

New California Republic Field Primer

A Traveler's, Trader's, and Scavenger's Guide



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History

The New California Republic was born out of the remnants of the survivors of Vault 15. Abandoning their vault after scavenging most of what they could from the surviving technology and collapsed lower levels, the former residents of Vault 15 founded the small walled farming community of Shady Sands. In 2161, the community was led by Aradesh.

The village of Shady Sands began to grow and became an economic power within New California. They would soon replace the Hub as the most influential area and in 2186 the New California Republic was formed and Shady Sands was renamed NCR. The ideals of the NCR would spread over New California very quickly, with their morals representing that of the old world. By 2189 they would already consist of their first five states. These states were Shady Sands, Maxson, Hub, Los Angeles and Dayglow.

In 2196, the first president of the NCR, Aradesh, would die. In response, the council of the NCR unanimously elected his or her daughter, Tandi, as the nation's second president. By 2241, the city of Junktown would join the NCR state of Shady Sands. Also around this time, the NCR's vast supply of brahmin would be key in the growing world of economics. This would give them meat for food, leather for clothing and force competition with other growing states such as San Francisco and Vault City.

In 2241, the NCR faced problems from the New Khans, absorb Vault City, and aim to annex the squatter town

that had taken up residence in Vault 15.

While the NCR's holdings in the north made them aware of the Enclave, initially they would take no action against them. Their then-allies, the Brotherhood of Steel, were not friendly towards the Enclave, and thus the NCR would remain pacifistic towards them for several years. Eventually, in 2246, the NCR attacked with the Brotherhood and eradicate the presence of the Enclave in what became the NCR-Enclave War. The NCR continued their war on raiders, nearly eradicating the presence of the Vipers, Jackals and whatever was left of the Khans. The three raiding groups would then flee to the Mojave Wasteland.

Following 2242 and during the NCR-Enclave War, the Brotherhood of Steel relations with the NCR began to sour. They would continue their xenophobic nature to the point that during the NCR's initial movements in their war on raiders, they would refuse to cooperate with the NCR and sometimes attack them outright.

In 2248, Tandi dies at the age of one hundred and three, leaving Joanna Tibbett to take over as the third president of the NCR. The remnants of the Enclave hid within the NCR and the Brotherhood of Steel, but many would be arrested for war crimes. They would eventually push further out and leave NCR territory for the Mojave Wasteland in 2253. Chasing both the Enclave and the three raider tribes, the NCR would push their scouts towards the Mojave Wasteland. Thirty-eight NCR citizens, most likely all scouts, were massacred by the raiders in the Mojave, further pushing the enmity

between the Khans and the NCR.

The massacre would result in Joanna Tibbet in being voted out of the office of president and being replaced by Wendell Peterson. The Enclave would largely be forgotten by the NCR whose main focus appeared to be the raiders of the Mojave

In 2253 the NCR arrived in the Mojave Wasteland. Later that same year Mojave raiders massacred 38 NCR citizens. The NCR learned of the presence of the Great Khans in the Mojave in 2267. By 2270, the NCR made a name for themselves in the new wasteland, pacifying it of the tribes around Bullhead City. The NCR steadily increased their power in the Mojave in the following years. In 2271, the Ranger Unification Treaty was signed, allowing more NCR citizens to move into the Mojave and for the NCR to establish the Mojave Outpost in 2272. Simultaneously, relations with the Brotherhood of Steel, an ally in the past, disintegrated into war, greatly disrupting the balance of power in New California. Though the Brotherhood would have the advantage initially due to their greater technology and skills with weaponry, the NCR was able to bounce back in the war due to their greater numbers. However, NCR and Brotherhood relations in the Mojave remained neutral for the time being.

The NCR encountered Caesar's Legion for the first time in 2273. Aaron Kimball would become president later that year.

The NCR scouts achieved success in the Mojave by finally reaching Hoover Dam in 2274. When NCR forces

arrive at the ruins of Las Vegas, they returned home with stories of a city of lights. The two factions would parley, coming to the resolution that allowed the NCR to control Hoover Dam and exert 5 % of its power to New Vegas, which was to be rightfully owned by Mr. House and the Three Families. This resolution was chartered under the New Vegas treaty. Soon after, the NCR converted the old McCarran International Airport into the Army base Camp McCarran; the process was completed in 2275. That same year, conflict finally began with Mojave Brotherhood of Steel. While combat continued in New California, the NCR uncovered the Mojave Brotherhood of Steel's base to be at HELIOS One. The NCR cut ties with the Followers of the Apocalypse and founded their own Office of Science and Industry.

In 2277, Caesar's Legion attacked the NCR in what would be known as the First Battle of Hoover Dam. Though the NCR won the battle through strategy and pure luck, it was a pyrrhic victory as they too would be weakened. The NCR was severely disadvantaged, losing control of half the dam and expecting a second battle to take place. In 2278, the NCR carried out the Bitter Springs Massacre against the Great Khans, a decision made to ensure that no raiders attacked them in their weakened position. The massacre and a subsequent battle at Red Rock Canyon finally bringing an end to their longstanding war with the Khans.

By 2281, the NCR, took more of an expansionist role. Tension in relations with many factions in the Mojave Wasteland increased due to this new attitude. The

Legion, under Legate Lanius, was gaining power and numbers again and got many to believe that it was stronger than the NCR. Once again growing wary of the Great Khans, the NCR set up a base near the Khans, occasionally sending scouts to the area. They would not engage in conflict, with the NCR aiming to maintain the ceasefire. In New Vegas, the NCR would also begin to grow reckless and aim to seize more power from the Three Families and Mr. House.

The NCR, aiming to increase their presence in the Nevada, would spend most of the year rebuilding the South Nevada Correctional Facility, which they would rename the NCR Correctional Facility. The NCR would initially use the convicts in the facility to rebuild the train tracks located near the highway. When the Legion returned, they recalled many of their soldiers to the Colorado River. This would prove to be costly and the convicts overthrew the remaining soldiers and took control of the facility. Taking the name Powder Gangers, they would constantly become a thorn in the side of the NCR. The NCR would remain ignorant of the Powder Gangers, though they would plan a recapture of the correctional facility.

Constitution

We the People of Shady Sands, Maxson, Hub, Los Angeles and Dayglow in Order to establish Justice, insure domestic Tranquility, provide for the common defense, promote the general Welfare, and secure the Blessings of Liberty to ourselves and

our Posterity, do ordain and establish this Constitution for the New California Republic of America.

Article I (Article 1 - Legislative)

Section 1

All legislative Powers herein granted shall be vested in a Congress of the New California Republic, which shall consist of a Senate and House of Representatives.

Section 2

1: The House of Representatives shall be composed of Members chosen every second Year by the People of the several States, and the Electors in each State shall have the Qualifications requisite for Electors of the most numerous Branch of the State Legislature.

2: No Person shall be a Representative who shall not have attained to the Age of twenty five Years, and been ten Years a Citizen of the New California Republic or a new State, and who shall not, when elected, be an Inhabitant of that State in which he or she shall be chosen.

3: Representatives and direct Taxes shall be apportioned among the several States which may be included within this Republic, according to their respective Numbers. The Number of Representatives shall not exceed one for every thirty Thousand, but each State shall have at Least one Representative.

4: When vacancies happen in the Representation from any State, the Executive Authority thereof shall

issue Writs of Election to fill such Vacancies.

5: The House of Representatives shall choose their Speaker and other Officers; and shall have the sole Power of Impeachment.

Section 3

1: The Senate of the New California Republic shall be composed of two Senators from each State, chosen by the Legislature thereof, for six Years; and each Senator shall have one Vote.

2: Immediately after they shall be assembled in Consequence of the first Election, they shall be divided as equally as may be into three Classes. The Seats of the Senators of the first Class shall be vacated at the Expiration of the second Year, of the second Class at the Expiration of the fourth Year, and of the third Class at the Expiration of the sixth Year, so that one third may be chosen every second Year; and if Vacancies happen by Resignation, or otherwise, during the Recess of the Legislature of any State, the Executive thereof may make temporary Appointments until the next Meeting of the Legislature, which shall then fill such Vacancies.[4](#)

3: No Person shall be a Senator who shall not have attained to the Age of thirty Years, and been fifteen Years a Citizen of the New California Republic or a new State, and who shall not, when elected, be an Inhabitant of that State for which he or she shall be chosen.

4: The Vice President of the New California Republic shall be President of the Senate, but shall have no Vote,

unless they be equally divided.

5: The Senate shall choose their other Officers, and also a President pro tempore, in the Absence of the Vice President, or when he or she shall exercise the Office of President of the New California Republic.

6: The Senate shall have the sole Power to try all Impeachments. When sitting for that Purpose, they shall be on Oath or Affirmation. When the President of the New California Republic is tried, the Chief Justice shall preside: And no Person shall be convicted without the Concurrence of two thirds of the Members present.

7: Judgment in Cases of impeachment shall not extend further than to removal from Office, and disqualification to hold and enjoy any Office of honor, Trust or Profit under the New California Republic: but the Party convicted shall nevertheless be liable and subject to Indictment, Trial, Judgment and Punishment, according to Law.

Section 4

1: The Times, Places and Manner of holding Elections for Senators and Representatives, shall be prescribed in each State by the Legislature thereof; but the Congress may at any time by Law make or alter such Regulations, except as to the Places of choosing Senators.

2: The Congress shall assemble at least once in every Year, and such Meeting shall be on the first Monday in December, unless they shall by Law appoint a different Day.

Section 5

1: Each House shall be the Judge of the Elections, Returns and Qualifications of its own Members, and a Majority of each shall constitute a Quorum to do Business; but a smaller Number may adjourn from day to day, and may be authorized to compel the Attendance of absent Members, in such Manner, and under such Penalties as each House may provide.

2: Each House may determine the Rules of its Proceedings, punish its Members for disorderly Behavior, and, with the Concurrence of two thirds, expel a Member.

3: Each House shall keep a Journal of its Proceedings, and from time to time publish the same, excepting such Parts as may in their Judgment require Secrecy; and the Yeas and Nays of the Members of either House on any question shall be entered on the Journal.

4: Neither House, during the Session of Congress, shall, without the Consent of the other, adjourn for more than three days, nor to any other Place than that in which the two Houses shall be sitting.

Section 6

1: The Senators and Representatives shall receive a Compensation for their Services, to be ascertained by Law, and paid out of the Treasury of the New California Republic. They shall in all Cases, except Treason, Felony and Breach of the Peace, be privileged from Arrest during their Attendance at the Session of their respective Houses, and in going to and returning from

the same; and for any Speech or Debate in either House, they shall not be questioned in any other Place.

2: No Senator or Representative shall, during the Time for which he or she was elected, be appointed to any civil Office under the Authority of the New California Republic, which shall have been created, or the Emoluments whereof shall have been increased during such time; and no Person holding any Office under the New California Republic, shall be a Member of either House during his or her Continuance in Office.

Section 7

1: All Bills for raising Revenue shall originate in the House of Representatives; but the Senate may propose or concur with Amendments as on other Bills.

2: Every Bill which shall have passed the House of Representatives and the Senate, shall, before it become a Law, be presented to the President of the New California Republic; If he or she approve he or she shall sign it, but if not he or she shall return it, with his or her Objections to that House in which it shall have originated, who shall enter the Objections at large on their Journal, and proceed to reconsider it. If after such Reconsideration two thirds of that House shall agree to pass the Bill, it shall be sent, together with the Objections, to the other House, by which it shall likewise be reconsidered, and if approved by two thirds of that House, it shall become a Law. But in all such Cases the Votes of both Houses shall be determined by yeas and Nays, and the Names of the Persons voting for and

against the Bill shall be entered on the Journal of each House respectively. If any Bill shall not be returned by the President within ten Days (Sundays excepted) after it shall have been presented to him or her, the Same shall be a Law, in like Manner as if he or she had signed it, unless the Congress by their Adjournment prevent its Return, in which Case it shall not be a Law.

3: Every Order, Resolution, or Vote to which the Concurrence of the Senate and House of Representatives may be necessary (except on a question of Adjournment) shall be presented to the President of the New California Republic; and before the Same shall take Effect, shall be approved by him or her, or being disapproved by him or her, shall be repassed by two thirds of the Senate and House of Representatives, according to the Rules and Limitations prescribed in the Case of a Bill.

Section 8

1: The Congress shall have Power To lay and collect Taxes, Duties, Imposts and Excises, to pay the Debts and provide for the common Defense and general Welfare of the New California Republic; but all Duties, Imposts and Excises shall be uniform throughout the New California Republic;

2: To borrow Money on the credit of the New California Republic;

3: To regulate Commerce with foreign Nations, and among the several States, and with the Indian Tribes;

4: To establish a uniform Rule of Naturalization, and

uniform Laws on the subject of Bankruptcies throughout the New California Republic;

5: To coin Money, regulate the Value thereof, and of foreign Coin, and fix the Standard of Weights and Measures;

6: To provide for the Punishment of counterfeiting the Securities and current Coin of the New California Republic;

7: To establish Post Offices and post Roads;

8: To promote the Progress of Science and useful Arts, by securing for limited Times to Authors and Inventors the exclusive Right to their respective Writings and Discoveries;

9: To constitute Tribunals inferior to the Supreme Court;

10: To define and punish Piracies, Banditry and Felonies committed on the high Seas and Highways, and Offences against the Law of Nations;

11: To declare War and make Rules concerning Captures on Land and Water;

12: To raise and support Armies, but no Appropriation of Money to that Use shall be for a longer Term than two Years;

13: To provide and maintain a Navy;

14: To make Rules for the Government and Regulation of the land and naval Forces;

15: To provide for calling forth the Militia to execute the

Laws of the Republic, suppress Insurrections and repel
Invasions;

16: To provide for organizing, arming, and disciplining,
the Militia, and for governing such Part of them as may
be employed in the Service of the New California
Republic, reserving to the States respectively, the
Appointment of the Officers, and the Authority of
training the Militia according to the
discipline prescribed by Congress; and

17: To make all Laws which shall be necessary and
proper for carrying into Execution the foregoing Powers,
and all other Powers vested by this Constitution in the
Government of the New California Republic, or in any
Department or Officer thereof.

Section 9

1: The Migration or Importation of such Persons as any
of the States now existing shall think proper to admit,
shall not be prohibited by the Congress prior to the Year
one thousand eight hundred and eight, but a Tax
or duty may be imposed on such Importation, not
exceeding ten dollars for each Person.

2: The Privilege of the Writ of Habeas Corpus shall not
be suspended, unless when in Cases of Rebellion or
Invasion the public Safety may require it.

3: No Bill of Attainder or ex post facto Law shall be
passed.

4: No Capitation, or other direct, Tax shall be laid, unless
in Proportion to the Census or Enumeration herein

before directed to be taken.

5: No Tax or Duty shall be laid on Articles exported from any State.

6: No Preference shall be given by any Regulation of Commerce or Revenue to the Ports of one State over those of another: nor shall Vessels bound to, or from, one State, be obliged to enter, clear, or pay Duties in another.

7: No Money shall be drawn from the Treasury, but in Consequence of Appropriations made by Law; and a regular Statement and Account of the Receipts and Expenditures of all public Money shall be published from time to time.

8: No Title of Nobility shall be granted by the New California Republic: And no Person holding any Office of Profit or Trust under them, shall, without the Consent of the Congress, accept of any present, Emolument, Office, or Title, of any kind whatever, from any tribe or foreign State.

Section 10

1: No State shall enter into any Treaty, Alliance, or Confederation; coin Money; emit Bills of Credit; make any Thing but gold and silver Coin a Tender in Payment of Debts; pass any Bill of Attainder, ex post facto Law, or Law impairing the Obligation of Contracts, or grant any Title of Nobility.

2: No State shall, without the Consent of the Congress, lay any Imposts or Duties on Imports or Exports, except

what may be absolutely necessary for executing it's inspection Laws: and the net Produce of all Duties and Imposts, laid by any State on Imports or Exports, shall be for the Use of the Treasury of the New California Republic; and all such Laws shall be subject to the Revision and Control of the Congress.

3: No State shall, without the Consent of Congress, lay any Duty of Tonnage, keep Troops, or Ships of War in time of Peace, enter into any Agreement or Compact with another State, or with a foreign Power, or engage in War, unless actually invaded, or in such imminent Danger as will not admit of delay.

Article II (Article 2 - Executive)

Section 1

1: The executive Power shall be vested in a President of the New California Republic of America. He or she shall hold his or her Office during the Term of four Years, and, together with the Vice President, chosen for the same Term, be elected, as follows

2: States shall be given a number of votes, to be assigned to candidates as proportions of a ranked ballot from the citizens of that state, equal to the number of Representatives and Senators assigned to that state.

3: No Person except a natural born Citizen, or a Citizen of the New California Republic, at the time of the Adoption of this Constitution, shall be eligible to the Office of President; neither shall any Person be eligible to that Office who shall not have attained to the Age of thirty five Years, and been fourteen Years a Resident

within the New California Republic.

4: In Case of the Removal of the President from Office, or of his or her Death, Resignation, or Inability to discharge the Powers and Duties of the said Office,⁹ the Same shall devolve on the Vice President, and the Congress may by Law provide for the Case of Removal, Death, Resignation or Inability, both of the President and Vice President, declaring what Officer shall then act as President, and such Officer shall act accordingly, until the Disability be removed, or a President shall be elected.

5: The President shall, at stated Times, receive for his or her Services, a Compensation, which shall neither be increased nor diminished during the Period for which he or she shall have been elected, and he or she shall not receive within that Period any other Emolument from the New California Republic, or any of them.

8: Before he or she enter on the Execution of his or her Office, he or she shall take the following Oath or Affirmation:—"I do solemnly swear (or affirm) that I will faithfully execute the Office of President of the New California Republic, and will to the best of my Ability, preserve, protect and defend the Constitution of the New California Republic."

Section 2

1: The President shall be Commander in Chief of the Army and Navy of the New California Republic, and of the Militia of the several States, when called into the

actual Service of the New California Republic; he or she may require the Opinion, in writing, of the principal Officer in each of the executive Departments, upon any Subject relating to the Duties of their respective Offices, and he or she shall have Power to grant Reprieves and Pardons for Offences against the New California Republic, except in Cases of Impeachment.

2: He or she shall have Power, by and with the Advice and Consent of the Senate, to make Treaties, provided two thirds of the Senators present concur; and he or she shall nominate, and by and with the Advice and Consent of the Senate, shall appoint Ambassadors, other public Ministers and Consuls, Judges of the supreme Court, and all other Officers of the New California Republic, whose Appointments are not herein otherwise provided for, and which shall be established by Law: but the Congress may by Law vest the Appointment of such inferior Officers, as they think proper, in the President alone, in the Courts of Law, or in the Heads of Departments.

3: The President shall have Power to fill up all Vacancies that may happen during the Recess of the Senate, by granting Commissions which shall expire at the End of their next Session.

Section 3

He or she shall from time to time give to the Congress Information of the State of the Republic, and recommend to their Consideration such Measures as he or she shall judge necessary and expedient; he or she may, on extraordinary Occasions, convene both Houses,

or either of them, and in Case of Disagreement between them, with Respect to the Time of Adjournment, he or she may adjourn them to such Time as he or she shall think proper; he or she shall receive Ambassadors and other public Ministers; he or she shall take Care that the Laws be faithfully executed, and shall Commission all the Officers of the New California Republic.

Section 4

The President, Vice President and all civil Officers of the New California Republic, shall be removed from Office on Impeachment for, and Conviction of, Treason, Bribery, or other high Crimes and Misdemeanors.

Article III (Article 3 - Judicial)

Section 1

The judicial Power of the New California Republic, shall be vested in one Supreme Court, and in such inferior Courts as the Congress may from time to time ordain and establish. The Judges, both of the supreme and inferior Courts, shall hold their Offices during good Behavior, and shall, at stated Times, receive for their Services, a Compensation, which shall not be diminished during their Continuance in Office.

Section 2

1: The judicial Power shall extend to all Cases, in Law and Equity, arising under this Constitution, the Laws of the New California Republic, and Treaties made, or which shall be made, under their Authority;—to all Cases affecting Ambassadors, other public Ministers and

Consuls;—to all Cases of admiralty and maritime Jurisdiction;—to Controversies to which the New California Republic shall be a Party;—to Controversies between two or more States;—between a State and Citizens of another State; —between Citizens of different States, —between Citizens of the same State claiming Lands under Grants of different States, and between a State, or the Citizens thereof, and foreign States, Citizens or Subjects.

2: In all Cases affecting Ambassadors, other public Ministers and Consuls, and those in which a State shall be Party, the Supreme Court shall have original Jurisdiction. In all the other Cases before mentioned, the Supreme Court shall have appellate Jurisdiction, both as to Law and Fact, with such Exceptions, and under such Regulations as the Congress shall make.

3: The Trial of all Crimes, except in Cases of Impeachment, shall be by Jury; and such Trial shall be held in the State where the said Crimes shall have been committed; but when not committed within any State, the Trial shall be at such Place or Places as the Congress may by Law have directed.

Section 3

1: Treason against the New California Republic, shall consist only in levying War against them, or in adhering to their Enemies, giving them Aid and Comfort. No Person shall be convicted of Treason unless on the Testimony of two Witnesses to the same overt Act, or

on Confession in open Court.

2: The Congress shall have Power to declare the Punishment of Treason, but no Attainder of Treason shall work Corruption of Blood, or Forfeiture except during the Life of the Person attainted.

Article IV (Article 4 - States' Relations)

Section 1

Full Faith and Credit shall be given in each State to the public Acts, Records, and judicial Proceedings of every other State. And the Congress may by general Laws prescribe the Manner in which such Acts, Records and Proceedings shall be proved, and the Effect thereof.

Section 2

1: The Citizens of each State shall be entitled to all Privileges and Immunities of Citizens in the several States.

2: A Person charged in any State with Treason, Felony, or other Crime, who shall flee from Justice, and be found in another State, shall on Demand of the executive Authority of the State from which he or she fled, be delivered up, to be removed to the State having Jurisdiction of the Crime.

3: No Person held to Service or Labor in one State, under the Laws thereof, escaping into another, shall, in Consequence of any Law or Regulation therein, be discharged from such Service or Labor, but shall be delivered up on Claim of the Party to whom such Service

or Labor may be due.

Section 3

1: New States may be admitted by the Congress into this Republic; but no new State shall be formed or erected within the Jurisdiction of any other State; nor any State be formed by the Junction of two or more States, or Parts of States, without the Consent of the Legislatures of the States concerned as well as of the Congress.

2: The Congress shall have Power to dispose of and make all needful Rules and Regulations respecting the Territory or other Property belonging to the New California Republic; and nothing in this Constitution shall be so construed as to Prejudice any Claims of the New California Republic, or of any particular State.

Section 4

The New California Republic shall guarantee to every State in this Republic a Republican Form of Government, and shall protect each of them against Invasion; and on Application of the Legislature, or of the Executive (when the Legislature cannot be convened) against domestic Violence.

Article V (Article 5 - Mode of Amendment)

The Congress, whenever two thirds of both Houses shall deem it necessary, shall propose Amendments to this Constitution, or, on the Application of the Legislatures of two thirds of the several States, shall call a Convention for proposing Amendments, which, in either Case, shall be valid to all Intents and Purposes, as Part of

this Constitution, when ratified by the Legislatures of three fourths of the several States, or by Conventions in three fourths thereof, as the one or the other Mode of Ratification may be proposed by the Congress.

Article VI (Article 6 - Prior Debts, National Supremacy, Oaths of Office)

1: All Debts contracted and Engagements entered into, before the Adoption of this Constitution, shall be as valid against the New California Republic under this Constitution, as under the Confederation.

2: This Constitution, and the Laws of the New California Republic which shall be made in Pursuance thereof; and all Treaties made, or which shall be made, under the Authority of the New California Republic, shall be the supreme Law of the Land; and the Judges in every State shall be bound thereby, any Thing in the Constitution or Laws of any State to the Contrary notwithstanding.

3: The Senators and Representatives before mentioned, and the Members of the several State Legislatures, and all executive and judicial Officers, both of the New California Republic and of the several States, shall be bound by Oath or Affirmation, to support this Constitution; but no religious Test shall ever be required as a Qualification to any Office or public Trust under the New California Republic.

Article VII

Section 1

Congress shall make no law respecting an establishment

of religion, or prohibiting the free exercise thereof; or abridging the freedom of speech, or of the press; or the right of the people peaceably to assemble, and to petition the Government for a redress of grievances.

Section 2

The right of the people to possess arms shall not be infringed, excepting as needed in regards to heavy weapons and in the manner in which they may be publicly carried; ownership of non-heavy weapons shall not be restricted.

Section 3

No Soldier shall, in time of peace be quartered in any house, without the consent of the Owner, nor in time of war, but in a manner to be prescribed by law.

Section 4

The right of the people to be secure in their persons, houses, papers, and effects, against unreasonable searches and seizures, shall not be violated, and no Warrants shall issue, but upon probable cause, supported by Oath or affirmation, and particularly describing the place to be searched, and the persons or things to be seized.

Section 5

No person shall be held to answer for a capital, or otherwise infamous crime, unless on a presentment or indictment of a Grand Jury, except in cases arising in the land or naval forces, or in the Militia, when in actual service in time of War or public danger; nor shall any

person be subject for the same offence to be twice put in jeopardy of life or limb; nor shall be compelled in any criminal case to be a witness against himself, nor be deprived of life, liberty, or property, without due process of law; nor shall private property be taken for public use, without just compensation.

Section 6

In all criminal prosecutions, the accused shall enjoy the right to a speedy and public trial, by an impartial jury of the State and district wherein the crime shall have been committed, which district shall have been previously ascertained by law, and to be informed of the nature and cause of the accusation; to be confronted with the witnesses against him or her; to have compulsory process for obtaining witnesses in his or her favor, and to have the Assistance of Counsel for his or her defense.

Section 7

The right of trial by jury shall be preserved, and no fact tried by a jury, shall be otherwise re-examined in any Court of the New California Republic, than according to the rules of the common law.

Section 8

Excessive bail shall not be required, nor excessive fines imposed, nor cruel and unusual punishments inflicted.

Section 9

The enumeration in the Constitution, of certain rights, shall not be construed to deny or disparage others

retained by the people.

Section 10

The Judicial power of the New California Republic shall not be construed to extend to any suit in law or equity, commenced or prosecuted against one of the New California Republic by Citizens of another State, or by Citizens or Subjects of any Foreign State.

Section 11

Neither slavery nor involuntary servitude shall exist within the New California Republic, or any place subject to their jurisdiction.

Section 12:

All persons born or naturalized in the New California Republic, and subject to the jurisdiction thereof, are citizens of the New California Republic and of the State wherein they reside. No State shall make or enforce any law which shall abridge the privileges or immunities of citizens of the New California Republic; nor shall any State deprive any person of life, liberty, or property, without due process of law; nor deny to any person within its jurisdiction the equal protection of the laws.

2: Representatives shall be apportioned among the several States according to their respective numbers, counting the whole number of persons in each State, excluding tribes not taxed. But when the right to vote at any election for the choice of electors for President and Vice President of the New California Republic, Representatives in Congress, the Executive and Judicial

officers of a State, or the members of the Legislature thereof, is denied to any of the male inhabitants of such State, being sixteen years of age, and citizens of the New California Republic, or in any way abridged, except for participation in rebellion, or other crime, the basis of representation therein shall be reduced in the proportion which the number of such male citizens shall bear to the whole number of male citizens twenty-one years of age in such State.

3: No person shall be a Senator or Representative in Congress, or elector of President and Vice President, or hold any office, civil or military, under the New California Republic, or under any State, who, having previously taken an oath, as a member of Congress, or as an officer of the New California Republic, or as a member of any State legislature, or as an executive or judicial officer of any State, to support the Constitution of the New California Republic, shall have engaged in insurrection or rebellion against the same, or given aid or comfort to the enemies thereof. But Congress may by a vote of two-thirds of each House, remove such disability.

4: The validity of the public debt of the New California Republic, authorized by law, including debts incurred for payment of pensions and bounties for services in suppressing insurrection or rebellion, shall not be questioned. But neither the New California Republic nor any State shall assume or pay any debt or obligation incurred in aid of insurrection or rebellion against the New California Republic, or any claim for the loss or emancipation of any slave; but all such debts,

obligations and claims shall be held illegal and void.

Section 13:

The right of citizens of the New California Republic to vote shall not be denied or abridged by the New California Republic or by any State on account of race, sex, gender, color, or mutation.

Section 14:

The Congress shall have power to lay and collect taxes on incomes, from whatever source derived, without apportionment among the several States, and without regard to any census or enumeration.

Section 15:

The right of citizens of the New California Republic to vote in any primary or other election for President or Vice President, for electors for President or Vice President, or for Senator or Representative in Congress, shall not be denied or abridged by the New California Republic or any state by reason of failure to pay any poll tax or other tax.

Section 16: In case of the removal of the President from office or of his or her death or resignation, the Vice President shall become President.

2: Whenever there is a vacancy in the office of the Vice President, the President shall nominate a Vice President who shall take office upon confirmation by a majority vote of both Houses of Congress.

3: Whenever the President transmits to the

President pro tempore of the Senate and the Speaker of the House of Representatives his or her written declaration that he or she is unable to discharge the powers and duties of his or her office, and until he or she transmits to them a written declaration to the contrary, such powers and duties shall be discharged by the Vice President as Acting President.

4: Whenever the Vice President and a majority of either the principal officers of the executive departments or of such other body as Congress may by law provide, transmit to the President pro tempore of the Senate and the Speaker of the House of Representatives their written declaration that the President is unable to discharge the powers and duties of his or her office, the Vice President shall immediately assume the powers and duties of the office as Acting President.

Thereafter, when the President transmits to the President pro tempore of the Senate and the Speaker of the House of Representatives his or her written declaration that no inability exists, he or she shall resume the powers and duties of his or her office unless the Vice President and a majority of either the principal officers of the executive department or of such other body as Congress may by law provide, transmit within four days to the President pro tempore of the Senate and the Speaker of the House of Representatives their written declaration that the President is unable to discharge the powers and duties of his or her office. Thereupon Congress shall decide the issue, assembling within forty-eight hours for that purpose if not in session. If the Congress, within twenty-one days after

receipt of the latter written declaration, or, if Congress is not in session, within twenty-one days after Congress is required to assemble, determines by two-thirds vote of both Houses that the President is unable to discharge the powers and duties of his or her office, the Vice President shall continue to discharge the same as Acting President; otherwise, the President shall resume the powers and duties of his or her office.

Section 17:

The right of citizens of the New California Republic, who are 16 years of age or older, to vote, shall not be denied or abridged by the New California Republic or any state on account of age.

Section 18:

No law varying the compensation for the services of the Senators and Representatives shall take effect until an election of Representatives shall have intervened.

Law

The following is a selection of NCR law under Title 57 of the New California Republic Code: Traveler's Law. This title is an abridged version of law duplicated and flagged as likely to be helpful for those traveling through the NCR, perhaps not familiar with the law. Ignorance of the law shall not be mitigating evidence for any offense under Title 57.

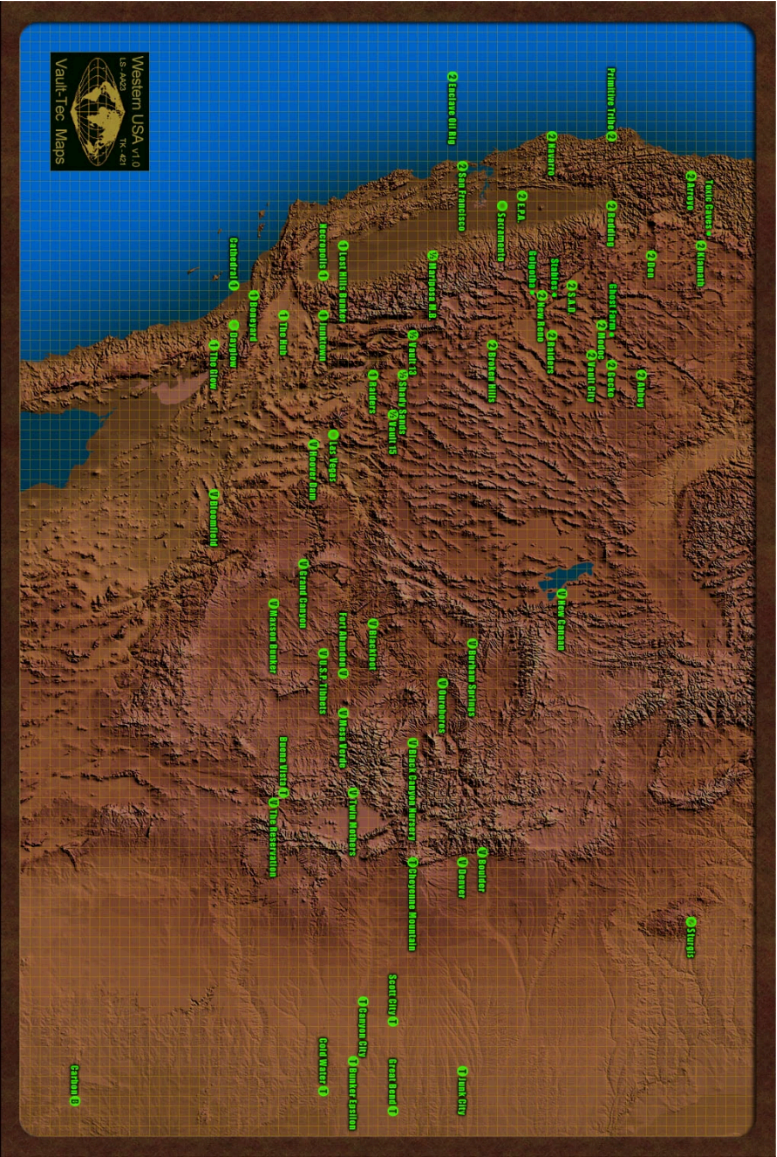
- §1. Murder, Assault, Battery, and Rape are all punishable offenses, excepting in cases of

self-defense.

- §2. Openly brandishing firearms in public shall be illegal. Concealed weaponry is permitted. Weapons visibly carried need be unloaded and inoperable.
- §3. Unauthorized gambling in an amount greater than \$100 per day shall be illegal.
- §4. Public intoxication or disturbing the peace shall be illegal.
- §5. Slavery and forced servitude are illegal.
- §6. Theft is illegal.
- §7. \$NCR are found in denominations of \$1 coins, and \$5, \$20, and \$100 bills and are the legal tender of the NCR. Caps are also accepted in most places, and bartering goods is legal so long as tax codes are adhered to. Use of Shi Scrip, Legion Denarii, or other currency is not legal.
- §8. Ghouls and Super Mutants have the same rights as humans.
- §9. Bounty hunters may be authorized to carry out sentences or apprehend offenders.
- §10. Capital punishment is a legal sentence for grievous crimes.
- §11. Banditry is a capital offense.
- §12. It is illegal to interfere with the movement and operations of merchant caravans.
- §13. The knowing seizure of a branded Brahmin without permission by the owner for any purpose is illegal.
- §14. Willingly and knowingly aiding, trading with, or conspiring with the enemies of the NCR is illegal.

§15. Religion may be practiced openly and freely in the NCR, so long as practicing is not particularly offensive, dangerous, destructive, or otherwise a genuine threat to public safety.

Geography





Map one is a sketch of sites known to the NCR.

Map two is a map of territories incorporated into the NCR, either as states or administrative districts. To the

west, surrounding San Francisco, lies the Shi Empire. NCR citizens may not freely travel across the Shi border, though the two powers are amicable.

To the north there is primarily a collection of tribes and tribal states. The degree of aggression and hostility between the NCR and these groups varies wildly from tribe to tribe and month to month.

To the south, in Baja, a number of raider tribes and states openly engage the NCR. It is thought that former Enclave personnel lead these groups, though none have been located.

To the east lies Caesar's Legion territory, contested areas, and a number of other states, tribes, and entities.

Economy

Brahmin and Bighorners

NCR's economy is heavily dependent upon these two stock animals. Large numbers roam free on public land, frequently driven from place to place for sale or slaughter. It is not suggested that you interact with these animals unless you are certain they are unowned; no better way to get shot by a ranch hand paranoid about chattel thieves.

Crimson Caravan

Crimson Caravan is the largest caravan outfit in New California, and quite probably the entire Wasteland. The Crimson Caravan Company is the largest supplier to the NCR of military-grade weaponry, and an assortment of

provisions and other equipment types.

Currency

\$NCR are found in denominations of \$1 coins, and \$5, \$20, and \$100 bills and are the legal tender of the NCR. Caps are also accepted in most places, and bartering goods is legal so long as tax codes are adhered to. Use of Shi Scrip, Legion Denarii, or other currency is not legal.



Ecology

This section contains an abridged ecology of creatures and wild robots one may encounter in the NCR, specifically those that one may perhaps not encounter elsewhere (Brahmin are not listed here).

Bighorners

Bighorners are mutated bighorn sheep that lived in the areas' high mountains. While settlers use them for their horns, meat and hides, it has been observed that they can usually be found in close proximity to a banana

yucca fruit, making for rather effective herb tracking.

Bighorners are herbivores and are primarily found in wild herds of three to seven or in domesticated drifts of varying size. It appears that, once domesticated, the animals lose the ability to take care of themselves, since those bighorners at the Matthews Animal Husbandry.

They are generally "laid-back" beasts with surprisingly docile dispositions, in spite of being quite capable of being extremely dangerous when provoked. However, they cannot be used as pack animals, as they just lie down until you take it off

They will not attack unless something comes within four to five feet of them or their young. If this barrier is trespassed, they will rear their heads up and bellow, at which point they will charge and ram into their foe.

Cazadore

Cazadores have distinctive amber-orange wings, a blue-black carapace, and blood-red eyes. They are most often encountered in swarms of four or more, with the occasional strays flying the outlying area. Their venomous attacks can lead to a quick death if they succeed in poisoning their target. The spikes on their back rise and fall, both when idle and when attacking.

Centaurs

Centaurs are an entirely different animal. There are rumors that someone with access to an old government breeding lab made these twisted creatures by mixing human and foreign DNA. Centaurs are light orange with

brown patches, and often resemble a human torso laying face- down, but may take many abhorrent forms. They propel themselves on their six legs, each of which resembles a human arm with stunted fingers. Where the shoulders would normally be, the torso extends upwards almost the full length of another torso, ending in a head that was obviously once human. Centaurs are usually bald, and one look at their face indicates that the only thing they share with humans is the same basic appearance. Their eyes are dull and glazed, and mouths often hang open drooling. They attack either by biting or beating the target with their front two legs. Centaurs are very rare, and can usually be found in packs of five or six deep inside caves or other underground places. They don't always attack, and will sometimes observe adventurers. If they perceive something as a threat, however, they will singlemindedly attack it until it dies. Many were once used in the Master's Army, and some linger in untouched parts of the wastelands.

Deathclaws

Deathclaws have a hunchbacked, bipedal reptilian build with long humanoid arms. They stand roughly nine to ten feet tall, with a thick and resilient hide, powerful muscles, and twelve-inch-long, razor-sharp claws that can kill almost any other creature in only a few swipes; hence their name. They have an excellent sense of smell and hearing, though their eyesight is poor. Their build gives them incredible speed, agility and strength in close combat, making them an extreme threat. Though they were originally mutated chameleons, most have lost the ability to change color with their moods.

Deathclaws are very aggressive, territorial, and carnivorous. They typically live in small packs of around eight to twenty members led by an alpha male, who is the only one allowed to mate with the females.

Deathclaws are oviparous, with the eggs typically laid in dark, sheltered locations and fiercely guarded by their mother. Young deathclaws reach maturity under the care of their parents, following them closely until they are old enough to fend for themselves.

Although they do not have vocal cords, they can growl and shout, and some seem to be able to mimic human speech much the same as a parrot does. However, normal deathclaws aren't intelligent enough to be capable of real speech.

Intelligent deathclaws have been recorded, capable of speech and reason. No location of these is currently known.

Floater

Floater hover through the air by manufacturing and storing noxious gases in their flotation bladders. The gasses that allow them to float are also highly flammable, which makes them incredibly vulnerable to fire, but the insulative properties of the gas prevents electrical attacks from harming them. While they are not very intelligent, they move fast and can be difficult to kill, especially if a group of them manages to surround anyone unwary.

Gecko

A mutation of the smaller pre-War lizard, Geckos are

large desert-dwelling reptiles that walk on their hind legs and attack with their front, which have developed sharp claws for tearing. Highly prized for their strong pelts, Geckos are routinely hunted in some places, although a pack of them can easily kill one or two inexperienced hunters. Geckos stand about 150 cm tall, and the larger, more dangerous Golden Gecko is about 180 cm tall. They travel in packs of anywhere from 4 to 20 animals. In some places, geckos have developed a means of spewing fire from their mouths, though the mechanism behind this is unclear.

Mantis

These giant, mutant insects come from the praying mantis, a creature nearly extinct before the War. They have since become a popular sight in the post-War Americas, and are known to devour crops and cattle. On rare occasions, a pack of mantis will attack humans. Mantis travel in swarms of 15 or 20, and will generally not attack unless provoked.

Molerats

Molerats are a mix between moles and rats. No one is sure whether these creatures are the result of a creative union between similar species, or an even stranger union with a little radiation to help things along the way. Molerats range in size anywhere from 30 centimeters to a meter and a half; the largest stand almost a meter at the shoulder. They have mole-like faces and are nearly blind in normal light; for this reason, they are almost exclusively found in caves. Lesser molerats are the smaller version, Greater molerats are the huge, ugly

ones.

Night Stalker

Night Stalkers are genetic hybrids of rattlesnake and coyote DNA. They growl, howl, and whimper like regular coyotes, but hiss, rattle, and inject venom into their prey like snakes. Their bodies are mostly dog-like, covered in a combination of fur and scales. Their heads and tails, however, are more like that of a rattlesnake, including fangs and a forked tongue. Night stalkers' right eyes are blue with a round pupil, while their left eyes are yellow with an elliptical pupil, like a rattlesnake's. They lay eggs, like a snake, which can be used to prepare Mushroom Cloud. Their blood is also used as an ingredient in antivenom and hydra.

Pigrats

Pigrats are part-pig, part rat hybrids. Like their cousins the molerats, it probably took some creative genetic manipulation to make these critters. Pigrats are large, ranging anywhere from 70 cm to almost 2 meters in length, and incorporate the best (worst?) of the two species. Their legs are overly large, although short, and they are exceptionally meaty around the midsection. In fact, pigrats would make exceptional livestock, if they weren't so dangerous. They are amazingly resilient, and can be found almost anywhere. They travel in packs of ten or more and generally attack only to protect their young or defend their territory. If they are hungry, however, they become very aggressive.

Protectron

Created by RobCo, protectron robots were designed for protection, although they can also be seen being used in a manual labor role as well. Typically used in office settings, a large variety of available synthetic personalities and programming options made them universally useful. RobCo offered personalities like the R04 V9 "office helper" with the ability to process and track office protocols and agendas in real time, RobCo RS3 V4.1.6 "utility helper" with automatic routine download and pest extermination mode, RobCo RX2 V1.16.4 "vault helper", loaded with Vault protocols. Other models of public service protectrons include medics which are outfitted with a defibrillator, firemen using an internal cryo gun, police officers with electric shock and melee capabilities, and even heavy-duty construction workers utilizing internal nail guns. Typically, they are equipped with dual hand-lasers as well as a head-laser.

Though no longer as numerous as they once were, they can still be found in pre-war buildings and sometimes wandering the wastes, often aggressively carrying out whatever programming they last received.

Robobrain

A robobrain moves on a tracked chassis either on a fixed or flexible mount. This is attached to a sizable cylindrical torso with a hardened glass dome on top, housing the central processing unit with the organic brain suspended inside. In addition, to use consoles, operate levers, or engage targets with weapons, they have two flexible manipulators, ending in three point claws, on

the sides of their torsos.

Robobrainns were going to be the next generation of robotic soldier in the war against China, but their production costs made it difficult to implement their introduction into the American military.

The robobrain's organic brain is suspended in pressurized bio med gel. Any damage to the casing or the brain itself can disrupt the robot's brainwaves and damage its neural connection to the rest of the body, affecting the robot's performance. Feeding the organic brain information about its surroundings are special sensors. Apart from providing a real-time high resolution feed of the robot's surroundings, they are also capable of switching to infrared mode, in case the main sensors, for one reason or another, become useless for operating in unlighted areas.

The manipulators in some robobrain models are designed to operate regular human weaponry while some others have integrated laser supported by integrated mesmetrons. In addition, all robobrainns have a built-in voice synthesizer.

Mosy robobrainns have long gone insane or haywire, and are extremely dangerous.

Securitrons

The PDQ-88b securitron is a large, monowheel robot with a titanium alloy housing, resistant to shrapnel and small arms fire. The PDQ-88b securitron is heavily-armed. Its left arm contains a Gatling laser for medium range engagements. For close-range

suppression and crowd control, the securitron mounts a 9mm machinegun in its right arm. However, these are only secondary weapons; concealed compartments in its shoulders contain M-235 missile launchers for long range and surface-to-air engagements, and a rapid-fire G-28 grenade launching system for close range engagements. The robots also have onboard auto-repair systems to repair any damage sustained from combat. Thus armed, a securitron can handle nearly any combat situation.

Mr. House has in his army an undetermined number of these robots. If they are active in an area, it is fair to assume it is at House's command; be cautious.

Spitting Plant

This species of plant is certainly a nasty customer. It grows almost anywhere, but is usually found among other plants so it can blend in and ambush its prey. It stands about 2 meters tall and has a "flower" like a Venus flytrap, a plant which it probably mutated from. When it senses movement and heat, it will "shoot" a sharp thorn from its "flower." When it senses that the creature it shot at is no longer moving, it will then proceed to "eat" the unlucky creature with its flower. Although this sounds humorous, meeting five or six of these plants is no laughing matter. They usually grow together, as several are always more dangerous than one, and at least one of them is guaranteed a meal. Spitting plants attack anything that is warm and moves.

Creatures infected by this plant's spores may become ill and die, at which point the spores will fill the corpse and assume control over its structure, creating a spore carrier which guards the plant and brings food to it.

Sentry Bots

Sentry bots (military serial numbers SB-XXXX) are security robots made before the Great War with the express purpose of participating in the heaviest of firefights during war. The sentry bot is a powerhouse, equipped with sturdy armor plating, powerful weapons integrated into its chassis and high mobility, thanks to mecanum wheels mounted on its three legs. Many still defend their posts or wander the wasteland looking for their commanders.

Super mutants

Super mutants are mutated humans, products of infection by the Forced Evolutionary Virus (FEV). They are much taller, bulkier and muscular than pure strain humans, have (mostly) green, gray, or yellowish skin, are immune to disease and radiation, and are gifted with superhuman strength and endurance. Although they are completely sterile, the rapid regeneration of their cells caused by FEV makes them virtually biologically immortal (but not immune to death from injury).

Average super mutants stand approximately 10.4 feet tall (although they typically stand with hunched backs that reduce them to about 7.8 feet) and weigh around 800 pounds, possibly even more. Their skin color is predominately grayish green in the case of Mariposa

mutants and yellow with tints of red and green in the case of Vault 87 ones, although some mutants with other skin colors also exist. Their skin is extremely tough, and their muscle and bone structure are enhanced well beyond the human norm.

Super mutant cells undergo cellular division at a greatly increased rate. Mitosis occurs at a rate 15% quicker than that found in pure strain humans. A super mutant's cellular structure is said to be highly similar to normal humans. Super mutant DNA strands are nearly flawless, with all of the recessive genes that produce many of the most common ailments like diabetes, cancer and cardiovascular disease eradicated from the genome. Those recessive genes which are commonly found in humans have been manipulated in such a way by the infection of the FEV virus as to bring about the best possible combination of genetic traits. A super mutant's RNA structure was also altered by the virus to produce more rapid transcription, resulting in the enhanced regenerative capacities of the mutated form.

The mutation produced by the FEV in this case has some severe side effects. Chief among them is sterility. As the gametes of the reproductive system consist of 'half-cells' comprising only 23 of the normal 46 chromosomes, they are perceived as 'damaged' cells by the FEV's integrated genetic sequences, which "repairs" them by restoring the missing chromosomes, which essentially renders the mutants sterile since their gametes lose the ability to recombine with other sex cells in sexual reproduction. Other side effects of this form of FEV infection include an alteration of the pigment cells of the epidermis.

While the super mutants originating from Mariposa are sterile, they do not lose their sexual organs, but they do lose their secondary sexual characteristics, such as breasts; Similarly East Coast mutants are said to lose most sexual characteristics.

While they will not normally die due to the normal effects of aging, super mutants are prone to senility, leading to tendencies to engage in near-psychotic, aggressive attacks against other humans and other creatures

Tunneler

The exact origins of the Tunnelers is unknown. However, there are signs that they were created after the Great War, probably by mutation of an unknown species. Being underground predators, they build their nests far beneath the earth and have lived undisturbed by surface-dwellers for centuries. Tunnelers are very averse to loud noises and bright lights. They try to keep beyond the reach of the sun by staying in tunnels and other low-light areas.

Tunnelers reproduce quickly, and hunt in packs large enough to become a significant hazard. When they are in packs, they can easily tear apart a deathclaw.

Tunnelers appear to be reptilian-humanoids with dark, scaly skin, large bio-luminescent eyes, a mouth filled with sharp reptilian teeth and chitinous spikes protruding from their shoulders and heads. Tunnelers are found underground, as their name implies, and are noted for their fear of bright lights and loud noises.

Every now and then they will flee from combat and head back underground. Their enlarged eyes appear to be an adaptation to the conditions of their preferred habitat and are sensitive to light; a condition which would explain their extreme aversion to weapons like flash bangs and flare guns, and to the sun itself.

Miscellaneous