealing itself off from the surface permanently, and the development of synths. For decades, the first and second generation synths were the most visible part of the Institute's operations, scavenging for materials and performing experiments on the wasteland. The scientists did not concern themselves with the effect their actions had on the surface, sometimes resulting in entire settlements being destroyed.

However, the Institute eventually reached the limits of the synth technology that underpinned their society. Although powerful, the second generation synth was an inherently limited, mechanical platform. To overcome the limitations of metal synthetic materials, the Institute endeavored to create synthetic flesh, with the first research initiative beginning in 2178. Under the auspices of Doctor Frederick, FEV samples served as the starting point for the new, organic synthetic program despite the objections of some members of BioScience. Research slowed in March 2224, as the research team concluded that the organic synth project could not proceed despite perfecting two FEV strains for the project. Radiation-induced hereditary damage proved too much of an obstacle.

The solution came in 2227, with the acquisition of a baby named Shaun who had an undamaged pre-War genetic code. Shaun was abducted from his parents in Vault 111 by Institute mercenary Conrad Kellogg. The organic synth project was spun off from the FEV research initiative, and his DNA became the basis of the third generation synths. The infant Shaun became "Father" to a whole family of engineered synthetic beings.

Two incidents caused the Institute to have a negative perception by the surface dwellers. In 2229, a defective synth caused the Broken Mask Incident in Diamond City, vilifying the Institute in the eyes of the Commonwealth, and causing no small amount of internal problems for the Institute, as he was sent out without proper testing or approval. During the 2230s, the Massacre of the CPG occurred in which the Institute killed people trying to create a stable Commonwealth government.

By 2266, the Institute had learned about the Railroad, an organization dedicated to helping escaped synths. The Institute raided and massacred the Railroad's headquarters, and murdered their leader Wyatt in 2273.

The FEV research effort continued for several more decades, despite producing no useful data; except for manufacturing more super mutants for the surface to contend with. When Brian Virgil succeeded Dr. Syverson as head of the project in April 2286, it became evident that FEV experimentation ran its course and served no useful purpose with the availability of third generation synths as a better alternative. The FEV program ended completely after Virgil went rogue and fled into the Commonwealth. Shaun had the FEV lab sealed off and Virgil's escape covered up, saying that he had died in an accident in the lab. The Institute is constantly facing shortages in its power budget, in no small part due to the fact that the molecular de-materializer (the only way in and out of the facility) requires immense amounts of power for each use. Moreover, despite the luster of the Institute's facilities, a lot of the crucial facilities (particularly the reactor) are pre-War technology and despite continued maintenance requires increasing amounts of resources to keep running after two centuries of expansion. The technology still holds up, as it was built to last.

To overcome at least one problem, the ultimate goal of the Institute is energy independence, which they believe can be achieved by restarting the ancient nuclear reactor once used by the C.I.T. to perform experiments and providing the Institute with near limitless power. The design has been revised and the reactor itself extensively upgraded and improved, turning it from a testing reactor into a proper source of electricity. Activating it would free the Institute from the need to compromise and sacrifice, and especially drawing power from above-ground installations.

Organization

The Institute allows humans to live in a clean, safe, comfortable environment deep underground, free from the strife and environmental hazards present on the surface. Their headquarters is located underneath the C.I.T. ruins.

Over the decades of isolation and development, the Institute has developed a very effective system that maximizes efficiency and promotes individual development and research. The leadership over the Institute is in the hands of the directorate, made up of the individual heads of each division, and one specially-appointed director. The divisions of the Institute are fairly autonomous, perfectly capable of functioning without intervention. Where those divisions interact, however, problems can arise. As such, the director is appointed to set policy, resolve disputes, and otherwise act as an intermediary. Each director heads a division that is instrumental to the Institute's continued existence. On the other hand, despite the pressing need for cooperation, knowledge is heavily compartmentalized and the divisions are often kept in the dark by each other or by Father regarding important information. Inconvenient facts are routinely buried under pretenses, especially when it comes to high-profile members fleeing the organization, like Dr. Brian Virgil.

Due to the fact that the Institute exists in isolation from sunlight, there is an artificial time cycle implemented to simulate a day-night cycle. "Quiet time" for resting runs from 10 p.m. to 6 a.m.

Advanced Systems

Headed by Madison Li, the Advanced Systems division works on applied physics (plasma weaponry and teleportation), as well as special projects currently classified. They are also responsible for the advanced weapons and armor that the synths and Institute members wear on their trips to the surface. They run the Robotics lab, which produces new synths. Their primary focus is the implementation of Phase Three, an upgrade to the Instute's massive fusion reactor that would completely solve their power needs for the foreseeable future.

BioScience

Headed by Clayton Holdren, the BioScience division specializes in fields of study such as botany, genetics and medicine. They are also responsible for all biotech advancements, including crop production, pharmaceuticals and genetic engineering. They also hold samples of the Forced Evolutionary Virus, which was responsible for creating super mutants. Rumor has it that they are working on a way to reverse engineer the virus to create a cure. Their most important directive is to ensure the health and well-being of everyone in the Institute. To that end, they cultivate highly specialized breeds of flora for use in food and medicine, providing the majority of the Institute's food. They have even started to explore the idea of synthetic animal life. Currently experimenting with replicated gorillas, the synthanimal initiative is just a pet project, but the potential is considered exciting.

Facilities

A thoroughly underappreciated branch of the Institute, the Facilities division under Allie Filmore is responsible for keeping the Institute in operation on a day-to-day basis. It performs daily tasks like servicing the life support systems, ventilation, and the power network. All the old technology that forms the foundation of the Institute's efforts requires constant maintenance to prevent blackouts, which can have lethal consequences for the sequestered society. In a nutshell, they keep the Institute's mechanical and electrical systems running smoothly. They maintain and upgrade all of the systems that make it possible to live and work in a place like the Institute's underground habitat: Crucial apparatus that recycles the air and water and provides power to the laboratories and quarters. The work they do might not be as exciting as some of the other departments, but it's at least as important. They have a large number of first generation synths used for maintenance duties. They are simple, but effective tools for keeping the Institute in operation.

Members of the division include the aforementioned Allie Filmore, division head (or chief engineer, as some would call her), Doctor Lawrence Higgs, a mechanical engineer overseeing the major life support and security systems, Doctor Evan Watson in power distribution, and Doctor Newton Oberly,

responsible for food and housing. He liaisons with BioScience to ensure that meals are balanced for optimal nutrition.

Robotics

Headed by Alan Binet, Robotics is a branch of the Institute responsible for the manufacture of synths. Currently focused on mass production and induction of third generation synths, it is also responsible for processing upgrades that ensure synths remain functional at optimal capacity. Currently, the division is implementing existing upgrades.

Synth Retention Bureau

Headed by Justin Ayo, the SRB was designed to perform one task: it tracks down and returns rogue synths to the Institute. To do this, the Institute created a specific synth model called the Courser. Coursers have their personality levels tweaked to ensure they won't rebel, while their combat abilities have been vastly improved over other models. Other divisions within the Institute fear the SRB, as they have a hit squad of Coursers under their command and they are very effective in their role. The SRB also works to hunt down Railroad members so they can shut down the rebel organization once and for all. The SRB also employs a murder, or flock, of "Watchers," synthetic crows with built-in monitoring devices. Synths are the primary labor force of the Institute, but the more advanced their processing becomes, the more inevitable that the synth will attain consciousness and attempt escape. As third generation synths are indistinguishable from normal biological humans, the Synth Retention Bureau specializes in the capture of runaways.

The primary instrument of the SRB is the Courser, a third-generation synth assigned to operate on the surface. Coursers hunt down and reclaim synths that have escaped the Institute. They are highly self-sufficient, trained in combat, infiltration, and tracking. In a word, Coursers are relentless. Coursers are selected from the general third generation synth population. Due to the variability of the manufacturing process, the SRB constantly monitors the third generation population looking for tenacity, fearlessness, and independence. Synths selected to undergo a rigorous training regimen. They are taught armed and unarmed combat, investigative techniques, psychology, and mechanical skills. Those who pass a final evaluation become Coursers, re-registered as X synths (eg. X6-88). The rest have their memories wiped and return to their former duties.

Synths are usually recovered by using a recall code to wipe their memories and render it inert. Once returned to the Institute, the delicate process of restoring the neural pathways to their original configuration begins. In those cases where the procedure is successful, the synth returns to duty with no memory of its time on the surface. All too often, the SRB staff is unable to repair the damage and is forced to dispose of the unit entirely.

Another priority of the SRB is surveillance, achieved by using watchers to monitor the surface remotely and covertly.

Society

Formed by the descendants of teachers and students from the Commonwealth Institute of Technology, the Institute reflects generations of devotion to technological achievement and vision. The survivors and their descendants built an impressive underground fortress, complete with virtually all the material abundance they could need, even exceeding pre-War conditions in some respects. As time progressed, they coalesced around a small ruling body made up of the division heads leading the Institute's operations and development, with sum authority falling to the director, an official who sets the near-term vision and strategy of the institute.

However, this exterior of safety and abundance belies the organization's absolute self-interest: to protect their secrecy, autonomy, and technology at all costs. As such, society in the institute reflects generations of isolation, elitism, and moral hypocrisy. The current director, "Father," claims that the surface is a lost cause and so they ruthlessly scavenge resources, siphon power, and relentlessly pursue

escaped synths for their own benefit. When confronted, most Institute members will rationalize that the ends justify the means: individual raids and minor pilfering of the Commonwealth are necessary for the development of the Institute. This philosophy echoes their vision that one day the Institute will emerge from seclusion to reclaim the Commonwealth, if not the surface as a whole, after its current residents die out.

Despite the Institute's prowess, there are a limited amount of scientists at its disposal, with a small team working with each division and several auxiliary scientists elsewhere. As a result, the Institute requires relatively little housing space and has apartments to accommodate all scientists and their families. Scientists interact regularly and often spend time inside the cafeteria and main chamber, supplemented by the numerous Gen 1, 2, and 3 synths who perform any and all maintenance tasks required to preserve the Institute facilities and infrastructure.

Due to the generational nature of the Institute, their existing scientists show considerable intelligence and motivation for technical achievement -- "geniuses" in the truest sense. Members of each division have continued pursuits in their fields, having met or exceeded the pre-War status of those professions. However, they are deeply mistrustful of outsiders (that is, anyone physically outside of the Institute) and lack a firm grasp of societal nuances outside the institute; as such, they employ a limited number of specialists to handle outside jobs, such as escort of Institute scientists, recruitment, and assassination, since the sheltered life and devotion to science have made them less capable of physical confrontation and negotiation necessary to survive.

In spite of the Institute's relative abundance compared to the outside world, its inhabitants are frequently pushy and demanding, particularly to the Gen 1 and Gen 2 synths who perform menial labor throughout the Institute. Passing conversation is often filled with verbal abuse, with inhabitants condescending to the problem-solving skills of Gen 1s or threatening to shut down Gen 2s for sub-par performance. Scientists freely use Gen 3 synths as test subjects for dangerous experiments, since they are nearly identical to humans in most regards.

Despite its secrecy, the Institute has both adopted and recruited outsiders to join their ranks. The current director, Father, was adopted as an infant and raised within the Institute. Others, like Dr. Madison Li, are recruited due to their intellect, achievements, and similar views on pursuing independent research without interference. With those they have accepted, the Institute maintains a friendly and welcoming demeanor.

While the Institute does have a working economy, there is little buying and trading taking place outside of designated areas and products from the outside world are limited. There appear to be no strict work hours for most scientists, as they often take many hours off and come and go as they please from meals; even so, the scientists are remarkably productive, with several working tirelessly for the next big "breakthrough" in their research.

Outside relations

The Institute is very secretive of the projects occurring within its organization and seeks to keep as much information internally as possible. This leads to it limiting outside contact as much as possible without compromising the security of the facility. Of course, security is an exception and the Institute's SRB operates a network of informants in the entire Commonwealth, monitoring developments to ensure they cannot threaten the Institute.

Another exception is its scientific experiments. While it seeks to minimize direct contact, the Institute has no reservations about using the surface for its experiments and as a source of readily available raw materials. All research initiatives are meticulously documented with academic precision, from hypothesis to the conclusions. For example: Warwick homestead was targeted to test genetically-modified seeds in the unique climate of the Commonwealth, in order to ascertain whether ambient radiation, soil acidity and its fertility found there could provide an accelerated growth rate and a two-fold increase in size and thus yield. Though ostensibly harmless, the research initiative involved abducting Roger Warwick and processing him to gain intelligence, then using Roger's synth replica to oversee the experiment, collect research data and eventually eliminate all evidence of the research initiative on the surface. The Institute's activities on the surface go beyond agricultural research. Past projects also involved other bioengineered experiments, including diseases and FEV-induced mutations. Abductions remain a routine element of these research activities.

Finally, anyone who holds anything of value to the Institute, especially technology and research data, are vulnerable. University Point was an example of this: When Jacqueline Spencer uncovered pre-War research on reactor efficiency and tried to find a buyer via a caravan, the Institute picked up the trail and a synth representative demanded that the town hand it over. When the settlement failed to comply, due to the chaos that broke out and Spencer being separated from the drive by her well-intentioned father, the SRB wiped the town out. The Institute also attempts to procure data from rival polities, like the Brotherhood, whenever it can, in order to maintain its technological advantage.

Threats

As an organization, the Institute fears discovery, loss of power, and the theft of their technology. This combination of hubris and fear directly impacted the way that they addressed perceived threats, preferring infiltration, subterfuge, and sabotage to direct confrontation.

Prior to 2287, the Institute sabotaged efforts by the Commonwealth Minutemen to create a provisional government; while not a direct threat, a stronger Commonwealth would be more difficult to manipulate and would inevitably attempt to locate them and their technology. This was not their original intention: at the start, the Institute had actually supported the provisional government, but their attitude changed over time as progress stagnated amidst political infighting. Nevertheless, many settlements have remained small and disconnected afterwards, particularly with the waning influence of the Minutemen, making them vulnerable both to external threats and Institute infiltration.

The principal foe of the Institute in 2287 is the Brotherhood of Steel, which is ideologically opposed to the activities of the Institute. The Institute seeks ways to counter the Brotherhood without forcing a decisive confrontation unless the outcome is assured in their favor.

The Railroad is a threat of secondary importance, targeted mostly to minimize the disruption of Institute operations and preserve the secrecy of its activities. While Railroad sympathizers are suspected to operate within the Institute, internal security doesn't devote much resources to rooting them out, as they are considered a minor nuisance in general despite their ideological opposition to the Institute. However, this has not reduced their ruthlessness or relentlessness in pursuing the Railroad, its agents, or escaped synths, at one point committing to a full-frontal assault of the Switchboard, the Railroad's headquarters prior to 2287 and defunct national intelligence hub.

Threats such as super mutants or raider gangs are of a tertiary nature, usually given a wide berth by Institute operatives, rather than confronted directly. Contrary to Father's claims of the Institute's desire to improve the Commonwealth, the Institute has not directly addressed these threats to the people, only direct threats to the Institute itself; further, the Institute frequently siphoned power off of successful settlements to supplement their own flagging generators. As such, the Institute generally only addresses threats to their interests, rationalizing that they can only be benefactors to the Commonwealth if they remain secret, powerful, and in possession of their own resources.

Ideology

The Institute see themselves as the inheritors of mankind's legacy of technological development, and seek not just to preserve old technology like the Brotherhood, but actively pursue the advancement of new-technology in the post-war era. Examples of their technological development include their own laser-weapon design, the invention of teleportation technology, and creation of synths. Synths are seen both within and by outsiders as the purest distillation of the Institute. The initial idea was that the human body represented the most advanced creature produced by nature, and therefore the most advanced robot that could be created would completely mirror the human body. However, synths are considered a robotic slave race by the Institute that lacks free will, and any evidence that contradicts this is swiftly dismissed.

Despite espousing altruistic ideas of saving mankind, this does not mean they have any care for surface dwellers. To them the Institute alone are the only elements of humanity that deserve to be saved, anyone else can be easily used as fodder for experiments or killed to acquire their resources. They are willing to slaughter wholesale settlements on the surface, sometimes for reasons as trivial as experimenting with soil production. They frequently murder individuals with the intent of replacing them with Synths to act as surface dwellers. Even those within the Institute are not free from the lack of ethical morals that come with the Institute's experiments, such as Swanson a Janitor that was caught

stealing cigars and subjected to FEV treatments following a trial. The experiments they focus on also frequently have dubious utility to them in benefiting either the Wasteland or the Institute such as the development of synthetic gorillas. The Institute also uses the Commonwealth as a dumping ground for their experiments that no longer serve a use, such as their Gen-1 Synths, and the Institute variant Super Mutants. All this combined has installed a massive paranoia, fear, and animosity of the Institute in the Commonwealth.

The Institute highly values their secrecy, ensuring that any escaped Synths have little to no memory of their time in the Institute, and installing Synth sleeper agents in factions they deem a risk to them. As an extension of this paranoia they sent a Synth infiltrator to the meeting of the Commonwealth Provisional Government that was meant to start talks on possible unification, where the Institute slaughtered all of the delegates destroying any hopes of a post-war government in the Commonwealth. However they largely dismiss the Railroad, the faction most dedicated to opposing the Institute as 'fighting for toaster rights'.

Despite preferring to operate from the shadows, over the course of their war with the Brotherhood they can be convinced to start acting in the open, and taking charge over the Commonwealth area in an official capacity.

Military

While the Institute is primarily a scientific group, it has a powerful army at its disposal: synths. Inside the main HQ of the Institute, the Robotics division can produce very large numbers of synthetic organisms, which can be very efficient foot soldiers with enhanced strength and resilience. This, coupled with the advanced technology at their disposal, makes the Institute's synths a serious threat to anyone who dares to oppose them. Generation 1 and 2 synths serve as the backbone of forces, equipped with variants of the Institute laser gun, shock batons, and synth armor.

Couriers are a particular type of Generation 3 synth with higher military capability, used as special agents to pursue and recover lost synths, and as special forces. They are trained and deployed by the Synth Retention Bureau. Couriers are equipped with variants of the Institute laser gun, the signature Courier coat, and synth relay grenades that allow them to teleport Generation 1 synths to help them in combat. They commonly utilize Stealth Boys.

They maintain an information network to assist them in strategy. The Synth Retention Bureau maintains a fleet of watchers, synth crows with internal cameras. From the SRB, scientists monitor live feeds from locations all across the Commonwealth with these. The SRB also inserts synth agents into positions of importance (such as the mayor of Diamond City and the leader of a successful homestead) and maintains a network of paid informants, such as merchants and bartenders.

They are the only faction in the Commonwealth with access to teleportation, and this is a military advantage. They can attack a location with zero warning at any time and leave before backup arrives. For this reason, they excel at hit-and-run tactics. Grenade-like devices can be used by field-agents to call in squads of synths to the surface.

Technology

The Institute is one of the most technologically advanced factions in the wasteland. Their primary and most notable achievement is the ability to field an army of synthetic entities and eliminate the need for menial labor, with the latest third generation models being not only indistinguishable from humans, but also immune to disease, able to subsist on minimal energy intake without loss of performance, and do not require sleep. Moreover, the Institute can assemble them at a rapid pace within its Robotics laboratory, from scratch. The Institute has constructed an entire subterranean habitat after the Great War when most humans struggle and get by with shacks and tents. Not only that, but it can also manufacture its own energy weapons and advanced armor in numbers large enough to outfit all of its security forces. Though not used extensively, the Institute can also produce plasma weapons and developed a polymerized casting for the X-01 power armor. Furthermore, it uses genetically modified crops to provide sustenance for its researchers. As a result, safe, pure water and food is also commonly available to all members of the Institute. Food synthesizers help provide a balanced diet, with additional luxury goods scavenged by synths from the topside, such as Nuka-Cola, Gwinnett beer and coffee among others.

The Institute had a large advantage, having emerged out of the ashes of one of the most advanced centers of research and development in the world. Most of its achievements are still deeply rooted in the C.I.T. For example, its security system architecture is derived from the C.I.T. Code Defender, a revolutionary intrusion countermeasure system developed before the Great War. Terminals running the original version of the system still remain in the Institute's inventory, despite advances made by the SRB. Another impressive achievement of the Institute is its development of teleportation technology. The only other factions known to possess similar technology are the Think Tank and the Zetan aliens. Unlike the Think Tank, however, the Institute is able to teleport multiple individuals in rapid succession. In the past, the Institute has also worked on cybernetics and artificial prolongation of the human lifespan. Its only test subject was Conrad Kellogg, as the program was abandoned and forgotten, save for the jealousy the grizzled mercenary inspired in Institute scientists due to his life span. Father terminated the project as he believed that the Institute was about preserving humanity rather than the fusion of biology and technology that cybernetics was poised to create. Another 'dead-end' project was the Institute's experiments with FEV. No known innovations or discoveries were made before the research into the field was ended, with the resulting armies of Super Mutants simply dumped on the Commonwealth alongside Mutant Hounds and the occasional Behemoth.

Iconography

The Institute's iconography mostly focuses on the symbol of the Vitruvian Man in red upon a white background. This symbolizes their intent to move past old limitations and advance humanity as a whole. Interactions with the player character

Fallout 3

The Lone Wanderer can either help or hinder Institute scientist Dr. Zimmer in his search for the missing "android" A3-21 in the quest The Replicated Man.

Fallout 4

The Institute, as one of the major factions of the game, offers multiple quests to the Sole Survivor. Their objective is to secure power and autonomy within the Commonwealth.

During Institutionalized, Dr. Madison Li installs a chip in the Sole Survivor's Pip-Boy which grants them unrestricted access to the teleporter, allowing them to enter or leave the institute at will (provided they do nothing to be banished). According to Li, this is a unique privilege granted the Sole Survivor by Father.

Upon gaining rank inside the Institute, the Sole Survivor is rewarded with a special signal grenade, which summons a Gen 1 synth to attack any hostiles nearby. These grenades can also be found on the corpses of synth couriers or purchased from the synth vendors within the Institute's headquarters.

To complete the Institute questline, the Sole Survivor must clear out the Railroad's headquarters under the Old North Church and eject the Brotherhood of Steel from the Commonwealth by destroying the Prydwen.

The Institute's questline will not cause the Railroad to become hostile towards the Sole Survivor until they begin End of the Line.

If the Sole Survivor completes the Institute's questline, they become the new director and can undertake quests for other members of the faction. Groups of synths will begin to patrol the Commonwealth and will assist the player character in combat.

If the Institute is destroyed during the main quest(s) The Nuclear Option, Classical Radio will be shut down and unavailable to listen to. However, jukeboxes built in settlements will still work.

Notable members

Notes

After becoming the director, various members of the Institute will remark on how the player should approve new policies, make some reforms and reconsider priorities. However, none of those are available in the game and at best suggest what the player could be doing in the future.