

Vault-City Guards

History: Even in the still sealed against the outside world Vault, there were specially trained guards, that fulfilled police duties. As the Vault was opened, the Guards were the first to have a look around the outside world. As the city was founded, they were the ones who protected it from raiders time and again and kept the peace in the interior.

Mission: The Vault-City Guards are both police and military of the city. They keep the peace in the interior, protect the caravans to Redding and the satellite farms.

Structure: The Vault-City Guards don't structure themselves in their TO&E into companies or platoons. In fact, the single Guards are however employed in such a manner, that best corresponds to their training. Those that make good cops are put into positions in the interior of the city, those that make better soldiers, are posted outside.

Important to note is, that the Vault-City Guards answer directly to the First Citizen.

Training: The training of the Vault-City Guards is rather focused on their police work. As pertains the defense of the city, Vault-City has computer guided turrets, that help a lot with the defense. The Guards are trained to use those and there are only a few guards, who defend directly with a weapon in their hands. Instead the Vault-City guards know how to use their police pistols well, and are often quite good with melee weapons.

Elites: According to rumors, Vault-City is working on creating a small unit of very special commando fighters. Details are however unknown – at least no official ones.

Traditions: The Vault-City Guards have very few traditions. Due to their origin as a police force, they do not salute and avoid all military tradition like they avoid mutants.

Uniforms and equipment: Vault-City Guards wear the same overalls as the rest of the citizens, only the ones used for interior defense wear white waist belts with their equipment and those working outside duty, wear combat armor.

The standard police pistol of the Vault-City Guards is the M35 **Browning High-Power**. Guards that are used for outside duty, for example for commerce protection, carry long arms as well, mostly **AK-112** assault rifles, **MP5** submachine guns or **Auto 5** shotguns.

Honors: There is just one medal in Vault-City, that a Guard can earn. It's official name is just the 'medal of merit', but it's mostly called by the name of the first Guard that earned it, John Burbanks: 'Jonny Boy'.