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Fallout tactics solo guide

May 7, 2002 at 5:23 pm #1 someone has ever tried to play this game on their own? I was looking through my games and saw relapses 2 and thought it was fun in the end, but so boring at first.... and I've seen relapse tactics and thought six people sometimes it's hard to keep track... Then..... Pop! I decided to try to improve solo relapse tactics. I think it would be easier to level up being just yourself. keep you up to date... Indecision may or may not be my problem. already level 3! I'm not lined up for the next one yet (I'm kind of sharing my time between this and swat 3) and forgot about that ghoul.... Hmm.... which isn't the same as the one where there's a military base under a village. is it? I could just sneak past those missile launchers... To the right? Indecision may or may not be my problem. 8 May 2002 21:18 #5'm not positive, but I think it's impossible. Good luck anyway. Fallout Tactics World War Two Mod May 8, 2002 9:52 pm #6 Originally published by Bionicman and I forgot about that ghoul.... Hmm.... which isn't the same as the one where there's a military base under a village. is it? No, that's where there's a large building on the edge of a city's NW, the ghouls own a warhead inside the building, and you should keep the chief ghoul/priest/anything else, as well as his followers feeling kind and safe. The problem is that there are hordes of super mutants coming in from the NW, SW, and SE corners of the building. In addition, those from SW and SE have coverage from the structures surrounding those edges of the ghoul base. You get help from ghoul warriors, but they're as likely to shoot you in the back as they are to look at you (even if it's out of ineptitude, not intent). Unless you decide to turn on teleportation cheating, I'm very doubtful about your chances... no offense expected May 9, 2002 12:22 #7 That little bit was quite difficult even with the full team. Damn deathclaws. Grrrr. May 9, 2002 12:27 pm #8 originally published by Bionicman and I forgot about that ghoul.... Hmm.... which isn't the same as the one where there's a military base under a village, is it? I could just sneak past those missile launchers... To the right? This is easy on 1 character. There are only 2 turrets that can shoot you, and you can pass those without all the health and then pass the current to the turrets above ground and you can run freely. Before we get back on my feet, turn back power to the underground defenses and run over those 2 turrets again. 9 May 2002 20:13 #9... still on a second mission.... Indecision may or may not be my problem. Home > Forum > Game Help > Fallout Tactics & Tech > (You need to log in or sign up to respond here.) Home > Forum > Game Help > Fallout Tactics Help & Tech > Fallout Tactics Walkthrough by J Sepulveda (phoenix_risen49@yahoo.com) Copyright 2005 J Sepulveda The Usual Legal Stuff Fallout, Fallout Tactics, Interplay, and all this game and all its elements are all registered trademarks and copyrights of Interplay. I don't own them and they didn't approve of this guide in any way. This guide is my creation based on my experiences with the game, except where explicitly indicated. I don't insonda any information that I didn't discover or test myself. That said, the nature of the beast is that this document will overlap others on the same topics. I chose to write this document because (a) my opinions differed from the wisdom of other FAQ authors/step-by-step procedures, and (b) I wanted to include the latest information, which most FAQs did not answer. I like to think this helps all the players out there still play this game four years after it was released - I know I am. This document is my property and is free for everyone to distribute unde edited or edit for their own use as long as you don't move it as your own or charge anyone to access it. It is currently only published on gamefaqs.com and neoseeker.com. I. Character Creation and Maintenance - Fonts - Attributes -Skills -Features -Benefits -Status Effects II. Equipment -Weapons - Ammunition -Armor - Drug III. General Gameplay -Strategy 101 -Rogues -Recruit Races -Recruits IV. Missions V. Other Things -Salvage -Barter -Recruitment -Special Encounters -BONUS MISSION LA PATCH I highly recommend you play with patch 1.27 on the game. This solves many problems and bugs and makes the game more interesting by changing the pool of recruits per single player, increasing the payoff of the tough guy experience and allowing you to design your own missions. However, since interplay went down the tubes, the patch has become much harder to find, and many sites they offer require you to pay first to join their download service. The exception to this rule I found was GameSpot. You still need to provide them with registration information about yourself (unless you already have an account with GameFAQ), but they don't charge you for downloading. I'm not supporting GameSpot for any other service in any other way. I'm just saying it's a place where you can get patch 1.27 for free even in 2005. Saves from the disc version of the game are fully compatible with the patch version, but some of the patch changes won't show unless you start a new game after it's applied. *Character creation and maintenance* **** Character types In general, I divide the characters I use in Tactics into three categories for the combat: sneaker, sniper and gunman. -Sneakers start as extremely useful and become useless by the end of the game. The idea here is a sneak skills and unarmed weapons or melee. Sneak to get closer or behind the enemy, then start hitting them. The most important attribute for a sneaker is Agility, which determines sneak ability, action points, AP regeneration, and dodge ability. Sneakers need AP to regenerate faster than their opponents so they can stop attacks. Strength increases damage in hand-to-hand combat, and endurance offers some guarantee that you won't descend as soon as you try to catch two enemies at once. You'll stop using them when mutants and robots start breaking your arm on the first shot. - Snipers use rifles, the longer the range, the better. They distract the enemy with skill and perception of superior weapons by firing at such a range that the enemy can rarely strike him. Of course, snipers require a lot of perception, although resistance can be dropped to compensate. Don't release force under 5 or you won't be able to use many weapons. Luck is also nice to increase critical blows. Snipers can hold a nearby weapon in the second slot such as a shotgun or machine gun and can switch to energy weapons at the end of the game. Important note: You can set each shot that a character points to by right-clicking the aim button at the bottom right of the weapon slot at the bottom of the screen. Choose a target and each shot the character takes (at a higher PA cost) will be targeted at that target until you reset or turn off the aim. This is pretty much the only practical way to use targeted attacks during ctb. -Gunners depend on Big Guns to tache their enemies with hundreds of rounds. They won't be widely used until St. Louis, when you catch your first practical cannons, but they are indispensable against mutants and vital in early robot combat. Gunners need a lot of force just to carry their weapon and ammunition - the Browning M2, the game's most useful big gun, requires 9 Force - and Resistance because these weapons don't have the range of sniper rifles, so they'll have to approach. Perception is good but not as necessary as with snipers and agility is another secondary concern. Luck matters little: you're blowing up your enemies in tatters, not aiming at their eyes. Every character on your team should always have a _useful_ weapon skill. By _useful_ I mean that they must be equipped with a weapon that they can use and circumstances that will make them necessary. You shouldn't send a team full of hand-to-hand combatants to kill an army of mutants. In addition to their weapon skills, each character should provide a special skill to the team. When you hit Macomb, you should have someone in your group over 100% with of the following abilities: First Aid, Doctor, Lockpick, Traps, Repair, Piloting, and Outdoorsman. Bartering, theft and gambling are optional. Attributes Attributes can only be changed during character creation, after which they are set in stone with extremely rare exceptions. Expect all the attributes that to take you through the whole game. These are the frameworks that determine the font you are creating and are used to determine all other statistics. It is important to note that the attributes of each race have both a maximum of creation and a real maximum. The maximum creation for humans is 10 for all statistics, with a minimum of 1 (2 with gifted). It cannot be set higher when creating the character. Other races have different lows and highs. However, an attribute cannot under any circumstances be more than +2 compared to the maximum of creation (e.g. the use of drugs to pump it). Although Deathclaws may have Force 14, humans can never go beyond 12. -Force force modifies melee damage and carry weight, as well as determining whether a certain weapon can be used (all firearms have a minimum ST to use them). It is very important to fight fighters such as sneakers up close who will benefit from extra melee damage. In addition, anyone planning to use Big Guns will need ST of 9 to use M2 Browning (or 7 with Buffout). Carrying weight is not a big deal because you can always split the load among the team members and you can unload things on the ground and return for them later in the mission, even if they disappear if you leave. -Perception Perception mainly regulates range modifiers and to some extent affects the sequence order in CTB. If two characters are seen at the same time, the one with the highest IS will react first. This may be important, but less often than you might think. More importantly, a tall XP is vital for any character using long-range firearms, which should be at least half of your team at any given time. Melee fighters don't need more than the EP average. -Endurance Endurance determines how many HP you have, how much you earn and your resistance to radiation, poisons and general damage. While these are all good things to have, EN is only crucial for characters who plan to be hit a lot as hand-to-hand combatants. Long-range snipers can lower this to the ground without suffering too much as long as their physical education skills and guns are very high. -Charisma Unlike previous Fallout games, charisma is relegated to a very low priority this time around. Since there is no voice ability (replaced with Pilot), only edit Barter and you'll get enough goods that bartering won't be a problem even if your ability is minimal. However, CH affects how quickly you're promoted to the Brotherhood, which gives you access to better recruits and equipment first. There are two advantages, Leader and Divine Favor, which are very useful and depend on relatively high levels of CH (6 and 8). Keep that only the rank of your main character is taken into account when purchasing equipment or recruits. -Intelligence Intelligence is the basis for some skills, but above all it determines how many skill points you earn per level. Highly intelligent characters can develop more skills faster, which is always an advantage. -Agility -Agility is the basis of all fights in Fallout Tactics because it sets the number of action points you have. Action points allow you to do things, and more AP allows you to do more things faster. If you're playing TB, the benefits of shooting twice against shooting once and moving 3 spaces are obvious, but in CTB the advantage of high AG is that characters with more AP regenerate their AP faster. Watch a Deathclaw with 11 AP take down 6 super mutant damage at a time and you'll get it. -Luck According to the manual, Luck affects everything you do in a small way. In the real game, this means that you never notice luck hitting you unless it is less than 4, at which point your guns begin to explode and malice enought. The exception to this rule is that the initial critical probability (possibility of a critical hit) is equal to the LK attribute, but it's more efficient to take the more critical advantage than wasting attribute points here. Abilities You can tag 3 abilities during creation, immediately increasing them by 20% each and allowing all skill points dedicated to them in the future to count double. Tag skills also determine your initial gear, because each skill you tag adds certain items to your initial inventory. Note that skill points and skill percentage are two different things. Skill points are awarded to your character every time they level up (2xIN+5). Skill percentage is how these points are applied to your abilities. One skill point = a skill percentage up to 100%, so it takes more skill points to increase the percentage each increase to 5 skill points by 200%. -Small Guns (9mm x24, Boozie) If you've already played Fallout, you know Small Guns is an improper term. Many of the most useful guns in the game are small, including pistols, revolvers, rifles, shotguns, and machine guns. The ubiquity of small cannons makes this ability absolutely vital during the first half of the game. You can play with a main character without this tagged ability, but it makes the first part of the game much more difficult. Don't worry about raising small guns over 130% because you'll change into energy weapons around mission 13-14 and no longer need light weapons. Small guns usually cost 4 APs to fire, with 5 for MITRA bursts and 3 for revolvers. -Big Guns (Boozie x2, Happy Pie) Big guns include machine guns, flamethrowers, rocket launchers and other fun things. They deal much more damage than light weapons, but are heavier, less accurate, and chew ammo much faster. Fallout veterans will remember that Big Guns was never really needed because you could compensate with targeted shots from rifles or energy weapons. Tactics introduces Super Mutants before you can start getting energy weapons, and targeted shots are hard to get in the heat of the CTB. Therefore, large weapons will be a much larger part of your adventure in the wasteland. Don't tag it to creation because you won't have access to them until Mission 8. Large guns cost 5 AP to shoot. -Energy weapons (alcohol, alcohol, x3) Energy weapons are bastard children of small and large weapons. You have the low weight and precision of light weapons combined with the damage and cost of large cannon ammo. Energy weapons are not strictly necessary for combat, but are extremely useful as relatively obsolete light weapons substitutes by the end of the game. Don't tag it because energy weapons don't become available until Mission 12. Energy weapons cost 5 APs to fire, 6 for the blast and 3 for guns. -Unarmed (Brass Knuckles, Buffout, Rot Gut x3) Unarmed includes both truly unarmed combat and weapons that enhance your ability to hit things, such as punch knives and powerists. This ability is exclusively for close-range combat for obvious reasons, which means it becomes much less useful after you realize that you don't want to be close to your enemies because they shoot you in .50 cal bursts. It works very well for sneaker characters if they can get into range and then kill the enemy before it fires. Also, unarmed is a silent method of killing things, which means it won't wake people unless you're right next to them and you bring the guards into operation. This makes it useful for stealth missions like Freeport and Quincy. Punches and punching devices cost 3AP, kicks cost 4 and deathclaw gore costs 5. -Melee weapons (knife, broken bottle) Melee weapons are cousins of unarmed weapons as you have to be very close to make them count. Melee weapons are also quiet and therefore good to use for sneakers. They typically deal more damage than unarmed weapons and sometimes have a range of 2 so you can hit things a little further. The downside is that it starts with a lower melee ability than Unarmed, all things being equal. Melee weapons eventually become obsolete when you stop wanting to approach the enemy. AP costs range from 3 for knives, and 5 for really heavy weapons. -Launch (Spear x3, Grenade (Frag), Rock x10) Bid throw with two types of projectiles: grenades that deal damage to the area and cost 6 APs against things they want to be grenades and cost less. Grenade technology advances greatly in the game, from frags to plasma acid to the wrist, but other things don't significantly increase the potential for damage. Darts, shurikens, throwing knives, powder bags, razor rings, fantasy balls, etc. They all look interesting but are not as weight efficient as carrying ammunition for a gun. Also you have to hunt down all of them after the fight, and this becomes boring. The downside of grenades is that they are best used on groups of enemies who are from your friends, but a CTB garter throws whenever he has enough AP and the nearest target, which could be right next to him. Using this ability effectively forces your constant attention to that character, leaving you less able to maneuver or heal other members of your team in the heat of battle. In TB, however, it works great, because you can go back and forth grenades and a firearm. -First Aid (First Aid Kit, Poisonous Antidote, Poison x2) First aid is the basic ability to heal damage and requires a first aid kit or medical kit in the field to work (the medical kit in the field is better). It is a great idea to always have a doctor with this ability to store precious Stimpaks and their most powerful cousins. The downside is that the First Aid only works three times in a row on a person, at which point the character becomes Bended and you have to use Doctor to remove this condition. The Poison item is extremely rare in the game and only available in another place (Scott City), especially since it is a bit useless. -Doctor's Bag, Scalpel, Fruit x3) Doctor is the ability you never want to use. It will heal major wounds such as broken bones, concussions and unconsciousness, as well as remove the blindfolded condition. Most of the time these state disorders are rare, but very bad things can still happen to good teams. If you're playing Tough Guy, you might want to have two different doctors with doctor skills in case one goes down or needs to be healed on your own. The skill of the doctor requires a doctor's bag or a paramedic bag to function. Tagging Doctor is a good idea because it gives you a free Doctor's Bag, which is actually very expensive. -Sneak (Axe Handle) Sneak allows you to move silently so that the enemy does not notice you. This allows you to set attacks so that everyone can immediately switch to aggression and destroy the enemy, or simply put them behind someone and beat the bejeezus from them with a lead pipe. There are a few missions near the beginning of the game where I highly recommend some sneakers, but there's never any reason to let your entire team spend points here. Sneak makes Melee and Unarmed more useful because you can get close enough to hit, but at the end of the game just getting closer to your people won't be enough to stop them from shooting and killing you. You can choose to have your entire team sneaky, regardless of their weapon, but it requires a constant endowment of skill points throughout the game to be effective. I will strongly discourage you from tagging sneak for your main character; it is very common among recruits and does not give you much for starting equipment. -Lockpick (Ring Pulls x25, Slinky Meat Platter) Lockpick is kind of a fun skill to have. It's never vital to completing a mission, but it simplifies some missions and definitely gives you access to the loot you might otherwise lose. Take lockpicks with you to increase your ability. In fact, tagging it is not necessary because putting lockpicks in both hands is usually enough to make most locks burst. Using Electronic Lockpicks no longer increases your ability, seems to work more often; there are no electronic locks to choose from as in previous fallouts. -Steal (BoS Scrip x30, Ring Pulls x100) Steal is another fun but totally useless skill like Lockpick, just more. It allows you to take things from other people, or give them things without their consent (such as armed bombs). There are only a few missions with many unreacting civilians to rob, so you'll probably end up just stalking the brothers in bunkers. It doesn't give you experience like in previous Fallouts. Stealing is easier if you're behind the lens and you're sneaking in. If you're ever caught stealing in a Brotherhood bunker, everyone in the bunker immediately becomes hostile and you'll be killed by big gun-toting armored warriors or kill your superior officer, losing the game. -Traps (T13 Mine x3, Booby Trap) Traps is an extremely difficult skill to use offensively. You should plant a mine at a point where you know the enemy will walk (difficult to plan) or arm a bomb and plant it directly on an unsuspecting enemy, who takes not only high traps but also high sneak and steal abilities, which makes the efficiency of the skill point very low when you could just shoot him. Traps are best used to save enemy traps and sell them, and there are some situations when good loot is guarded by a trap. Sure, you could just leave and deal with the consequences, but where's the art? Note that even if your character is stunned by the complexity of the mine you can still disarm it, but at a fairly low success rate. so be prepared with the Er. In addition, even fairly simple mines can explode on you. If you're using Tough Guy, consider getting the Crazy Bomber edge before you start disarming things. -Science (Mentats, Clipboard, Classic Nuka-Cola x4) Don't tag Science. Don't spend skill points on Science. Don't take party members with Science tagged for no good reason. When science becomes a factor in the game, you'll have found enough science books to give your main character over 100% if he reads them all. Just read the books and don't worry until you hit the territory of the robots. If you're playing with the patch, the Science ability will add to your critical shot probability when you fight robots. -Repair (Tool Kit, Crowbar, Boozie) Repair is specifically a first aid skill for vehicles and robots. Since there are only 5 vehicles in the entire game (one hidden in the bonus level) and only one robot that can join your party, the uses for repair are somewhat limited. However, in single-player missions where vehicles appear, repairing them is a high priority. Consider bringing an expert for those missions and/or dedicating skill points from a sniper with over 150% weapon skills. Books also help, but there aren't enough of them. -Piloting (Cat's Paw, Beer x6, XXXXX Beer x2, Boozie) The new skill, Piloting, covers how well you drive. In fact, there doesn't seem to be a huge difference between a 30% pilot and a 150%, but in theory the higher skills make tighter turns and have access to perks such as Lead Foot and Road Warrior. If you like that kind of thing, The vast majority of your guide will still be on an empty wasteland, since you can't take a vehicle into a and only 5 missions already have vehicles. -Barter (Cat's Paw, Ring Pull x50, Alcohol) Some people like Barter because it's hard to recover useful equipment. Every trader in the game uses a supply and demand system, so more than one given item you download to that trader, the less valuable it is. Look at the value of the AK-47s come down after Macomb and you'll see what I mean. However, if you follow my advice and literally recover EVERYTHING from each mission, money will not be a problem, even with extremely low bartering ability. Good reputation and high charisma also help barter prices. -Gambling (BoS Scrip x500) Some people are gamblers willing to bet a precious thing they have against something just as valuable that you have on a roll of dice. The more valuable your thing is compared to theirs, the better your chances of winning. There's no reason to tag this as you'll get a recruit named Stumpy with all the gambling skills you'll ever need (119%), so get it out whenever you feel like risking it. Unfortunately, if you use patch 1.27, Stumpy no longer has gambling and you'll have to do something by dedicating someone else's skill points. The quartermasters in gamma and delta bunkers are gamblers, which can be useful if you don't have any money. -Outdoorsman

(Healing Powder, Rad-X) In previous fallouts, Outdoorsman was helpful because it helped you get from place to place on the world map with less annoying random attacks. In Tactics, it is indispensable, especially towards the end of the game when ammo is really expensive and/or rare. You don't want to waste micro fusion cells on dogs and ghouls. Also, the random dating rate this time is MUCH higher unless you have the patch, sometimes you will be attached ten or more times in a single square. I understand this is because the random dating rate was related to the speed of your car. The patch helps solve this problem. Increase this ability to 120%. Strokes You can choose up to 2 strokes per character, but you don't have to take any. Traits are compromised that give your character an edge in one area and a disadvantage in another that grossly compensate each other. The effects of strokes are listed in the manual. -Fast metabolism No benefit or loss Radiation resistance should never be a problem, because you should simply take Rad-X before being irradiated. The poison can be annoying, but only at the beginning of the game and it is so gradual that it is never a threat. On the other hand, a fast healing rate doesn't do much since you can always run around the World Map for a few more days to heal. In theory, the healing rate affects healing from the Emergency Room and the Doctor, but I've never noticed much difference. -Loss Bruses More strength is good for melee fighters, but more AP and the ability to stop your opponent's attacks because it recharges slower than you are much better. -Small frame advantage Because you have a team of 6 people who can share the load, bringing will rarely be a problem in this game. Not recommended for characters using Big Guns. -One Hander Loss The best weapons in the game are all 2 hands, making this stretch a very powerful handicap. An excellent challenge, if you are up to it. -Finesse Benefit Very good for snipers, but much less for gunners. -Kamikaze No advantage or loss The drop in armor class is significant only during the early stages of the game when the armor generally sucks. The metal armor and especially usually diminish your natural advantage, making the downside less low with the passage of time. The +25 of upside damage is nice at first, but in the end even this won't be that important. -Hand-to-hand combat with heavy benefit has a higher automatic probability of critical shots, so this feature balances that possibility a bit. Strongly discouraged for snipers. -Fast Shot Benefit Gunners will definitely like this feature since they still can't make targeted shots with burst mode. Snipers can take it or leave it because while targeted hits maximize their potential damage, it's also annoying to set targeted targets and then turn them off every time you change range because the ability to strike drops. -Bloody Mess No benefit or loss No gameplay effect, but prevent you from choosing a more useful trait. -Jinxed loss I hate this trait. Even though it ruins your enemies too, the fact that it bothers me so often really annoys me. Sometimes it's good to laugh. -Good Natured Loss Tactics is, as the box says, a tactical game. -combat. Why. Who choose a stretch that specifically lowers your combat skills? I don't like the idea of using your main character as a brain with First Aid, Doctor, Lockpick, Traps, Repair, Pilot, etc. Because I'd rather have six guns to have five and some fire luggage. -Chemical Reliant No benefit or loss Why are you using drugs so often that addition is a risk? The only time to use drugs is for specific and extremely important situations like bringing Browning, and even then it's a temporary solution until I can get a recruit by natural force to get it done. -Resistant to chemicals No benefit or loss See above, just more. -I like the loss of people at night, but I can never find a way to really make it work for my team. Most of the missions I do during the day, so it would almost always be a handicap. Also, if I start doing missions at night, then my teammates are because they can't see. Now, if everyone had Night Person it would be very different because the benefits of the day would be denied, but you don't have that kind of control in the single-player game. -Skilled loss Rise by a plus to get qualified skill points would give you and then some are easier than bothering you to climb several levels more to get the perks you want. - Gifted benefit I love and swear from Gifted, like many people. The extra attribute points are pure gold and it's always quite simple to climb another level to get the extra skill points. Make your intelligence appear at least 8 if you take this. -Glowing One (Ghoul) Loss Like Night Person, you're also making it easy for your enemies to hit you. Besides, you're radiating your entire team. It's only a matter of time before they fray you, so what's the good thing about radiation resistance? -Loss of the Wizard of Technology (Ghoul) Due to their low strength and strength, the only place I trust ghouls in my group is as snipers. Perception is vital for this niche, so compromise is not worth it. -Fear the Reaper (Ghoul)Loss "Death's short list" apparently means losing your life randomly, especially when leveling up. It's pretty annoying just to have a ghoul that a human likes. Why not just take a human being? -The loss of the skin of vat (mutant) reduces the perception of all those who are in the vicinity of 2. Since my gunners work like a trio, this is always applied to my troops and I only rarely let an enemy get close enough to let the effect in for them. On the other hand, this can help compensate for the fact that mutants cannot wear armor. -Ham Fistred (Mutant) No benefits or losses When you get mutants in your group, you don't want them to go into hand-to-hand combat with the enemy anyway. If they're close enough to punch, they're close enough to eat your Browning. On the other hand, mutants should not make technological abilities because of their low Intelligence. -Tame (Lack of Death)Loss The only weapon the Deathclaws has is their melee damage. Why should you reduce it for another 2 skill points per level? They only have two skills that matter: Unarmed and perhaps Sneak. - Rabid (Deathclaw) Benefit My Deathclaws, like the rest of my group, rarely use stimpaks or drugs of any kind. Most of my healing is done by First Aid and Doctor skills, which easily impart experience and remove status effects. At the end of the game, however, the inability to use Ultra Stimpaks could prove to be a liability. It's also a lot of fun to slice an entire group of animals into one shift. -Loss of tight nuts (robots) If robots had a healing rate, this wouldn't be a big deal. As it is, the only way to restore hp robot is with the Repair ability, and nothing you do should hinder that ability in any way. -Targeting Combat (Robot) Benefit I recommend taking this on a robot with Fast Shot to balance it, otherwise extremely high agility. The 15% bonus is very difficult to give up when applied in addition to the phenomenal ability of weapons to greatly improve your range or go for targeted shots. -EMP Shield Loss (Robot) How many enemies use EMP against you in the single player campaign? of beta software (robots) in combat, the only thing you absolutely have to depend on is the ability of your soldiers to carry their weight. Although this feature is excellent if you are using the robot to fill some niches with abilities, relatively frequent critical failures cancel this out and then some. Benefits You can choose an advantage for every three levels if you meet the requirements (indicated in the manual) and you are human; other breeds gain advantages more slowly. The vast majority advantages are useless, for reasons that I will explain here. All the effects of the benefits are outlined in the manual, so I'll just give comments. -Action Boyo **** Good for any character at any time, given the importance of AP in this game. -Adrenaline Rush * Not worth the risk of fighting at 1/2 HP. -Awareness *** Useful, but you only need one character with it to work in CTB. Just select that character and mouse over the enemy and the information will appear even if he can't see the enemy in question. -Bend rules ** It is poor efficiency to choose two advantages to get a useful one instead of just one. Plan better when you create your character. -Better criticism (no mutant) **** Very good, especially if you already have a couple of levels of more critical. -Bluff Master * Save and recharge so you don't get caught stealing. -Bone head * Reduces the chances of unconsciousness by 50% for the first degree, then by another 25% for the second degree. Unconsciousness is so rare that this is not necessary. -Bonsai (Ghoul) * Your character spontaneously generates fruit. Fruit becomes much less useful as the game continues, even if you also take Way of the Fruit. -Bonus HH attacks **** If you still have a melee fighter at level 15, it's very good. -Bonus HH Damage **** Excellent if the character is going to remain a hand-to-hand fighter throughout the game, otherwise it is a wasted advantage. -Bonus move * Has no effect in CTB. -Bonus Distance Damage **** Useful, but there are other perks that often take priority. -Bonus fire rate **** Just like the Fast Shot trait without the disadvantage. Vital for gunners and anyone who uses energy weapons. -Reinforcement * Wait for weapons management instead or a team member with more strength. -Break the rules * Non-human races don't have many unique benefits, and again you're wasting two perks for having them. -Brown Noser** Other promotions are nice, but there are many better perks. -British Hulk (Deathclaw) **** Deathclaws are exclusively melee fighters, so more HP is vital when fighting robots. -Cancerous growth (Ghoul) * Heal with first aid or doctor by experience, not with healing rate. -Understanding * Books aren't so plentiful that this becomes useful unless you're copying them with doubled cheating, in which case they're endless. -Crazy Bomber (no Deathclaw) **** Constantly charging and recharging will give you the same effect, but the Tough Guys may want to invest in this. -Death Sense (Deathclaw) ** Interesting, but there are relatively few stealthy enemies in the game. -Demolition expert * Allows you to use traps offensively better, but as explained above it is very difficult to get in the first place. -Die Hard * Don't let your PS snooze 20% and keep fighting. Heal yourself. -The Divine *** gives +1 to any higher statistic both and reduces the benefit rate by one level, so you get them faster. Very nice, but requires 8 Charisma to get it, which is a waste of points. -Dodger *** Boring but still useful. -Drunk Master * Alcohol is for not for not to drink. -The effects last only a minute. -Educated *** It can be used to balance gifted disadvantage, but it takes several ranks and becomes available only at level 6. -Scout * Run longer on the World Map to find special encounters. -Faster healing * Healing rate is pretty useless, since you can simply drive around the World Map. -Flexible * You don't usually need to change positions often during combat. -Flower Child * These are the positives of Chem Resistant and Chem Reliant without one of the downsides. Take it if you really like drugs. -Gambler * Gambling is useless. If you want a gambler, use Stumpy. -Get agility **** Always useful, but it prevents you from picking up a better advantage. -Earn Charisma *** See above. -Gain stamina *** See above. -Get intelligence *** See above. -Earn your luck *** See above. -Gain perception *** See above. -Gain strength *** See above. -Ghost** Interesting, but hurting the perception of your whole party with nightfall just to boost Sneak is hardly worth it. -Gunner * Don't use vehicles on missions often enough to make it useful. -Harmless (no Law of Death) * Stealing is rarely useful unless it's your lifestyle. -Healer ** Useful at first, but the 4-10 HP is not much in the second half of the game. -Heave Ho! * The launch is, as mentioned above, very difficult to use correctly. - Here and now * Are you wasting an edge just to collect more skill points? -Scars Hideout (Deathclaw) *** Resistance is good. -Hit the deck ** Not enough enemies use splashes or area attacks to make it useful. -HTH Evade * Use your AP to attack or move away, not to try to dodge. -Lead foot * Essentially a convenience, not very useful. -Leader (without Deathclaw) *** +1 L&M;1 Agility for All can often provide an additional access point. Unfortunately, it won't add to your Leader's agility. -Lifegiver *** More HP is always good. -Light punch * I don't pass up mines. -Living Anatomy *** The damage is not much, but +10% can be useful if you have already exceeded 100%. -Loner *** Your characters are around each other much more often than they are alone. -Master Thief * See Harmless. -Master Trader (no Deathclaw) * Barter is useless if you are saving everything from every mission. Doctor! ** Decent if you only have one doctor with both abilities over 100%. -More critical **** Critical issues are good. The more critical they are, the better. -Mr. Fixit (no Deathclaw) * The Repair bonus is negligible, and the Science bonus is useless. -Change **** Excellent for shaping your team's traits into useful things. If they haven't already drawn, the Advantage gives it to them for free. -Negotiator * See Master Trader. -Night vision ** I like this, but fight in the darkness very often unless you have it. -Pack Rat ** Easier to take more ranks than Strong Back. -Pathfinder * Taking a lot of time on the World Map is good because you heal more. - Pickpocketing * See Harmless. -Psychotic (Mutant) ** Fun, but you have to provide your Psycho to make it. -Arsonist ** There are only 3 firearms based on fire throughout the game: Flamer, Flamer Pistol and Molotov cocktails. -Quick pockets * Don't check your inventory during a fight. -Quick recovery * Like Bone Head, being knocked down is not so common that you need to protect yourself from it. Even then, take Stonewall. -Rad Child (Ghoul) * Radiation is rare and you will still have to remove it from your system. -Rad Resistance * Use Rad-X. -Ranger * Quick pockets * Survivalist * Road Warrior * Deathclaw) ** See Gunner. -Scout (no Deathclaw) * See Master Trader. -Scout ** No need to see further away since you always know where you're going. -Sharpshooter **** Even if you have 10 Perceptions, the benefit is useful. -Extremely important for sneakers that plan to last throughout the game. -Silent Running * Sneaking is never hurt anyone. -Slayer **** Critical for any melee fighter at the end of the game. -Snakelord * Resistance to poison is useless. -Snipe * Excellent in theory, but it doesn't seem to work properly in this game. -Stal * Use Stimpaks in combat and healing skills when you have time. -Steady Arm (Mutant) **** Almost all big guns use bursts, so this is pretty much the same as Bonus Rate of Fire. Your mutants should use Big Guns or Gatling Ases. -Stonewall * Knockdowns are quite rare unless you're going into hand-to-hand combat with Deathclaws and mutants, which is stupid. -Strong Back ** Load capacity is not a big deal, but it's here if you want. -Stunt Man (no Deathclaw) * This advantage will have only rare opportunities to trigger. -Survivalist ** If you want to take an Outdoorsman advantage, take this. -Swift Learner * Sounds good in theory, but think this way: at 100,000 experience, this character will have 105,000 total experience. It's not a huge difference. Tag! Good to adapt to team changes and equipment at the end of the game, such as collecting a new special ability or energy weapons. -Talon of Fear (Deathclaw) * Fights shouldn't take so long that your enemies are greatly wounded by poison. Robots don't take any harm from this. -Team player *** Good but a bit generic. Less interesting than many other advantages. -Thief ** Useful at the beginning of the game. -Tough Hide (Mutant) ** See Hide of Scars. -Toughness *** Damage resistance is good, but as an advantage it is a bit boring. -Tunnel Rat * Scanning is so rare that speed shouldn't be a problem. -Way of the Fruit ** Fruit will permanently raise your ST by 1 without inconvenience. Although this is very nice, you have to provide your own fruits (no too difficult unless you had the foresight to set aside a little early) and you can only increase ST to +2 compared to the racial maximum. It's hard to make this advantage. -Weapon Management *** With this, a character with 4 strength can handle any weapon in the game except Browning and avenger. Status effects During the game your team will inflict and suffer various status disorders, usually with hits. Each disorder affects the character differently. -Blindfolded Get this effect if a character receives First Aid healing three times. In essence, it is so covered with bandages that the Emergency Room can no longer be applied. It can be removed using the Doctor ability to replace some of the bandages with sutures (at least that's how I feel about it). Each time you use The Doctor sets the character's First Aid counter of one, then if you use Doctor three times on the character they can use the Emergency Room three more times before it becomes Banded again. If you only use the Doctor once, the next time you use the E.R., the Blindfolded state will remain. You can't use first aid if the character isn't damaged, but you can use Doctor to remove status disturbances even if the character is in full swing. -Poisoned Some enemies such as Radscorpions and some weapons such as Festering Spears include a deadly poison. The poison accumulates with each successful blow and deals damage every minute of time, with the level of poison dropping each time it deals damage. It eventually works to get out of your system and it's gone. You can speed up the process with a poisonous antidote, but it is rarely worth it. The amount of poison infection is modified by resistance to poison. -Radiated standing in a glowing green pool or in a pulsating green light can cause your character to radiate. Running into a small puddle is usually not a problem, but you'll be irradiated if you run on a large pool. As long as he stays there, the character will take damage over time as radiation accumulates in his system. This results in a gradual reduction in Strength and PS and eventually death. It can be reversed with RadAway. The absorbed radiation is modified by the character's radiation resistance, and any resistance above 100% indicates that the character is totally immune. Unlike previous fallouts, there is no Geiger counter that tells you how irradiated you are. -Burdened If you try to carry more of your carrying capacity, the character becomes burdened and can't run, just walk. If the character carries 125% or more of his carrying capacity, he becomes motionless and totally unable to move. -Motionless If one previous or another, the character cannot walk. Maybe it's too much weight. Maybe he's just been shot down and he's got to get up. Maybe both legs are broken. Whatever it is, fix it to make it move. -Blinded Sometimes caused by critical eye blows. Immediately deducts 5 from Perception. It can be cured by the doctor's ability. -Concussed Sometimes caused by critical blows to the head. Lower perception by 2, agility by 2, and intelligence by 4, with small drops in many abilities. It can be cured by the doctor's ability. -The paralyzed effects for this vary somehow. If an arm is broken, the respective inventory slot at the bottom of the screen turns red and cannot be used (left arm = left slot). If both arms are broken, the character cannot use any elements. If one leg is broken, the character loses the ability the ability run, and if both legs are broken the character cannot move at all. Of course, it is caused by critical blows to the affected limbs. It can be cured by the doctor's ability. -Wind Sometimes caused by critical blows to the torso or groin. The character can't run, just walk. It can be cured by the Doctor's ability (are you feeling a theme here?). -Unconscious Sometimes caused by critical blows to the head. The character falls to the ground for a certain period of time and is completely powerless until he wakes up. This may take up to a minute. The doctor's use wakes him up immediately. -Stunned caused by some enemy weapons such as Beastlord's dustbags, flash grenades, and pacification bot weapon. Reduces perception by 5 and agility by 1, but vanishes in one minute. *Equipment **** Weapons There are a relative handful of weapons that are actually useful in the single-player game. This is a roundup of those you'll like to cling to and see yourself instead of selling them, roughly in the order you acquire them. The type of ammunition is in parentheses. -H&A&K MP5 (9mm) Your main character always starts with this. It's a versatile SMG with single mode and burst and uses abundant 9mm ammo, so it's cheap. It's also more powerful than the guns and SMG you'll find in this point in the game like Uzis and Scorpions. -Shotgun (7.62 mm) Farsight starts the game with this. With a range of 40, it's the best rifle you'll find up to the sniper rifle in St. Louis. The shotgun also has a precision island, which means it is more accurate at a longer radius than at close range. This allows you to take out most of your enemies while you continue to miss them. Ammunition is quite plentiful but in high demand between this rifle, the AK, and the SAW. Equip all your snipers with one of these as your primary weapon until you can get them sniper rifles. -Pump Action Shotgun (12 Ga. Shells) Stitch starts the game with the first shotgun. Shotgunns are a perfect backup weapon for snipers when the enemy gets too close for the shotgun, but it has the unpleasant effect of hitting your allies when they are nearby. Be careful to always aim away from you and yours. -9mm Mauser (9mm) Not great, or even good, but it has an excellent radius for a gun. If you're going to use a 9mm gun, save this one from Brahmin Wood. -Punch knife You will capture one of these in Brahmin Wood and you can immediately put it into use in Freepool. Light, dangerous and quiet: a great combination for a sneaker at the beginning of the game. -Fighting knife You can buy it after Brahmin Wood or Freepool depending on your Charisma. Since it only costs 3 APs, it is the weapon of choice for the first body fighter to -AK-47 (7.62mm) This is the gun for the first game. It has a range of 35 on single-shot, a burst mode, lots of ammo and everyone can use it. You'll catch several at Freepot, and you can keep using them all the way to St. Louis. -M-16 (5.56 mm) In Preoria there are two M-16S-16s the hardest-to-find 5.56 ammo. These have slightly longer distances than the shotgun, but lack the precision island that makes the shotgun a preferred ranged weapon. Burst mode ensures that the gun remains useful. -Powerfist (Small Energy Cell) You should buy a Powerfist from the Quartermaster before entering Quincy if you are using an unarmed sneaker. It's the best unarmed weapon at this point in the game. -Ripper (Small Energy Cell) Like the Powerfist, the Ripper is available for purchase just before Quincy and is ideal for the Melee sneaker on your shopping list. Although it makes chainsaw noise, it still counts as a silent weapon. -Neostead Combat Shotgun (12 Ga. Bullets) The Neostead is a giant step ahead of the shotgun you use because it has a burst mode. It also requires 6 Strength. Rip him out of a cell in Quincy. -M-1 Garand (caliber 30.06) Another discovery in Quincy is the Garand, an excellent rifle that also surpasses the shotgun. However, you almost don't get ammo to start with, and you still can't buy any, so it's very difficult to use effectively. -H&A&K CAWS (12 Ga. Shells) The CAWS is Mardin's main discovery. It instantly replaces the Neostead as his favorite combat rifle, but the minimum force of 6 may be higher than the average sniper. The CAWS is an unprecedented close-range weapon until the next mission, when you discover the SAW. -Ruger ACS56F (5.56 mm) You will capture a Ruger at Mardin. It works like a close-range weapon if you keep it in burst mode and is a nice complement to anyone using the M-16, since they both use the same ammo. -M249 SAW (7.62mm) When you hit St. Louis you will realize that relying on snipers during the game will not work; you need a way to quickly deal huge amounts of damage to large and slow targets. Big Guns is the skill to use and the M249 SAW is the best Big Gun in a while. The SAW is still using the 7.62mm ammo you're used to unlike the Rocket Launcher, is lighter than the M60 or any minigun, and deals more damage than the M60 or Avenger, the next Big Gun you'll find in Kansas City. Take at least two with you and preferably three and at least 500 rounds each. -Sniper Rifle (7.62 mm) St. Louis also gives you the first sniper rifle if you know where to look. This gun, with a longer range and even greater accuracy than the shotgun, will become your favorite long-range weapon until it switches to energy weapons. -Enfield XL-70E (5.56 mm) The Enfield is an exact replacement for the Ruger: it has the same ammo, more damage and a longer range. If you have two snipers looking for close arms, Ruger and Enfield can be deployed at the same time; otherwise he changes the Ruger for his cousin when you find him in St. Louis. -Browning M2 (.50 caliber) You can first take a Browning in St. Louis, but it comes with little or none ammunition. You're going to keep fighting and killing mutants with Brownings through Osceola, but ammo for it is rare. Save every bit you find for Great Bend, when you can break a Browning or two for your gunners with enough ammo to actually be useful. Using Browning on anything but robots is a huge waste. It weighs 45 pounds and requires 9 strength to operate. -M79 grenade launcher (40mm grenade) If you still have someone using small guns without enough energy weapon skills to pass when you hit Great Bend, pull one of these out of the Reavers in Junction City. Don't shoot at close range (close is defined quite freely by the game) because it will hurt you. The interval and area effect are the result of deficiencies. -Micro Fusion Cell you capture some of them in Junction City from the Reavers. They effectively replace the sniper rifle, as they double damage to almost the same range. Laser rifles will convince you to develop energy weapons for all your snipers. -The Reaver Junction City Plasma Rifle (Micro Fusion Cell) also offers this weapon. It is much stronger than the laser rifle, but also has a shorter range, more like a MITRA. The good news is that it's pretty accurate within that interval. Think of it as the energy version of an AK-47. -Small Energy Cell The plasma gun is essentially an upgraded version of the plasma rifle that you can get on the same mission. The difference is that the gun costs only 3 AP to shoot, 2 with fast shot or bonus fire rate. For this reason, it is an excellent close range weapon for energy snipers. -Pulse Rifle Prototype (Micro Fusion Cell) The Pulse Rifle Prototype is the reaver payment for your team's assistance to Newton to save their leaders. It is the most powerful weapon to use against robots up to this point in the game and the base for pulse weapons of all kinds, including the pulse gun, electric rockets, and EMP pump shells. The relatively short radius is a bit of a handicap for a sniper character. -Vindicator Minigun (7.62mm) You'll find the first Vindicator in Junction City when you leverage it from the cold dead hands of a Reaver, but I don't recommend using it because it's obviously weaker than Browning. However, it's easy to run out of .50 cal during robot missions, and only the Colossus can provide it as a recovery, so the Avenger creates an attractive backup weapon. Don't worry about packing one with you, take it while looting - many humanoids carry this weapon. The result is that although the damage is much lower than Browning, it uses much cheaper ammunition, is about 2/3 of the weight and has the same range. -Gatling Laser (Micro Fusion Cell) Take this out of a humanoid bot corpse in Canyon City. Although it is one step behind the Browning M2, both the Gatling laser itself and its ammunition are half the weight of the Browning M2 and .50 cal. It's an excellent punch a strong energy weapons specialist. -YK42B (Micro Fusion Cell) Pulse Rifle The Brotherhood builds this weapon based on Newton's prototype pulse rifle. The damage is improved, but has the same poor scope. You can buy it after Buena Vista. -MEC Gauss MiniGun (2mm EC) The backstory of Fallout is that the United States and China went to war for the last remaining fossil fuel tank in the world. The U.S. Army was able to make substantial progress by moving through Canada and Alaska and crossing Asia across the Bering Strait, thanks in large part to the development of Power Armor that made the infantry virtually invincible. To counter this problem, the Chinese have developed the MEC Gauss MiniGun, the best Big Gun in the game and able to blow even through the most difficult enemies. You'll capture the Minigun Gauss in Scott City and lack ammo for the rest of the game, so pull it out only for extremely special occasions. Ammo All cannons and some melee and unarmed weapons use ammunition of some kind. When looting ammo from the battlefield, it's a great idea to reserve some in a locker or safe place so you have access to it later if you know a good weapon will come soon. This is much cheaper than selling it to the Quartermaster and then buying it back when you need it. Unless otherwise stated, the damage and penetration are average. Fraction is the number of hits per pound of carry weight. -2mm EC (Damage on average, Penetration +15%) Weapons using these ammo appear at the end of the game, but that doesn't make it useless. In fact, the best weapon in the game, the Gauss Minigun, uses this incredibly rare stuff. Save everything you can find for the Gauss Minigun and use it only in an emergency. -5.56 mm 50/1 These ammo are mainly suitable for machine guns and assault rifles, with some large guns in the mix. Since it is rarer than 7.62 mm, you will have more difficulty keeping your team come with it if you use several weapons. It's usually worth keeping an M-16 or Enfield if you need it, but don't depend on being able to look enough to keep shooting. -7.62mm 100/3 This ammunition is the most common type in the first half of the game, rivaled by 9mm for the first half and Micro Fusion Cells for the second. If it is also the one you will use the most, because it provides shotguns, AK-47 and SCR M249. You'll capture a lot in the field to keep your team stocked with extras to sell, especially after you start killing mutants with big guns. -9mm Ball (Damage -11%, Penetration -20%) 9 mm JHP (damage +60%, penetration -20%) 9 mm AP (damage -25%, penetration +50%) The simplest and cheapest ammo in the game. Used in many light weapons, especially pistols and machine guns. Excellent for killing animals, but not worth storing unless you enjoy safaris in the Humvee. -40 mm grenade (damage +60%, penetration +11%) 1/1 Exclusive grenade launcher ammunition, a very limited number and you'll probably run out pretty quickly. That's a good thing, because they're some of the heaviest ammo in the game. Don't sell it, but don't let it sit in your inventory either. -303 The Cal Guns using these ammo are few and far between, and those worth it. Download it to the Quartermaster. -44 Cal Magnum Ball (Damage -11%, Penetration -20%) 44 Cal Remington JHP (Damage +60%, Penetration -20%) 44 Cal Magnum AP (Damage -25%, Penetration +50%) Just like 9mm and .45 cal, .44 is used for some guns, the most useful of which is the S&A&W M29 3 AP revolver. Ball, JHP and AP work just like the 9mm variants. Unless you use revolvers against animals frequently sell everything. -45 Caliber 10/1 Pistols use .45 cal. The only reasons to keep this stuff are the Casull Revolver and Tommy Gun, the Casull because of its cost of 3 AP and the Tommy Gun because it is the second best SMG in the game. When you get the Tommy Gun, though, little guns are about to come out. Sell it. -50 Cal 5/1 50 Cal DU (Damage on average, Penetration +80%) 5/4 Ammo that only works with a gun is intended for bartering, except for this. The Browning M2 is one of the game's most powerful big guns, but chews ammunition at horrible rates. Save every single round you find and don't pull it out until Coldwater asap. -12 Ga. Shells 20/1 12 ga. Flexed Projectiles (Damage +60%, Penetration -20%) 12 ga small bullets. (damage -11%, penetration +31%) 12 ga. Shell EMP Free free to use regular projectiles and Flicheate ammo (equivalent of JHP) as you find them. Your Small Guns specialists will have a lot of use for them. Save small ammo for robots or possibly mutants due to high penetration and purchase EMP ammo as soon as it appears. EMP ammo is wasted on anything but robots. -30.06 AMP There are a number of useful weapons that require 30.06, the M1 Garand and Browning Auto Rifle come to mind. Their fall is that they require 30.06, which is almost impossible to find in reasonable quantities. Don't worry, still sit. -Speargun Bolt 1/1 The Spear Gun appears exactly once in the entire game with exactly one round in the room and four in reserve. Don't worry or ammo. -Explosive rocket (damage +60%, penetration +11%) J3 Rocket Sabot (damage -11%, penetration +31%) AP rocket (damage -25%, penetration +50%) Rocket Etcryl 1/1 The Rocket Launcher is the first Big Gun you capture, but ammunition for this is few and far between. It also has a bad tendency to make mistakes if you're behind the cover, leading parts of you to rain for several seconds. If you have an extremely skilled Big Guns specialist, it's worth saving sabots for robot turrets in Canyon City. -Electric rods The Electric rods are extremely expensive - use them only against the Behemoths. If at all. -Small energy cell 1/1 The power snipers' energy weapons are a handful of rods and unusable weapons. It's not worth saving a few hundred for when you acquire plasma guns. You sell the rest. -Micro Fusion Cell 1/1 Save a single of these precious and precious nuggets. The rest will be used using wise rifles and laser rifles and setting lasers all the time, so small fusion cells will always be in demand. It never reverts back, no matter how many extras you have or how much the Quartermaster will give you for them. -Needles There's no good reason to use the Needles, but needles are one of many reasons not to. They're extremely rare, so you can't get enough to keep yourself provided even if you buy the entire Quartermaster's stock. On the other hand, rarity increases its barter value. Needles cause poison on the target. -Flamer fuel (damage on average, penetration +20%) 1/2 Fuel can be hard to find, but if you're willing to drag all that weight it's worth watching your enemies be the Burning Man. Scavenge what you can and sell everything when you start fighting robots. Don't worry about the Quartermaster's escort: this is a weapon for special occasions. -Tank shell (damage +179%, penetration +20%) The Shell tank only fits the tank cannon that is saved in Newton. Therefore, the opportunities to use it are limited because you can only light an enemy in Newton who really deserves the damage (the Tank Bot) and the rest of your kills will be against random encounters. Fun, but a very expensive toy. -Acid container (Damage -11%, Penetration +31%) 25/1 The only way to get the water gun is in the Canadian invasion special encounter. If you find it, good for you. If you don't, sell the ammo you find in Great Bend and know you're not really missing out. The water gun is decent against robots, but the grenade launcher is just as good and the energy weapons are much better. Armor As you will discover, many people in the wasteland want you dead. You want you alive and the armor helps you do so by influencing three stats: Armor Class, Damage Threshold, and Damage Resistance. High armor class lowers the ability to hit enemies. Damage resistance reduces damage from shots taken by one percentage. Damage Threshold directly subtracts a number from all remaining damage after high damage resistance. The DR and DT of an armor are different depending on the type of damage coming in: Normal (bullets and melee attacks), Fire (Molotov cocktails and Flamers), Gas (some types of grenades), Explode (still grenades, multiple rockets and explosive scenarios), Energy (laser and plasma) and Electric (live wires, some robot attacks). -Leather armor Each recruit starts with leather armor. It's better than nothing. Sometimes recruits don't record the benefits of this armor until you take it off and reactivated it if you don't have the patch. -Leather Armor Mk II First becomes available after Rock Falls. Just like Leather Armor, just a little better and a little heavier. -Metal armor You can buy metal armor after Preoria. It has a lower air conditioning than the leather armor, but the protections are worth it. Metal Armor is much heavier and reduces your Sneak ability by 25%. It also seems a bit weird about female characters. -Metal Armor Mk II Capture a Set Set Quincy church. It's predictably better than Metal Armor for protection, but heavier. Sneak ability is still cut by 25%. -Environmental armor The whole part where the armor reduces your Sneak is pretty annoying, right? So when you get the environmental armor, I hope it's gone, right? No, the cut is up to 50% and affects several other technical skills with small penalties. However, the armor itself is quite good and increases radiation resistance, plus it is lighter so you can recover some of your load capacity. You're going to find it in Jefferson. Incidentally, Environmental Armor is the first armor a ghoul can wear. -Environmental Armor Mk II You can purchase it from the Quartermaster immediately after finding your first set of environmental armor. All protections have improved, but at an even higher price: Sneak is still cut by 50%, but technical skill cuts are larger and your perception also decreases by 1. It's almost painful to wear it. - Electric armor You can buy Power Armor after Coldwater, and boy is better than that environmental junk. No more cuts to your perception and technical skills, but I really hope you're not going to sneak anywhere with a 75% cut. Basic Power Armor also increases your strength by 3 due to all the motors embedded in the joints that are needed to move into the stuff as well. -Power Armor Mk II What could be better than electric armor? Power Armor Mk II, of course. Better protection all around, slightly heavier, but gives you +4 force freeze instead of a simple +3. Find him in Newton and buy it after Canyon City. - Tesla Armor Well, you say, good things keep happening. The armor I have is always better than the armor I had, so if there's anything after Power Armor it must be really wonderful, right? Wrong. Tesla Armor is basically tinfol. The upside is that tinfol tends to be very good at reflecting energy damage. The downside is that it doesn't reflect, stop, or even slow down other types of damage anywhere near what Power Armor does. Keep it in your formal event locker when you want to look polished. Drugs There are different types of drugs that you can use to improve your soldiers. Drugs tend to be quite expensive and are always weightless, making them excellent barter products to get from people who are not the Quartermaster. How drugs work All drugs have three types of effects: use, abstinence and addict. The effects of use are immediately activated when the drug is used and last for a certain period of time, then disappear. Immediately after the effects of use disappear, abstinence effects appear and subtract from the natural qualities of the character. _not_ the qualities fortified by the drug and last for a period of time. If the character has the misfortune to become addicted to a certain drug, addictive effects activate after the abstinence effects fade. Dependent effects last longer than abstinence and use effects, but I didn't do any experiments to determine how long. -After use of burner rubber: ST +1, PE +1, AP +2 for 2 days Withdrawal: ST -2, PE -2 for 2 days Employees: ST -3, PE 3 -Buffout Use: ST +2, AG +2 for 6 hours Pick: ST -2, AG -2 for 18 hours Employee: ST -2, AG +3 -Fusion Cell Use: ST +2, PE +2, CH -2, IN -2, AG +2 for less than 3 hours Withdrawal: ST +1, PE +1, CH -2, IN -2, AG +1 for one day Addicted: no effect -Mentats Use: PE +2, CH +1, IN +2 for 1 day Withdrawal: PE -2, CH -2, IN -2 for 4 days Drug addict: PE -4, CH -4, IN -4 -Mute Use: ST +4, EN +4, HR -4, DR -15%, RAG +5%, +15 hp for 1 hour Withdrawal: ST -2, EN -2, DR -50% for 4 hours Employees: -Psycho use. IN -3, AG -2, IN +5% for 4 hours Withdrawal: IN -2, DR -25% for 8 hours Employees: IN +1, AG -3, DR -25% -RadAway Use: lowers the permanently irradiated level Withdrawal: lowers the irradiated level permanently Dependent again: none -Rad-X Use: RR +50% for 1 day Withdrawal: RR -25% for 2 days Drug addicts: none -Voodoo Use: AG +2, LK +3, DR +20%, Critical +20% for 1 minute Withdrawal: AG -1, LK -3, Critical -20% for 1 hour Addicted: PE +1, CH -1, IN -1 ** Gameplay** ** Strategy 101 The game offers you some tutorials, but they are not extremely useful to show you how to actually get the massive assaults in which you will be forced during the game. Here are some of the do the tutorials. -Sentinel Mode The game makes many of the three sentinel modes indicated by pipboy faces on the right side of the interface: passive, defensive and aggressive. I recommend keeping your troops aggressive about 85% of the time because in CTB it's almost impossible to issue target orders to your troops, so it's best to let them choose their own. There are some cases when the target of the IS is not the best solution in the room, but you can direct their fire on those occasions if necessary. The defense is not a good idea because while the soldier being shot will relax, none of his friends will help unless they are also taking damage. Never leave your passive troops, as it serves no purpose: if you are shot run away, look for cover or shoot back. -Ambush This is covered in one of the tutorials, but what is not mentioned is that it usually does not work. In some situations, enemy patrols move along a predetermined path and cross an area that offers cover to your troops where you can wait for them to run out and then slaughter them with fire from all sides. Most of the time, however, enemies do not move in patrols and cannot be lured into an ambush unless they only carry melee weapons. No matter how poor his weapon skills are, a raider with a gun won't split you around a corner or over a great distance. They keep shooting until they see you and seek shelter. Melee fighters almost always charge when they see you. Sniper Use a sniper with a long-range weapon to draw the enemy's attention to a range that doesn't have much chance of hitting each other. As they shoot, use the cover move hand-to-hand combatants or burst weapons near the enemy. Immediately after the enemy has fired and exhausted its ACCESS POINT, run the closest members of the team and kill iHer/it. The idea is to have the enemy's AP at zero when you start attacking seriously. -Rifle Crawl This works in situations with little coverage and long distances. Equip them all with a rifle and set them in two or three ranks of three or two members each. Move the front rank to a practical firing range of the enemy. As they shoot and hold the enemy's head down, move the next rank upwards so that they have a slightly closer shot. As they shoot, move the next rank upwards, etc., until everything in front of you is dead. The idea is to fly the bullets, regardless of what your team advances and improves its ability to strike. This strategy also works with big guns if you're careful not to let your teammates shoot each other in the spray effect. -Real Sniper The game provides you with nests of quality snipers in many missions, perfect for a sniper to squat on and hail bullets on unsuspecting enemies at greater distances than I thought possible. Look for tall but accessible places like roofs, towers, and ledges. It's much harder to find sniper nests that give you useful shots on enemy groups, but you work with what you have. -Edging In places without cover for your troops to stand behind and shoot over, you can use the edges of tall objects such as buildings as a cover. Stand behind it and move in the small steps possible until you can see a single enemy. He starts shooting to kill him quickly, which could bring the rest of his group into office, but they'll be even less of a gun. It works very well with doors. -Storning There are many rooms and other places with narrow entrances that are expected to invade over the course of the game. Walk a sniper through the door some distance from it to look at it from many different angles and see who's inside without being able to hit you (much). Sniper station with clear shots inside and let them start firing, forcing the enemy to take cover or die. While on the ground, run the gunners (or shotguns if at the beginning of the game) to flank the door inside and unleash yourself. If there is more cover in the room that could protect enemies, bring the snipers inside and use them to cover the gunners as they advance. When an enemy raises their heads, snipers will distract them for a second so that gunners can pull up their weapons and fire. Enemies Here are some basic descriptions of the various races you will encounter throughout the wasteland. Weapons may vary slightly. -Animals Missions 1, 2, 4, 7, 12 There are different types of animals, but can be grouped together. These include dogs, cockroaches, radscorpions, brahmin and wasps. With the exception of large cockroaches that have a short-range missile attack, all animals depend on hand-to-hand combat. Radscorpions and cockroaches also have poison in their attacks. Avoid combat if you can and use the cheapest possible ammo: gain very little experience and absolutely no loot from killing animals. Hand-to-hand and unarmed combat are reasonable alternatives to projectile devastating. -Raiders missions 1-3, 5, 13 Raiders will be your nemesis for the first missions, but they will largely disappear after Rock Falls. They're just greedy humans with some basic weapon skills. Raiders use melee weapons, MIS, rifles, and occasionally shotguns and launched weapons. After exiting a level or two, you should be able to take them off from long range without any problems. Raiders tend to be lazy and can sometimes be found asleep, which makes it easier to kill them. Eventually some raiders will join the recruit pool, as indicated by their character bios. -Ghouls Mission 6 Actually, he won't fight ghouls unless you meet them in random encounters. When you meet them in Quincy, you have a chance to save his life. The Ghouls are the humans who survived the Great War but are still heavily irradiated, gaining extremely long lives. Unfortunately, the lifespan of over a hundred years has worn down their strength and agility. -Beastlords Missions 6, 7 Humans infected with a kind of radiation found only in the Mardin caves became able to give telepathic suggestions to animals. Calling themselves Beastlords, they roam the wastelands with fellow animals including Deathclaws and fight with primitive melee weapons in addition to light weapons. Beast lords don't wear much in terms of armor and are simple to kill. -Deathclaws 6, 7 Deathclaws missions are really animals, but they appear later and are a much stronger threat to you. Again, they are based on melee attacks, but you definitely don't want to get into a fight - you will lose. Almost every shot a Deathclaw mutant will take an opponent off his feet, which makes them extremely difficult to deal with in a brawl. They also have more strength, agility, HP and work faster than you do. Keep your distance at all costs and use rifles and SMG to shoot down. Threats of children's deaths are a minor but still significant threat. -Super Mutant Missions 8-11 Mutants are the first real challenges you will face. The mutants were created by the Master in California by infecting humans with the Force Evolution Virus, making them much stronger at the cost of Intelligence and Agility. After the Master is defeated, some mutants (apparently waltz) migrate east and settle in the Midwest under a new leader. Because of their high strength, many mutants carry heavy weapons that your gunners can recover, even if some attach themselves with melee weapons. Mutants rarely wear (it's hard to shop in their sizes), but when they do it really increases their difficulty. -Reavers Missions 12.14 Reavers are humans who worship technology like a god, saving it from the wasteland. Of course, this means that they have some of the best weapons in the game. Even if they don't wear much in an Armor mode, Reaver weapons can often put holes in your team roster if you're not very careful about engaging them from long range. They will be your first source of powerful energy weapons and ammunition. As enemies, they do not last long - from the second mission they are your allies. Just like ghouls, random encounters are still dangerous. -Robot missions 14-20 Robots are the strongest and largest enemy you will face. They're also quite different. Expect to kill robots with energy weapons and the strongest cannons, since the only small reliable cannons against them are the Grenade Launcher (very heavy ammo) and Pancor Jackhammer with snail or pulse ammunition (expensive, especially in burst mode). Turrets Missions 4, 11, 15-20 OK, technically turrets are not robots and you won't even see laser turrets anywhere near robots, but they come from the same family. This makes it very difficult to oust laser turrets in the Preoria Vault when you encounter them, forcing you to exploit their malfunction. Once you get energy weapons you can go back and blow them up to see the dramatic difference. Later turrets use .50, 7.62 mm or explosive rockets that make recovery excellent. Turrets are unable to move and can sometimes be deactivated by a nearby victim. Humanoid Bots Missions 14-20 They are bipeds and use all the weapons they are supplied with, including, for a single reason, AK-47, SCR M249, laser rifles, Vindicator miniguns, etc. They're also pretty bad at hand-to-hand combat, but they can be beasts from a Deathclaw or an equally strong fighter if you take them one at a time. Unfortunately, they like to travel in groups and watch each other's backs. Little guns will bounce on them. Loading lift missions 14, 16-18 They were warehouse workhorses, but apparently the protrusions that can lift pallets fit very well with the holes that rummage through living things. Load lifters use only melee attacks with a range of 1. Knockdowns seem to have a minor effect on them too, since they can't really be knocked down, just because they only collapsed for a second. They are relatively large, so you can often lure them into narrow passages where they don't fit and destroy them from range at your leisure, even if they sometimes run away when they take too much damage. Load lifters never leave a useful recovery behind them. 14-20 Security Bot Missions Actually, these robots are still doing the work they did before the Great War, they only include more people in the unauthorized intruder category. They use a laser rifle-like weapon with a fairly long range of action or a 9mm SMG attack and are quite agile, but they have low HP and are to be shot down with laser or plasma rifles. Often it is possible to recover micro melting cells or the least useful 9mm from the wreck. Scurry Bots Missions 15-19 These are ugly little bastards. They dig into the dirt and wait for it to approach you, then break into a glow of debris and charge with a pointed melee attack. They're very likely to take you down, you hire them in hand-to-hand combat, then step back and pulverize them with rifle snails or a Browning. Such heavy weapons would not be necessary if they did not travel in packs so often. If a bot scurry loses its target, it can dig again wherever you are. Like load lifters, you can make them stay in doors and then tear them apart. They don't leave loot on their corpses. Hover Bots Missions 15-20 Hover Bots, of course, hovering. They have explosive rockets that will free to save if you can stop them from coming down two shots in a row. When they've run out of ammo, hover bots make a nasty kamikaze attack that destroys them and slaps your character a bit. Their small size makes them significantly harder to hit with rifles - try to nail them to the wall with burst weapons. Tank Bot Missions 15-17 Robots are a jealous race. When you finally get newton's tank, they make you face a tank of their own. The Tank Bot

Scientist (Research Structure) Team: Special Equipment Trapper: None Weather Strategy: Day: Use Sniper Perches as Gunners Crawl To The Ground Note: Get a Scouter for this mission you can take with you , but it is not as important as the Humvee and pca in their missions. It's also much less useful, but more fun. The Scouter is apparently from the wreckage of the Brotherhood zeppelin that crashed nearby. Floor: Send the trapper to the southeast building and look for the two blown corners. Both have wooden X's, which in this mission are code for mines. Detect and disarm both entrances, then head west and find your chest on the first floor. Both the floor in front of it and the chest itself are armed with traps. On the second floor, there is one mutant behind the sandbags in front of a door on the west side of the building and another in front of the bookstore in the room behind him. Kill them and head for the roof. There are two mutants in the north corner. Take their sniper nest and use it to attack the mutant on the balcony across the street. It will quickly crash, then change targets to cover your gunner on the street as he puts behind the mutant in the cabin on the ground, then another on the first floor of the building to the northeast. Surround this building with gunners and send them up the stairs to kill a meele mutant, then out onto the balcony to finish off the snipers' first target. Back off and cross the bridge on the other side and head to the balcony to kill yet another mutant. Now go back to your snipers and send them to the southeast edge of the roof they're on to attack three mutants in the ruins to the east. They will charge and pass out of sight under you, so you can wait for them to get bored and go out again or attack them with the gunners there. Locate and disarm the mines around the helicopter before descending. Pull everyone back to the insertion point and go down the street with the Scouter and turn right. Your trapper can spot T45E from the wooden X's and disarm them. The southeast building has two north-facing mutants and another facing south. Wipe them off and head back to the south side of the road. The first generator is north of you with two hand-to-hand mutant guards. Kill them both and shoot the generator. March back down the north side of the road to the alley for a few more kills. The southeast road comes across a barricade with three mutants defending it and another mutant with a rocket launcher behind the south cover. Approach carefully and first perform the rocket launcher, then move to the side of the map and kill another mutant near a brick wall. Use this location to hit the barricades to the side and wipe out the guards. Don't miss the one who likes to squat and hide in the central kiosk. Down the street at the corner is another mutant standing sentinel, then flanked to the side to clear the street. He ransacks the building behind him plus the two to the northwest before proceeding. Head northwest along the road, killing a mutant behind a cover on the median as you go. There are a few mines in the middle of the road between the wooden X's, plus a minefield south marked on the map and another near a hole in the wall stuck with sandbags. It recovers all the mines and replevate. The second generator is guarded by sentinel and mutant turrets, and turrets are quite difficult to break down. Fortunately, they are powered by the #2 generator. Put two artillerymen on the ground and work through the rubble on the south side of the generator to hide them from the turret until you reach the back door. With them next to each other, open the door and slaughter the two mutants waiting inside. Break the generator and go back to kill the now inert turret. Another mutant might load your group on the street, but they should be able to handle it. Blow the turret across the street and save the minefield behind the generator. Now head north carefully through the open ground. The covered bridge is protected by a mine that needs to be disengaged and a mutant on the roof, but it won't notice you if it doesn't shoot it. Get defensive and cross the bridge, then use the stairs to the north to reach the roof and crawl behind the mutant. Switch to aggression to kill him, then stop snipers to the roof and sweep the gunners through the bottom to kill two mutants in the enclosure. There's another mutant to the north behind a low wall that the gunners can remove and another to the east that will occasionally hit the head for a burst. When they're both dead, brawl under the north fence with a little desperation. Stand up the other way with the gunners ranked to kill two mutants patrolling this corridor. Open the door and go down the stairs to find a loot library, then give one person two Rad-Xs so they can pass through the underground passage to the south and loot another shelf. Head top next to the inert mutant and head south. Kill a mutant behind a wall of sandbags to the northeast, then another near the third generator to the east. Pincer with hole in the wall and main main approach two more mutants to the south before blowing up the generator. Now it's time to do some cleaning for bonus experience and loot. Return to the entrance to the underground passage marked on your map in the east corner. Kill the mutant guard just north from behind and swing south. Clear the first building of a possible mutant patrol with crackling SCR and check the library for your first set of environmental armor. Continue along the edge of the map and watch out for the narrow passage taken. The garter on the opposite side can be surprised by a hail of 7.62 mm. Check out his home in search of loot, including the second floor, then kill the two mutants in the northwest house even more loot. You should have your greedy gloves on another set of environmental armor. There is yet another minefield through the south gate to recover before returning to the facility. There, he talks to the mutant scientist to find that the facility is seeking mutant sterility, not building weapons. Ignore the search, destroy the generator in the back and leave the scientist alone. Hit the exit grid and remember to take the Scouter with you. 10: Kansas City Objectives: Stop the Mutant Assault, Protect Ghoul Bishop, Kill the Three Mutant Commanders Promotions: Let Less Than 5 Rogue ghouls Die: Super Mutants with Iron Tubes, Rocket launchers, SCR, miniguns, browning and grenades Contacts: Bishop (next to nuclear) Team: 3 large guns, 2 snipers Special equipment: Sniper rifles for small weapons, SCR for Big Guns Time: Night Strategy: Divide your group to deal with the initial assault, then reform for the counter-attack plan: The briefing says that radiation is a big deal and that your team has been provided with radiation drugs to help address this issue. Since I was already carrying a lot of Rad-X and some RadAway, I never noticed any significant increase in my supplies. Also, there doesn't seem to be any actual radiation in the area, but you might want to use Rad-X anyway for each case. The first part of this mission is the only part of the game I play on ITB instead of CTB, entirely because it's too hard for me to split my attention between three battles without losing many ghouls and/or some party members. As soon as you land, set your troops on the defensive and put them in place. You can try using defensive towers as sniper nests, but it wastes a lot of time in TB and doesn't give you flexibility to search for targets. Don't strike to start the battle on your own because this causes the mutants to attack early. If you choose to fight in CTB, expect the initial assault to last only a few minutes. The bullets will fly fast and furious, especially at the south gate. Use your few seconds at the beginning to dose with Psycho and for Perception and lower the aggressive threshold to 1%. Be ready with stimpaks. Good luck. There are three barriers that need to be defended: north, west and south. The north entrance is the easiest to defend, with existing minefield and a total of four mutants, only one of whom has a gun. Send your worst team member here, like a meele specialist or weak sniper. The gun mutant sometimes likes to hide behind the trailer - if it happens, approach across the street and use the barrels as cover. The west entrance is slightly more difficult, but nothing a gunner and sniper can't handle. Fly the bullets. This input also has a tendency to develop two or three waves of mutants. Just because they stop coming for a minute or two doesn't mean you can leave again; wait to be absolutely sure that there are no more mutants coming, so start looting and be ready to defend yourself from the mutants on the towers in case of an emergency. The south entrance is where most of the problems are, including the first miniguns you've ever seen. You're going to need two gunboats here with a sniper as a backup. This is also the barricade that tends to lose the most ghouls. You'll receive experience in large blocks when each barricade is erased from the game definition, though there are still some mutants around. To clear the south gate you will probably have to advance past the sandbags, using the other cover. There are two or three mutants at the south end of the road who may or may not be involved in the fighting. If not, you can take them off later. Although there are five ghouls each at the west and north gates and six at the south gate, plus some on the towers, they won't really be of much help to the actual fighting. Most of them are armed with rifles and occasionally shoot at mutants who are extremely close to death. If you're using the patch, they're much more active in their defense, but don't count on them to take out the mutants themselves. However, if too many ghouls die during the assault, the Bishop ghoul will not be too kind to the Brotherhood. There is no way to protect the ghouls themselves other than to kill the mutants as quickly as possible. After all mutant assaults have been erased, you must achieve the ultimate goal by taking out the mutant commanders. First, loot all the corpses and unload the equipment in one place so you can come back for it. Disarm the minefield and pick up that too, plus crates near your starting position and west barricade. Talk to the Bishop a couple of times and he will get some Rad-X for free. Use the north exit to get to the airport and pick up a Tommy gun. Once all the looting has been done, exit the west entrance to kill the two mutant snipers sitting on the platforms. If you still have a sneaker, it should take them off very easily from behind, otherwise use the car to the north as a cover. The one to the north has a Browning, the southern one has a rocket launcher. Head south a small building near the edge of the map. He plunders the ghoul inside and captures the two mutants near the next building. Work with the gunners to clear the front of the building, then jump inside and waste another one. See more mutants on the opposite side near the two sandbagged corners. The next building to the northeast contains the first commander. There are three holes in the back of his building that you can use for snipers (from afar) or gunners (from close range) to kill the commander and one of the garnets inside, then go around and enter to kill the last mutant. Head to the second commander on your map and shoot through the door to drop it, then send gunners to finish it off. Do not miss rifles, rockets and bullets on the ground behind the pots and near the glacier. Look closely at your map before proceeding. Unless you really pressed the assault when you returned the southern mutant horde, there will be two mutants left in the house with broken windows, a third patrolling from the corner of the house to the south, and a mutant sleeping near the south corner of the house. You can engage the patrol boat north of the tire barricade on your own, then the sleeper in the best possible way. The third commander's building has a mutant with a large gun at each entrance, so be careful as you approach and kill them from range or pincers. There is a hole gap in the back of the building that can be risky if the mutants inside notice you running past to get into place. Inside, the commander is flanked by two other mutants. Use snipers for cover to get your big guns in, then work around the cover to wipe out mutants. Loot chests to get a Pancor Jackhammer, the best rifle in the game. Now work north and kill the mutants in the glass house if you haven't already. There are two herds standing between two buildings to the north and another in the building on the right. Check all the buildings for loot and talk to the Bishop to free the mission. 11: Obscene Objectives: Killing super mutant leader Gammorin Promotions: Recovering Gammorin's oldidk, Recover Ghouls Briefcase: Super Mutants with SCR, M60, Grenades, Iron Tubes, Brownings Contacts: Roshambo (next to zeppelin), Toccommata (underground east room) Team: Special equipment trapper: none Time: Night strategy: Intestinal base with underground passage and sniper nest before entering note: After this mission, if you have not destroyed the search facility in Jefferson , the mutants will join the recruit pool. Plan: The last time you attacked a strong enemy at map level was Rock Falls. This time it's going to be a lot harder. Look closely at your map after landing. There are five entrances to the mutant base: two south doors guarded by Brownings, another opening in the southwest wall with sandbags, an underground passage beginning southeast and rising inside the base, and a small opening in the north wall. None of these is really a choice, but you will have to do. First, approach the house in front of your insertion point and kill a mutant patrolling outside it. Another mutant inside is likely to rush within range. This may attract the attention of one of the patrols to the west and east, but there's practically no cover here, so you should pull back and look for a better place to hide. The building has a mutant on the corner and two others sleeping inside, but the corner sentinel will set an alarm that wakes them up after the shots start flying. Broken windows behind the herds to the wall. Follow the edge of the map to the north and then east to the Roshambo near the ruined airship. East of here is a minefield for your trapper to defuse marked on the west map by a dead mutant and east by a brahmin. After snipers disarm, head north to the dump. Kill a mutant in a house with broken windows from behind and capture another mutant patrolling the yard itself with his back to running. Now head to the sniper tower. If possible, sneak two people with MAS or combat rifles; if you don't have any Sneak skills after armor deductions, hop on and hope for the best. Use the sniper tower to kill the sleeping mutant near the back door and take a few shots at the mutant on the walkway below. Descend and clear a second minefield marked on the map. A dead civilian in the north and a dog in the south. Continue south over the corner and use the opening in the tube to attack the eastern mutant patrol. Work south to kill three mutants guarding the passage way in with a pincer attack. Use Rad-X on your gunners and send them down towards the end of the pass. Guide them forward into the light one step at a time to engage a mutant patrol inside the base. Kill each mutant in turn and don't go on until your team member stops firing. There should be about four mutants on top of you. When they're all dead, go back. Head back north and enter the complex through the back door. This is the hardest part of the mission: there are three mutants on a platform to the west, two in the small building, one behind each of the sandbag walls on the fuel platform to the east, one on the walkway on the fuel platform (if you didn't kill him first from the sniper's nest), two patrolling the west side of the base, and two guards in each of the southern gates. You don't have to kill them all because you can clear the eastern half of the base to go underground. The western half is much more challenging because mutants use Brownings (again) and can destroy you even if you're using sniper rifles. Advance carefully and use the coverage from the east to kill the guards and patrol, then surround the platform with gunners and let go (this could be painful enough because the mutants wear thick armor). Once they're all dead, shoot through the door to kill the building mutants one by one. Now go down the east ladder. In the first room you will see a wounded mutant who will inform you that General Barnaky has been taken by the mutants by a robot, killing the mutant division in the process. Then he dies. Take Barnaky's Letter from his body. Open the north door by walking on it and shoot at any of the gas tanks inside, kicking off an explosion that will bring two mutants in and out without a fight. Surround the southwest gate and kill a total of three mutants before entering. There's another one with a Flamer just inside the door that can get pretty ugly, so keep moving to the corner away from him and shoot him with your SCs. The next room has Gammorin in the north corner, another mutant in the center of the northwest wall, and a third mutant just inside on the left. You can bait the latter by showing you on the other side of the door, passing it to his meele weapon and loading it. The central mutant can be attacked through the wall sometimes standing in the place of the mutant Flamer. In any case, for the sniper attack pole on the back wall in front of the door and gunners in front of them. Move a person forward next to the wall for the door to open so that your troops shoot. Don't enter the room if you can help him because these enemies are using burst modes that are quite deadly at close range, so you need coverage. Gammorin will have a few words to say when he dies. Next, grab the briefcase from the chest and find the Holodisk hidden under the southwest wall (to the west by the chair closest to the wall). As you go back, pass through the gas tank room to a library with loot. When you reach the surface, you may notice that the corpses of the gate guard mutants have all disappeared; I hope you've already plundered them. Send someone back to the zeppelin to kill the now hostile Roshambo for some experience and a laugh. Leave. At the bunker, if you haven't already, save two of the Brownings you free here for later use - it's much cheaper than selling them to the Quartermaster and buying them back. 12: Junction City Goals: Collect Parts from Robot Promotions: Recruit Casey for Brotherhood Enemies: Reavers with Laser Rifles, Plasma Rifles, SMG, Melee Weapons and Miniguns, ROUSS CONTACTS: Casey Barrett (Southwest House), Mayor John Lewis (Town Hall near Northwest Gate), Assistant Mayor Aka Anna (room next door to Lewis), Angry Rick (The Well in the Center of town) , Juan (Juan's Emporium at the Northeast Wall), Chuck (road near southeast entrance), Martha Dilbert (south house out of town) Team: Barterer, Trapper, Doctor, 1-2 energy weapons specialists Special equipment: none Weather strategy: day: Fit your team to use the new energy weapons note: unlike almost any missions, this mission has a very large civilian population and is an excellent opportunity to practice your thief if you have built the skill. Plan: On arrival, head immediately to City Hall to talk to the and his assistant. The mayor says he'll give you his piece (the robot's head) if you kill the Reavers at the ranch in the north corner of the map. His assistant will inform you that three other people have robot parts: Angry Rick, Juan, and Hank. Go to The Pit and talk to Angry Rick three times to threaten to give you the piece (robot actuator) for free. While you're here, find Casey in the south house and talk to her about the Brotherhood. She says her father is too ill to leave, so use the Doctor on him and talk to her again to recruit her. Now leave Junction City near the gate you entered and head southwest to Hank's house. You'll meet some Reavers, who will give you an idea of how to free to handle them. When you go home, Martha will tell you that the Reavers have already killed Hank and taken his piece of robot. All right, I would have killed them anyway. Reaver's stronghold is the ranch in the far north. There are legions of them, including four snipers on the ranch balcony and two miniguns behind the cover in front of the door, as well as mines scattered in different areas: the large rock near the north road off the map, the large northeast-like rock beyond the skeletalized vehicle, in front of the sandbag barricade closest to the city walls, and in the large open area directly between the city walls and the nearest broken stone wall. These are T86 acid sprayer mines, which are the hardest to disarm. Worse, minefields are almost all under surveillance by the Reavers, so if your trapper can't sneak very well you have to find and avoid mines in the heart of the firefight. Stray burst fire can also blow up mines in very painful ways. For the first part of the fight you can use the snipers on the walls to approach some of the Reavers, but they will quickly hide behind the abundant cover and take only grass shots. You will have to go ahead carefully because the cover is tilted your way. I recommend attacking from the south rather than the west because there are several Reavers hiding right behind the wooden fence that can really deal some damage before they go down, plus the south approach allows your snipers to better cover your gunners. Once your snipers on the wall run out of targets, move them out of the wall and into the middle of it. Avoid mines as much as possible and use burst fire to extract them if necessary. Expect this fight to take a long time for the Reavers not to stop coming. Even after the smoke clears, there are usually some Reavers left near the wooden wall to the west, one in the Far East with a minigun, two on the ground floor of the ranch, one in the wooded behind the logs and three on the upper floor of the house, one of which is sleeping. Door key on ground floor can be found on dead civilian near porch, but the door is trapped with a Claymore that can be recovered. When all reavers are dead you will receive a message at the top - that means Lewis is satisfied and will give you the part. Retrieve the torso of the robot from the work top to the first floor and all the expensive equipment of the Reavers. Talk to Lewis to get the robot's head. Defuse all remaining mines and save 5 of them for a later mission. Now find the pit in the far west and descend to an underground passage. Below are giant rats that do not offer much challenge, but there are also several containers that are worth looting. The north chest in the second chamber is trapped. Work until the passage and climb to the end in the second floor of a house within the city. The chest in this room can be unlocked for multiple loot. Check out this building, next to the southeast, city hall and The Pit for more containers and loot. Now take the cheapest and most useless goods you have and go see Juan at the Emporium of Juan. You have to buy the robotic arm straight up, then sell it the most useless weight possible, such as knives and food. After acquiring all 4 parts of the robot (head, torso, actuator and arm) you will complete the mission. There's another man, Chuck, who claims to sell the part of the robot that came out of his chest, but he's lying and if you return it to the Brotherhood they tell you it's actually a part of an old device. 13: Coldwater Objectives: Recover Three Power Armor Promotions: Save Adele, Don't Kill But Baker Enemies: Raiders w/SMGs, shotguns, rocket launchers and big guns Contacts: Auditor General (insertion point), Don Vicenzo (first-level cockroach races), Simon Dudley (second-floor bar) Team: Trapper, big guns specialist with Browning and ammunition Special equipment: none Time: Night strategy: Keep perfecting energy weapons, learn to use Brownings Note: Just like Junction City, this mission has many civilians ripe for theft. If you're interested. Plan: I recommend you take this mission before Great Bend so you can finish the last human enemies you've ever fought before hiring robots for the rest of the game. I also recommend finally breaking one of the Browning stowed away because it will be extremely useful to hit hooligans wearing Power Armor. These enemies are essentially armed with the exact same stuff you were two missions ago, as much power armor as you want. The auditor-general is next to the insertion point. Talk to him to laugh and buy the micro fusion cells he has, now or at the end of the mission. Throughout the level there are civilians with things to sell you, so you can trade some of your loot before you even leave the area at a better price than you'll get from the Quartermaster. Cross the second door into the cliff and two rooms to the northwest. There are two enemies here behind sandbags right next to the ladder. Kill them both and continue north. If you speak Don Vicenzo, he's going to ask you to assassinate Ma Baker at a price. Well, that's nice. Step back and climb the stairs. In the room for southeast talk to Simon Dudley, who tells you that his sister was kidnapped. Follow him and open the door to the second room. Use accurate weapons, don't shoot in bursts, or you could kill the girl. After the fake Brother dies, Adele will join Simon and get some karma. Enter the next room and use the hole in the wall stuck with sandbags to drop another delinquent. Turn to the cliff and kill two garnets at the front of the same room, then loot all three corpses plus a crate before turning back to the room with the stairs. Continue to a large room to the northwest and kill some hooligans here, then pass through the casino. There are two other thugs in the corner of the large room to the south and another thug with his back turned in a small room with a crate. Dust them and return to the stairs on the third level, located near the stairs from the first level. If you feel like being a pawn of a two-bit mobster, Ma Baker is in the southeast room with two friends and won't fight much. Press and hold and right-click to force fire on her. Avoid hitting people in the bar below. Continue southeast to kill three thugs held up together in a barricaded room, then reverse course and head into a long bent corridor. There are three thugs here who should get off quickly. More importantly, if you killed Ma Baker's civilians, we'll get out of the rooms to practice the target. The stairs are guarded by three thugs with sandbags and a rocket launcher, so use Browning to take them off from afar. Climb the stairs and investigate the halls to the south. A thug is looking through a window, so kill him with rifles and turn north. Bust with Browning and energy weapons to kill the first delinquent wearing Power Armor. Unfortunately, you can't recover it yourself because it's broken irreparably, no matter how you kill the guilty thug. Continue along the corridor, around the corner, and toward the cliff. As soon as you take a few steps forward, a thug on the roof will start shooting, then turn around and shoot with guns or a shotgun. The dead warrior on the ground was an unfortunate trapper near his inventory, and the T45LE runs from his body past the double doors to the sandbag barricade. This minefield is guarded by a sniper on the roof of the next building, but it doesn't fire until you reach the third degree of mines. Defuse what you can, especially if your trapper can sneak in, then kill the sniper with your sniper and laser rifles. He continues to defuse mines until he enters the range of the Browning and saw hooligans at sandbags: kill them with long-range weapons and try not to be caught in explosions if their broken fire detonates mines. You can't through the double doors, then continue south and enter the distant building with Browning on its head. Another Power Armor thug is at the end of the room. There's also a switch here that will kill the lights for the next level if you think it will help. Help. And kill a thug covering the short corridor, then keep going and watch out for two thugs on the left behind sandbags. The last hooligans are waiting for you in the last room with the armored man of power at the north end. Be careful as you enter this room, because there are hooligans looking at both entrances. Use sniper fire to extract as many as possible, then bring Browning to kill Guido and complete objectives. Talk to the Auditor General with the Armor of Power in your inventory to open the exit grid, then sell as much loot as possible to the various civilians on the first and second levels. When you leave, if you killed Ma Baker, you find out she was actually a Brotherhood Paladin. Bad, bad you. 14: Big Curve Objectives: Kill All Robots Promotions: None Enemies: Humanoid Robots with Rifles, MACHINE GUNS and Large Guns, Cargo Lift Contacts: Jake (near the starting point), Noelene (house southeast of the start), Mike (house between two factories in the center of the northwest side), Gloria (mattress south of the landfill exit) Team: 2 big guns specialists able to handle Brownings special equipment : 2 Browning with as much .50 cal as gunners can carry, SuperSoaker (if you have it from the Canadian invasion encounter) Time: Night strategy: fighting robots with heavy weapons; no more sniping Note: If you saved Ripley the Prisoner from raiders at Freeport, his corpse will be here with some useful manuals. Plan: Start sheltering behind a large tanker truck. This is good, because the street in front of you has two humanoid with big guns that will alert you as you come around, plus two meele humanoid that will come from the sides -- one from the power lines, one next to the building with the porch. Talk to Jake behind the other machine to learn about the situation: robots have invaded the city and killed most people. The survivors live underground. More importantly, robots have seemed less organized lately. Now move, bringing with your Brownings, to the barrels provided as cover. Brownings should destroy the two visible robots, but be careful not to hit each other when melee robots appear from the sides. During this level, Brownings can solve pretty much all your problems, but the ammo for them is hard to find and doesn't save you that much from this mission. Try to learn more on energy weapons whenever possible. When all four are on the ground, send someone to rescue After Burner Gun from a civilian corpse near the large staircase to the left, then around the power lines to the south. Don't touch the lines, it's painful. Open the door in front of the house and talk to Noelene inside to find out why the robots are so disorganized: their leader was in an accident. Send a person down the ladder into the trenches and run to the north end to loot a raiding corpse. Ignore the low pass, you'll eventually get there and it's not really special. Now press the switch in the house with the porch to open the just like Macomb. There are two humanoid patrolling the street in front of you: use Browning or energy weapons to pull them down. Continue around the corner and kill two humanoid with energy weapons to store Browning ammunition. Swing north and pass through a small door. In this factory there are two cargo lifters and two security robots, but you should be able to take them off with energy weapons. If you want to play safe, run through the entrance and use the ladder to get off the roof to shoot security robots without fear that the loot lifters will overwhelm you. Plunder everything and continue east. Unlock Mike in his shack to learn about the dark side of the Brotherhood. The next factory has a few other security robots, so line up the entrance with your best snipers and switch to plasma weapons if they approach. Unlock the office upstairs for loot and head to the dump. Blow the barricades before you enter. Drive with the Brownings and post them back-to-back at the first intersection to kill two robots to the north and three others to the east. If necessary, wait a few minutes for them to patrol within range. There are still four more robots in this area: one on the north corner, one south of him protected from garbage and two near the exit. Take them off carefully, preserving your cal .50. Outside the dump, he talks to Gloria and trades away an economical drug booty that weighs nothing. Cross the bridge and open the door. There are three humanoid in this courtyard: one against the east wall, one in the east corner near the explosive fuel tank (hint), and one in the south corner. Advance with rifles to free them and use debris as cover. Go around the corner to find a humanoid standing between two warehouses alone. When you attack it, a cargo lift will appear from the south warehouse, but you can lock it with the large stand closest to the wall because it can't fit through the space. Kill them both and fight with three cargo lifters in the northern warehouse. Again, draw them to the stand next to the wall to jam them and keep firing until they are scrap. Loot the north warehouse and proceed south. The block forces you to pass northwest, but enter the building before hitting it. This is the leading robot noelene told you about, in serious trouble because of an accident. Finish it and know that the next time you meet a Pacification robot it won't be that easy. Hit the switch and use Brownings to kill three robots on the street, one in front of the gate and two in the northwest. One has a minigun, so be careful. The last two robots in the area are a sleeping (or prone, anything) humanoid and a load lifter. You have the option to fight them normally, lure them into a charge and keep them south towards Switch. Press the switch to activate a hydraulic press that should kill both of them if they reach you. This keeps the ammo and is fun. Kill the three robots to achieve your goal and opens grid. Turn off the print so you can move the rest of your team to the next level. Save your Reaver leasers, Protolux Safe Weapon Promotions: None Enemies: Humanoids with miniguns and laser rifles, Hover Bots, Scurry Bots, Tank Bot, turrets Contacts: Glenda Close (second floor of construction in the center of the map), Rodger Adair (south-east side construction center), Tobias Paste (basement of the building in the south corner), Ambassador Reaver (second floor of construction center of the southwest side) Team: Driver, special mechanical equipment; Repair kit for mechanic Time: Day Strategy: Play with your new tank, generally take it easily. Plan: This mission is very easy compared to what you just went through. The hard part will be learning to deal with Scurry Bots: spider robots that hide in the ground until they approach, then burst into a plume of dirt and use meele attacks. Their small size and herd mentality make them very dangerous than they should be, but nothing a Pancor can't cure. From the beginning, head around the corner between the fence and the building. Inside are a humanoid Vindicator at the north corner and a laser humanoid reflected in the east corner. Kill them both using the available cover and send someone up the stairs with a burst weapon. Eventually a security bot and maybe some hover bots room from the south, but your location shouldn't have a problem holding them back. Upstairs, walk out the door and kill the humanoid lying on the ground north with Browning or pancor, whatever you have. Now move slowly south. Your first scurry bot will appear in a cloud of dust and you have to kill it quickly before it starts to take you down. Walk slowly or your first scurry bot will become your first two scurry bots as you trigger his friend. When they died, cross the long bridge, observing the fire of energy weapons from a humanoid near the junk field. Pop the door and kill a scurry at the south end of the room, then enter the room and talk to Glenda, Reaver's first leader. She will comment on how sexy you are and join your party. When the Reavers join your group on this mission, be careful not to forget where you left them from because they don't have one card and you can only take one Reaver with you at a time. The route should be clear for Glenda to run to the extraction point, the small fenced area behind the insertion point. Remember to remove all his equipment before the fence passes; you won't need it and you can sell it. Send it to the back of the fence so you don't put it later when you have to put the tank in here. She will give a speech and then leave your party. Get your whole team back on the southern road, you should see a large 60 hp tank. In this damaged condition it can not move, so repair it several times to bring it back to its tread. Choose two party members, one of whom has a volley weapon, and head around the south fence to the east. You'll be behind a couple of hover bots and can kill them easily. Enter the Reaver barracks marked on your map and kill two security bots. Now look for a small building to the north with a staircase inside. Climb the staircase and head east on the boardwalk to another small room. Look through the left window and you should see a hole in the middle of this room. Click on the hole to send the character down a hidden staircase in a room with a refrigerator. The refrigerator contains your first set of Power Armor Mk II, the best armor in the game that offers a bonus of +4 to Force, up to a maximum of 12. Return to the barracks entrance and head southwest to the Nuka-Cola factory. A large number of scurry will explode and attack, so liberals and don't be afraid to run away to gain some distance. When they're all dead, approach Reaver General Rodger Adair on the first floor of the building near the fence to convince him to join your party. Escort him to the extraction point and strip him just like Glenda. Take some time for a small hike north. The junk field is guarded by a humanoid with a plasma rifle that should be easy to take down from inside the tank, but you should also clear a series of scurry bots inside the field and collect loot from a chest. Now for the ambassador. Find a gap in the fence surrounding the Glenda building in the north corner and use it to enter the factory floor with the tank. There are four hover bots and a tank bot in this room, but the Brownings in the tank should be more than enough to rip them all off. Move to the end of the hangar and kill a couple of security bots. Leave the tank behind and move through the torsion fence on foot. You can drive the tank through the small passage, but difficult and you will probably damage the tank a little and get worse in the process. The target building is protected by two cal .50 turrets on the ground floor. Don't approach the big hole because they waste ammo that hurts you. Instead, keep your distance and run up the crates in the other hole on the left. Climb two flights of stairs and hit the switch in the middle of the roof to turn off the ground turrets and the one on the roof beyond the door. Kill them all with the cheapest possible ammo and store the loot in the tank. In the middle of the second floor are some T45LE that you should disarm, so talk to the ambassador on the east side of that plant. Undress him and send him home. After the ambassador gave his speech, it's time to head south to the science building. The alley's approach is guarded by a humanoid Vindicator and several curries, so proceed cautiously and stay covered. Kill another humanoid in the next street -- when he gets up he might take by the Reavers at the top of the General's hideout. There's another humanoid at the end of the avenue to tear down, and then proceed into the scientific building. Go down the ladder to the basement and the workbench. Find Tobias Peste in the east room and talk to him to get a key to the locker in the same room. Open it and take the prototype pulse rifle. Strip Tobias and return him to the extraction point. With full targets, grab the tank and jam it on the exit grid. You're moving back to a new bunker. 16: Canyon City Objectives: Destroy all 6 power nodes at once, get information about calculator promotions: none Enemies: Humanoids with Vindicators, plasma rifles and laser rifles, bot scurry, load lifter, tank bot, security bots, turrets Contacts: Terminals (second floor of power plant) Team: Special trapper equipment: none Time: Strategy of the day: Use remote traps to detonate all power nodes at the same time Plan : Load your Brownings and head high. The first way has several humanoid, one of whom carries the Gauss Pistol. Quickly break them down and search the bodies to find several remote traps and a detonator. If these were not easily placed here by programmers, this mission could be much more difficult. Open the door at the end of the road and proceed carefully. Several curries will show up on this side, and another near the pit with the ladder to the northwest. When they're all dead, go to the shack to find the first power node. If you want, you can test this mission by blowing up the Power Node with conventional weapons. Sit down for a while and eventually start repairing yourself. As long as the other nodes are still working, any node can still repair itself in minutes and prevent you from finishing the mission. Instead, place two armed remote mines right next to the knot. Set them to the same frequency for simplicity. Send someone down the stair well near the far door, then up the ladder on the other side. There are two mines directly to the south, so don't go that way unless you can disarm them. Press the switch to turn off the turrets in front of the power plant building and return to the courtyard. Open the door carefully with Brownings flanking it. Use angles so that each of them faces only one humanoid on the opposite side at a time. Once the two humanoid they can see are killed, they move and end the third to the Far East. Kill helpless ind turrets and loot all five corpses. Drop the huge amounts of ammunition at the end of the road to the north. When you're done, cross the south gate to the grand east avenue. Take down a couple of hover bots and follow the northwest road to a ruined warehouse. Climb the stairs to the second knot and weapon two more mines on the same frequency. Two down. Head southeast to find a decimated building. To the south is a depression with two humanoid, plus one west and another to the east behind the cover. I advise you to cross the left side, allowing you to shoot down two of the humanoid avoiding fire from the Vindicator to the east until you can involve it yourself. Now find the landfill at the end and kill a couple of curries. Head to the west avenue and dodge around the fence to an L-shaped building. You'll probably need to serve a couple of humanoid in a trench unless you still have excellent (dubious) sneak ability. When they're dead, hit the switch on the south side of the building to turn off the turrets in the anteroom, then come in and kill a couple of squeals. Release two more mines next to the node. Backtrack to East Avenue and find the department store to the north. Find two security bots in the lower area of the building before finding the node inside. Mine. Now it's time to head to the main power plant. Return to the place where you killed the disabled turrets and the Vindicator humanoid, where all your loot is waiting. Drop more loot that's slowing you down and head to the small side door on the left. Go down the stairs to kill yet another deactivated turret and gather your team. Walk through the north gate and immediately hide at the south end of the long hall. A tank robot will pull you out of the north end. If everyone shoots all round, you should be able to drop it before it has a chance to hit you. Remember to keep the Brownings in the front row. When the tank bot is dead, go down the hallway to the knot room. There are safety bots in the niches on the north wall for target practice. Pull out the knot and circle towards the north corner, where you can go upstairs. In the room to the west there are multiple security bots in niches for the experience. The shelter in the room to the south protects two humanoid with Vindicators. When they died they opened the southeast room on the right and knocked down some curries. Talk to all three terminals at this level to learn about calculator. Pull out the last node, move to a safe distance, and start all the mines to meet your primary goals. The other way to destroy all nodes at once is to deploy a team member into each of them, but splitting your team in this way can be extremely dangerous. When you're done, it's time to take on a real challenge. Back on the first floor of the power plant, use the side door of the tank bot room to kill a humanoid behind another desk-looking thing. He give up the Gatling laser, which you should immediately deliver to a specialist of muscular energy weapons or power tanks - it is not as good as a Browning, but the ammunition is much more abundant and is half the weight. There are also several curries in this room. In the lobby to the south is the first Pacification Bot, the toughest robot you've faced so far and the second toughest non-unique enemy in the game. The best strategy here is to divide your group into two groups of 3 people with a in each. Send one of them around through your original entry point to the power plant's front door. Bring both groups at the same time to share the attention of the pacification bot. His attack has a stun effect that lowers perception and intelligence, but the Brownings don't Perception of pumping it full of .50 cal. Saving Small Energy Cell isn't worth it, but the tactical experience you get from this fight helps you manage the biggest fights to come. Now you can head to west avenue to free it for more loot. There should be four humanoid left here: one behind a barricade to the west with two hover bots for company, a humanoid meele charging you from the depressions of the north, a laser humanoid in a depression, and a Vindicator north of him. It starts with the meele, which charges its fate pretty quickly. Now head to the west road and watch out for hovers - Brownings or EMP Burst Pancor are desirable here. Swing north and stay covered to kill the last two robots on the level and collect a chest full of ammo, including 250 rounds of .50 cal. Don't forget to take the loot you've already left in front of the power plant as they leave. Incidentally, if you want to buy drugs from Ker at the bunker, now it's your last chance to do so. 17: Buena Vista Objectives: Destroy the reactor, destroy robot production plant Promotions: none Enemies: Humanoids with laser rifles, sniper rifles, flamings and Vindicators, scurry bots, tank bots, security robots and the Behemoth. Contacts: No team: 2-3 big guns specialists, the rest energy weapons specialists, special trapper equipment: 2-3 Browning and gatling laser, 5 T86 acid sprayers from Junction City Time: Day Strategy: Kill bigger, meaner robots in a maze Note: Your PIPBoy is useless in this mission to provide you with reconnaissance information or enemy radar due to radiation from the nuclear reactor. Plan: If you're still clinging to a meele fighter for some reason, now it's time to abandon it for someone useful. Robots get harder and densen only from here on out, and everyone in your group should use Browning or energy weapons at over 120%. You start the mission and you should immediately notice that the complex you should enter is protected by impassable laser walls on some entrances. The alley just southeast of you has a humanoid Vindicator and a friend for easy kills, but it doesn't lead anywhere useful. Head southwest to the cemetery and destroy the cherries here. Send a couple of your best snipers through the gate into the corner fence, where a humanoid with a flamer is waiting. Stay close to the wall and hit it to death, then use the southeast wall as a cover to take a few shots at the four humanoid in the tent around the corner. When they're dead, he sends someone to loot them and kill another scurry in the trial. Proceed through the metal door and kill two other curries hiding here. The pit surrounded by broken walls contains two humanoid, so use the laser to keep your distance and keep shooting until they're off. There are other smears on the pinch of rubble that are aggravated by plasma humanoid in the bunker to the south. Quickly kill the curries to concentrate then proceed forward when the humanoid died to kill two escorts and another pair of humanoid in the U-shaped pit at the corner of the map. In the pit, use the terminal to turn off the energy walls around the complex. Before going further overall, back to the west corner and use the opening just to the north. Kill three curries here, then focus on the rest of the area. Getting in here puts a fence between you and a tank bot, which you can now waste on reach without any danger to yourself. There's also a hover bot that keeps the tank company that can't cross the fence. The tank bot can bolt into the far corner when it starts causing damage, in which case you can accept a much lower chance of hitting or opening the gate in the fence and go through on foot. When you're done, he plunders his chest and returns to the U-pit. The opening north of you is now walkable, so step in with Brownings flanking the door to clear some cherries. Don't go on until the smaller threats are addressed. Behind the large laser wall is a Behemoth, the game's meanest robot with essentially two Brownings on the sides of the head. If you brought them, put all five mines just up the lasers. Send the weakest member (or longer-range member) of your team to the small opening on the left to pull it out of hiding place. Hit it with everything you have and it should come down, but not lightly. Station your troops in front of the cage to advance it into the mines, which should take a piece from its HP. With the colossus down, the small opening is unattended and you can pass in the room where the Lancelot Paladin gave his troops their orders in the speech at the beginning. Align your snipers with laser rifles right against the door and use the Science ability on the terminal to open it. A turret at the bottom of the ramp immediately opens fire with rockets, but at this radius it probably won't hit you at all. Keep the laser rifles firing until the turret drops, then move on cautiously. Line up your snipers against the south-facing cover wall and name someone as cannon bait to move forward. There's a sea of security bots inside waiting to ambush you (two on the left side of the entrance, two on the right, one behind the turret at the desk and one in every far corner) but they're all sneaking and won't show up until you walk through the building. As soon as they start firing on your bait, return to sniper cover, taking some of the bots with you. Don't let your big guns chew your bait. Go ahead into the room slowly until you're sure all 7 bots are down. Blows the power node. Proceed room to the southeast and kill another security bot, then log in to the console here. You'll get some more information about calculator plans and a rundown on the Hellion boat under construction in this factory (swipe northeast to see it). Started Percy's in the northeast room, but dies as soon as you talk to him. He's looting his body. The room to the southwest is empty, so proceed into the room with your big guns. Exempt the loading lift that navigates the corridor, then the safety robot at the southern end. Use snipers to kill the northern security bot before approaching. Pass through the southeast gate and then north to the terminal room. There is a humanoid at the terminal that may or may not be visible and some curries buried in the floor to give you problems. When on the ground, hit the terminal to open the door at the end of the lift corridor. Go through the door to find the stairs. At the top of the stairs, your team will start taking shots from two security bots in a sealed room to the right, but they'll probably start firing on the load lifts below that make goals easier. Force snipers to fire on security robots until they fall before leaving them free on defenseless lifters, who can't hit you anyway. There is a humanoid Vindicator at the end of the walkway who must be killed very quickly as soon as he sees you because he can activate the alarm console in front of him. If that happens, the laser wall behind him comes down and six pissed-off security robots wake up and start shooting at you. After descending, climb the stairs and take the turret that goes up/retractable at the end of the walk out of the longest possible radius - it's much more accurate than the turret at the ramp at first. When the road is cleared, you can choose to kill the safety bots if you haven't already by setting yourself at the north and south end of their laser cage from the walk above. You can't hit them from the side, you have to have a long shot. This can be quite painful and there is no way to get recovery, so it is up to you to judge whether it is worth it. The other option is to let the humanoid open the gate for you. Go down the stairs in the lift area that you've already cleared. There's nothing to do here for now, so climb the ladder to the north side. A suspicious familiar turret will start shooting at you and a humanoid charges, but the humanoid can't hit you if it's near the wall, leaving you free to kill the turret with energy weapons. Switch to laser rifles and start working on the lift in the far corner of the room. When they're both dead, send someone with a big gun backed by laser rifles through the door below you to kill the humanoid. Move your entire team through the door and another humanoid charges, but the humanoid can't hit you if it's near the wall, leaving you free to kill the turret with energy weapons. Now you can ambush the big gun on the door you just walked through. Choose the weakest member of your party and send him through the door to the end of the chamber to the room of power. This activates a lot of your bots to the room and a humanoid charges, but the humanoid can't hit you if it's near the wall, leaving you free to kill the turret with energy weapons. Now you can ambush the big gun on the door you just walked through. Choose the weakest member of your party and send him through the door to the end of the chamber to the room of power. This activates a lot of your bots to the room and a humanoid charges, but the humanoid can't hit you if it's near the wall, leaving you free to kill the turret with energy weapons. Now you can ambush the big gun on the door you just walked through. 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This activates a lot of your bots to the room and a humanoid charges, but the humanoid can't hit you if it's near the wall, leaving you free to kill the turret with energy weapons. Now you can ambush the big gun on the door you just walked through. Choose the weakest member of your party and send him through the door to the end of the chamber to the room of power. This activates a lot of your bots to the room and a humanoid charges, but the humanoid can't hit you if it's near the wall, leaving you free to kill the turret with energy weapons. Now you can ambush the big gun on the door you just walked through. Choose the weakest member of your party and send him through the door to the end of the chamber to the room of power. This activates a lot of your bots to the room and a humanoid charges, but the humanoid can't hit you if it's near the wall, leaving you free to kill the turret with energy weapons. Now you can ambush the big gun on the door you just walked through. 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both that colossus and the one you killed before over the fence for the precious .50 cal. Now it's time to invade the actual complex. First, line up the entrance with energy snipers to wipe out a patrol of hover bots inside the base that will cause you problems later if you don't tackle them now. Now use the outer stairs to the northwest to climb the boardwalk. The room on the left leads to a two-level room that allows you to cut the cargo lifts on the ground floor without too much risk to yourself, as well as two humanoid with energy rifles. When it's clear, go down and kill another humanoid in the southwest room. Booty and back to the walk on the second floor. The other room on this level is empty above and below. Cross the entrance arch with the turrets below and stop on deck. Switch to laser rifles and exempt two security bots into the building on the right. Go down the stairs to find two more safety bots and a hover bot in a room full of gas tanks that make it much easier to blow them all up in hell. Find a humanoid in the room with a locker which kneeling under the window so as not to see it. Loot the locker and come back up. Go further on the walk to the other side of this room and kill a humanoid patrol security robots on the other side. The easternest building contains a security bot and a sleeping hover bot (yes, I don't understand either) that should be a breeze when you assault it. There is another security bot and a hover bot that you can hit through the northeast windows. Don't go down the stairs, you're getting into a trap. Continue on the northeast walk to the second bridge. Some scurry bots should emerge beneath you for easy kills, but the focus will be drawn to the humanoid standing at the north door. Shooting him attracts the attention of many other humanoids in the area and a colossus. When he shows up, he comes back and uses laser rifles to engage him from range. If you retreat, so follow as much as possible to make it easier when you have to fight it on the ground later. Continue along the north walkway and unlock the door in the warehouse. The ground floor of this building is sprinkled with hover bots that you should try to sweep off the walkway so that they can't kamikaze. When your half of the building is clear, go down the stairs with the laser gatling leading to kill others in the transition to the next half, including two humanoids. Loot dead civilians to heal supplies and ammunition lockers. Now you have to go ashore for a while to loot the corpses and erase the next colossus and some other humanoids and scampers. You can choose to use the door immediately in front of you or to back off towards the entrance and turn around the pipes. I recommend the second one because it ensures that the path behind you is clear if you need to retire, but it takes longer. Curries next to the wall should be easy kills. Use the door in the center of the first building that passes along the edge of the map to place laser snipers inside. There are some humanoids gathered at every end of the building. Kill them all from range and loot them. Proceed through the northeast gate and kill any spectra or humanoids still around here. The colossus should still be around the east corner, so ambushes if possible. Continue around the corner with your snipers and kill a few more cherry trees on the way. There's yet another colossus hanging around the north corner: attack it from afar and keep backing up as it progresses so it doesn't have a chance to hit you before it goes down. If he retires, he chases and continues to harass. Don't go around the corner under any circumstances until the colossus is dead. There are about seven curries buried there, so move forward carefully with small steps. With the circuit around the full complex, return to the center of the back wall and return to climb the boardwalk again. It's time to take on the last level behemoth. Climb the stairs to the second level and use the bridges to head for Central. Kill some curries emerging beneath you on the road. If there are patrols still around the perimeter, take them off now. Unlock and and the small room to the southeast to the second level to kill another couple of security bots and get some loot. There are three entrances to the main room on the second level: northeast, southeast and southwest. Deploy a gunner and sniper at each entrance and open fire on the colossus in the middle of the floor. It will charge the nearest couple; pull them back when they start taking damage out of sight so that s picks up a new target. Get them back when they're safe. This way you should be able to keep it moving during the whole fight and not be hit much. Clear all ground-floor security bots from the walkway before descending to the loot. Hit the console to turn off Kerr's guard roof turrets. Head to the office at the north end of the building and kill a security robot behind the stairs, then take the door and enter. Climb the stairs and take out another security bot to raid a crate of ammunition. Use the stairs on the southeast wall to climb to the third level. Here's Barnaky, just more messy than you remember. Inspect it for the experience and a medallion that might be important later. This also seems to unlock the output grid, although the official goal of exterminating Kerr is not yet complete. Use the door cover to waste the two turrets in front of Kerr's room to the north. Slowly take the central room because it contains five robots with bad guns : use windows to engage only one or two at a time. One of them has the MEC Gauss MiniGun, the best weapon in the game for a big guns specialist. The west and north rooms contain nothing, so proceed directly to Kerr's room. Despite being on an operating table and covered in blood, Kerr is apparently unharmed. Talk to him about knowing that even though he's not a brother, Kerr is loyal enough and hasn't leaked. Shoot him to get him out of his misery. Dekker's that you didn't rescue him, but you literally have no choice. 19: Cheyenne Mountain Objectives: Bring the nuclear weapons transporter to the vault door Promotions: none Enemies: Everything robots can scrape together Contacts: Three terminals in the bunker team: 6 people (or people-like things) with over 150% in the ability of weapons of your choice, plus First Aid, Doctor, Repair, Science, etc. This is not the time to introduce new recruits. Special Equipment: Buy all the ammo for your big guns you think you need, including all of the Quartermaster's 2mm EC for the Gauss Minigun and all the remaining .50 cal and .50 cal DU. Take everything out of your vehicles and lockers and load your troops until they're still. When you get to the mission you can unload the equipment, but you can't go back to the bunker between this mission and the end of the game. Spend all your money in drugs, healing supplies, ammunition and EMP grenades. If you are going to get the good ending of the game, bring about 10 plastics, dynamite or pulse grenades. Also bring Barnaky's letter from Osceolla or Barnaky's medallion from Scott Scott preferably both. Now: Strategy of the day: Don't die and don't let the nuclear weapons carrier die. Kill everything that gets you covered up. Plan: I highly recommend dosing all your drug troops for this mission, mainly because the usage effects won't fade until after you beat the game. Even if they do, you can undo the withdrawal effects by dosing yourself more - you should have a lot to do. Amphetamine gum is especially useful for AP thrust, and Mentats' push to perception is also useful. If you follow my advice, your troops should all be burdened and possibly motionless. Unload the equipment next to the nuclear weapons carrier so you don't forget it. Leave the carrier here for now because you definitely don't want it attached. You can play through the level by firing from the transporter's safety and repair it while it is damaged, but you can't repair it from the inside, so if a single firefight goes wrong, you lose. It's essentially a modified PCA, but the Vindicator/turret trap on the west edge of the map, minefields, or rocket turrets towards the end can destroy it very quickly. Go ahead and kill two ghosts on the left side of the road, then two humanoids behind the rocks. Enter the bunker to your right and clear two security bots, then look at the consoles. The two sides are both repeated by Canyon City, but the one in the middle explains why calculator started killing humans. This bunker will provide you with the protection you need to survive a nuclear explosion all 50 meters away, but you have to get in the other way because this door is locked. Keep up the street. As you approach the downed humanoids, another scurry will fade and a humanoid Vindicator will try to flank you on the right. Remember while looting that he won't return to the bunker, so you should only take the things you can use with you: leave the weapons behind. Stay away from the road until you've taken out three humanoids across the intersection, a couple of slag, and a patrol of hover bots higher up. There are some mines here that can be quite annoying if you encounter them in the middle of a firefight. Don't worry about disarming them because they are quite difficult and you won't get a chance to sell them. Use a recovered Vindicator to blow them up so you don't waste valuable ammo. The road splits in two. Hiding behind a boulder in the middle is a bot on stealthy flight, and higher up behind a fence is a humanoid. On the right are some more humanoids with laser rifles, including one on the cliff above. If you take the left path, notice the mine warning and advance carefully, blowing them as you go. The little guard post contains a crouching humanoid that you have to get behind to make him stand up. The turret at the end of the road will only extend when it brings you close enough to do some damage, so use the bait and nail it with plasma and wrist. The humanoids on the right were guarding two passing canyons a road. The first is guarded by two rangers, some humanoids on the cliff above, and a high-pitched bot that protects a locked chest with dynamite and a repair kit. In the second, you can find a scurry, and sometimes a security bot above will start shooting at you for example. Hit the crate at the end of this 2mm cal CE and .50 ammo canyon, both of which you'll need. There is another fence just in front that contains two curries. Get on the ramp. At the top hiding on the left is a pacification bot that will probably surprise you. The generator here powers the turret you've already destroyed, so theoretically if you could sneak in here and kill the pacification bot you could get out of the generator and not have to fight against the turret. Around the corner is a deadly ambush that lifts some humanoids hidden behind the low wall on the right side of the ramp, as well as four humanoids along the way and turrets in a niche. You'll basically catch fire both at close range and long range as soon as you start shooting at robots in the street. I recommend interacting from an extreme range and using pacification bot coverage. Bring someone to the opposite side of the corner to get the bots up the wall and pull them out quickly, then move your troops forward on the road and cover your big guns with laser rifles. Consider lowering the aggressive percentage threshold to get your troops engaged from further afield. After you take down the ambush, proceed around the corner. Three humanoids here are sneaking behind cars, so he sends a big gun forward like bait and uses energy rifles as a cover fire. Later, clear the barricades and two humanoids waiting behind them — they may already have died since you invaded the canyon below. Before crossing the bridge, turn north to serve two safety bots without interference from the turret, then approach to activate and blow it. Along the way, there's a cliffside generator protected by hover bots that will use their height-enhanced range to rain rockets on you. Blowing the generator turns off only the turrets you've already destroyed. Take hovers with laser rifles and then hit the humanoid behind the barricades on the ground. Don't approach the barricades until you've detected and destroyed a mine line in front of the bridge. Watch out for humanoids in the corner of the south cliff if you haven't killed them first from below and a hover inside the building. As you cross the bridge, look at the opposite side and stop as soon as an enemy shows up. Look for a humanoid in the building below you, another with a Gauss weapon behind a wall to the east, two hover bots behind a rock on the north side of the road, and a handful of charging security bots. Three ghosts hide next to the humanoid wall Gauss and three other humanoids are on the road, two of whom will take charge. The last three safety robots on the barricade in one way will open fire long range, then return the favor. Take everything slowly and you should have no problems. Now that bend is clear, you can take some time to plunder. Descend the ladder to the south cliff and check out the humanoid in the enclosure, the hover in the building with a chest and two humanoids on the cliff. The ladder in the ground is the other entrance to the nuclear shelter that will save your life and the only entrance you are able to use - when the aircraft carrier is armed, come back here and get off before it explodes. For now, just put out the two scurries guarding him and return to the barricades where the trio of security robots was stationed. Note that when you go down the ladder of the shelter, the door opens - it is always closed on the other side. Blow the barricades and climb the long staircase to the top of the cliff. From this point of view you can see the last enemies blocking the road to the gate. The turret to the east is still alive and accompanied by a colossus. Directly in front of the vault is a humanoid with a rocket launcher and two alleys. If you move away from the edge of the cliff, turrets rockets, humanoids and hovers should not be able to touch you. The colossus is a bigger challenge, but from up here it won't be able to hit you. It should approach within range, so stay there for a while so you can reduce it to size. The turret on the edge of the map can be reached if you lower the attachment threshold but you need to approach the edge of the cliff and go slowly to eliminate a series of discourages and possible stragglers that have loaded the cliff. When you're completely sure the entire passage is clear, it's time to move your troops into the bunker. Transfer any equipment you need to the nuclear weapons carrier to the characters standing inside the bunker (anywhere inside the large room with computers should be fine). Leave the pilot out and fully mobile so that he can guide the courier to the vault door and then run to the top staircase mentioned above. You have less than a minute to get back to the bunker. Whoever is outside will be vaporized and you will not be able to replace them for the final mission. 20: Vault 0 Objectives: Reactivate elevator power nodes, destroy calculator promotions: none Enemies: Humanoids with Vindicators, energy weapons, and the dreaded evil eye, security bots, scurry bots, turrets, load lifters, hover bots, tank bots, a pacification bot and a special gear star BUT no more colossus - they could not adapt through the door of the vault Contacts: Dagger Squad at the insertion point, the Calculator Team: Your men, women and better things. Special equipment: every heavy punch you can carry: Gauss Browning and minigun, pulse rifles, EMP ammo, and grenades; ammunition to feed them all; healing supplies, including kits and powerful stimpaks; explosives or impulses if you're going to pursue the good ending. Time: Any strategy (continue immediately from Mission 19): Crush, mute, mute. Plan: This mission resumes almost immediately after the end of the last, delayed by a few minutes for the nuclear explosion to stabilize and you enter the Vault. Your characters haven't been healed - now it's time to do it. There are several soldiers here (Dagger Squad from the briefing) to trade for equipment with: Khronis: Grenade (Pulse), Electronic Lockpick Mk II Phoenix; YK42B Pulse Rifle, Gatling Laser Maelyra: 2mm EC, many Maximus drugs: 2mm EC Tais: Grenade (Pulse) I can't stress it enough: drug your characters for this mission. There is literally no downside because the game won't last long enough to fade the initial effect and withdrawal. Stats upgrades are critical at this point in the game. The only drugs I would discourage you from using are Voodoo, because it only lasts one minute (save it in the last battles) and Mutie, because it only lasts an hour and you can get the same effects from Psycho, Amphetamine Gum and Buffout all at once. When you're ready, use Science on the South Terminal to turn on the lights and open the door. Drop off your troops and let dagger squad handle security robots and humanoid snipers (having to store your ammo. Only go ahead when you're sure the Dagger Squad has finished the targets so you don't catch fire mate. Loot corpses and use weapons as commercial fodder to protect all dagger squad ammo you may need. You have to enter the northeast section of this floor to activate the elevator behind the Dagger Squad and go deeper into the vault. Unfortunately, the energy sector is protected by a dental scanner and the southeast door is locked. That leaves the southwest, the security industry. Set your big guns directly in front of the door and the snipers behind them along the walls. Open the door and start shooting. There are Vindicator humanoids in the two most remote corners, two alleys in the central and south corners, a humanoid in the north corridor and a safety bots on the northwest side. If you can miraculously kill the northern humanoid before it hits the alarm console next to it, you can prevent robots from flooding the northern corridor as described here. Kill as many robots in this room as possible before crossing the center of the room. When you enter the room, the robots in the north corridor will start shooting at you. There are plenty of them, so keep your troops on the back wall for maximum dodge potential and keep firing. If it brings you closer to the south corner cover, the robots behind it will appear and turn your attention away from the hallway. Sit in this room for a few minutes after the fire has broken down to make sure all the robots in the hallway are dead and no more are on their way. Free the rest of the and heal all your characters. The south door is locked, so head to the hallway. The road should be clear if the alarms have been quibbled, so don't worry too much about the two side rooms. Side, in the north corner, turn and kill a charging tank bot. Use Science on the terminal to open the north chamber door and take out two humanoids patrolling here. There's another one in the next room. Break into lockers here for supplies. There's a pulse gun here that can be quite useful for the narrow neighborhoods you'll be dealing with during the mission, as well as some drugs, books, and lots of ammunition. Continue around the corner and open the door. There are two Vindicator humanoids guarding the northwest door in the next room, so quickly run into snipers with pulse weapons, artillery with Brownings or both. Scrap to clear the room and unlock the area they were guarding. Kill the turrets in the middle of the room with Brownings and pulse again. Break into lockers on the north face for more loot. Now he walks through the south door with a widespread pattern, big guns outside. You'll catch fire in a 180-degree arc, then keep firing and space your troops as it rakes kills and clears the area. There are humanoids everywhere plus two load lifters that will charge and can be quite annoying in the firefight. Don't be afraid to pull everyone back if the lifters break the concentration. When the room is free, proceed to the next chamber and use Science on the terminal. This opens the door to the cryogenic ala. You'll also have a lot of experience, which is always fun. The door back to the security desk opens as a shortcut back. Trade with the Dagger Squad if necessary before moving on. Open the door of the cryogenic ala without fear - this time there is no immediate firefight. Corner shots through the corner to kill two security bots behind a low wall, then finish the turn and run the next two behind another wall. Two curries will show up as you progress and fall easily. Watch other security bots arrive around the corner and exit the room on the left. There are a few other security bots in the hallway. If you want, use the small door in the security bot rooms to go south and take them all out now. The northeast room is heavily infested with cal. 50 turrets and safety bots, as well as flavordroids. Open the door, then flank it with large guns and let the snipers through. Hit the locker and corpses for trauma packs and Muties and loot turrets for thousands of .50 cal rounds so you'll love to come back every time you run low. Go back and head south to the next room. You'll see several people here, plus a neutral humanoid bot. Talk to them about a surreal journey - apparently calculator protects them, but they are in a childish state. Take the dead man's head and activate the terminal to open the power door. It plunges the and go back to the open door. Use your head on the dental scanner for a little more experience. Enter the room and use an extreme range to insert two turrets and two humanoids here. Operate the terminal for access and kill four humanoids in the billiard room. I'm not sure it's a risk, but at this point I took Rad-X to block any potential radiation damage. General Dekker will notify you to kill internal defense generators before proceeding to the nodes. Open the door and detonate two humanoids, then ambush the laser wall along the hallway. As soon as you activate one of the terminals, the wall goes down and a tank bot loads directly into your guns. Science also the second terminal and Dekker will inform you that the road to power nodes is now clear. Well, more or less. Run down the aisle and through the door. There are five security bots here for the target practice. Kill them, walk through the door and assault the long approach to power nodes. There is a pacification bot in the middle, humanoids and security bots in the areas next door. They shouldn't be a problem for you anymore. As you progress, watch out for several curries to find out for yourself and upload. Take a step back if necessary to take them at a distance. Make sure the entire room is cleared before using the terminals to turn on the power nodes and configure for the next level. You can crawl into the south room to loot the lockers, but they can be quite difficult to choose from. Backtrack to the Dagger Squad location at the elevator. This is your last chance to trade for ammo. Also consider saving everything you can from the various corpses throughout the level. You can't come back. Renew the drugs if necessary. Use the terminal from the elevator to activate the exit grid, then stand on it to get off on the second floor. Get out of the elevator and get ready for a really massive fight. When you open the door, you will immediately begin to catch plasma fire from robots entrenched against all walls. You can use a person to open the door and then run back as your team shoots from the sides of the elevator to reduce enemy accuracy or put everyone against the door to split the damage between your team. Break with the Gauss Minigun if you haven't already and drive with your big guns on fire. Load your Brownings with .50 cal DU if you have it. As soon as you open the door, Barnaky (yes, Barnaky) gives you a little talk. It just means you have to kill him now. He is the meanest enemy in the room and charges as the battle is joined. Try using accurate weapons like energy rifles to take down your HP. At this point he will detect Barnaky's Letter or Medallion, whatever you're carrying, and become neutral. If you shoot him again, or if you were shooting at him as he turned around, he'll attack again and you're going to have to kill him. For now, you want him alive. Put the rest of the robots in the room on range if possible. If he dies it's not a big deal, but keeping Barnaky in gives you access to the bonus game finale. When you wiped out the entire robot complement and checked the bodies, heal and redistribute the ammo if necessary. Guard guard outside there are four turrets: two on the opposite side, two on your side. Drive with Brownings to knock them down quickly and try not to let Barnaky be killed. Turrets won't attack him, but they can kill him by crossfire. Now you have your first chance to finish the game. Walk around the building until it opens, but don't enter. Set your troops on the defensive and directly attack the Calculator computer in the center of the room without going through the door. You can blow it up here, dodging several bad fights and getting the end 1 while maintaining your karma. Barnaky will have stopped in the room over. If you decide to keep fighting or just want a different ending, over the threshold and look at the Calculator shield itself with explosion-proof walls. In this room with calculator there are five brains in cryogenic storage. These are, in fact, five of the eight brains that provide the human component of calculator neural processes. Unfortunately, they have been overcome by the need to clean up the wasteland from mutations. You have to kill your brain to open the door and proceed with you can do it in two ways. If you shoot directly at the brain, they explode quite easily, but your karma has a hard blow. By the end of the game, you'll have killed all eight brains and your karma will have pretty much hit rock bottom. This is a big disappointment if you spent the whole game trying to be a good person in the wasteland. (The following paragraph was inspired by Guiler's FAQs and the credit belongs correctly to him. I tried to contact him to fix the problems, but he didn't answer. It will keep it high unless you ask me to remove it.) The other option is to kill the brain indirectly with explosives or grenades. Set the explosive timer and throw it to the ground next to the brain (placing explosives between brains allows you to kill two with a bomb) or you use grenades, use + right-click to throw them next to them but not to the brain so that the spray damage kills them. Until you shoot the brain itself, you technically don't attack them and you don't get a drop of karma. Note that this doesn't actually increase your karma; if you've been an ASS during the game and you're negative at this point, you can't get positive karma by the end of the game. When the brain is dead, the first door opens. Go up there and start tearing humanoids to pieces. There are only three other fights in the game, including this one, so use all the ammo and special weapons without fear of being screwed later. The whole room is basically low walls for the enemy (and your) cover, plus two turrets in the back hallway. Get to the back of the room and use the terminal to drop the laser barrier. Kill the here, directly shooting it or indirectly as described above. This opens next door. Use the same pattern here. Approach the door, drive with large guns, waste robots, and lower the laser barrier. Seven brains down. Down, the last door, made slightly more difficult because you don't have a clear shot on the robots from the entrance. It shouldn't bother you too much yet. Blow the last brain and calculator will call you for a chat. Backtrack to the Calculator pit. Talk to calculator several times to get the full scoop on her offer. At the end of the sales field, you have one minute to decide what to do and four options. Whatever you choose, sit back and watch the final movie. OPTION 1: Do nothing. Calculator is destroyed at the end of the countdown and final 1 is obtained. This is exactly the same as if you had destroyed calculator before entering the room. OPTION 2: Use the terminal. If your karma is negative (as is very likely if you shot brains at huge losses each time) you get Ending 2. OPTION 3: Use the terminal. If your karma is positive from your actions during the game and doesn't directly destroy the brain, you get Ending 3. OPTION 4: If Barnaky is still alive, he will start babbling at the beginning of the countdown. He heard your conversation with calculator and volunteered to use the terminal himself. That makes you finish 4. *Other things* *** Save For the first missions, your group should be able to put everything at home on their back without slowing down. After that, though, you'll be faced with cheap and heavy things like spears and pipes that aren't worth taking home and you start making compromises, carrying only expensive goods for bartering. This is a mistake. Always take everything off every battlefield to maximize your profits and help undo the disadvantage from low bartering ability. You can do it in three ways. 1) If the mission provides you with a vehicle, you can put everything in the vehicle inventory since they have infinite load capacity. Access this inventory by entering the vehicle and bringing out your character's inventory screen. The vehicle will appear on the right. This only works in 5 of the 21 missions. 2) Collect all the loot and put it in containers around the map. The loot left on the ground will almost always disappear when you come back. The loot left on corpses can disappear when corpses do (sometimes even within a mission). But the loot left in drawers, crates, shelves, etc. remains intact. Each container has its own maximum load capacity, so it diverts the garbage. Make all the trips you need to ferry everything to the bunker. 3) After displaying the output grid, place the character with the lowest load capacity just inside the grid. Don't let your whole team stay on the grid right away until you're done. Send members of your mobile team across the map to loot corpses and containers and run them back to the man you choose on the Fill his inventory with loot so he becomes motionless, then run back for more. Don't be satisfied until the scope of the entire mission is loaded on to that bot, minus whatever the other the other they can carry without burdening themselves. Stay on the exit grid to move on to the world map. Even if it's still, the team can still travel on the World Map to the bunker, where you'll have to plant someone next to the Quartermaster and use the team's four mobile members to transfer the merchandise from the carrier to the barter. The disadvantage of this plan is that if you stop by a chance encounter on the way back to the bunker, you need to protect the motionless man and then repeat the process to move all your loot to the grid, which can be very annoying and/or deadly. Barter Most of the time you'll sell your loot to the BoS Quartermaster. The upside of this is that it can give you unlimited amounts of cash – it only prints everything it needs. The downsides are that if you sell them more than 10-15 of the same item the price starts to fall and it's a great Barterer, so it still lowers your yields and requires a kilo of meat when you buy things from him. If your main character has a low Charisma, it's not a bad idea to use a recruit as a designated barter. This person should have a high Charisma and can be kept in the recruit pool during missions, taken out to sell loot in the middle. The downside is that recruits never get karma and can't benefit from a good reputation, plus your ability to trade within missions is limited. There are a few other options. The doctor uses a separate market from the Quartermaster and is not so good at bartering, so you'll get better prices there after the collapse of the AK-47s at Quartermaster's. Some special encounters like the Farmer and the Merchant also give you access to new markets. Finally, there are some characters who show up in the bunker between missions that can trade with you. Keep in mind that if you have a designated thief you can lift all these people (except the Quartermaster) from their supplies without spending anything. Tiduk and Shauri (Alpha after Freeport to beta) Mechanic (Alpha after Rock Falls) Medical Officer (Alpha after Rock Falls) Mechanic (Beta) Kerr the Merchant (Beta through Epsilon) Bradley (Beta after Quincy) Medical Officer (Beta after Mardin) Mechanic (Gamma) Tiduk and Shauri (Gamma) Recruiting Officer When you open the recruit pool you will feel the chibing of a leveling. This is because all the experience you have gained since you last checked the recruit pool will be added to all recruits, often giving them new levels. When you close the recruit pool, the experience gain goes back to zero and you need to earn more with your team to add it to the recruit pool. Therefore, it is important to review recruits and make any changes to the team in a single view to maintain the bonus experience. This only works for recruits who were in the Last time you checked, not for the new recruits. Special dating In addition to regular random encounters, there are some encounters that don't disappear after you leave. These are not because they can only occur when you cross certain squares on the World Map. You can say you're in a special meeting if a) you're not given the opportunity to dodge it with Outdoorsman, b) you're not placed in the middle of the dating map as usual, and c) you're kicked out of your vehicle and you're nowhere to be seen. Keep in mind that killing almost anyone or anything in special encounters will drop your reputation (but usually not your BoS rank) very quickly. Here's a list of the special meeting squares I know. You can have up to four special encounters within a square if you meet them at the corners, but only one if you hit it in the middle. Travel accordingly. All directions are based on the center of the bunker, not the edges. Bunker Alpha 5E 3N Bunker Alpha 2N Bunker Beta 1W 4N Bunker Beta 3W 1N Bunker Beta 3E 3S Bunker Beta 3W Bunker Gamma 1W 1N Bunker Gamma 5W 3N Bunker gamma 4w bunker delta 1e 1n bunker delta 4e 7n bunker delta 7w 5n bunker delta 9e 3s bunker delta 2w 1n bunker epsilon note on bugs if you're not playing with a patches, you can use special meetings to duplicate items. The first time you get to the special meeting, drop some items to the ground or put them in containers. Leave. Now every time you come back those items will be waiting for you, no matter how many times you collect them. The advantages are obvious. - This meeting doesn't have a name, but there's Evereddy Bunnies talking about how they go, go and go – just like the Energizer Bunny. Switch to radar and you'll see that they're literally all over the map. If you forcibly hit a burst weapon you'll probably hit one and become hostile, which allows you to hunt down and kill them all for 10 experience each but without loot (or corpses). They can't hurt you in any way. Amelia Amelia Earhart's plane has finally been found, but there's not much more of her. You can see his skeleton leaning against the cockpit window. Nothing else to do here. -B1000 A B-1000 brahmin requires your clothes, boots and moo-toycyte. She has the ability to move between the shape of the brahmin and the shape of the dead brahmin until she kills her, when she remains dead. You can get an Uzi from the body. The environment is similar to the Terminator 2 steelworks. -Bazaar Day Several people are hanging around in a market area and will trade ring pull with you (as opposed to BoS scrip). One sells ghoull armor that can only be worn by ghouls (it's not that big) and another sells the Devilthorn Jacket with effects and description imitating a Diablo item. You can't use it because it requires a minimum force of 75. Apparently this meeting is a reference to a weekly Everquest event. -Brahmin armor The compound here is defended by four turrets at the corner that you should take down before approaching, the brahmin in the center to receive the Brahmin armor of the unique object. If equipped on a Brahmin Armor makes them look like a brahmin and unable to use weapons. Deathclaws can't use it, but ghouls, mutants, and robots can. It is stupid to use it for ghouls because they can wear human types of armor that are usually better, but since mutants cannot wear armor of any kind it is quite useful. Robots essentially draw their armor from their natural resistors, so accumulating brahmin armor on top of this increases their damage resistance to phenomenal levels. - Brahmin Poker Six gnomes are around a table playing cards. When you approach, they run away, allowing you to free almost 30,000 ring shots from the table. -Brahmin Tipping The ranch has been left unattended, which means you're free to come in and push the brahmin at your leisure. Brahmin eventually right themselves. - The Brothers Grimm Two Super Mutants are at the center of the map. Talk to Jim to find out Joe has a broken leg. Use the Doctor to heal him, and the Brothers say they will join the Brotherhood's pool of recruits. It seems that it takes some time to show up, even if you are already at the highest rank for recruitment. The Grimm brothers are, of course, the suitors of many fairy tales such as Hansel and Gretel. -Canadian invasion You are forced to run past a post of tribals and Beastlords around a fire to get to the exit grid. They attack you, but if you kill them, you can take the water gun. This weapon is moderately useful for Small Guns specialists in the first levels of robots, but that's it. -Copper tops There's a group of humans on treadmills and a humanoid robot going around pecking. He's not going to attack you. Lockers next to humans contain small energy cells if you unlock them. A kind of oblique reference to the Matrix. -CPF vs PFC Two groups, the Canadian People's Front and the People's Front of Canada, have a thoracic race. Nothing happens here, but Monty Python fans might laugh. -Deathclaw Liberation Janet the Humanitarian has a great idea: open a Deathclaw cage so that these beautiful and majestic creatures can run free. Unfortunately, the caged Deathclaws didn't have much to eat recently and quickly eaten it, so turn on you. They will charge the cage, making it easy for you to knock them down for some experience. Farmer's a farmer and he's going to trade with you. Somehow he managed to get exactly one round of .50 cal DU, but we don't ask questions that we don't want answers to. -Four Knights War, Pestilence, Famine and Death are dressed as raiders and speak around a bonfire. Although the mouseover tells you that they are all almost dead, they actually have thousands of success points and it is not a great idea to try to kill them. WARNING: If you don't have the patch and receive this meeting, your party is randomly swapped a bit. This is that your main character, the one you designed and nurtured, is no longer in that slot and someone else on your team is the leader and therefore inditchable. -Service station It is an ancient service station with a named Gramma. It sells the Elixir of Life, which will give a permanent +1 Endurance and +15 hp to anyone who drinks it. -Hermi A barter selling the Calico M-950 9 mm, among other things. The only particularly interesting thing about this gun is that it contains 50 rounds. -Invasion Recreationist Janet can only get this special encounter after the Canadian invasion. Some people walk across a line in the dirt with a lot of fans, then come back and have a picnic. There's nothing to gain here. -Komodo Man A tribal with an Australian accent irritates a Komodo Dragon until he kills him. He needs it well. A reference to animal planet's crocodile hunter fame. -L33tist Two people named L33tleboy and Ph4tman walk around a fire. The names refer to the atomic bombs dropped on Hiroshima and Nagasaki during World War II, but the style is something called 13375p34k or leetspeak - using numbers to replace similar-looking letters. It is common among those who spend too much time staring at their keyboards. L33tleboy has amphetamine gum. - Merchant Actually, it's a bunch of raiders, but they don't attack you. The one standing outside the tent will trade with you - he's the most polite raider I've ever seen in this game. -Mir The Russian space station crashed into wasteland, forming a crater on impact. Nothing interesting here. - Death In Latin, death means death. In Tactics, Death means sarcastic floating skull. It doesn't do anything interesting, but it's a reference to another Black Isle game called Planescape: Torment. - Phil Phil the Nuka Cola Guy gets on his bike and takes a break in the middle of the map. If you kill him, you can take 100 Nuka-Cola, 20 Molotov cocktails and a very special Fusion Cola that behaves like a drug. -Pitch Black The environment is, of course, pitch black. A man named Riddick makes some comments and begins to exit the cave on a series of radioactive puddles that provide the only light. Sit down and let him walk all the way. Around you on all sides are Deathclaws hidden in the darkness that will start attacking when you move and you can tear poor Riddick to pieces. If he survives and you live to see him, you can eventually find him in the Brotherhood recruit pool. It is VERY EASY to be killed in this encounter, especially if you hit it before you have big guns or energy weapons. Expect to be pincers from the northeast and southwest at least three times. You can go out just beyond the final puddle. The whole thing is a reference to the movie Pitch Black. -Reaver Dance Nine dancing Reavers are on stage, an obvious reference to the Irish group Riverdance. Nothing else happens. - Sixth Sense Cole the Brahmin is surrounded by a stealthy braming that is impossible to strike. But you can kill Cole. There's no reward here, just the reference to the movie of the same name. - The Pipboy Is the Pipboy a kid with a gun who wants to join your party. Given the weather, it presents itself the BoS recruit pool. NOTE: Even with the patch, you can apparently hit this special match more than once - I found it three times in a game, twice in the same square. - Titanic The dead guy is probably Jack from the movie of the same name. You can find a piece of pornography crudely drawn on his body. It's worthless. - Trader Another waste merchant, the Trader will trade with you. It's the only place in the game where you can get the P220 Sig Sauer, a 9mm gun that's nothing special. -The Soldiers of the Brotherhood of revolt Hubert and Mearthy, wearing the Armor of Power and carrying Vindicators, stand looking in front of a locked building with the Brotherhood seal on it. In front of them are several dead civilians, one of whom has gum amphetamine. You can kill soldiers for a small experience, but it is not worth losing your reputation. There's no way into the building. Bonus mission There is a hidden mission in the game called Springfield that takes place during Bunker Beta. I've heard some rumors that Interplay would ask for this information to be redacted, but Interplay has bigger issues right now, so it seems unlikely to tell me to withdraw it. Go through drive C to the 14 Degrees East folder, then Fallout Tactics, and then go to the root folder. Find the file labeled bos.cfg. This file only exists after starting a game, so if you just installed it and then exit. Open bos.cfg with notepad, and scroll to the end of the document. At the top of the screen is the statement (misc.bonusMission) = {false}. Edit (false) to (true) and save the modified file. You must do this before Beta Bunker to play the bonus mission, which will be presented at the same time as Mardin. I'm not going to give you a step-by-step procedure for this mission because it's fun to ally yourself. I will tell you that you will get the fifth vehicle in this mission, the Buggy, which is maneuverable like the Scouter and carries only two people but has even fewer armor. Plus, as soon as you get on a mission you get some experience just to find out how to get it, plus a boost every time you open a chest for the entire mission. Funny stuff. Incidentally, Fallout Springfield has some features that somehow imply that designers were going to Springfield from the Simpsons: nuclear cooling towers on the northeast edge of the map, a large donut sign for planet donut, and a statue of a man holding a rifle in the city square. Another quirk of this mission is that even though I came out of rank, the game never seemed to recognize it until a mission later for the rest of the game. Game.

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