

Bombs Dropped: Vault 37
Board of Directors



Background Guide

Letter from the Secretary-General and Director General

Hello delegates, advisors, parents, and teachers,

On behalf of us, your Secretary-General Isabella Balbi Masso and Director-General Alexandria Cerini, and all of our Secretariat, we would like to welcome you all to the 37th iteration of the Florida International Model United Nations Conference! This upcoming FIMUN will continue to be held at Florida International University's beautiful Modesto A. Maidique Campus from March 14th to 16th, 2025.

This year we have selected the theme of "Diplomacy in a Divided World," where delegates will be prompted to show diplomacy during challenging and engaging scenarios in a wide variety of General Assembly, Specialized, and Crisis Committees. Both of us originate from opposite sides of the ocean and have seen the division of the world, especially in our modern day. We are strong believers that every person, even young students, have the ability to show diplomacy and change the world. Being able to act with diplomacy in cases of adversity, disadvantage, and injustice is a skill that every person should learn and harness to make the world a better place, not just for themselves but for everyone.

We are working hard to provide every delegate with a committee that they will love, and an unforgettable experience where they will make new friends, learn new skills, and discover the amazing world of Model UN! This year we will be hosting 15 committees each one focusing on a different current, historical, or fantasy issue, with an amazing staff who are prepared to make this FIMUN the best one yet!

We are incredibly honored and excited to welcome you all to our amazing campus and conference this March, and cannot wait to see each and every one of you succeed!

See you soon,

Isabella Balbi Masso and Alexandria Cerini
ibalb007@fiu.edu and aceri008@fiu.edu
Secretary-General and Director-General
Florida International Model United Nations 37

Letter from the Under-Secretary General

Dear Delegates,

My name is Kathy Cuellar and I will be your Under-Secretary-General for Crisis for this iteration of FIMUN 37! I am a senior at Florida International University double Majoring in Politics and International Relations, while working toward certificates in Latin American and Caribbean Studies and National Security Studies. Last year I had the honor of serving as the Director of Delegate Affairs for last year's FIMUN 36 and I am incredibly excited to be serving as your "USG" of Crisis for FIMUN 37! I was born and raised in Miami, Florida, making FIU a natural choice for me to attend and I have not regretted it since! I have been on the FIU Model UN team since Fall of 2023 and as a delegate, I have been able to not only learn new skills but also make new friends. I hope that you can have as much fun participating as we have had in planning these committees!

The FIMUN 37 team has worked extensively to create these exciting and unique committees curated toward delegate learning and enjoyment. As you look through these committees, you might notice that we try to put a little part of the world (and the multiverse) into different committees. This year's selection of the crisis committees starts in 1300 with the Fall of the Golden Horde in Eastern Europe, jumping to the 1530s with the Spanish (but the S is Silent): Court of Charles V, fast forwarding to 1975 to Bet(ting) on Green or Black with the National Security Council on the Angolan Civil War, reconvening with modern times to find where X Marks the Spot with Twitter Board of Directors in 2022, and then jumping into hyperspace to reach the planet of Dune with It's Getting Spicy In Here: The War for Arrakis. As for the ad hoc... well we can't tell you guys yet! All the topics have been selected to take you guys through a journey of problems, cooperation, and solutions to solve the crisis at hand!

As we move closer to FIMUN 37, our secretariat, directors, chairs, and staffers are working hard to make this experience unforgettable and enjoyable! We're all excited to see how you guys plan on making your part and impact in "history!" As we move forward with FIMUN, please remember the importance of these events, as they may deal with sensitive topics and hold much importance (although some may be on the niche side). I am looking forward to seeing the chaos, shenanigans, and brilliance delegates will create in our FIMUN 37 crisis committees! If there are any questions or concerns, please feel free to contact me, your crisis directors and chairs, or the secretariat of FIMUN 37.

~ Best of luck,

Kathy Cuellar

kcuel007@fiu.edu

Under-Secretary-General of Crisis Committees

Florida International Model United Nations 37

Letters from the Director

Dear Delegates,

I hope the wasteland has treated you well, my name is John Weaver and I will be your Director for FIMUN 37 in the Bombs Dropped: Vault 37 Board of Directors committee. The Fallout series has been one of my favorite game franchises for the longest time and my passion developed when I was a boy where I would stay up past 12 watching my father play through Fallout 3, and 4. Since then I have played through Fallout 3, New Vegas, and 4 numerous times putting in hundreds of hours to the franchise. When I saw that Amazon had announced a new Fallout TV show I was inspired to bring my favorite game into one of my favorite hobbies, and this committee was born. Over the weekend expect to plan creative experiments, and live them out as representatives of Vault-Tec and other major pre-war companies within Miami's one and only Vault 37.

Throughout the committee I will be viewing collaboration, and diplomacy as one of the most important factors in performance. Delegates being undiplomatic or uncollaborative will be viewed very unfavorably as I find it to be completely against the point of Model United Nations. I will also be watching for participation in unmods, not only in the form of leadership, but also in the form of content on the papers. I find that it's important to be a fully rounded delegate that not only leads the direction of the bloc, but also puts content onto the paper. So those who are able to effectively use both will be viewed favorably.

I wish you the best of luck as you traverse the harsh and dangerous wasteland that is Fallout and I'll see you in March!

John Weaver
Jweav026@fiu.edu
Vault 37 Board of Directors Director
Florida International Model United Nations 37

Letter from the Chair

Hello delegates,

My name is Xavier Bauman, and I am excited to welcome you to the “Guiding Bombs Dropped: Vault 37 Board of Designees” specialized committee of FIMUN 37, which just so happens to be the first committee I have ever chaired!

I am a freshman at Florida International University majoring in International Relations on a pre-law track through FIU’s Honors College. I have experience in project management and debate in high school, and I felt like Model UN was a great medium to further my speaking ability, my social and critical thinking skills, while making plenty of valuable connections at the same time. I joined August of last year, and in the last semester I made many friends, became significantly better at public speaking, and had the privilege of traveling to Washington D.C., officially representing FIU at a national conference! One of the largest influences on my decision to pursue my education at FIU was because of how prestigious our Model UN and International Relations programs are, and I hope our team can help translate that prestige into your experience this weekend!

Science fiction and the world this committee takes place in has been close to my heart since I was a little kid. I have fond memories of watching my dad play Fallout 3 and New Vegas, and the long talks we had about alternate history and future technology inform many of my interests to this day. I’ve basically grown up with this franchise, eventually playing the games I watched my dad play many years ago, spending long hours surfing the Fallout Wiki, and watching an incredible assortment of lore videos, and finally watching the 2024 series. Suffice to say, John and I are very ecstatic to bring this franchise to life in this committee.

I hope you are as excited as we are - good luck delegates!

Xavier Bauman

xbaum001@fiu.edu

Vault 37 Board of Directors Chair

Florida International Model United Nations 37

Sensitivity Statement

FIMUN 37 has a zero tolerance policy on racism, sexism, xenophobia, homophobia, and transphobia. If delegates are found to be engaging in any such actions or rhetoric are open to disqualification from awards.

We ask all delegates to be conscious of the histories and context of their countries or characters for their committees. Many of our committees focus on the stories and topics relating to historically oppressed and marginalized communities and regions. While these committees are simulations, the histories behind them are real, and disrespect towards the histories and existences of people represented in our committees will not be tolerated.

On our website, we have an anonymous report form if delegates encounter such actions. While we hope to avoid the need for such, this form will be checked regularly by our Secretariat to ensure that all delegates at FIMUN 37 can enjoy their weekend comfortably.

To preface the content of this background guide I want to note the various different experiments done by Vault-Tec within the Project Safehouse. Many of these experiments are unethical in nature and are not only discouraged but disallowed for the Vault 37 experiment. Any usage of eugenics, genetic manipulation, torture, sexual assault, murder, and other similar subjects are not to be discussed or to be used.

The intent of this committee is not to take light of the experiments conducted in the game or done in real life during times of war, and delegates are to ensure their language and content respects humanity and others.

Land Acknowledgement

We acknowledge that our university is located on the ancestral homelands of sovereign Native nations, including the Tequesta, the Calusa, and today, the Seminole Tribe of Florida, and the Miccosukee Tribe of Indians of Florida. We pay our respects to the traditional custodians, the Elders past and present, by fully recognizing Indigenous sovereignty as well as the historical and contemporary relationship between Indigenous peoples and their traditional homelands. It is within our responsibility as an academic institution to uphold knowledge about the history of our institution with the original stewards of this land that we live, learn, and work on. We encourage our delegates to read and learn about ways to support our local Indigenous communities in their efforts to preserve Seminole and Miccosukee land and water rights, cultural practices, and the conservation of the environment.

Consistent with our University's commitment to diversity, equity, and inclusion, FIU is working towards creating an academic environment that is inclusive of Indigenous students, faculty, and staff who have often been rendered invisible due to structural discriminatory practices. At FIU, we hold ourselves accountable to serving local, regional and worldwide Indigenous communities through academic policy-oriented research, education, partnerships, community service, as well as enrollment initiatives to overcome the effects of Indigenous exclusion and erasure in our own academic institution. It is our hope that acknowledging the land helps us to better understand that harm has been done and address the legacies of violence in our communities in order to create a pathway to true healing

Rules of Procedure

Motions

Motion to Open/Resume Debate

Opens the floor for debate. Delegates may now begin to provide further motions.

Motion to Open Speakers List

Opens the Speakers List, wherein delegates can deliver speeches without a set topic.

Motion for a Moderated Caucus

Opens a set speakers list for debate on a specified topic. Total time and speaking time must be specified within the motion.

Motion for an Unmoderated Caucus

Opens time for unregulated working time for delegates to work within their blocs on working papers/draft resolutions/directives.

Motion for a Round Robin

Opens a Round Robin, where every delegate in the room delivers a speech for a set time without a designated topic. Will start from the delegate that motioned and will either go clockwise or counterclockwise at delegate's discretion.

Motion for a Gentlemen's Unmoderated/Consultation of the Whole

Similar rules as to a normal Unmoderated Caucus, however all delegates must remain in their seats.

Motion to Introduce Working Papers/Draft Resolutions/Directives

Opens the floor to begin formal procedure on papers. Order of address if not specified will default to order in which each paper was introduced.

Authors Panel

Generally motioned for alongside the introduction of Working Papers/Draft Resolutions. Involves a Reading Period for Delegates to read papers, an Introduction where a panel of Delegates present the paper, and a Question and Answer portion, where sponsors of the paper are asked questions by fellow delegates about the paper.

Motions for For and Against Speeches

Opens a short speakers list where (generally speaking) 2 delegates are called to speak for and against a given working paper/draft resolution/directive.

Motions to Enter Voting Procedure and Voting Methods

Goes alongside a motion to end debate when in General Assembly and certain Specialized Agencies. Delegates will vote on papers on the floor. If no voting method is specified, committee will default to placard vote.

Placard vote operates the same way as votes for procedural matters. Delegates raise their placards to vote For, Against, or to Abstain if they stated they were Present.

Roll Call vote will have the chair call Roll Call once more, and when delegates are called they will state whether they vote For, Against, or if they Abstain.

Votes by Acclimation involves calling for general consensus, where the paper will pass unless anyone votes Against. Then placard vote is in order.

Points

Point of Inquiry

General question regarding committee or the conference

Point of Order

Question or correction regarding parliamentary procedures

Point of Personal Privilege

Personal request unrelated to committee. (e.g temperature in the room or seating issue)

What is a Crisis Committee?

Crisis committees are dynamic committees that differ substantially from your typical General Assembly. You might be asking yourself, what exactly is this difference? The difference is that, unlike in General Assemblies, where everything is taking place in one setting (your committee room), there are “two rooms” in a crisis committee. One room, which is your committee room, is where you will be debating on recurring issues plaguing the committee and its “setting.” The other room consists of your crisis director and their staffers, where they are responding to the committee’s crisis notes and engendering crisis updates, which can either be delegate or staff driven. Delegates are welcome to prepare not only a public policy but also a composition of their own private interests to pursue through personal notes to the crisis staffers.

How do I begin to prepare for a crisis committee?

There are many ways you, the delegate, can prepare for a crisis committee. However, for the purpose of this guide, a standard that is generally widely used by delegates will be written here for your convenience. To start, reading your committee’s background guide written by your crisis directors will help you get a kickstart on your preparation efforts. The background guide, while it gives plenty of context to your topic, should not be the only research you bring to the conference. Rather, it should be giving you an idea as to how you would want to research for your committee. Not just for historical context, but also for your crisis arcs, speeches, and directives.

What is a Crisis Arc?

A crisis arc is the story that you are going to be writing to your crisis staff through crisis notes. Crisis arcs are the most integral aspect of your research and preparation for a crisis committee. They consist of every single idea that you plan on showcasing to your crisis staff through your crisis notes in order to influence your committee. When crafting a crisis arc, you should keep it secret from every other delegate in your committee, even if they ask! The best crisis arcs are typically the most creative and most detailed. As a result, these arcs will be the most likely to be brought to the committee’s attention by your crisis staff. Think of making a crisis arc like you’re writing a story or a movie script. This plan is top secret and will allow you to pursue personal interests and ulterior motives to impact your committee room.

What is a Crisis Note?

A crisis note is what you write to your crisis staff in order to influence action in your committee. Crisis notes should be written with some form of action. The better prepared your crisis arc is, the better your crisis notes will be in regards to the action(s) you want to take behind the scenes. Your crisis notes should be kept “secret” from other 2 delegates in your committee, unless you are collaborating with another delegate to influence action in the committee. The more detailed your crisis notes are, the more likely you are to get a crisis update from your crisis staff. Like the aforementioned crisis arc-story analogy, think of your crisis notes as the chapters to your story (crisis arc).

What is expected of the committee?

A crisis committee is very atypical in conflation with a General Assembly, but it is still a very fun experience that you will soon come to embrace! When you walk into committee, you are expected to be ready to debate on pressing issues and write crisis notes! Prior to the start of committee, the chair and crisis director will give you their specific expectations. The crisis director and their staff will walk into the committee to give the first crisis update. Afterwards, the crisis staff will return to the crisis room, and the chair will take a roll call, then will look for motions to, usually, discuss the crisis update in a moderated caucus, or your own unique motion! Once committee officially starts, you are expected to either be debating about finding a solution via a directive, or composing your top secret crisis note, which will be collected by your crisis staff.

What is a Crisis Room?

The crisis room is where your crisis staff will be for the majority of the conference. Unless it's under a circumstance where someone from the crisis staff and or the crisis director wants/needs some clarification on a crisis note, delegates are not allowed to be in this room. In this room, the crisis staff will be responding to crisis notes. As these crisis notes are responded to, the crisis director will choose the best of the actions in the round of notes to incorporate into a crisis update

What is a Directive?

A directive is the resolution that you are deriving in response to the crisis update. Directives are basically General Assembly resolutions, except that they are much more 3 concise and to the point. In a moderated caucus, you are discussing the ideas that you have in your directive that you feel would be best to solve the problems given in the crisis update. When comprising the directive, feel free to give it a creative name! In an unmoderated caucus, you are meeting with the other delegates in your committee to merge these directives, especially if your fellow delegates had a similar idea to yours. Once these directives are merged, you would read through each and vote for them just as you would a General Assembly resolution. It is also worth noting that the best directives are usually incorporated in crisis updates by the crisis director.

Committee Powers and Structure

General Assembly

Throughout the first half of the committee we will be following standard General Assembly procedure where delegates will be permitted to form blocs and write resolution papers on the structure of a vault.

Through this process delegates will be able utilize their position as a representative of a major corporation to theme experiments and structures of a vault in a way that uses the corporation's products and principles.

While some delegates may not be the CEO or president of the company they are representing for the purposes of this committee each delegate will have equal representation in voting.

Once the drafting of resolution papers is finished delegates will enter into an authors panel to introduce the papers, and a voting procedure to determine which structure Vault 37 will follow.

Overseer Election

After the structure for Vault 37 is determined a committee wide vote will be held where delegates will be nominated to run for overseer.

If nominated a delegate will be entered into a special election process where they will be granted a short time to explain why they should be voted as overseer.

Once all nominations have been stated and delegates have provided speeches in favor of their election as overseer, a vote requiring 2/3rd majority will be held to determine the new overseer of Vault 37.

In the instance that no delegate has 2/3rd majority in votes it will be determined none are fit for overseer and new nominations will be taken and the whole process will be repeated.

Once an overseer is chosen they will be granted special privileges inside of the crisis portion.

Crisis

During the second half of the committee, delegates will assume a standard crisis procedure where there will be updates from delegate driven arcs.

The committee will use the standard two pad system where delegates are expected to further personal goals through notes and joint personal directives.

In the front room delegates will create solutions to updates through written directives that are combined and submitted to the dias.

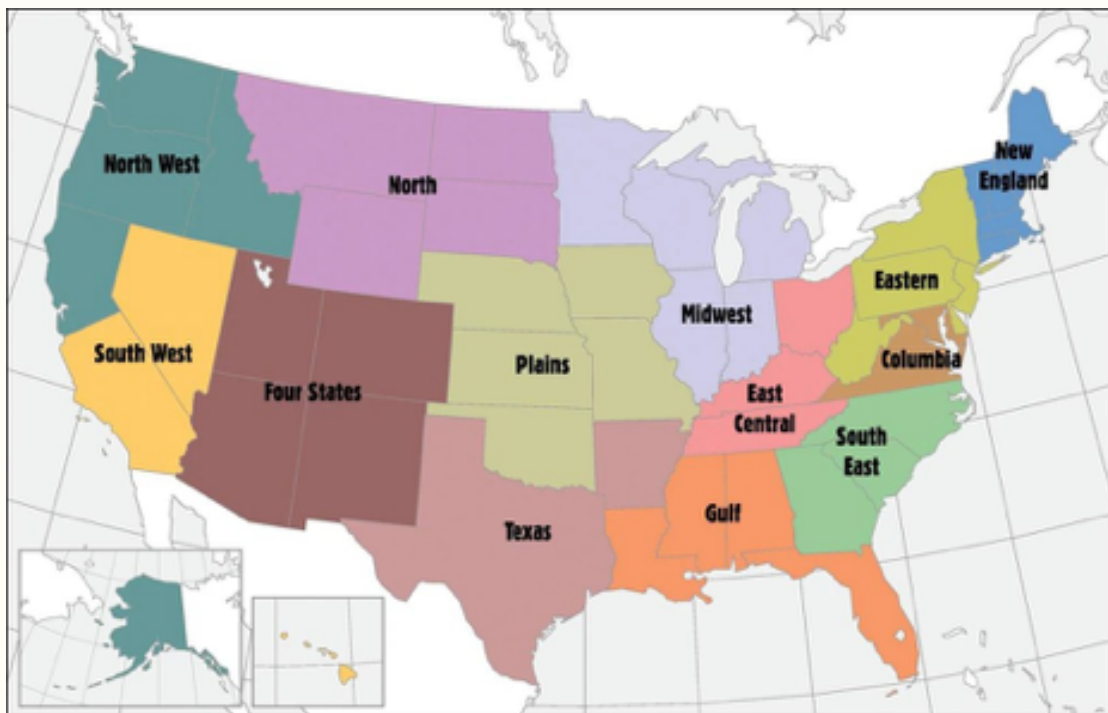
Directives will then be voted upon by delegates and affect future updates based on content.

Whether it's opening the vault early, or keeping it sealed indefinitely, delegates will be given all the power to determine what happens inside of Vault 37 200 years after the bombs drop.

Timeline

1940-2052

The beginnings of our timeline starts in the mid-20th century where most of history matches up with our real world. However, in the post-WW2 eras Fallout takes a couple of creative liberties on how the world develops. While there are still many similarities in history like The United States and Russia still enter the cold war, and due to tensions the USA enters Vietnam in the mid-1960s. Our first major difference in history comes in 1969 where the United States took drastic measures to fight off communist influences on their territory. To do this the USA restructured the 50 states into 13 commonwealths (figure 1) and reworked their flag into a 13 star flag (figure 2).





The United States is more or less successful in the attempts to steer away communist influence on domestic territory, but in other factors there are numerous failures. Due to such major changes there is widespread political strife, paranoia, and unrest throughout the country. This political strife was caused because of a major flaw in the designs of the 13 commonwealths. In their designing, the United States hoped to create a form of intermediary between the state government and federal government levels. This was intended to create legislation broad enough to affect states close by and similar in nature without affecting dissimilar states. While this was a noble cause from the US to be able to make changes and prevent communist influences, the politics of commonwealths led to many of them doing everything they could to benefit their causes even if it was at the detriment of a fellow commonwealth.

In the long-run the political strife did have some benefits for the United States. As the commonwealth's fought, the tensions of the Cold War were higher than ever. These two factors together led to a technological boom in the United States where fields such as robotics, and AI harnessed nuclear power to reach levels only possible in science-fiction, and the one who's at the head of this golden era of robotics is Robert House who is born in 2020. In his adulthood House goes on to create his own company RobCo a mega-corporation known for its numerous creations and most famously for the Pip-Boy a wrist-mounted device that is effectively the Iphone of the Fallout World.

Resource Wars

Invasion of Mexico

With the mass development of technology came higher need for oil, and nuclear power, which meant that every nation was competing for very scarce resources, and inevitably the resources were beginning to run dry. Petroleum and uranium were both needed by virtually every major nation across the world, and with only so many countries having access to mining these resources' prices skyrocketed. Countries with high access to these resources such as the countries of the Middle East, and Mexico began to take action to ensure that their own people could have access to the reserves of petroleum. These actions took place in the form of economic sanctions, protectionism, and other forms of extreme nationalism.

However, many nations that highly relied on these resources were beginning to become desperate for the resources and decided to do whatever it took to gain access to them. The United States for example in 2051 invaded Mexico to ensure that petroleum would continue up north. Unfortunately for the Mexican people, the United Nations was powerless to stop the US' endeavors. Citing national security and political security, the United States ravaged through Mexico to ensure that they could have their resources. While unbeknownst to most, this invasion began a long chain of events that would directly lead to the great war.

Euro-Middle Eastern War

Seeing the American success, the European commonwealth followed suit against the Middle East when tax hikes and price increases started affecting European oil prices. Since the European Union long relied on imports of oil, the Middle Eastern price increases affected them far more, and they sent military units in April of 2052 entering war against the Middle East. This war that the European Commonwealth entered, however, ended up backfiring against the world as oil prices skyrocketed further whilst the two regions fought for control over oil deposits.

These global price raises led to numerous nations being unable to afford oil at all and the world saw numerous nations go bankrupt. The bigger impact of all, however, could be argued to be the implosion of the United Nations which followed three months after the war began.

This war would ensue for the next 8 years, and escalated to its peak following the destruction of Tel Aviv on the behalf of a terrorist organization in December 2053. In the following years after its destruction, the Middle East saw numerous nuclear exchanges that led to global panic. Many nations were afraid of a thermonuclear war, and began taking action domestically to protect their civilians. One prime example of such action is the Operation Safehouse founded by the United States in attempts to create vaults across the US(more on this later though).

The Euro-Middle Eastern war came to an end after the Middle Eastern oil reserves ran dry, and with no reason to invade the European Commonwealth backed out. However, at this point in 2060, all hopes were lost for the two regions as they were reduced to utter ruin. The European Union dissolved, and the member nations were left to bicker and determine who gets what resources.

Sino-American War

In attempts to protect themselves from any form of war, the United States and contractors such as WestTek began developments in specialized armor for infantry units that would multiply manpower by dozens. This technology soon dubbed “Power Armor” began development in 2065, and would allow units to arm heavy weaponry such as machine guns without harming mobility.

Subsequent research into powering this armor led into one of the biggest technological advancements that mankind had seen up to that point. In 2066 the United States announced to the world the creation of fusion cores, a technology that managed to harness nuclear fusion as opposed to the commonly used nuclear fission. While crude in design, the technology was very effective, and allowed for mass-production of power armor to be capable. With this new advancement, WestTek was able to release the first rendition of their power armor, the T-45 model which was released in 2067.

However, while the United States developed their technologies, tensions brewed overseas, especially with China. Due to the resource wars, the US refused to share any form of petroleum products to the Chinese government in the belief that it would lead to the destabilization and eventual collapse of the communist nation. With desperation rising, the

Chinese forces invaded Alaska turning the Anchorage frontline into a warzone. However, with Canada refusing to cooperate and allow US troops to cross on Canadian soil, it prevented the US from being able to respond quickly enough. This in turn allowed the Chinese forces to capture Alaska’s oil lines, reserves, and derricks. The United States was fortunately able to pressure Canada into allowing them to cross the borders to eventually enter Anchorage for reinforcements. With the newly announced Power Armor the US went in with hopes to win the war rather handedly, however, it was not enough and led to a 10 year war of attrition from 2067-2077.

Annexation of Canada

As the war went on many casualties were seen on both sides, however, the largest loss was not on the behalf of the Americans, or the Chinese, but instead the Canadians. By 2069 Canada became Little America and had many of its resources exploited by Americans. As the war raged on Canada became more and more reduced to a simple colony of the American government. As expected, the Canadians did not appreciate this and attempted to revolt in 2072, by sabotaging the Trans-Alaskan Oil pipeline. This led to the US taking Military action against Canada and over the next five years it began to take form as more and more of a military encampment for US forces. This officially began the track towards the annexation of Canada.

The Great War

As the resource wars came to an end the United States began to make movements to try and fully destabilize China. This included invasions of the Chinese mainland utilizing the newly developed T-51 rendition of the power armor. This officially marked the beginning of the path towards the great war. On January 28th of 2077, troops were deployed to try and stabilize the United States, prevent communist influence, and contain riots. Essentially the US sent the very veterans who saved the country in Anchorage to turn against their own people in order to prevent “riots.” However, due to losses from the war, and units being stretched thin, forces overall were depleted, and the US was forced to shut down numerous bases and replace them with automated defenses. Meanwhile the US sent the forces that armed these bases into the meat grinder of the Asian battlefield. This left numerous veterans, and soldiers feeling abandoned by their country and desertions compiled massively especially amongst troops that were sent to contain riots.

October 23 2077

The great war was a result of the many global conflicts that plagued the world during the 2050s-2070s. This was amplified by all of the US leaders ditching the ship and abandoning it leaving it to be virtually ruled by Vault-Tek, a defense contractor in charge of the Project Safehouse. Many experts and leading scientists had long been predicting that a full-blown nuclear war would occur by 2080, and on the morning of October 23, 2077, these predictions had come true. At 3:37 ET, a squadron of stealth bombers were spotted off the Beiring Strait and were believed to be of Chinese origin. To further these suspicions there was a Chinese stealth submarine that was moved closer to the American East Coast. Due to a supposed malfunction in the operative systems all warheads except for one were launched by the Yangtze submarine.

Six hours later the US Integrated Operational Nuclear Detection System spotted the first four missile launches aimed at the US and sent the country into DEFCON 2. Thirteen minutes after missiles were spotted the president acted and launched a retaliatory strike towards China. While the fate of China is unknown, nuclear bombs hit the US, and catastrophic losses were suffered country-wide. The first missiles hit Pennsylvania and New York at 9:42 EST with the west coast hit immediately after. Five minutes following the onslaught the capital Washington D.C was hit, and the US went virtually silent. For 2 hours following the first bombs there was non-stop bombing on behalf of both the Chinese and US governments leading to both nations facing severe losses.

Project Safehouse

Once word spread that bombs were beginning to be set off and, on the way, Vault-Tec began providing entry to select individuals to their vaults to ensure their safety. This brings us to the main purpose of this committee. As mentioned before due to speculation of thermonuclear war during the Euro-Middle Eastern War the United States began Project Safehouse. This project headed by the contractors Vault-Tek set out to create 122 vaults that would be able to protect certain individuals from the nuclear fallout. Set in motion in 2054 the United States struggled to fully finance it, and had to turn to junk bonds to ensure some vaults were built. However, due to lack of funding only 122 vaults were made enough to only host .1% of the American population.

Experiments: Topic of Committee

Contrary to what Vault-Tek would claim, a set group of elites within the government, and within Vault-Tek had ulterior motives within designing vaults. Each vault was designed to have an experiment to test the limits of humanity with experiments ranging from outright eugenics utilizing only the smartest of children, or children of certain backgrounds to human rights violations such as solitary confinement of a single individual, or mass overpopulation of a vault.

One such example of these vaults is Vault 37, and Vault-Tek has called each one of you forward to assist in programing and designing the vault. Each of you are the leads or a major spokesperson of major corporations inside of America. You are tasked with looking into Vault 37 located in Miami Florida and fully design the vaults parameters including size, special features, capacity, rations, and experiments of the vault.

The World After

The nuclear warheads used throughout the several bombings of the Great War were strategic nuclear warheads that ranged from 200-750 kilotons of explosive yield. The lower yield warheads ended up being worse for the Earth as they deposited soil and debris into the lower atmosphere and led to a more concentrated stronger fallout that enveloped the entirety of the Earth. This led to irreversible changes for centuries to come to the world and its ecosystem.

The results of this fallout was devastating, as the nuclear effects combined with the biological and chemical weapons that saw widespread use during the Sino-American War. The effects changed the climate in a way that the majority of plants could not grow or be cultivated. This included a large range from common vegetables to more specialized crops. Because of this lack of farming, survivors had to adapt and utilized crop variants that were mutated by radiation. Common sights were mutated cabbages, maize, and tomatoes all across the wasteland.

Animals were also radically affected by the fallout. The radioactive fallout, and various experiments leaking mutagens led to total genetic mutation across species. Virtually overnight new species were created from the radiation and replaced animals that were seen pre-war. Some of these mutated species ended up being more beneficial for survivors as they were more suited for the harsh conditions of the wasteland. One such example of this is the brahmin, a genetic child of the modern-day cattle. It required less water, less grazing area, and provided much in return.

Humanity Post-War

Raiders

Humans unfortunately were additionally affected by the wasteland and its effects. While many humans were affected genetically those who weren't saw psychological changes. After the bombings groups banded together to fight for resources and the little shelter that remained. These survivors banded into towns, tribes, and gangs of raiders. Those who lived in cities managed to remain somewhat civil, but those out of it began resorting to any costs to survive.

These Raider groups can be found virtually everywhere in the wasteland living without any purpose beyond survival or thrills. Most raider groups are short-lived and loosely-organized gangs that barely scrape by due to the harsh wasteland. Within these raider groups, the members consist of hostile, lawless, and chemical-addicted goons who roam the wastes fighting anyone who they see. These raiders have no alliances, and barely any loyalty to members of their own group. This leads to not even their fellow raiders being safe from their cruelty. Within bases there are many signs that these wastelanders kidnap, torture, and kill enemies and their own.

Brotherhood of Steel

Some factions within the wasteland set out to bring back peace to the world and try to return the world to the way it was before. One such faction is the Brotherhood of Steel, a national organization that follows a paramilitary order with chapters that operate across the commonwealths of the United States. The Brotherhood's core purpose is to preserve the technology of the world before the war. Once they preserve a technology, they believe it must be regulated properly as humanity cannot be trusted with the means to destroy itself or else it might lead to apocalypse once again. Within the ranks of the Brotherhood, they tend to be rather isolationist and do not involve many outsiders. However, the Brotherhood has consistently proven itself to be one of the most important organizations in the history of the wasteland. Due to their longstanding history and commitment to preservation, they hold long in-depth records of history that would be lost without it.

The Brotherhood operates under strict military order with very strictly enforced hierarchy and chains of command. Loyalty to the organization is of utmost importance to the members. The second most important is the dedication to the Brotherhood's mission. The third is that of dedication and loyalty to a superior officer. These three goals are considered sacred by the members, and each and every member is expected to follow these rules in that order exactly. The goals of the Brotherhood's system created by their founder Roger Maxson were twofold. Firstly, it ensured that members of the Brotherhood could operate in a way that their ties to the pre-war military or government could not be abused, and ensured that any surviving general or politician would not be able to invoke their oaths against the priorities of the Brotherhood. Secondly, it gave the survivors of the wasteland an idea to believe in and have something to dedicate themselves to in a way that gave their lives meaning post-war.

Whether someone was born into the Brotherhood, joined, or was taken in, they all receive a general education under the Brotherhood. This education consisted of a variety of subjects ranging from the history and culture of the brotherhood to lessons in warfare and combat. For older members or those who join later in the Brotherhood, they begin basic training and receive advanced education that aids them in preparing for their specialties.

Questions a Resolution Must Answer

1. Who will be entered into the vault?
2. When will the vault be scheduled to open?
3. What will the day to day life of vaultdwellers look like?
4. Will there be any special holidays or ceremonies for vaultdwellers?
5. What will happen if radiation is leaked into the vault?
6. How will criminals and wrongdoers be handled?
7. What will be the system for rationing and distribution of food, water, and other essential resources?
8. What medical care will be provided to vault dwellers, and how will medical emergencies be handled?
9. How will vault security be maintained, and what measures will be taken to prevent internal threats?
10. What type of education and training will vault dwellers receive?
11. How will the vault's technological infrastructure be maintained and upgraded?
12. What happens if the vault reaches capacity?
13. What will be the relationship between the vault and the outside world?
14. How will long-term psychological and social stability be ensured for vault dwellers, including mental health programs and measures against isolation or claustrophobia?

Dossier

Pre-war

- Robert House (Rob-co Industries CEO)
- Frederick Sinclair (Big MT Executive)
- Giles Wolstencroft (Assistant CEO of Vault-Tec)
- Leon Von Feldon (Researcher at West-Tek)
- Supervisor Bardwell (Supervisor of West-Tek NBC Division)
- Major Barnett (Military Supervisor of West-Tek FEV Testing)
- Julia Masters (CFO of REPCONN)
- Carl Rook (CEO of REPCONN)
- John-Caleb Bradberton (Founder and CEO of Nuka-Cola)
- Kenneth Aguilar (President of Sunset Sarsaparilla)
- Bud Askins (Senior Junior Vice President of Vault-Tec)
- Thomas Eckhart (Secretary of Agriculture of the US/Enclave Member)
- Stanislaus Braun (Head of Future-Tek)
- Cooper Howard (Vault Boy/Actor)
- Dean Domino (Singer and Hollywood star)
- Roger Maxson (US Army Captain/Founder of Brotherhood of Steel)
- Willis Rudd (Vim! Pop Manufacturer)
- George Wilson (CEO of Wilson Atomatoys)
- Anthony House (CEO of H&H Tools Company)
- Barb Howard (Senior Executive Vault-Tec)
- Bert Riggs (Lead Developer of General Atomics International)

- Gerard Phillips (Vice President of Red Rocket Boston Regional)
- Derek Greenway (CEO of Greenway Hydroponics)
- 24. Hank McLean (Executive Assistant of Vault-Tec)
- Betty Pearson (Executive Assistant of Vault-Tec)
- Sarah Clements (Junior Executive of Vault-Tec)
- George Yaffe (Executive Assistant of Vault-Tec)
- John Chrysler (CEO of Chrysler Motors)
- Lee Stan (CEO of Hubris Comics)
- Bartholomew Galaxy (General Manager of Galaxy News Network)

Post-war

Vault Archivist (Spec position)

Overviews the archives of the Vault and pre-war history.

Vault Technician

Ensures the advanced systems of the vault are maintained

Security Chief

In charge of the security team of the vault.

Security Officer

Patrols the vault to keep peace inside of it.

Medical Officer

Ensures the health of vaultdwellers through regular checkups

Doctor

Provides specialized care to dwellers such as surgeries

Nurse

Assists the doctor and maintains medical records

Psychiatrist

Assists in mental health needs of vaultdwellers

Laboratory Technician

Conducts experiments and research for technological advancements

Engineer

Works on the simpler mechanical systems of the vault to ensure maintenance/

Power Plant Supervisor

Oversees the powerplants of the vault and checks its levels to ensure power is kept

Water Treatment Specialist

Ensures the vault's water is kept clean and that water levels are regularly kept.

Hydroponics Technician

Responsible for providing and heading the food growth for the vault

Vault Medic

A general health worker that keeps store of the medical supplies

Maintenance Worker

Works on-call for vault dwellers to repair things such as plumbing, air conditioning, etc

Researcher

Conducts research at the vault including research of the inside to determine when it can be safe to open the vault.

Field Scout

Sent outside sparingly to explore outside areas and report on the levels of radiation.

Vault Dwellers' Counselor

Manages the social dynamics of the vault to ease social interactions and concerns

Supply Officer

Manages general inventory of food, medical supplies, etc and oversees the rationing.

Quartermaster

Oversees the inventory of specialized inventory of armor, weapons, ammunition

Communications Officer

Handles the Vault's communication systems, and ensures that it keeps communication with nearby settlements.

Educator/Teacher

Responsible for educating children and adults within the Vault.

Vault Librarian

Manages the Vault's library, which could contain pre-war books, educational materials, and technical manuals.

Armorer

Maintains and repairs weapons and armor,

Cook

Prepares meals for the Vault's residents,

Baseball coach

Coach of the little league baseball team of the vault

Judicial Overseer

Oversees the justice of the vault

Prison Warden

Watches over the prison of the vault

Prisoner

Was jailed for their wrongdoings in the vault

Gang leader

Leads a gang of youth delinquents in the vault