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## SuperCheats.com's Unofficial Guide to

### Fallout 3

by Abolsute Steve

# FALLOUT 3<sup>®</sup>

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## SuperCheats.com Unofficial Guide to Fallout 3

# FALLOUT 3<sup>®</sup>

Enter 2277. Welcome to Fallout 3, a game that only one word can describe. Massive. This guide aims for you to get a fuller experience.

The Walkthrough itself is as spoiler free as it can be. Unless something has to be described - and there is no other way around - you won't have anything story related spoiled for you when reading this guide.

Fallout 3 is a great game, and there aren't many alike. If you've enjoyed it, be sure to check out Deus Ex. It's one of those great games you may have never played. Now, let's get down to business.

This guide has now been updated to include the following DLC (downloadable content) guides:

[Operation Anchorage](#)

[Broken Steel](#)

[The Pitt](#)

[Mothership Zeta](#)

[Point Lookout](#)

*Absolute Steve*

## Fallout 3 Guide

# PlayStation 3 Controls

### Main Controls:

Left Analog: .... Move around

Right Analog: .... Look/Turn around

L3: ..... Crouch

R3: ..... Pick Up/Drop Items

X: ..... Action/Activate Button

O: ..... Open/Close Pip-Boy 3000

O [hold]: ..... Turn Flashlight On/Off

Square: ..... Reload

Square [hold]: ... Holster Weapon

Triangle: ..... Jump

R1: ..... Attack/Shoot

R2: ..... Enter V.A.T.S. mode (when enemies are in sight)

D-pad: ..... Swap Weapons that are in the Quickswap menu

L1: ..... Aim/Block

L2: ..... Switch between 1st/3rd person camera mode

L2 [hold] ..... Adjust Camera

START: ..... Pause Menu

SELECT: ..... Wait (time will pass; 24h max)

### V.A.T.S. Controls:

Left Analog: Switch between target body parts

Right Analog: Switch between targets

X: ..... Confirm

O: ..... Cancel

R1: ..... Select Target

R2: ..... Enters V.A.T.S.

## Fallout 3 Guide

# Xbox 360 Controls

### Main Controls:

LS [turn]: ..... Move around  
RS [turn]: ..... Look/Turn around  
LS [push]: ..... Crouch  
RS [push]: ..... Pick Up/Drop Items  
A: ..... Action/Activate Button  
B: ..... Open/Close Pip-Boy 3000  
B [hold]: ..... Turn Flashlight On/Off  
X: ..... Reload  
X [hold]: ..... Holster Weapon  
Y: ..... Jump  
RT: ..... Attack/Shoot  
RB: ..... Enter V.A.T.S. mode (when enemies are in sight)  
D-pad: ..... Swap Weapons that are in the Quickswap menu  
LT: ..... Aim/Block  
LB: ..... Switch between 1st/3rd person camera mode  
LB [hold]: ..... Adjust Camera  
START: ..... Pause Menu  
BACK: ..... Wait (time will pass; 24h max)

### V.A.T.S. Controls:

LS [turn]: Switch between target body parts  
RS [turn]: Switch between targets  
A: ..... Confirm  
B: ..... Cancel  
RT: ..... Select Target  
RB: ..... Enters V.A.T.S

## Fallout 3 Guide

# General Hints and Tips

Save your game, and keep multiple files. Yes, any and all guides will tell you this. Seriously, it cannot be stressed how important this is. Yes, you will die every now and then. Besides, you'll often want to figure out how things could've went, should you have acted in a different way.

Holster your gun when you're not about to use it [hold Square]. This will allow you to run faster, and you won't scare people as quickly.

At the start of the game, go for Repair Skill and Small Guns Skills. Be sure to repair your weapons and armor consistently. The healthier your equip, the easier your wastelander life will be.

Never waste ammo, never waste Stimpaks. If you want to heal yourself, do it properly and sleep in a bed. By using the V.A.T.S. most of the time, you'll be able to conserve loads of precious ammunition. If you sleep in a rented bed or own bed, you'll get the

Well Rested status that grants 10% extra EXP until it wears off after a couple of hours.

Collect items just for resell purposes. You can check up the value (VAL) of an item in your inventory, and it's wise to sell these whenever the next possibility comes up; Don't let them clutter up your inventory, especially not when you're on a lengthy quest.

Always search a Nuka-Cola Vending Machine. There are often regular bottles inside, but you also have a 10% chance that a Nuka-Cola Quantum bottle is in the machine. These are part of a quest and are rare and finite (94 total). Once you've checked a machine, what's inside stays the same.

Exploration is the golden rule of Fallout 3. It is the intention of the game for you to explore everything, so don't go rushing through the areas - trust me, you'll end up missing a lot.

When given a Speech Challenge, try to save before talking to someone. This way you can keep loading the Speech Challenge until it passes.

Fast Travel with your Worldmap! If you are on the worldmap and you find yourself stuck, don't hesitate to use the fast travel option!

**IMPORTANT NOTE ABOUT FINDING ITEMS:** This Guide is quite specific when it comes down to describing what you can find laying around in Fallout 3. Most of the time this will be correct, and most of the time this will only apply to useful findings anyway, but sometimes you may find different things in cabinets, desk drawers, lockers, etc. I suspect this has to do with the random factor that the game applies. Skills can also affect this. Use this Guide and don't take the minor findings too seriously. Thanks.

How do you solve the checklist problem? Simple. Just tick off everything that I listed - things that were inside for me - and grab everything that you get from the looting instead. Amounts are often similar, as are items. That is the reason they're still listed: To give you a good impression.

Items with no weight (--) should always be picked up. Even if the item seems useless, you can always sell it in larger amounts later on. If an item does weigh something, look at its value. Is the weight 1 and the value 1? Better leave the item. Is the value 50 and the weight 2? You can sell the item and make a profit without getting too much weight on your shoulders!

The checklists feature two kinds of brackets. [] means that the item doesn't cost you any Karma for taking it, while {} may cost you Karma. Therefore, those are optional.

At Level 5, pick the Comprehension Perk which doubles the effectivity of any read Skill Book. That means 2 points for every book read!

ONLY read Skill Boosting Magazines after learning the Comprehension Perk at LVL 4 . This allows you to get 2 Skill Points instead of 1 from every single magazine, which makes for a large boost in the end.

Speaking of Skill Books, note down how many you've found of each! Seriously! You can save yourself a lot of trouble searching for the ones you haven't found already if you note down the ones you've already found. In fact, if you don't, you're likely to waste a lot of time.

NEVER put any Skill Points into Big Guns when you gain levels. You can get infinite Skill Books for this by going to the Bethesda Ruins (East Office) and have this area's enemies respawn time after time. The Raider with the flamethrower upstairs holds a Big Guns Skill Book - which you can thus respawn.

Check [S5] to see a good build for a character!

**Odds & Ends:**

If you cause trouble in a town - and everyone turns against you - wait 3 in-game days to reset their aggressive behavior towards you. There is one exception to this rule, which is Paradise Falls. Mess with them, and they'll stay hostile for the remainder of the game.

Using a Stealth Boy significantly increases your ability to pick pockets. Speaking of picking pockets, you can never steal any equipped items (these simply won't appear). Also try placing a 'Live' Grenade or Mine into their inventory and quietly back away!

Using Chems (Med-X, Buffout, etc.) can lead to addiction, which in turn leads to negative consequences for your stats. You are allowed to take 2 of the same chem in a 30 hour span. If you take more you'll become addicted. You can effectively wait a long time in order to prevent addiction.

Alcohol doesn't work like chems. If you consume Beer or Wine the chance that you get addicted is 5% (1 out of 20 times). If you consume a harder beverage, the chance becomes 10% (1 out of 10 times). This is the case with Whiskey, Vodka and Scotch.

Chems don't stack on themselves, but do stack with other chems. I'll try to elaborate: If you take 2 Psycho's, your damage is still only increased by 25%. However, if you use a Psycho and a Yao Guai Meat, it increases to 35%.

**Storing Items when exploring:**

It's quite possible that you're going to run out of weight to carry when you pick up all the useless junk lying around. But when you're exploring an area, it could be a good idea to pick a Metal Box/Locker/Cabinet/Whatever nearby the exit and dump all and any "junk" you might need later on. This way you can make several trips to a trader or your home and pick up all the items from one simple location, namely that one box you put everything in during exploration. Takes a little extra time, but can save you lots of time later.

**Game Difficulty:**

In comparison to many other games, you can ALWAYS adjust the difficulty whenever you want during your playthrough, at any given time. If you feel like the game is too easy, simply put it on Very Hard and watch your head being shot off in no time. Oh wait .. is that even possible to see for oneself?

Below is a table with the effects of tweaking with the Game Difficulty:

Difficulty:	Player's Damage:	Enemy Damage:
Very Easy	200%	50%
Easy	150%	75%

Normal	100%	100%	
Hard	75%	150%	
Very Hard	50%	200%	
-----	-----	-----	

## Fallout 3 Guide - Walkthrough

### Baby Steps

**Note: I'll say it again, things in Boxes, Desks, Medkits .. are random. I describe what's inside for reference. Grab what you find useful, then tick off the checklist what the Guide listed as found to ensure that you grab all goodies for your playthrough. Good luck! And throughout this guide each page has a printer friendly option, just look up a bit in the small text on the right for the printer friendly link.**

The game has a fine introductory chapter in which you'll customize your character. Go ahead, give your guy or gal a name. When allowed to move around, walk to daddy, who tricks you and 'locks' you up. Walk out of the pen and take a look at the booklet on the left. Upon examination, you'll find that it's yet another tweak to your character. Do whatever you please, but for now it's best to not go over the value of 9 for any stat. I suggest you crank up Charisma for now - you'll get some dialogue you may want to manipulate. Besides, you get the chance to adjust the settings before you leave for 'the real world' out there anyway. By then, you can pick whatever you like.

Note: Have you gotten a strange feeling as if you knew the voice of your dad?

You're right, perhaps you DO know his voice! It's the voice of the actor Liam Neeson (Star Wars I, Schindlers List, Batman Begins). Very clever of the creators to have him do voice acting; Now daddy is a dad even more so.

## Fallout 3 Guide - Walkthrough

## Growing Up Fast

ITEMS: [] Grognak the Barbarian, [] Sweet Roll, [] Kid's Baseball Cap,  
[] 2x Stimpak, [] BB Gun, [] 50 BBs.

QUEST REWARD: 0 EXP.

If that's not growing up fast, I don't know what is. Fast forward to your 10th birthday. The Pip-Boy 3000 is now given to you - the most useful tool since god knows what, really. This device is basically your in-game menu. With L1/R1 you can switch between the STATS/ITEMS/DATA menus. Toy around with it for a little while, then start partying like an animal already!



Amata will give you the present no matter how you respond, so act how you please. Use the freshly obtained [GROGNAK THE BARBARIAN] from your inventory to increase Melee Skills by 1 point (unless you want to conserve

it for later to get a boost of 2 points - more about this later). You can grab a Kid's Party Hat from the table, but it's not much use. Next up, pay a visit to Old Lady Palmer who will give you the [SWEET ROLL] no matter how rude you act. Shortly after talking to her, the robot will 'cut' the cake while attempting to do this in a very precise manner.. and fails miserably. Butch, one of the kids sitting around will start to whine about this, and we can't have any whining at a party, so step up and talk to him.

The dialogue can lead to a fight with Butch, after which you'll be complimented on your solid behavior.

Feel free to talk to all other characters in the room, including Stanley who'll give you the [KID'S BASEBALL CAP], and start a conversation with your dad when you feel like proceeding with the game. When leaving the room you'll meet Beatrice, after which you can finally continue your way downstairs in order to look at your surprise. You can also follow and overhear the Overseer talking to a guard.

It's possible to steal [2 STIMPAKS] from this guard, and you won't even lose Karma for doing so. Crouch with L3, sneak behind him and snatch those Stimpaks! Head down to the Reactor Room and meet up with Jonas and dad. Looks like the surprise is a [BB GUN] and [BB AMMO x50]! Test it out on the three targets - you can use L1 to get a better aim - and wipe out the Radroach afterwards. This is a good time to activate the VATS with R2. Select the head, enter the commands, watch it die. It's as simple as that.. For now.

## Fallout 3 Guide - Walkthrough

### Future Imperfect

ITEMS: [ ] Bobblehead: Medicine Doll, [ ] Stimpak.

QUEST REWARD: 0 EXP.

It's time to make the G.O.A.T. test all of a sudden. And here you were, thinking that you had 6 more years to prepare for it. It's no use in playing sick, that only works with real life mums - so off you go to take the test, or as your dad puts it: "You've got a GOAT to take". No pun intended, right dad?

The first bobblehead can be found in this very room, look around for the [MEDICINE DOLL] on the desk that increases Medicine Skill by 10. In the next room, grab the [STIMPAK] and explore the PC for background information regarding the Overseer. Continue until you find Butch harassing Amata - is he always up to no good?

Depending on how you act you can get positive or negative Karma. Talk about Amata's weight to get the negative karma. Talk to Butch's goons and turn the conversation so that they'll walk away (by mentioning Butch's bossy attitude) in order to get positive karma.

The G.O.A.T. test is yet another customization of your character, this time of your skills. If it's your first time playing Fallout 3, you may want to just take the test and see which abilities reflect your style of playing most. If this is a second or more playthrough you can also just talk to your teacher and select your own skills - or even have him do it.

Answer the questions any way you want - because at the end of the test, the game allows you to reset the skill bonuses and distribute them how you please. If you'd ask me, I'd pick Repair, Small Guns and Lockpick, but feel free to be different. When you're done, leave the classroom.

## Fallout 3 Guide - Walkthrough

### Escape!

```

ITEMS: [] 10mm Pistol, [] Baseball Bat, Med-X, 10x Stimpak, [] Vodka x2,
        [] Tunnel Snake Outfit, [] 2x Stimpak, [] Conductor, [] Paint Gun,
        [] Sensor Module, [] Overseer's Office Key, [] 10x Shotgun Shells,
        [] 3x Pre-war Money, [] 7x Darts, [] 3x Pre-war Money,
        [] 31x 10mm Rounds, 3x Pre-war Money, [] 6x Darts, [] Note from Dad,
        [] Stimpak, [] Vault Lab Uniform, [] 2x Pre-war Money, 12x 10mm Rounds,
        [] 120x 10mm Rounds, [] 3x Stimpak, [] 2x Mentats, [] Sensor Module,
        [] Paint Gun, [] Sensor Module, [] 6x Bobby Pin.

ENEMIES: o Radroaches      o Vault Security Guards

QUEST REWARD: 200 EXP.
    
```

When you're awakened, talk Amata into helping you, and she'll give you the handy [10MM PISTOL]. If you want to get revenge on the Overseer, you'll get negative karma. Check the drawers in this room; They hold the things you collected in your childhood. If you're more of a Melee person, grab the [BASEBALL BAT] too. You can notice a medkit hanging on the wall near the door. Search it for a [MED-X] and [10 STIMPAKS]!

Note: To considerably conserve ammo, enter the VATS attack menu and aim for the torso of the radroaches. With one or two hits they'll be disposed of.

Outside the room, one of the guards will attack you, but in turn he's attacked by Radroaches. Let them have at it, and take out the survivors. I suggest you equip the Pistol from here on. Search the guard and equip his clothing for a better defense. Move through the straightforward halls until you run into no other than Butch. You have several options here: 1. Help him out (Reward: [TUNNEL SNAKE OUTFIT]). 2. Talk him into handling it himself. 3. Leave him be.

I suggest you help his mom, but act fast. Head after Butch and storm the rooms. Dispose of the Radroaches and be done with it. Grab two [VODKA] from the floor and exit the room. It should be noted that - should you decide to act nasty - you can kill Butch and get his Outfit, along with a Switchblade and two very handy Purified Waters (restore 20 HP). I highly urge you not to kill him though; he can be a follower later on. You can check out the restroom on the opposite of Butch Mom's room, on the east. Here you can take a dump ( 30 HP) or drink water (same) without any penalties. You'll find that later on in the game, doing these things will also grant you a restoration of HP, but at the small cost of getting close to radiation.

Go down the hallway on check out the room on your right, but only if you want to kill some Radroaches for experience - there's nothing of value to be found. Continue through the straightforward halls until you stumble upon Officer Gomez fighting off some Radroaches. He's on your side, so help him out. Head into the room where Andy the robot came out of, and search the middle of the room - nearby the fallen cart - to find [2 STIMPAKS]. If you hadn't picked up the Medicine Bobblehead, you can find it in the next room. Exit and go to trough the door at the end of the hall that leads to the Atrium.

Here, a guy will be shot by two officers. Kill them if you must, but be careful in the process. They both hold 10mm

Pistols plus some ammo. I suggest you also take their armor and baton, because they make a decent profit at this point of the game. You'll sell them soon enough. Make your way up stairs, deal with some more Radroaches and proceed past the yelling man behind glass. You may also have to deal with the Security Chief Hannon. Once there, you'll find a mechanic nearby a toolbox - which holds [CONDUCTOR], [PAINT GUN] and [SENSOR MODULE], typical items you can sell later on.

Make your way through the room and you'll find Amata being interrogated by the Overseer and a guard. If you didn't take the gun from Amata, she'll use this against the guard. In any case, head into the room, blow the guard's head off and talk to the Overseer. Say you want the key, then answer that you'll hurt Amata if he won't. This will give you the best result, and the password and the [OVERSEER'S OFFICE KEY] will be given to you. Check the locker to find a [STIMPAK], and search the drawers of the left desk to find [10 SHOTGUN SHELLS], [PRE-WAR MONEY] and [7 DARTS]. The right desk holds [3 PRE-WAR MONEY] also, and the weapon lockers on the right hold [10MM ROUNDS x31] plus some armor you may already have.

Continue and head into the room to your right. Drink from the Water Fountain to restore health without any radiation penalty (which you'll often see happening later in the game). Check the desk for [3 PRE-WAR MONEY] and [6 DARTS], then search Jonas for the [NOTE FROM DAD], [STIMPAK] and [VAULT LAB UNIFORM]. The desk next to him hold [2 PRE-WAR MONEY]. Head into the room on the left and talk to Amata. Continue to the next room north, search the dresser and find the Overseer's Office Key if you hadn't already done so. You can also grab [12x 10MM ROUNDS] from it. The other room on the west of Amata holds [5x BOBBY PINS] in the dresser. Head south and open the door with the acquired key.

Search the lockers to find [120x 10MM ROUNDS], [3 STIMPAKS], [2 MENTATS], and the Overseer's Terminal Password if you hadn't gotten it from him personally. Bow over the PC and use it to open the Overseer's Tunnel. You can also read loads of info on this terminal. Make your way to the Vault Entrance.

After opening the door with the switch, talk to Amata and two guards will harass your special moment with her. Waste them, and enter the door they came through. The room on the north holds a toolbox with a [SENSOR MODULE] and another toolbox with [PAINT GUN] and [SENSOR MODULE]. Besides, you can grab the [6x BOBBY PINS] from the table. It is also possible to return to the previous area (by going west), but the only thing you're going to find are a bunch of Radroaches. Free experience, that's all. Exit the Vault and you'll be at the world map. You will be given one last chance to modify any changes to your character. Choose well.

Note: I suggest you NEVER delete this savegame, especially if it is a 'perfect' starting savegame (with as much goodies you could have grabbed). You can create characters from this point onward without having to do the whole introductory level again.

Note: If you're going for a 'perfect' character, as in, the most powerful and best balanced character you can create, go for the following SPECIAL stats. This is based on a very thorough analysis which I will devote an explanatory section to later on. For now, trust me with these stats:

STR: 8, PER: 5, END: 7, CHR: 1, INT: 5, AGL: 7, LCK: 7

**Note:** Recommended Skills to tag are Lockpick, Repair and Small Guns. Science can also be useful, but you'd best just boost it the next few levels.

## Fallout 3 Guide - Walkthrough

### Following in His Footsteps

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ITEMS: {} Psycho, {} Jet, {} Carton of Cigarettes, {} Bloodpack, {} Stimpak x2
[] Frag Grenade x3, [] 5mm Rounds x73, [] 5mm Rounds x142, [] Frag
Grenade x3, [] Shotgun Shells x10, [] Bobby Pin, [] Metro Utility
Gate Key, [] Purified Water, [] RadAway, [] Stimpak, [] Bottle Caps x35
[] DCTA Laser Firearms Protocol, [] Energy Cell x55, [] Laser Pistol,
[] Nikola Tesla and You, [] Pre-war Money x2, Missile x4, [] U.S. Army
30 Handy Flamethrower Recipes, [] Assault Rifle, [] 2x 10mm Pistol,
[] Frag Grenade x2, [] 5mm Rounds, [] Laser Rifle, [] Microfusion Cells
[] Bloodpack, [] Purified Water, [] Stimpak, [] Nuka Cola Quantum,
[] Stimpak, [] RadAway, [] Rad-X, [] .32 Caliber Rounds, [] Carton of
Cigarettes, [] Bottle Caps x69, [] Energy Cell x34, [] Laser Pistol,
[] Fat Man, [] Mini Nuke x8, [] Nuka Cola Quantum.

ENEMIES: o Raider                o Protectron                o Mercs                o Mole Rat
          o Feral Ghoul          o Feral Ghoul Roamer      o Super Mutant        o Behemoth

QUEST REWARD: 300 EXP.
-----

```

#### Quest Flowchart:

1. Go to Megaton.
2. Speak with Moriarty.
  - 2.1 Speech Challenge him for the info.
  - 2.2 Hack his PC/Lockpick the cabinet for the password.
  - 2.3 Pay him 100 caps/deal with Silver the junkie.
3. Make your way through Farragut West Metro Station.
4. Team up with the Brotherhood of Steel.
5. Find Three Dog.

Note: Chances are you've gained a level from the 200 Experience gained from completing the quest. I suggest you boost Lockpick to 45 (so that in combination with the Vault Utility Jumpsuit [ 5 Lockpick] you can pick many locks already). Advisable is to put the leftover in Science. As for Perks, I suggest you use the Intense Training to bring up STR.

When you gain your 3rd Level some time in the near future, crank up your Science Skill to 45 (combined with Vault labsuit = 50), and use the rest on Speech, which may be a little too low for comfort (and thus requiring an annoying amount of resets to get the desired result).

As for the Perk, either go for Intense Training. If you boost a stat, don't boost any stats of which you have 9 already (because you'll get those to 10 with the use of a Bobblehead sooner or later).



When your eyes have adjusted to the first daylight they've ever seen, head for Megaton.

Now that you're on the worldmap, it's wise to bring up the worldmap, as in..map. Open the popit and you'll find the huge map under Data. Your next destination will be Megaton. Check your map several times, go past the robot guard and enter the town that sounds awfully similar to one of my favorite Decepticons.

**Megaton:**

Meet Lucas Simms, the sheriff of the town. You can start the Miscellaneous Quest (MQ): The Power of the Atom [MQ2] by agreeing to disarm the bomb for him. He'll send you over to Colin Moriarty's Saloon.



Simms is one of the good guys, a rare kind in the Wasteland.

If you want to get rid of all your goodies from the vault, head into any shop and sell whatever you don't need. But be warned: Shopkeepers also have a limited amount of cash with them. You can buy a few Stimpaks to cover your expenses, though.

You need to find out more about where your dad went. What better place to start than the saloon?

Explore the town and check your Local Map to find the saloon marked. Enter the saloon through the front door, and talk to a woman on your right called Lucy West. You can initiate the MQ: Blood Ties with her. It's possible that she won't be around, in which case you'll have to look around town for her. Save your game and talk to the Ghoul. Act well mannered and you get the chance to ask him about your dad. You won't have a very high chance of success, but you can always reload your game; It gives 20 exp points, plus you get information about Moriarty's terminal in the back.

Head to the back to find Moriarty. You have several options once again. I suggest you:

1. Ask about your dad.
2. Tell him he's lying.
3. My dad told me I was born in the Vault.
4. Speech Challenge: "I was kidding".

If the Speech Challenge fails, you can reload your savegame. Of course, you can also do the quest he asks you to do,

which is about a junkie called Silver. This can net you some decent caps, so I suggest you go for it. If you feel like it, head back to the worldmap and locate Silver on your map. When you arrive, reason with her to receive 300 caps, or do a Speech Challenge to receive 400 Caps. You can steal a lot from her house, but it will cost you Karma, it's up to you to steal: {PSYCHO}, {JET}, {CARTON OF CIGARETTES}, from the medbox a {BLOODPACK} and {2x STIMPAK}, and {BOBBY PIN x3} from the cabinet.

As you can see, it's not all that much, and if you get caught, Silver will take everything from you. You can also kill her for decent loot, but again you will lose Karma.

Fast travel back to Megaton by selecting it on your map, and pay Moriarty a visit. You can either pay up 100 caps and get the info, or you can lockpick his cabinet nearby the terminal and grab the password from there, but this will result in negative karma.

Using/Hacking the terminal will also cost you Karma, so choose wisely.

I suggest you head over to the Craterside Supply now and initiate the [MQ1.1] and [MQ1.2] quests for some very decent rewards. Search the tags to find the sections that cover these sidequests.

### Fixing Pipes:

You can also look around for a character called Walter. He's either at the Saloon during nights, or can be found in or nearby the Water Processing Plant. He tells you that several pipes are leaking and need fixing. Help him out, will you? There are three pipes that need fixing, and you need a Repair skill of at least 30 to do this - which you should have by now.

1. The first pipe is on the main path when you enter Megaton and head downwards.
2. The second pipe is more to the southeast of the area, following the main path and taking a bend to the left upwards. If you look at your map, it looks like you're just below the Women's Restroom, except on a lower level.
3. The third pipe is a little more tricky to find on your own. Locate the Children of the Atom building and take the stairs to climb its roof. Look around and you should be able to find a third squirting leak.

Head back to Walter ( 100 EXP, 200 Caps) who'll make you a Scrap Metal proposition that you can't refuse. Well, you can, but better take it anyway.

You have done a lot of things in Megaton now, so let's move on with the story.

With the right information in hand, it's time to proceed with the main quest. Head back to the worldmap and head to the direction of the marker (that is, if your active quest is the main quest). When you're about to cross the bridge north of the Super Duper Mart, instead of going over, take the lower path under the bridge. I suggest saving your game before proceeding to the Grenade Box at the end of the bridge, because a Frag Mine is set nearby. Disarm it (the higher your Repair, the better) and grab [FRAG GRENADE x3] from the nearby box. Continue your path, but be cautious as a raider or two will have their eyes set on you. Continue and make your way to the next dot on the map - in other words, discover Farragut West Metro Station. Be on the lookout for more raiders.

### Follower: Dogmeat

**Note:** It's possible to obtain your first follower, Dogmeat, but it requires a bit of a trip to the north. Check your map and locate the large bridge crossing the river. The Scrapyard (where you're headed for) is two blocks north this road. You should also consult a map and look for Scrapyard.

Search the place and you'll find a dog fighting off some Raiders. Be good to him and he'll tag along. Some people send him away - which can cause him to go missing sometimes, but you can have him tag along. Check his health every now and then, and if he's severely injured, give him a Stimpak. How to see how much health he has left? Simply enter VATS.

**Note:** Dogmeat regenerates HP automatically when not in battle.

**Note:** 'Perfect Gamers', take GOOD CARE of your dog and SAVE OFTEN.

**Note:** It's a given fact that Dogmeat runs off fairly easily. You can send him to Vault 101 and whenever you need him, fetch him from there.

Return to Farragut West Metro Station.

Check your map closely, and instead of following the next dotted line, move a little northeast from here - use your map - so that you're 'above' the line. You can find a cart here with ammunition boxes that hold [5MM ROUNDS x73], [5MM ROUNDS x142], and [FRAG GRENADE x3]. The cart may be guarded by a Merc and a Protectron robot, so make a run for it after snatching the goodies - or kill them.

**Sam Warrick:**

**Note:** When you're exploring the area around the Farragut Metro Station, you may run into a Mercenary called Sam Warrick. If he bothers you (read: starts shooting at you) don't hesitate to gun him down, because he's a total douchebag that kills NPC's who give quests, and pretty much everything else that moves. You ask if he is part of a quest? Yes, but only for an optional part: You can make him a slave later on, and sell him for a measly 250 Caps. It's hardly worth it keeping him alive, and he holds a very neat Sniper Rifle you may want to snatch from him.

If he's not around, then he's not around. You'll meet him some other time then. Remember his name, Sam Warrick. Douchebag.



The entrance to Farragu West Metro Station.

**Farragut West Metro Station:**

Head back to the Metro Station and go inside. The door on the right does not lead to much of interest. You can activate a Protectron robot by hacking the terminal, and you can find some [5.56MM ROUNDS] in a cabinet in the room NW. Instead, go straight ahead and kill a bunch of Mole Rats in the room ahead. You can use the sink to restore HP, but it will also increase Radiation. Since you can use a bed soon, I advise against it. Search the desk to find more [5.56MM ROUNDS].



Did I tell you to beware of Mole Rats?

Head downstairs, walk through the tunnel, and go upstairs again in what seems to be a boiler room. To the SE is a room with a bed, so heal up if you must. The desk holds [SHOTGUN SHELLS x10]. From the medicine box on the desk, you can grab a [BOBBY PIN], the [METRO UTILITY GATE KEY], [PURIFIED WATER], [RADAWAY], and a [STIMPAK]. Use the PC to open the safe and grab the [BOTTLE CAPS x35], [DCTA LASER FIREARMS PROTOCOL], [ENERGY CELL x55], [LASER PISTOL], [NIKOLA TESLA AND YOU], [PRE-WAR MONEY x2]. Now open the gate on the opposite side and blast a few Ghouls.



Beware of the gas and the gaseous ghouls. You don't even want to know how a gaseous ghoul smells when you know it of some human beings ..

If you have a Lockpick Skill of 50 (use the Vault Utility Jumpsuit for 5) you can head downstairs and pick the door. Inside this room, you can find a whopping of [MISSILE x4], [U.S. ARMY: 30 HANDY FLAMETHROWER RECIPES], [10MM PISTOL x2], an [ASSAULT RIFLE], [FRAG GRENADE x2] and two Ammo Boxes with [5MM ROUNDS].

Open the next door above, head up a few flights of stairs and proceed to the next area: Tenleytown/Friendship Station. In this area, you can take two main paths: The tunnel to the east, and the tunnel to the south. Of course, you can also clear both tunnels and get all goodies.

Feral Ghouls have lost their ability to reason and will attack anything on sight that is not of their own race. Respond appropriately.

**East Tunnel:**

Head down this tunnel until you can take a right. Waste the Ghouls and check the dead Mercenary body to find a [LASER RIFLE] and [MICROFUSION CELL x40]. The First Aid Box holds [BLOODPACK], [PURIFIED WATER] and [STIMPAK]. Turn on your light if you hadn't already and search the shelves well to find a [LYING, CONGRESSIONAL STYLE] skill book and a [MENTATS]. You can also grab the Fission Batteries if weight is not an issue: Their value is 75 a piece, but they do weigh 10 each.

Proceed to the large wrecked area where plenty of Ghouls are roaming. Equip a decent weapon such as the Assault Rifle and dispose of them. Check out the tunnel at the very north of this large area to find another dead mercenary. Grab the [LASER RIFLE] and [MENTATS], loot his body, then head up the broken escalator stairs in the large room. Grab the lonely [NUKA COLA QUANTUM].



Their glow makes Nuka-Cola Quantums easy to spot.

Head into the tunnel and waste another group of Ghouls (and Radroaches). Head inside the room with the sign Employees Only, which is to your west, and search for a [STIMPAK] on the shelves. Head in the adjacent room and search for the [RADAWAY], [RAD-X], [.32 CALIBER ROUNDS] inside the desk, [CARTON OF CIGARETTES] from the Suitcase, and lean over the terminal to open the safe. This requires 50 Science Skill, but you can also pick the lock on the safe (50 Lockpick). Inside you'll find of relevance: [BOTTLE CAP x69], [ENERGY CELL x34], [LASER PISTOL].

The toilets don't hold anything but radiated sinks and, well, toilets. Figures. Exit to the worldmap and run to the escalators so that you have discovered Friendship Heights. Unless you want to fight a whole crapload of Raiders, I suggest you turn back and continue your way through the other tunnel I mentioned earlier on.

**South Tunnel:**



Head up the escalators and be on the lookout for a Super Mutant.

Head south, walk past a Cola Machine, and follow the tunnel until you get to a large area with broken escalators, stairs if you will. I suggest you avoid the Super Mutant (if he's roaming around at all) and Ghouls, head up the escalators and head to the left. Make your way through the final tunnel to get to the next area, Chevy Chase North.



Oh look, there he is! You'll come to recognize them quickly, as they all look the same, headless or not.

Explore the area (head south) and you'll soon find that there are Super Mutants roaming here. Fortunately, a whole squad of the Brotherhood of Steel is also around, which makes the Super Mutants much easier to defeat. With the mutants out of the way, search for a member called Sentinel Lyons. In short, she allows you to tag along the way. How cool, you now have a whole squad to protect you!

Follow the squad and have them wipe out the Super Mutants as they proceed. Your job is to loot them, that's right. You can find many Hunting Rifles as loot, and you may want to repair one with another to save some weight. When you finally get to a big square and the fight between the squad and the mutants is over, make your way to the fountain in the middle and search the body of a squad member - who will always be there. Be sure to grab the [FAT MAN], which is essentially a large rocket launcher, along with a whopping of [MINI NUKE x8] that don't weight anything.

Use the Fat Man to launch a Mini Nuke or two, and the great Behemoth will fall swiftly.

Shortly after, a Behemoth (read: an oversized Super Mutant) breaks out of a building. To help the squad, stand back as far as you can and shoot a missile or two at it. After downing it, be sure to loot him and all other bodies.

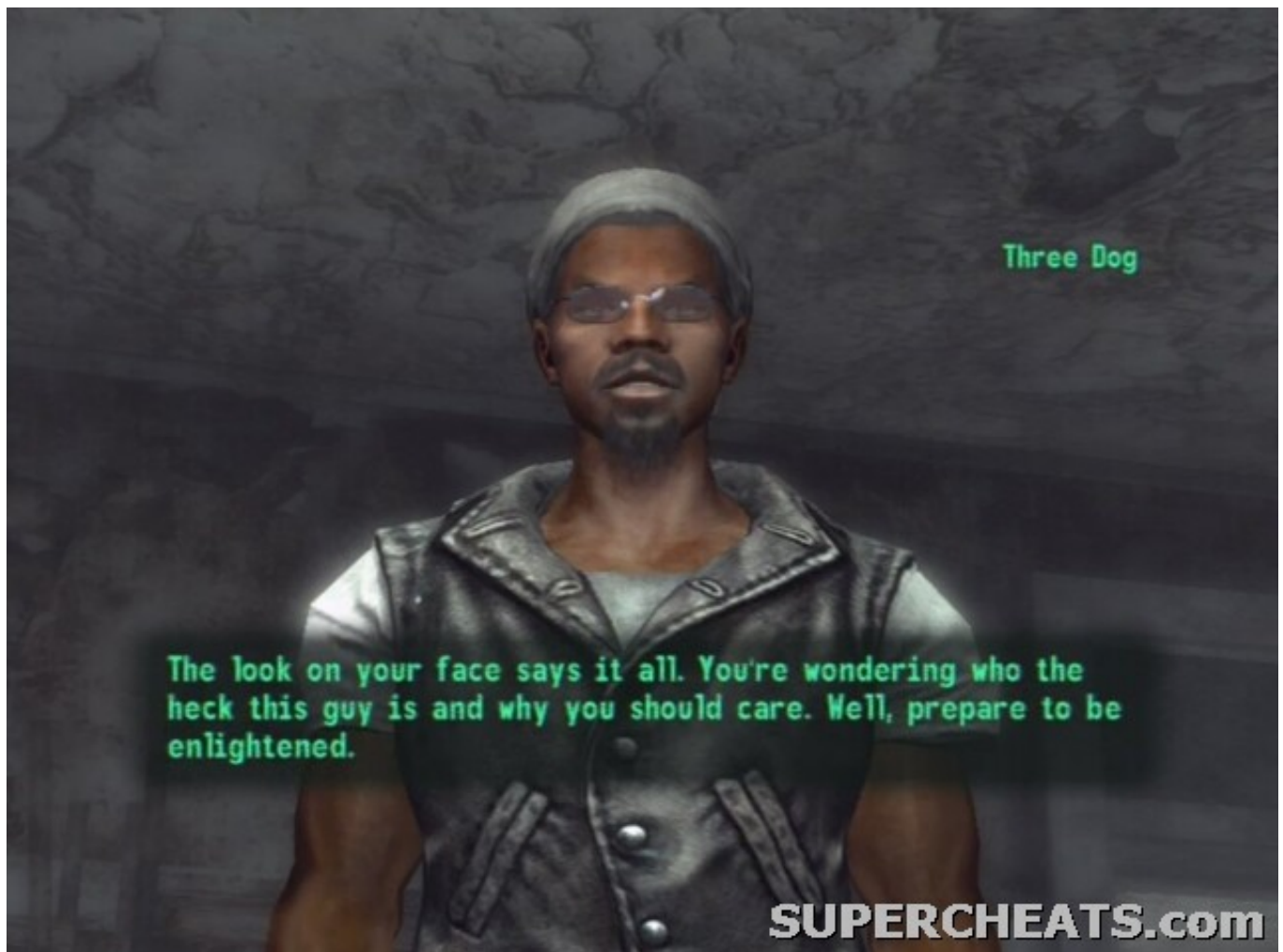
For reference, I got this loot from the Super Behemoth: .32 Caliber Rounds x9, .32 Pistol, Bottle Caps x50, Electron Charge Pack x72, Frag Mine x5, Microfusion Cell x20, Missile x3. Also take the loot of Reddin, the killed member of

the Brotherhood. Don't bother with the Power Armor yet, though - you've yet to train that Perk some other time during your main quest.

Talk to Lyons once more, then enter the Galaxy News Radio building by having the doors unlocked through the intercom.

Before you head upstairs, take a left and explore the rooms. You should be able to find a cola vending machine with a [NUKA COLA QUANTUM] inside. There is nothing of interest at the southern section of the building.

Head up the stairs on the north, make a quick right and enter the door leading to the GNR studios. Be sure to save your game, because another Speech Challenge is coming up, and this one can save you a lot of time. Upstairs, talk to Three Dog. Be polite and you'll eventually be give the Speech Challenge with a small chance of succeeding. If you do succeed, however, Three Dog will immediately tell you the location of your father, without having to do any favors to him! Simply reply after this that your dad could be of help.



Three Dog is his name, and after hearing his bark for the tenth time on the radio, your ears will never be the same.

You can follow him into his room and talk to him some more to also receive the Galaxy News Radio quest.

However, should the Speech Challenge fail, you're required to do the Galaxy News Radio Quest first.

**Note:** Even though I highly recommend against it, you can kill Three Dog and be done with his silly quest. A special and unique quest called 'The Search Continues' will start now, which is basically a quest in which you have to find Rivet City (southeast on the worldmap). The Brotherhood of Steel won't like this either - and you lose plenty of rewards - so, ehmm .... don't do it?

## Fallout 3 Guide - Walkthrough

# Galaxy News Radio

```

ITEMS: {} Stimpak x3, [] Assault Rifle, [] Purified Water x2, [] Stimpak,
[] 5.56mm Rounds, [] Frag Mine x3, [] Bloodpack, [] Stimpak, [] Jet,
[] Frag Grenade x2, [] .308 Caliber Rounds, [] Whiskey x3, [] Micro-
fusion Cells x16, [] .32 Caliber Rounds, [] Med-X, [] Jet, [] Psycho,
[] Buffout, [] Scotch, [] Rad-X, [] RadAway x2, [] RadAway, [] Stimpak,
[] 5.56mm Rounds, [] Flamer Fuel, [] Frag Mine, [] 10mm Rounds,
[] 5.56mm Rounds, [] Frag Grenade x2, [] Stimpak x2, [] Mentats,
[] Buffout, [] Pugilism Illustrated, [] Jet, [] Bloodpack, [] RadAway,
[] Stimpak x2, [] Shotgun Shells, [] 5mm Rounds, [] GrognaK the
Barbarian, [] Whiskey x3, [] Flamer Fuel x80, [] 5.56mm Rounds x2,
[] Jet, [] Buffout, [] .32 Caliber Rounds, [] 2x Energy Cell ~x30,
[] Flamer Fuel x81, [] Stealth Boy, [] Shotgun Shells, [] Bloodpack x2,
[] RadAway, [] Stimpak, [] Nikola Tesla and You, [] Stealth Boy x2,
[] Bobby Pin, [] Rad-X, [] Stimpak, [] Nuka-Cola Quantum, [] Virgo II
Dish, [] Custodian Key for Tech Museum, [] Bottle Caps x200,
[] Buffout, [] Mentats, [] Gun Locker Key, [] 5.56mm Rounds x117,
[] Missile Launcher, [] Missile x2, [] Pulse Grenade x2, [] Assault
Rifle x3.
    
```

```

ENEMIES: o Feral Ghoul           o Raider           o Super Mutant       o Vicious Dog
          o Super Mutant Brute
    
```

```

QUEST REWARD: 400 EXP, (Ammo Cache Key).
    
```

### Quest Flowchart:

1. Make your way to Dupont Circle.
2. Make your way through the subway.
3. Explore the Museum of Technology -> Find the Dish.
4. (Optional) Head to Washington Memorial and fix Relay.

Everything around here can be stolen, but there's not much of interest. If you are low on Stimpaks, search for the medkit on the north to find {STIMPAK x3}.

When you're absolutely done in the building, head downstairs and go through the door on the North. Head down another stairway until you reach a one-way door leading to the worldmap.



Drop down the floors – there's no turning back.

Drop down a few platforms, then cross the bridge east. This makes a decent spot for killing several Ghouls down below. Check out the picnic table to the south from here and grab the [ASSAULT RIFLE]. You can find [PURIFIED WATER x2] and a [STIMPAK] in the First Aid Box, plus [5.56MM ROUNDS] and [FRAG MINE x3] from the Ammo Boxes on the ground.

You're nearby a Metro Entrance now, but that's not the route we'll be taking. Head down the lower path south until you reach a door leading to a Collapsed Car Tunnel. Enter...

You can sneak your way through here, but the explosions are so pretty.

Go through the walkway until you reach the tunnel. There are many Ghouls here, but you have three options:

1. Kill all the Ghouls and make your way to the southern end of the tunnel. ...
2. Sneak to the southwest end of the tunnel by staying close to the western wall. ...
3. See that entrance on the west? Sneak to it, and shoot at one of the larger trucks until it catches fire. Take cover and it will blow up, taking out many Ghouls. There is another truck further south, but your gunshots may attract Ghouls. The silenced pistol or a grenade will probably help here. At any rate, don't miss out the First Aid Box attached to the western wall, which holds a [BLOODPACK] and [STIMPAK x3].

Exit to Dupont Circle through by taking the door at the end of the walkway.

It's best to just head into the Metro by taking a right, but feel free to do some quick exploration of your surroundings. Make sure you get the message that you have explored this location, because that's the main reason we're here.

**Optional:**

At Dupont Circle, head north and kill as many Ghouls as you can before they reach you. Further north, a bunch of Raiders will also harass you - you know what to do. Before you proceed, be cautious. The bus stop on the northwest has a mine nearby, and the suitcase there doesn't hold much useful. Go directly for the two Raiders on the northwest. Grab a [JET] and [FRAG GRENADE x2] from the little table and [.308 CALIBER ROUNDS] from the Ammo Box.

Two Super Mutants lurk in the Metro Station, but you may have an ambush advantage. You can activate the Protectron by sneaking into the room north and hacking the terminal (25 Science), but you may prefer just shooting at their heads from the behind. Exit this tunnel by going through the door west, go down some stairs and open another tunnel to find yourself in more tubes. Joy!

Kill the dangerous Raider here and check the adjacent tube - especially the area on the north - to find [WHISKEY x3] on the shelves. The Ammo Boxes hold [MICROFUSION CELLS x16] and [.32 CALIBER ROUNDS]. You can even sleep here, that is, when you dispose of the Raider in the hallway up west.



Looks like you stumbled on a little Raider establishment. And where there's one..

Grab a [MED-X], [JET], [PSYCHO], [BUFFOUT] and [SCOTCH] from the table in the walkway, and look on the shelf for a [RAD-X], [RADAWAY x2] and a First Aid Box with [RADAWAY] and a [STIMPAK]. The Ammo Boxes hold [5.56MM ROUNDS] and [FLAMER FUEL]. Quite a generous loot if I may say so.

Head down the stairs and prepare for a big battle. Four Raiders or so are waiting to rip you apart, supported by two

automated Mark I Turrets. Take shelter and waste them all. You may want to use the terminal to disable the turrets, but you can also take them out with gunfire. I can imagine you get hurt in this battle, perhaps even severely. Remember the bed back in the tube? Use it to heal up!

Continue south to what appears to be a cave of some sorts. Proceed through the Utility Gate and loot a bunch of corpses, but beware! A [FRAG MINE] is planted near the bend of the tube, so you may either want to avoid it completely, or disarm it quickly before it can hurt you. Another one is a little further. Enter the next area, the Metro Central.



.. there are plenty.

You'll hear some nearby screams: Raiders are fighting off several attacking Ghouls. Join the fun and massacre everything in sight. The Ammo Boxes hold [10MM ROUNDS], two times [5.56MM ROUNDS], and you'll find [FRAG GRENADE x2] plus [STIMPAK x2] on the table. For the interested, grab the Pistol and Assault Rifle. Continue through the next walkway and quickly go around the bend due to the radiation level here. Waste a Ghoul or three, then proceed through either of the tunnels south. Both lead to a large area with many escalators and even more Ghouls. Ignore the escalators - waste the Ghouls that bother you - and head down another tube further south, on the opposite side of this large room.

A little bit in this tunnel you get the option to take a right, but this only leads to Ghouls and dead bodies with loot that isn't very interesting. Head more south instead and fight off the dogs, preferably with an Assault Rifle.

The tube splits, but take the left tube first. This leads to a locked door that can be opened with a 50 Lockpick Skill. Inside this storage room you'll find a stash of goodies: [MENTATS], [BUFFOUT], [PUGILISM ILLUSTRATED], [JET], and two First Aid Boxes on the wall with [BLOODPACK], [STIMPAK x2], and [RADAWAY].

The tunnel leads to a dead end, so exit the tubes by going through the walkway attached in the other tube and enter the Museum Station.

Grab the [SHOTGUN SHELLS] right in front of you, along with the [5MM ROUNDS] from the Ammo Box. Proceed and kill the Ghoul around the corner, then use the switch on the wall to open the hatch at the top of the stairs. This will draw the attention of a Raider, so waste him.

Grab the [GROGNAK THE BARBARIAN] skill book from the table and search for a [WHISKEY x3] bottle if you feel like it. Continue your way until you reach more tubes. Ignore the north and head south instead. Raider encounters are surefire to happen, so be on your guard. When you reach another large area with escalators, search the SE corner for a Ammo Boxes with [FLAMER FUEL x80] and [5.56MM ROUNDS] twice.

Admit it. This is the reason you love Fallout 3

Climb the escalators, take the east path and stumble upon a table with a [JET], [BUFFOUT], and three Ammo Boxes holding [.32 CALIBER ROUNDS], [ENERGY CELL x28], [ENERGY CELL x31]. Another Ammo Box can be found behind some sand sacks further down the bend, which holds [FLAMER FUEL x81]. Exit the metro station by leaving for The Mall. Remember this area as you'll be making your return here often.



Quickly make a run for the Museum Doors, The Mall is a inhospitable place.

Once outside, immediately make a run for the museum doors on your right (south-east from you). The surroundings are infested with 20 Super Mutants, and you don't want to pick a fight with them (and they do want to pick one with you).

**The Museum:**

Inside the museum hall lurk two Super Mutants. Kill them, then check out the west side of this room to find a [STEALTH BOY] on display and some [SHOTGUN SHELLS] in the desk with the terminal. Read the entries if you like, then move on to the only other working terminal in this room, located SE. Read everything and in particular the note about Jiggs' Loot. This starts up a puzzle. Check the terminal again and select #001. The correct number here is #019, so select this. Enter the nearby hallway, grab the [BLOOD PACK x2], [RADAWAY] and [STIMPAK] from the First Aid Box on the wall, ignore the restrooms, check the gore bag for goodies, and head upstairs.



Stealth Boys grant you Predator-like invisibility. Optic Camouflage doesn't grant 100% invisibility but bends and curves the light so the object is barely visible to the naked eye.

In the room you can grab a [NIKOLA TESLA AND YOU] from next to the terminal here and use the other terminal to activate the Mark I Turrets. They'll have no target information however, so it's best to just leave them off (unless you're planning on luring enemies to the main hall, sneaky bastard that you are :p)

The area east of you is a dead end, but you can find two more [STEALTH BOYS] here. Continue your way SW, ignoring the two terminals on the wall. Do the 'Vault Tour' which is straightforward and leads you to the West Wing.

Spot the two terminals and use the right one to enter the number for terminal #002. The number here is #053.

The Atrium is to the south, but we'll get there soon enough. Head downstairs and into the planetarium. When the show begins to play, two Super Mutants will ambush you from behind, so be extremely cautious and kill them ASAP. Head into the small room to the east and find a [BOBBY PIN], [RAD-X] and [STIMPAK] in the First Aid Box. You can use one of the terminals to unlock the planetarium exits and the other to view several entries. Unfortunately, the Gun Cabinet requires a Lockpick Skill of 75 to pick. We'll get back to it soon, so for now, don't miss the [NUKA-COLA QUANTUM] on the shelf and head west of the planetarium.



Move through the hallway and kill the Super Mutants in the room up ahead. Before exploring this hall, check out the stairs to your west in the hallway you just went through and follow them up to a security room with two terminals and a safe. There isn't much to do here, but remember the safe.

In the large hall, take what you came for: The [VIRGO II DISH]. Now take either the stairs or use the lower hall to reach the next room with a large rocket in the center. If you take the stairs, check the desk you pass for the [CUSTODIAN KEY FOR TECH MUSEUM]. This opens the door at the end of the hallway - which you can otherwise pick with a 50 skill.



Grab the Virgo II Dish from the satellite.

In any case, there are several Super Mutants drooling around. Waste them and start exploring this area. Most importantly, check out the terminal on the ground level of the area with the rocket. This is terminal #003, where you must input number #113. If you checked out all previous terminals, you should now be able to get the password.

With the password in hand, return to the security office room nearby the hall where you took the Virgo II Dish from. Use the terminal to unlock the Security Safe and snatch the [BOTTLE CAPS x200], [BUFFOUT], [MENTATS] and [GUN LOCKER KEY] from it.

With this key in hand, return to the office room near the planetarium and unlock the Gun Cabinet to find [5.56MM ROUNDS x117], [MISSILE LAUNCHER], [MISSILE x2], [PULSE GRENADE x2], and [ASSAULT RIFLE x3].

Back at The Mall, it's not a bad idea to try one of your Stealth Boys. Y'know. With all the Super Mutants chilling around.

Exit the museum through the front doors (the way you came in). The game has given you several Stealth Boys, and it's now's not a bad time to try one. You can also do without one - either way, sprint to the west, more specifically to the Washington Monument, you know, the huge obelisk. Two members of the Brotherhood will help you out if you're still being attacked. Once here, you have two options:

1. You can go inside the monument, ride the elevator up, (sleep in the bed) and activate the Relay system. Return to Three Dog and he'll tell you your father went to Rivet City - your next location.
2. You can head to Rivet City on your own, continue the Main Quests, and when you have completed the Tranquility Lane main quest, speak with Three Dog again.

He really wants you to complete his quest, so he throws in an additional reward:  
A crapload of goodies that will be yours when you complete his quest.

I suggest you go for option 2, and head for Rivet City on your own.

## Fallout 3 Guide - Walkthrough

### Scientific Pursuits

```
ITEMS: [] Flamer Fuel x83, [] Flamer Fuel x83, [] .32 Caliber Round x4,  
[] BloodPack, [] Bobby Pin, [] Rad-X, [] Stimpak, [] Intelligence  
Bobblehead, [] Stimpak x3, [] Med-X, [] 5.56mm Rounds x18,  
[] 10mm Rounds x8, [] 2x .32 Caliber Rounds x5, [] Stimpak,  
[] 2x .32 Caliber Rounds x5, [] 5.56mm Rounds x24, [] RadAway,  
[] 10mm Rounds, [] Nuka-Cola Quantum, [] 10mm Rounds x9, [] .32 Caliber  
Rounds x10, [] BloodPack, [] Dirty Water, [] Stimpak.
```

```
ENEMIES: o Super Mutant      o Centaur      o Raiders
```

```
QUEST REWARD: 600 EXP.
```

It's a long trek to Rivet City, and you should avoid unnecessary hostile encounters.

Fast travel to Farragut West Metro Station by using the worldmap. You're in for a very long walk to Rivet City. Walk all the way past the river, avoid the many enemies you come across (unless it's a really fast Super Mutant). Try to discover Tepid Sewers and Duvok's Place (just south from Dupont Station on the worldmap) You'll probably also come across a merchant along the way, and when you finally arrive at Rivet City, another merchant will be available to you. Climb the stairs and look around for an intercom near the sick man in order to enter the ship. State your business, be honest, and get on board.

Once on board, look on your left for two boxes of ammo, they hold [FLAMER FUEL x83] twice, and [.32 CALIBER ROUND x4]. If you look to your right after investigating the ammo boxes you'll find a medbox on the floor that holds a [BLOODPACK], [BOBBY PIN], [RAD-X] and a [STIMPAK]. Now go more to the left and head up the stairs until you reach the roof. Look around for a door that leads to the Bridge Tower. From this room, head left and through the door. Go down two flights of stairs and enter through another door. Here, walk through the tunnel and follow the signs 'Science Lab' until you get to a door once more.

Look around for Doctor Li and talk to her about everything. You can also talk to an older man called Dr. Zimmer and start the MQ: The Replicated Man. When finished, explore the room and get the [INTELLIGENCE BOBBLEHEAD] from one of the tables. Be sure to stop by the Marketplace before you leave the city, because it's a great place to shop; They have nearly everything, if you have the caps. Sell all the things you no longer need.



Ah, very nice, a permanent boost for your INT.

**Jefferson Memorial:**

Weapon of choice in this area? The hunting rifle is preferred, so you can grab your ammunition back from the Super Mutants. Pop their heads with it, take a lot of shelter, and keep your clip at the full 5 bullets before recklessly diving into a battle. Secondary weapon choice would be the Assault Rifle.

Jefferson Memorial isn't all that far away, and if you've visited it before you can fast travel towards it. Locate the door to the gift shop, and prepare for battle.



The entrance to Jefferson Memorial requires you to circle around the building and deal with the Super Mutants.

Many Super Mutants and Centaurs are roaming around, so grab your best guns and start downing them. The room on the south also has a turret, which most likely gets destroyed by a Super Mutant at some point. You can turn it off by using the terminal. In this room you'll find [3x STIMPAKS] and a [MED-X] in the medbox under the Gift Shop sign. It's possible to use the sinks on the west for healing. In the east room you can check the ammunition boxes to find [5.56MM ROUNDS x18], [10MM ROUNDS x8], and two [.32 CALIBER ROUNDS x5] on or under the shelf below.

Go south and head through the door that leads to the basement. Fight your way through 3 Super Mutants and go east. Collect a useful [STIMPAK] in the room to your left, then head downstairs. Kill another Super Mutant, go through the hall south and kill another. In this hallway you can find two [.32 CALIBER ROUNDS x5], [5.56MM ROUNDS x24] and [RADAWAY] on some shelves. Also check the Ammo Box to find [10MM ROUNDS]. In the room to the west of these shelves, grab all five notes of relevance on the desks, then backtrack slightly and head west. In a room ahead, another Super Mutant lurks. Dispose of him and return to the gift shop area. You can sleep in the basement now, by the way.

Enter the Rotunda and dispose of the two Super Mutants. Don't worry about health, you got a place to sleep nearby anyway. At the end of the stairs (before entering the round room) you can grab another bunch of files to complete your objective. Have a listen to them, especially #10, restore any lost health by sleeping, and leave the area.



These are the files you're looking for. Makes you wonder how dad snuck past all these muties..

**Smith Casey's Garage/Vault 112:**

The place you're headed to is once again, far, far away. Travel to Megaton and go from there. When you start getting close, you'll want to avoid the train tracks at all costs. You don't want limbs flying off due to stepping onto mines and there are tons of Raiders that way. Avoid it and continue to Smith Casey's Garage. Enter and dispose of the few creatures inside. You can grab two [FISSION BATTERIES] and a [NUKA-COLA QUANTUM] in the first room, and [10MM ROUNDS x9], [.32 CALIBER ROUNDS x10], [SCOPED .44 MAGNUM] and [.44 ROUNDS] from the gun cabinets in the next room. There is also a medbox hanging near the doorway holding a [BLOODPACK], [DIRTY WATER] and [STIMPAK].



Hop inside the empty cabin; everything to find your dad.

[MED-X], [BLOODPACK x2], [STIMPAK], [MENTATS] can be found in the room the most southwest. Explore all other rooms as well, and hop into the abandoned cabin terminal whenever you're done. You probably can't unlock the door that requires a 75 Science Skill points terminal to open it, so that'll come later.

## Fallout 3 Guide - Walkthrough

# Tranquility Lane

You'll awaken in a gray virtual world - and you want to find your dad and get the hell out, so let's get down to business immediately. See the girl in the center of town, called Betty? Talk to her.

### You now have two options:

#### 1. Good Karma Path (Fast):

Don't give in to Betty's games. Instead, start searching for dad on your own.

The Abandoned House holds answers, but you'll have to look for them first ..

Head inside the abandoned house, which is the house on the north. Inside you'll find several objects which you can activate. To proceed, you must activate them in a specific order. The correct order - if you don't feel like puzzling around anymore - is: Radio, Glass Pitcher, Gnome, Glass Pitcher, Cinder Block, Gnome, Bottle. This will bring a terminal up. Before you select the Chinese Invasion option, read through all other options to learn more about the virtual world you're stuck in. When you've done so, activate the Chinese Invasion and go outside. It looks like all residents are shot by a group of soldiers. Head over to Betty to figure out what's going on, then leave Tranquility Lane by going through the door next to her.

#### 2. Bad Karma Path (Long):

You can quit the silly games anytime you want and switch to path 1.

First of all you should know that you can check the mailboxes in front of the houses to see of whom the house belongs to. That being said, look around for the Neusbaum's House, and find Timmy, a young boy just like yourself. Choose whichever option you like best from below:

1. Hit him with your fists until he starts to cry.
2. Do the Speech Challenge about his parents divorcing.
3. Kill one of his parents in the house. Timmy will soon see it and cry.
4. Go inside the house and find the Military School Brochure. Show it to Timmy and tell him that he's gonna have to go there. Sorry kid.

Return to Betty and ask any one question that burns the most for you. After this you're sent out to break the Rockwell's marriage. Head into their house, go upstairs and read the dairy of Ms. Rockwell. Again you have several options:

1. Grab the Rolling Pin from the kitchen below, head outside and into the Simpson residence. Find Ms. Simpson and kill her with the Rolling Pin. Now Locate Roger Rockwell and tell him how crazy his wife is, twice.
2. Talk to Ms. Rockwell and do the Speech Challenge about Roger kissing an other woman.
3. Go into the Simpsons house and grab the Lacy Underwear from the bedroom upstairs. Place this on the desk in the basement of the Rockwells and tell Ms. Rockwell to come to the basement. Tell her that Roger is cheating on her, or..
4. Tell her that Roger is a transvestite. Lol. :p

Return to Betty, who'll demand another task from you. She now wants you to kill Mabel Henderson. Enter her house.

1. Head upstairs and fiddle with the chain of the chandelier. Wait for Mabel to pass right under it.
2. Fiddle with the oven and ask Mabel to bake you a Pie.
3. Use the terminal to make the robot target everything in sight. Stay far away as he slays Mabel.
4. Use the rollerskate at the top of the stairs. Whenever Mabel comes down, she'll break her neck.

Your last task is to kill all residents in Tranquility Lane. You can use the compass to locate them with the green flashing arrows. After this you're granted freedom.

## Fallout 3 Guide - Walkthrough

### The Waters of Life

```
ITEMS: [] Three Dog's Cache Key, [] RadAway, [] Chinese Army: Spec Ops.  
Training Manual, [] Bottlecap Mine, [] Jet, [] First Aid Box,  
[] Psycho, [] Eyebot Helmet, [] First Aid Box, [] Mentats, [] Nuka-Cola  
Quantum, [] Jet x3, [] RadAway, [] RadAway, [] 5.56mm Rounds x24, 2x  
.32 Caliber Rounds x5, [] .32 Pistol, [] Ammo Box x3, [] First Aid Box,  
[] Beer x5, [] Ammo Box, [] Safe, [] Jet, [] Med-X.
```

```
ENEMIES: o Enclave Soldier      o Feral Ghoul      o Glowing One
```

```
QUEST REWARD: 700 EXP.
```

Note: Now is an excellent time to have a chat with Three Dog about your reward for his quest. Fast Travel to the GNR Building Plaza before anything. Talk to Three Dog and tell him you found your dad. He'll throw in an addition reward. Fast Travel to the Washington Monument, go inside and ride the bronze elevator up. Fix the Relay and head back to Three Dog. Tell him you felt it kinda was a waste of time and he'll hand you the [THREE DOG'S CACHE KEY].

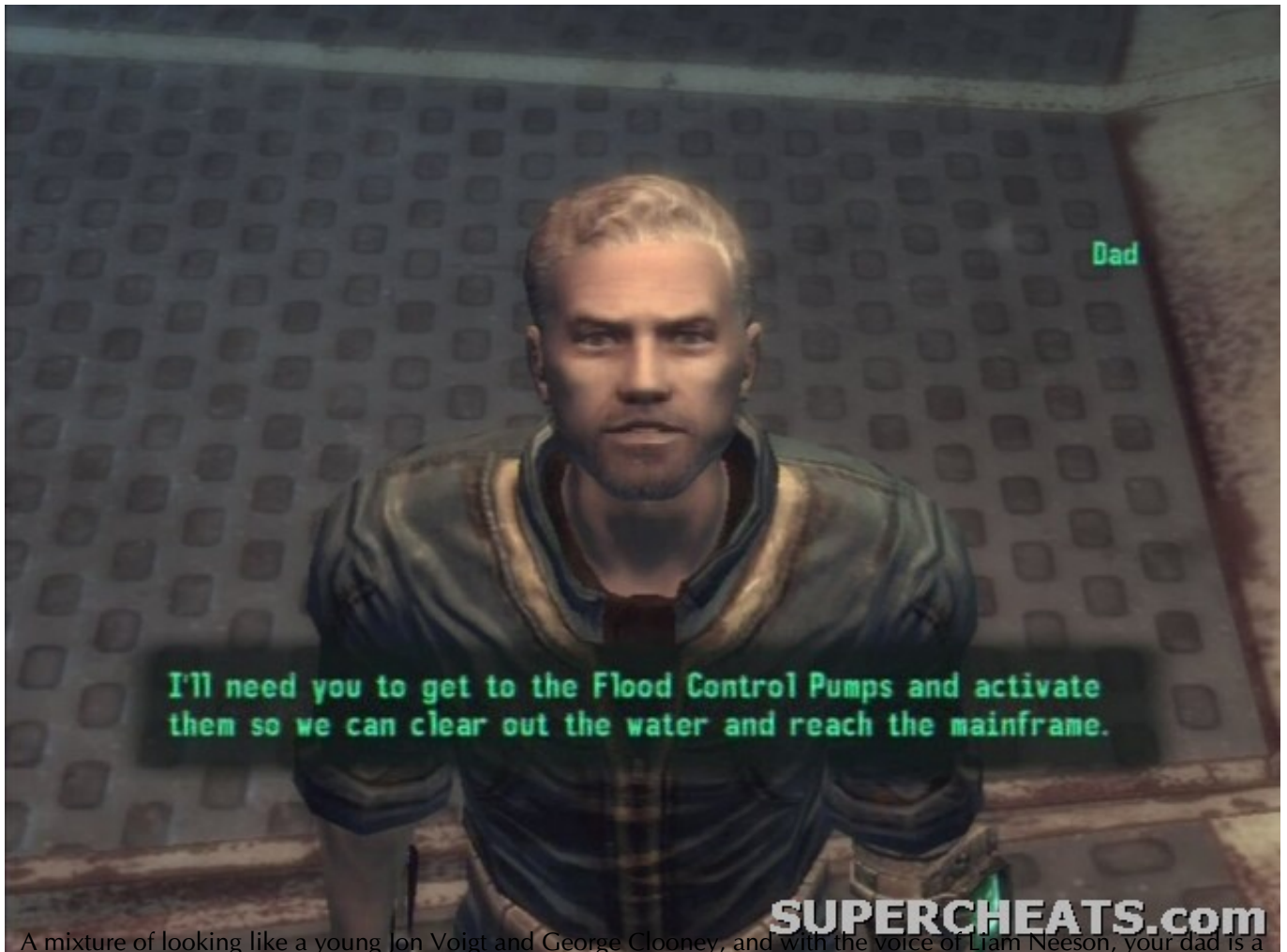
The Hamilton's Hideaway marker is placed on your worldmap. Fast Travel to Vault 101 (perhaps fetch Dogmeat, too?) and head from there. Go through the iron door in the walls and search the place. There are a few Raiders and Radscorpions here. Get the loot from the Northeastern part of the area, then get out of there. Also see [EXP5.1].



This is the cache inside Hamilton's Hideway that Three Dog was talking about. It's not too shabby.

Note: Assign your weapons back to their quickspots (With the D-Pad, 1, 2, etc..)

Talk to dad to find out what's been going on, and start the next quest. Leave the Vault and Garage, then fast travel to Rivet City. Your dad will make it to the Science Lab on his own, as we're about to see when you enter the Science Lab. After the conversation, exit Rivet City (unless you have business to attend to) and fast travel to Jefferson Memorial. This area should be cleared from not too long ago, so make your way to the Rotunda and meet up with dad.



A mixture of looking like a young Jon Voigt and George Clooney, and with the voice of Liam Neeson, your dad is a true charismatic leader, and a dad to be proud of.

He'll ask you to help him - make your way to the basement, go past the room with the beds, head left (south) at the intersection, and look for a device on the eastern wall. Return to dad, who'll give you some fuses. Head back into the basement once more, past the bed room, head right at the intersection, and go into the room on the left of the pool room. The fuses can be placed here. Head back upstairs to the room with the gore bag and open the door on the west. Hit the button to turn the power back on and speak with dad through the intercom.



Head inside the hallway to place the fuses.

Go back to the very beginning of the area, the worldmap entrance/exit door, and walk all the way to the east to enter a pipe - which needs some tweaking apparently. At the very end, turn the valve and watch things get out of hand.. Continue through the pipe, but be careful for the Enclave Soldier on guard.



Turn this valve and your life will forever change. No, it's not a magic valve, but just wait and see.

Drop down and head back upstairs to deal with the Soldier.

Note: The Laser Rifles are worth several hundred bottle caps. Try and do your best to collect as many of them as possible to sell later on. You may also want to collect a Power Armor (or several and repair them with each other), because you'll soon learn how to equip it.

The Enclave have some of the most powerful troops in the wasteland.

Make your way to the Rotunda and kill another Enclave Soldier on your way. Watch the dialog and follow Doctor Li at once until you find a manhole. Talk to everyone here and make sure they follow you. Head northeast and open the door in the next walkway. Follow the tunnel and you'll get to an intersection.



You find yourself wondering who the heck this dickhead is, and why G.W. Bush is his voiceover.

The southern tunnel leads to a highly radiated area and dead-end, in which you can only find a single [RADAWAY], as to compromise the fact that you went the wrong way. No, instead head north until you get to a terminal which Doctor Li must use. In the large room many Enclave Soldiers must be held back; Make sure they can't reach the Scientists.

You don't have to go in this room, and it would be better not to due to the 4 Enclave Soldiers shooting maniacally on you. But.. On a desk at the right part of this large room you can find the [CHINESE ARMY: SPEC OPS. TRAINING MANUAL]. Check out the [FIRST AID BOX] nearby the terminal where Doctor Li is doing her best trying to open the doors.

Continue down the tunnel by heading west and take care of the Ghouls here. The room to the west has a Workbench, but it's probably not going to be of much use right now. A well hidden [BOTTLECAP MINE] can be found under the workbench. In the tunnel ahead, look for a [JET] on a table, and continue until you reach an area with a radio and some skeletons. Check behind the radio to find a well hidden [PSYCHO].

**Garza's Fate:**

At some point, if he's still alive, Garza (one of the scientists) needs medicine before he can continue any further. You have many options to deal with this, although there is only one that leads to good Karma.

1. [Good Karma] Hand over 5 Stimpaks to heal Garza up.
2. --- Speech Challenge Doctor Li to give him 3 Buffout Medicine.
3. [Bad Karma] Speech Challenge Doctor Li that Garza is slowing everyone down.
4. [Bad Karma] Speech Challenge Garza himself that he should stay behind.
5. [Bad Karma] Kill Garza.
6. [Bad Karma] Continue your search through the tunnels, and when you come back, Garza will already be dead.

Whatever you choose, continue through the tunnels afterwards.

Make your way through the straightforward tunnels and doors until you reach a larger area. You'll have to make your way to the west, but when you reach the top of the stairs, two more Enclave Soldiers will ambush you from a platform on the east. Have the rest wait in the hall before you enter this room, then kill them (use the pillars for cover) and proceed. Check the [FOOTLOCKER] and the [EYEBOT HELMET], go upstairs, kill two Ghouls and search the Enclave Soldier body before you proceed.



Proceed with caution in the chamber with the higher catwalks and expect to be attacked by two Enclave Troops.

The room on the southwest contains a [FIRST AID BOX], and you can find a very stimulating package of [MENTATS] in the toilet. Also grab the [JET x3]; two on the floor near the skeleton, one on the desk, and the well hidden [RADAWAY] between the surgery bed and the table with turpentine. Head through the northwest tunnels to proceed and take care of a Ghoul or three. While moving through, check the table on your south for a [NUKA-COLA QUANTUM].

If you have a 75 Lockpick skill you can pick the door at the NE of the tunnel and find a bunch of ghouls and goodies. If you don't have 75 Lockpick Skill, don't worry, we'll get to this soon. Actually, even if you do have the skill it's better to wait..

Move through the double doors west and don't mistake the Brotherhood Soldier for an enemy; He's here to help you, so quickly run past him with the scientists and have him scorch the ghouls that rush from where you came from. He's helped by the turret, so the ghouls quickly die. Loot the ghouls and check the shelves for [RADAWAY], [5.56MM ROUNDS x24], two [.32 CALIBER ROUNDS x5], a [.32 PISTOL] three [AMMO BOXES] and a [FIRST AID BOX].



Although his name is never explicitly mentioned, this Initiate may also be referred to as Rambo. He has a few brothers in the hood as well.

Remember the locked door from just now? Return and voila! Apparently the ghouls opened it from the inside out. Have the scientists wait and check it out. In the room with the stairs, hop on the railing to reach the metal beams near the ceiling. You'll find [BEER x5] and an [AMMO BOX] here. At the end of the dead-end tunnel you'll find an easy to pick [SAFE]. I must say that there wasn't quite much inside for me personally (few Bottle Caps and Pre-war Money).

Head back and continue through the tunnels. Near the exit, snatch a [JET] and [MED-X] from the table near the chair. Finally, head outside and proceed to the building. Let Doctor Li handle the talking, and the Brotherhood will let you inside. Follow Doctor Li and the quest will be completed.

## Fallout 3 Guide - Walkthrough

# Picking Up the Trail

```
ITEMS: [] Plasma Rifle, [] Power Armor, [] Holotag, [] Guns and Bullets,  
        [] Elder Owyn Lyons - Personal Log 1.
```

```
ENEMIES: o Super Mutant      o Super Mutant Brute      o Mole Rat
```

```
QUEST REWARD: 800 EXP.
```

Watch the dialog between Elder Lyons and Li. Talk to Lyons about everything you wish to know about the Brotherhood, especially Power Training, then make your way to the square.

Look around for Paladin Gunny and have him train your Power Suit skills. From now on you can wear Power Armor suits. If the square is empty, wait several hours and see the activity rise.

Enter through the doors on the southwest, and go down the tube. Take a look at your map and locate Scribe Rothchild. While you're in the lab, check out the northern room - which is the armory - and find a [PLASMA RIFLE] on the table. Also talk to Durga, the armory quartermaster. She'll deny access, but if you talk to Elder Lyons about this, it will no longer be an issue. Yay for the circumstances. :)

Also pay a visit to the eastern room of the upper lab level. You'll not only find a [POWER ARMOR] here, but a potential follower named Star Paladin Cross. She can hold the Power Armor you just found, too!

After speaking with the Scribe, go back outside and enter the door to Ring A. Here, locate the terminal and access the menu: DC Area Vault Listings -> Vault 87 -> Equipment Issuances.

### Holotags:

You can also check this area for Scribe Jameson. She can tell you all (and much more) about Holotags. In fact, she'll offer you 100 Bottle Caps for every single Holotag you give her.

In fact, you can collect an other Holotag in this area. Go to the northwestern room known as the 'Den'. Look for the [HOLOTAG] on a table. Also be sure to check out any Filing Cabinets for ammunition. In the room east of The Den you can find a [GUNS AND BULLETS] Skill Book at the feet-end the righternmost bed.

Check out the B-Ring area and enter the Hospital room. Find [MED-X x2] and a malfunctioning robot. You can fix it up by giving a Science related answer. The 'Very Hard' Safe is best left alone for now.

In The Solar room you can find [ELDER OWYN LYONS - PERSONAL LOG 1] and another Very Hard Safe. Check the rest of the rooms in B-Ring and check all Lockers, Cabinets, Desks and Footlockers to find quite some ammunition.

Head back to the Scribe in the labs and tell him what you now know. Follow him to retrieve more information, and you can be off to your next destination.

When you're back on the worldmap, fast travel to Smith Casey's Garage, which is closest to your new destination.

The Lamplight Caverns aren't very difficult to find, but be wary of Super Mutants and the like. Upon finding the cave, enter. When you reach a Stop Sign, save your game.

Proceed and a kid will talk to you. Two options are available. You can try and win the Speech Challenge to be let in, or you're going to have to do the next Main Quest below: Rescue from Paradise.

Fallout 3 Guide - Walkthrough

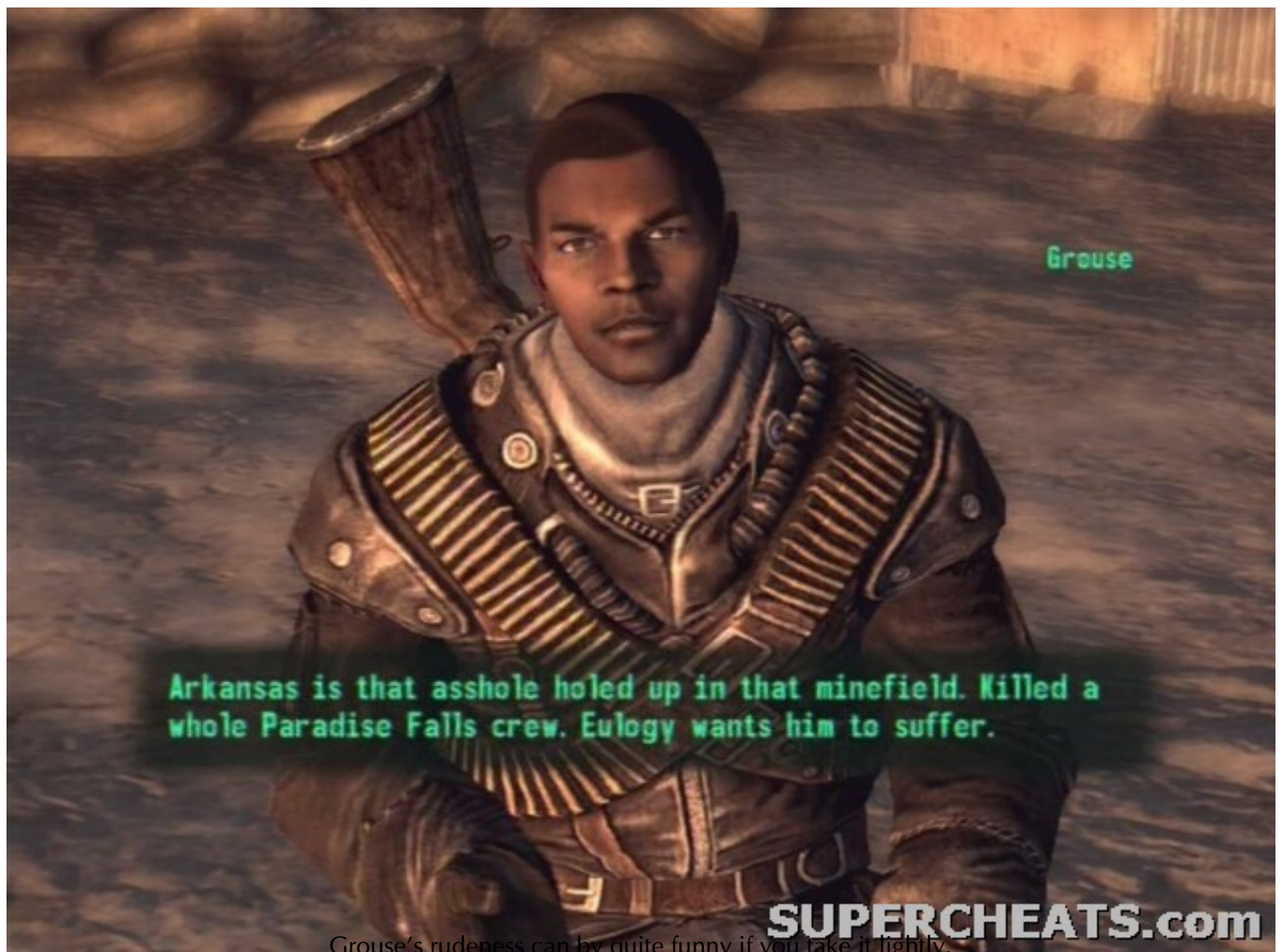
## Rescue from Paradise

ITEMS: [] Eulogy's Hat, [] Paradise Falls Box Key, [] Speech Bobblehead,  
 [] Nuka-Cola Quantum x5.

ENEMIES: o Slavers

QUEST REWARD: Entrance to Little Lamplight.

Select 'Rescue from Paradise' as your active quest and head for your new location. Talk to the guard called Grouse, and ask him to be let in. If you have been playing a naughty boy or girl - in other words, if you have negative Karma (-250 or less) then you'll be allowed inside without any problems. If you haven't been that bad, no worries, you can either bribe him with a whopping of 500 Caps (Speech) or do him a favor: Enslave someone for him. Refer to the 'Strictly Business' Section if you want more information regarding this.



Grouse's rudeness can be quite funny if you take it lightly.

Note: It's also possible to kill all the slavers in the complex, but this is far from the recommended method, because you'll miss out on a lot of additional quests and goodies.

Once you're inside, head for the doors on the southeast and watch a slaver's head get popped off. Tough luck.

In the next area, turn around the corner and head to the south/southeast until you reach a building called 'Eulogy's Pad'. Go to the eastern room and grab [EULOGY'S HAT] from the table. Mind you, it's stealing (although you don't lose Karma), so do this when no one is inside the room with you. Also check out the little table next to the large bed and grab the [PARADISE FALLS BOX KEY] from it. Check out the desk with the terminal and find the [SPEECH BOBBLEHEAD]. Head south and search behind the stairs to find a whopping of [NUKA-COLA QUANTUM x5]. These should be conserved for a different quest.



Look for the Speech Bobblehead on a table in Eulogy's Pad.

Head up south and pass through the gate. Here is where the slaves are kept.

Note: If you want to have some fun, crouch and interact with the Brahmin here. Programmer humor! Flip it over!

Do not open any of the slaves prison gates because all slavers will turn against you. Talk to Sammy and Squirrel on the left to get the quest going. Looks like you have several options now:



The poor kids got themselves enslaved.. Or are you just here to gain access to Little Lamplight..? Whatever the reason, have a little chat with Sammy.

1. Find Eulogy and buy the children out. This costs 2000 Caps or 1200 Caps with a successful speech challenge. I'd say this isn't worth it, but it's fast.
  2. Kill all slavers and get out. Not recommended at all.
- 3.1. Find the terminal (50 Science Skill needed) in Eulogy's Pad and select the 'Update Network Connections' option. Unlock the [SAFE] too while you're at it. Report back to Squirrel.
  - 3.2. Find the Junction Box. Head for the Food Area west of Eulogy's Pad, and search for it on the northern wall. This requires a decent Repair Skill.



The Junction Box only requires a fair Repair skill to be fiddled with.

I suggest you do either 3.1 or 3.2 and return to Squirrel. He now needs you to distract Forty away from the cells. The best time to do this is around midnight when he's the only one around, pretty much. You have two options now:

1. Speech Challenge Forty and trick him into thinking he should get a raise from Eulogy. He promptly goes to arrange this.
2. Find a slavin called Crimson and Speech Challenge her that Forty is looking lonesome tonight. If this doesn't work, pay up 100 Caps to enclose the deal either way. This will keep Forty occupied.

With Forty out of the way, all that's left to is talk to Squirrel and Sammy. Or is there? Looks like Penny doesn't want to leave. Head over to her and she tells you that a Mungo called Rory Maclaren is stuck here too, and that she isn't planning on leaving him behind.

You can Speech Challenge Penny into leaving him behind. If this doesn't work, you're going to need a key. There are three keys available, and you should already have the one from the table. The other two are much harder to get, because you'd have to pickpocket either Forty or Eulogy themselves! Fortunately one key is more than enough.

Open the box nearby the toilets and talk to Rory. You can leave him on his own, kill all slavers first (no, no) or escort him to the gate yourself. The latter is your best bet, although he is likely to be killed by slavers either way.

It doesn't matter if he dies, and even if the slavers find out it's you they just play dumb about it. There is no Karma

loss either. At any rate, quickly head back to Penny and tell her the bad news. She will now escape Paradise Falls as well. Head back outside and meet the kids on the worldmap.

You can now fasttravel back to the Little Lamplight, and the kids will be fine.

MacCready lets you inside, and you can finally continue your main quest.

**Picking Up the Trail Continued:**

When inside, talk to Mayor MacCready again. It looks like there are two way to get into the vault, a safe and a not-so-safe one.

The safe path requires a somewhat trained Science skill, so you're out of luck if you don't. You can wear Lab Coats (Lesko's, perhaps?) to boost your Science Skill with up to 10 points. This path requires you to talk to MacCready, followed by talking to a kid named Joseph who can be found in the Great Chamber. You'll also need to hack a terminal in order to take the safe path. On the other hand, the Murder Path is .. well, yeah, it is kind of bad.

First of all, head over to the food area. You can find three [AMMO BOXES] to the east of the counter. Now head to the Great Chamber. You can buy a [WAZER WIFLE] from a kid called Biwwy here, usually located in the NE. If you have a 50 Barter Skill you can buy it for 250 Caps, or, even better, if you have the Child at Heart perk, you can get it for free. Chweck the.. I meant, check the northwest area to find a [HOLOTAPE] on a pooltable's edge, and a [BOTTLECAP MINE] even more to the west at a Workbench.

Search the area some more. You can find two [AMMO BOXES] on some shelves when you explore the circular walkway in the center of the room.

When you're ready to continue you soon find you have two option:

1. Go through Murder Pass. Many, many, many Super Mutants lurk here.
2. Go through the Vault 87 door (requires a 50 Science Skill).

I suggest you go for option 2, which means you need to find Joseph, who can be found in The Great Chamber. The thing is, Joseph can be a pain to find. What usually works best is to head into the office near the entrance of Little Lamplight and wait until it's 8.00 in the morning, perhaps a little later. Joseph will sometimes be teaching in the classroom. At other times, you may find him just outside the office building. At any other time, he's hiding somewhere, god knows where, maybe in The Great Chamber.

When you do find him, ask him about the terminal and he'll bring you right to it, north of the Great Chamber. He'll flip the power on for you, so all you have to do is hack it and go through the door to the Reactor Chamber.

**Murder Path:**



A shiver crawls up your spine as your feet set their first few steps in Murder Pass.

Talk to MacCready and ask him about the Murder Path. When you finally reach it, prepare yourself for some fast running. The idea here is to not kill all the Super Mutants because it will result in an incredible loss of ammunition AND health. Instead, rush through the tunnels past all Super Mutants (this you may find a little scary, so save your game) and head northwest/north to the very exit. Near the end, rush through several doors. You can now either kill the remaining Mutants that have followed you through all the way (perhaps 1 or 2) or simply proceed to the next area. If you want, you can always do multiple attempts and see which one got you the best result without losing too much food and stimpaks. You most likely will lose a few stimpaks on the way.



## Fallout 3 Guide - Walkthrough

### Finding the Garden of Eden

```

ITEMS: [] Safe, [] Stimpak, [] Mentats, [] Nikola Tesla and You, [] Darts x20,
[] Frag Grenade x3, [] First Aid Box, [] Ammo Box x2, [] Stimpak,
[] Med-X, [] .44 Magnum Rounds, [] Frag Grenade x3, [] Scoped .44
Magnum, [] Stimpak x4, [] Radaway x3, [] Laser Rifle, [] Microfusion
Cell x3, [] 2x Railway Spikes x20, [] Darts x20, [] Nuka-Cola
Quantum, [] Pugilism Illustrated, [] First Aid Box, [] Safe,
[] Microfusion Cell x3, [] Rad-X x2, [] Stimpak, [] Purified Water x4,
[] Rad-X x4, [] RadAway x4, [] Stimpak x4, [] Ammo Box x2, [] Safe,
[] First Aid Box, [] First Aid Box, [] 2x Microfusion Cell x20,
[] Railway Spikes x20, [] Laser Pistol, [] Rad-X x2, [] Advanced
Radiation Suit, [] RadAway x3, [] Safe, [] First Aid Box.
  
```

```

ENEMIES: o Super Mutant Brute      o Super Mutant Master
  
```

```

QUEST REWARD: 1000 EXP.
  
```

#### Using the Reactor Chamber door:

Head through the door south. Open the [SAFE] and grab the [STIMPAK] and [MENTATS] from the table. The next hallway has a T-junction, but the door to the south leads to a dead end. Don't let this stop you from exploring it nonetheless and find a [NIKOLA TESLA AND YOU] in the small crate near the fashion puppet, along with some Whiskey Bottles.

Go down the eastern hall and up the stairs. The door to the south leads to Murder Pass, so the paths merge at this point. Good for me. :)

Head straight north and open the door. Dispose of the Radroaches in this room, then proceed with caution through the door on the north. You may want to use some Psycho and Med-X because you're about to fight two Super Mutant Brutes, and things may get tough. Don't heal up just yet. When dealt with them, head upstairs and kill another Mutant. In this room you can now sleep at the Makeshift Bedding, quite useful if you ask me.

Head upstairs to the Living Chambers and go through another door straight ahead. Another mutant, how lovely. From now on, use the beds around for healing or you'll be sure to lose your Stimpaks quickly. Head upstairs and waste another two mutants in these rooms. You can also sleep here now. Search the SW room for [DARTS x20]. The room to the west with a burning barrel has [3x FRAG GRENADE], a [FIRST AID BOX] and two [AMMO BOXES] (one in each cabinet). It's not much, but you'll need it. Check the NE room to find a [STIMPAK] and [MED-X] on the table.

Lock & Load! Grab your best gun and start dropping muties like there's no tomorrow!

Head through the doorway on the northeast - which is a hallway in the same wall you came from, and head upstairs. When you make your way through the corridor, more mutants will bother you. I suggest you use mines and grenades to take them out, or you'll be getting low on ammo way too fast.

It's time to get some much needed goodies. Head into the Atrium (with two gore bags hanging around) and move to the opposite corridor. Head to the left (east) and dispose of two more mutants. Go downstairs and head into the room. Use the terminal and read entry V87-007. This will open the nearby safe in the wall.

Grab the [.44 ROUND, MAGNUM x18], [FRAG GRENADE x3], [SCOPED .44 MAGNUM], [STIMPAK x4]. Now we're talking! But we're not quite done yet. Head back to the corridor you came from until you get to a locked door on your left. Pick the average lock, then go inside the room and grab [3x RADAWAY], [LASER RIFLE], [MICROFUSION CELL x3], [2x RAILWAY SPIKES x20], [DARTS x20], [NUKA-COLA QUANTUM] and [PUGILISM ILLUSTRATED] from the shelves. Also grab goodies from the [FIRST AID BOX]. Lastly, unlock the average locked [SAFE].

Head west down the corridor and prepare for more mutants (but this time, with a much safer feeling, right?) Don't take a left, instead curve around the corner to the right and start taking care of this mutant invasion. When you turn another corner you can head into a room on your right (south). Grab [MICROFUSION CELL x3], [RAD-X x2], and a [STIMPAK] lying around on tables, then turn to the terminal. That is, if your Science Skill is 50. If it's not, simply look for the safe nearby and pick the lock. Inside you'll find [PURIFIED WATER x4], [RAD-X x4], [RADAWAY x4] and [STIMPAK x4]. Not too shabby at all.

Continue through the corridor south, head up some stairs and open the door that leads to the test lab. Things are starting to get interesting soon.

**Test Labs:**

Enter the room on your right, waste the mutant and loot the [AMMO BOX] from the unlocked ammo box, and try to unlock the locked [AMMO BOX] if you have a lockpick skill of 75 (it usually holds a crapload of Missiles). Also unlock the easy [SAFE]. Continue down the hall (waste the Centaur if you hadn't already done so - the curious bastard he is) and don't bother searching the radioactive rooms - they hold nothing. The last room on your right before you get at an intersection holds an interesting terminal and a [FIRST AID BOX].

Upon reaching the intersection, someone speaks to you. Hmm.. Use the nearby intercom to talk to the friendly mutant, Fawkes. Talk to him about the GECK and make your way to the north afterwards. In the very last room, kill the two mutants. You now have two options:

1. Ring the Fire Alarm (unlocks all test subjects).
2. Hack the terminal and unlock cell #5 only, which is Fawkes' Cell.



Fawkes, two things. 1. Please look at me when you're talking to me, and 2: Haven't you outgrown that shirt just a little, don't you think?

Run back to Fawkes and follow him west. In the next room, kill the two mutants (Fawkes will help, but don't let him take care of it all). When you get to a greenish room with a terminal inside called 'Lab Technician Terminal', hack it to unlock the door on the south (or you can pick it). Inside, you'll find a [FIRST AID BOX], [2x MICROFUSION CELL x20], [RAILWAY SPIKES x20], [LASER PISTOL] and [RAD-X x2], [ADVANCED RADIATION SUIT] and [RADAWAY x3]. Also unlock the average [SAFE].

At the end of the walkways, Fawkes will retrieve the GECK for you. Also grab the supplies from the [FIRST AID BOX] on the table in this room.



Thanks gal. Did you know Fawkes is actually a woman? I'll still refer to him as it, him or her, after all, Super Mutants are technically a-sexual.

Note: If, for whatever reason you didn't free Fawkes, cram up your Rad. Resis. Level with Rad-X, wear the Radiation Suit and get the GECK yourself. Use several RadAways to stay at normal levels.

Make your way out of this damned place - a very long walk you might think.

You'll be surprised of the length, really..



Huh..? What was that flash? Why am I looking at these pipes? Ah.. \*ugh\*.

## Fallout 3 Guide - Walkthrough

### The American Dream

```

ITEMS: [] First Aid Box x2, [] Enclave Crate, [] Enclave Crate, [] First
        Aid Box, [] Enclave Crate x2, [] Mentats, [] First Aid Box,
        [] Enclave Crate, [] First Aid Box, [] Mentats, [] Enclave Crate x2,
        [] Grenade Box, [] Armor Case, [] Gun Case, [] First Aid Box,
        [] First Aid Box, [] Mentats, [] Enclave Crate x2, [] Enclave Crate,
        [] Energy Weapons Bobblehead, [] Footlocker, [] ZAX Destruct Sequence,
        [] Ammo Box x2, [] First Aid Box, [] Modifier F.E.V., [] First Aid Box,
        [] Gun Box x3, [] Mine Box, [] Grenade Box.
    
```

```

ENEMIES: o Enclave Soldier
    
```

```

QUEST REWARD: 1100 EXP.
    
```

After a quick dialog - in which you should NEVER give the code - you'll be unlocked by president Eden. Save your game, grab your goodies from the locker and go through the door. An Enclave Officer will halt you. Depending on your stats you have four options:

1. Speech Challenge him.
2. Use your Charisma.
3. Use your Strength for a tough reply.
4. Kill him.

In fact, it doesn't matter much at all, and all Enclave Soldiers will soon turn on you anyway. From your cell, head south and go all the way through the hall until you get to a larger intersecting hall. Head through the door on the opposite side that says 'Mess Hall 3B' above it. Go upstairs to find yourself in the mess hall. Around this point, Eden's order is withdrawn by Colonel Autumn and all troops are ordered to shoot you on sight.

Note: If you are even remotely interested in the Enclave Armor, get one pair and equip this to boost your STR by 1 (to compensate for the enormous weight). As you kill more troops, use their suits to repair your own.

Note: The Laser Rifles are worth a LOT of money, especially if you tweak several damaged ones into a good working piece of weaponry. Loot away!

Oh well, check out the kitchen to your north and kill any Enclave Troops. Look around to find two [FIRST AID BOXES] and search the lockers and tables for food and ammo. Head back to the larger hall you came from and proceed north until you see a door on your right. This leads to the inner sanctum of this area, and you'll find several Enclave Scientists and Troop(s).

Proceed to the center of the room with a large Super Mutant in a tube. Check the room south from here to find an [ENCLAVE CRATE] with ammo. To the north behind the stair lies a similar [ENCLAVE CRATE]. Go upstairs and search the NW room for a [FIRST AID BOX] and two well packed [ENCLAVE CRATES]. The room to the SE also holds a few goodies: [MENTATS] can be found on the table, and a [FIRST AID BOX] and [ENCLAVE CRATE] hold other supplies for you to use. The SW room holds one last [FIRST AID BOX] for you - exit to the Cryo Lab by the NW after stocking up.

#### Raven Rock - Level 2

You'll find yourself in a similar room as before, with a squad of Enclave Troops waiting to blow your to dust. Dispose of them and check the SE room for some [MENTATS] on the table. Check the NW room for two [ENCLAVE CRATES], then head downstairs and go north. Move north and get to a larger hallway. Dispose of any Enclave Troops and Scientists here, and continue west.

At the intersection, check out the southern area first to find more useful equipment. You can use the Terminals (Average) to unlock Security Barriers, allowing you to grab goodies from the [GRENADE BOX], [ARMOR CASE] and [GUN CASE] behind the deactivated barrier. Do so in the eastern room, and also check all the footlockers and regular lockers for ammo.

Head into the western room and you might stumble on Anna Holt (from Rivet City). Do whatever you want with her, although killing her costs you Karma. Grab anything you need from the [FIRST AID BOX] and head back to the hall. Head into the Cryo Labs nearby and go upstairs. Check out the NW room for a [FIRST AID BOX] and [MENTATS] on the table, along with two [ENCLAVE CRATES]. Stand in awe at the entrapped Yao Guai, Deathclaws and Ghouls, then leave how you entered (head west). Check out the southern area to find another [ENCLAVE CRATE] and tons of lockers which always hold some ammo.

Head north to proceed with the game. At the very end of the hall, blast more Enclave Troops and check out the room to your left (west) for supplies. First and foremost, grab the [ENERGY WEAPONS BOBBLEHEAD] on the table here. Also unlock the averagely locked [FOOTLOCKER] near the bed to find a load of chems and the [ZAX DESTRICT SEQUENCE]. Lastly, disable the security barrier by the use of the (average) terminal and grab tons of goodies from the [AMMO BOX x2] and [FIRST AID BOX].

Have a listen at the ZAX Holotape you just found; This may come in handy later.

Continue your way east and from the round strategy room to the next area.

### **Control Room**

Move straight ahead and let the Sentry Bots (that's right, they're on YOUR side for a change!) do the talking/fighting.

Head into Eden's Chamber and go all the way up. Talk to Eden. You now have several options:

1. Use your Speech Skill to tell Eden he needs to put an end to all this.
2. Use your Science Skill to convince Eden he isn't cut out to be president.
3. Use the ZAX Destruct Sequence in your conversation.
4. Obey the president.

Whatever you choose now has influence on the story. Feel free to do whatever you like, and take the [MODIFIER F.E.V] before you can proceed.

### **Raven Rock - Level 1**

Continue through the straightforward hall and dispose of any troops with the help of two Mark IV Turrets. Proceed through the halls until you reach two Sentry Bots and a Deathclaw Container (which you can open). Loot the [FIRST AID BOX] from the table and head on.

Two turrets assist you in battle once more when you go through the doors. Press forward and a mini-epic battle will be fought between two Sentry Bots and several Enclave Troops. Take care of any survivors and be sure to loot the huge supply boxes behind the Security Barrier (averagely locked). There are three [GUN BOXES], one [MINE BOX] and one [GRENADE BOX]. Fat chance you'll find a Laser Gatling in one of them!

Note: When you exit the place, you may want to choose to not speak with Fawkes yet, in order to make things easier if you want multiple followers in your party. Yes, that's actually possible, more info to come.

Exit the place and find Fawkes - if you didn't kill him - wasting Enclave Troops with his new toy. Talk to him and you can have him join you. Now you have a Super Mutant with a gatling gun as a bodyguard, how awesome is that!

Note: Before you proceed, it is recommended to have as little weight on you as possible, because you'll come across a lot of loot which you may want to pick up. Fast travel to the Citadel and go inside the labs to overhear what seems to be an important discussion. The decisions you make have an outcome on the ending, so you'll want to keep save games before this (but I assume you have hundreds of savegames, don't you?) The quest now ends.

## Fallout 3 Guide - Walkthrough

## Take it Back!

ENEMIES: o Enclave Soldier      o Colonel Autumn

QUEST REWARD: 1200 EXP (but the game sadly ends).



This is one of the best parts.. Simply follow Prime and the Brotherhood while you pick up the loot from the deceased. Help a hand if you're getting bored. :P Seriously, just go to the Jefferson Memorial and head inside.

Prime is my new favourite robot. Sorry, Optimus Prime!

Inside the Gift Shop it's roaming with Enclave Soldiers, but you're assisted by Sentinel Lyons and possibly also Fawkes if you recruited him. Head for the Rotunda and get ready for the final showdown. If you're being helped, and you most likely are, then this won't be all that difficult - just fire at will.



You can grab the Colonel's Coat from his goo pile and toy around with it for a little while. Well, maybe even for a longer while if the DLC allows for it. \*Fingers crossed\*

Speak to Lyons afterwards and hop into the cabin - agree to do what must be done. Enter the password .. which you should remember from before. Your mother's bible passage is the password: 216. You've officially beaten the game! Congratulations, and don't forget that this is only one of the many endings available. Now load one of your previous saves - or start over - and go do everything that can be done.

## Fallout 3 Operation Anchorage Guide

# FALLOUT 3

This DLC takes place in Alaska. First you have to locate the Outcast Outpost, which is an entirely new area added to the map. The simulation itself has Health and Ammo Dispensers, unique weapons, armor and surroundings.. Read on if that sparked your interest!

The DLC is remarkably easy and is probably even best done with a new character to get the most benefits from all rewards.

Note: Completing the Operation Anchorage with a new character is perfectly doable and perhaps even recommended. You will go from Level 2 to Level 7 if you do everything correctly, and the quest grants many rewards.

*Absolute Steve*

## Fallout 3 Operation Anchorage Guide

### Aiding the Outcasts

```

ITEMS: [] Jet x2, [] Shotgun Shells x2, [] Carton of Cigarette x2
        [] Mentats, [] Buffout x3, [] Jet x3, [] Power Fist, [] Buffout x3,
        [] First Aid Box, [] Purified Water x2, [] Mentats x2, [] Med-X x2,
        [] Med-X, [] First Aid Box x2, [] Shotgun Shells x3, [] Combat Shotgun,
        [] First Aid Box x2, [] Jet x2, [] Psycho, [] Rad-X x2, [] Purified
        Water, [] Mentats, [] Jet x2, [] Buffout, [] Laser Pistol.

ENEMIES: o Raider          o Centaur          o Super Mutant

QUEST REWARD: 100 EXP.
    
```

When you've bought the content and receive the radio signal, head towards Bailey's Crossroads Metro. This can easily be done, even with a completely new character. Head inside, go downstairs and turn east. In the subway you'll come across two Feral Ghouls or so, dispose of them and continue your way east. You can also head down to find a dead captive with several sadistically placed Purified Waters around the cage - just out of reach. You can also find [JET x2] and [SHOTGUN SHELLS x2] around here, as well as Cartons of Cigarettes x2. At the end of the subway you'll walk past an Eat'O'Tronic that holds [MENTATS]. The exit of the subway is just around the corner, which leads to Bailey's Crossroads.

Head up the escalators to find a small squad of Brotherhood Outcasts fighting off several Centaurs and Super Mutants. They do a particularly good job so you can follow them without doing all that much. Make your way through the western building, staying close to the Outcast Squad. When you reach the Outcast Base, Defender Morrill will tell you to go inside and talk to the commander. Head down with the red elevator.

Once down, you're asked to follow. In the next room, take the time to explore the rightern/northernmost room, which holds a bucket that contains [BUFFOUT x3] and [JET x3]. You'll want to lift the wooden crate with Abraxo Cleaner from it to reveal these items (do so by clicking the right stick).

Proceed west until you reach the hallways with the electrical wires and yellow floor. Head up the stairs on your left (south) and you'll get to a room with a [POWER FIST], [BUFFOUT x3] and a Gun Cabinet, Footlocker and bed. Head back to the main hall. The generator room to the west houses a [FIRST AID BOX], [PURIFIED WATER x2], [MENTATS x2] and numerous toolboxes and other custom weapon items.

Back in the Main Hall, the NW door with an easy lock can be picked without any Outcasts getting angry at you for doing so. Inside is a corpse of Gary 23 (who you might remember from Vault 108) and you can snatch [MED-X x2] from the desk, another [MED-X] from the surgical table in the corner, and two [FIRST AID BOXES].

Follow Sibley to Protector McGraw to receive information about your objective. Loot the room for [SHOTGUN SHELLS x3], [COMBAT SHOTGUN], two [FIRST AID BOXES], [JET x2], [PSYCHO], [RAD-X x2], [PURIFIED WATER], [MENTATS] and check the Gun Cabinets for ammo and weapons. You can also find a few hidden chems by grabbing the wooden crates from the cabinets near McGraw. They hold [JET x2] and [BUFFOUT]. Lastly you may want to grab the [LASER PISTOL] from the desk and examine the footlockers behind the desk. When you're stacked, enter the Simulation room, talk to Olin and enter the Pod.

When you enter the simulation you're automatically given the following items: Trench Knife, 3 Explosive Charges, 60x 10mm Rounds, Winterized Combat Armor, Winterized Combat Helmet, Stealth Boy, 50 Bobby Pins, Silenced 10mm Pistol. The Sergeant will give you a quick debrief, and after this it's down to business.

## Fallout 3 Operation Anchorage Guide

### The Guns of Anchorage

```

ITEMS: [] Sniper Rifle, [] Frag Mine, [] Chinese Assault Rifle, [] Frag
      Mine x2, [] Frag Grenade x2, [] Stealth Boy, [] Gauss Rifle,
      [] Microfusion Cell x6, [] Frag Mine x2, [] Frag Grenade x2,
      [] 5.56mm Rounds x50, [] 10mm Rounds x60, [] Microfusion Cell x10,
      [] Intel Suitcase, [] Goodbye Holotape, [] Intel Suitcase,
      [] Sniper Rifle, [] Frag Grenade x2, [] Frag Mine, [] Microfusion
      Cell x4, [] Missile x2, [] Chinese Assault Rifle, [] Intel Suitcase,
      [] Frag Grenade x2, [] Holotape: Invasion, [] Missile x2, [] Frag Mine,
      [] Frag Grenade x2, [] Microfusion Cell x4, [] Intel Suitcase,
      [] Frag Grenade x2, [] Frag Grenade x2, [] Holotape: Overrun,
      [] Frag Mine x2, [] Microfusion Cell x3, [] Frag Grenade, [] Missile x2
      [] Frag Mine, [] Missile, [] Microfusion Cell x5, Frag Grenade x2,
      [] Frag Grenade x2, [] Microfusion Cell x6, [] Missile x2, Microfusion
      Cell x6, [] Frag Mine x2, [] Missile x2, [] Frag Grenade x3,
      [] Microfusion Cell x5, [] Frag Grenade x2, [] Microfusion Cell x4.

ENEMIES: o Chinese Soldier      o Crimson Dragoon      o Chinese Sniper
          o Chinese Inferno Unit

QUEST REWARD: 100 EXP.
  
```

Note: There are 4 Intel Suitcases to be found during this mission. These can \*not\* be gotten once you complete the mission, so be sure to grab all 4 of them if you have any interest in getting the Covert Ops Perk at the end of the simulation (which requires you to find all 10 Intel Suitcases).

Make your way over the first few cliffs and familiarize yourself with the surroundings .. and the enemy..

#### Anchorage Cliffs

Make your way over the cliffs to the east and take out a Chinese Soldier (a second one may come over to aid him). You can't loot their bodies as the simulation automatically disposes of them. Look around for the red [HEALTH DISPENSER] and activate it to fully restore your health. You will be using these throughout the whole simulation.

Make your way to the ropebridge and kill the Chinese Soldier. Now rush over the ropebridge and the stairs to come and dispose of the soldier above. From here you can head SE to find a [HEALTH DISPENSER], [SNIPER RIFLE] and a [FRAG MINE]. The NW Cabin holds a [CHINESE ASSAULT RIFLE], an [AMMO DISPENSER] (which fully recovers your ammo stock for your weapons, mines and grenades excluded), two [FRAG MINES] and two [FRAG GRENADES].

Make your way over the western pipe and climb the catwalk to reach a cold cliff with a [STEALTH BOY]. Continue your mission by heading towards the NW cliffs. As you climb the stairs, grab out your Sniper Rifle and take out the soldier on the upper northern pipe. Set your ascend forth until you reach the red Cave Outpost door, but beware of the two soldiers on that cliff.

#### Cave Outpost

Inside, watch a parachutist getting killed by two soldiers. Avenge him and grab the [GAUSS RIFLE] he left behind. Explore the SE cavern to find [MICROFUSION CELL x6] (used as ammo for the Gauss Rifle, which Ammo Dispensers don't refill), [FRAG MINE x2], [FRAG GRENADE x2], a [HEALTH DISPENSER] and an [AMMO DISPENSER].

Proceed north, kill a patrolling soldier, head upwards and enter the tunnels. Inside you'll rendezvous with Sergeant Benjamin Montgomery. If you ask him for ammo he'll give you [5.56MM ROUNDS x50], [10MM ROUNDS x60] and most importantly, [MICROFUSION CELL x10].

### Back Outside

The cliffs to the north house a few soldiers, but with the help of your sarge you won't have any problems making your way through. Move over the large pipe and you'll get to a cabin with a [HEALTH DISPENSER]. Behind the Very Easy door is a room in which you can find an [INTEL SUITCASE] under the desk. Collect all ten of these to get the Covert Ops Perk at the end of the simulation. Head over more catwalks, kill another soldier and go over the ropeway. Up ahead are a few more soldiers; after killing them make your way over the long ropeway and kill a few more. The Field Storage chamber (with a Very Easy lock) holds the [GOODBYE HOLOTAPE] and an [INTEL SUITCASE].

Head back outside and make your way through the western walkways, which house an [AMMO DISPENSER]. You don't want to head all the way west towards the bunkers unless you want to get slaughtered. Instead, head into the Cave Passage.

Kill the soldier, go upstairs and you're outside again, except this time you can approach the bunkers from the side. The first bunker holds two soldiers but also a well-placed [HEALTH DISPENSER]. The other bunker holds another two soldiers, of whom one uses a flamethrower for a change.

### Chinese Artillery Outpost

Head inside Chinese Artillery Outpost and kill two soldiers in the main hall. East of the main hall is a large stack of supplies, but you'll need to take out two more soldiers first. Look around for a [HEALTH DISPENSER], [AMMO DISPENSER], [SNIPER RIFLE], [FRAG GRENADE x2], [FRAG MINE], [MICROFUSION CELL x4] and [MISSILE x2].

This video shows you how to get one of the more hidden Intel Suitcases.

If you head upstairs, which is essentially an alternative route, you'll encounter three more soldiers. A [CHINESE ASSAULT RIFLE] can be found behind a flipped table (just for the ammo). Make your way through the hall and look for a locked door (with a Very Easy lock) just around the corner, which has a little shade over it so it can be difficult to spot. Inside is an [INTEL SUITCASE], [FRAG GRENADE x2] and a [HOLOTAPE: INVASION].

From the room up ahead, continue north through the hangar and waste a few more soldiers. Up ahead is another stack of goodies: An [AMMO DISPENSER], [MISSILE x2], [FRAG MINE], [FRAG GRENADE x2], and [MICROFUSION CELL x4]. In the nearby room (Very Easy locked door) you can find another [INTEL SUITCASE], [FRAG GRENADE x2] and the American Artillery Protocol terminal that makes for an interesting read.

Head east and dispose of around six soldiers. There's also a [HEALTH DISPENSER] and two [FRAG GRENADES] here. If you want to restock on ammo you can just backtrack a few steps to the Ammo Dispenser. Make your way through the missile hangar and expect to encounter around 7 soldiers in total. Head upstairs and unlock the Very Easy door in the hallway up ahead. In this storage room you can find the [HOLOTAPE: OVERRUN].

Make your way through the hallway and kill a single soldier. You'll find yet another stock of supplies with a [HEALTH DISPENSER], [AMMO DISPENSER], [FRAG MINE x2], [MICROFUSION CELL x3], [FRAG GRENADE], and [MISSILE x2]. Make your way to the Missile Hangar and the Sergeant will make a witty comment.

There's not much time to laught, because three Crimson Dragoons with Stealth camouflage are luring in this hangar. Spot them on your compass and kill them. Go upstairs and find yet another stock of supplies, making this DLC too

easy in my humble opinion: [HEALTH DISPENSER], [AMMO DISPENSER], [FRAG MINE], [MISSILE], [MICROFUSION CELL x5], [FRAG GRENADE x2]. Enter the Artillery Overlook.

**Artillery Overlook**

Directly to your right is another supply, but soldiers are also on the lure. Find [FRAG GRENADE x2], [MICROFUSION CELL x6] and the standard [HEALTH and AMMO DISPENSERS] near the cliff. Continue your way south and dispose any soldiers and snipers you come across. There's even another [HEALTH DISPENSER] for some reason.

Head upstairs and approach the bunker in which two soldiers reside. Kill them and loot yet another generous supply consisting of: [HEALTH DISPENSER], [AMMO DISPENSER], [MISSILE x2], [MICROFUSION CELL x6]. Head outside and plant an Explosive Charge at the Controller of the gun. Keep your distance and watch it blow after 20 seconds.



Make your way to the second cannon and kill a soldier and Inferno Unit. Yet another stack is ripe for the taking here: [HEALTH DISPENSER], [AMMO DISPENSER], [FRAG MINE x2], [MISSILE x2], [FRAG GRENADE x3], [MICROFUSION CELL x5].

Blow the second cannon to smithereens - Loving the explosions.

Make your way to the third cannon and kill the two soldiers in the bunker. There's, of course, another [HEALTH

DISPENSER], [AMMO DISPENSER], [FRAG GRENADE x2] and [MICROFUSION CELL x4]. Set the next charge at the third canon and the mission will succeed. You are automatically brought to the headquarters.

## Fallout 3 Operation Anchorage Guide

### Paving the Way

ITEMS: [] Psycho x2, [] Holotape: I'm Okay, [] Custom Equipment, [] Psycho x5,  
[] Gauss Rifle, [] Missile x3, [] Frag Grenade x3, [] Frag Mine,  
[] Microfusion Cell x5, [] Missile x2, [] Frag Mine, [] Frag Grenade x3  
[] Microfusion Cell x6, [] Intel Suitcase, [] Missile x3, [] Frag  
Mine x2, [] Frag Grenade x3, [] Microfusion Cell x5, [] Missile x3,  
[] Frag Mine x2, [] Microfusion Cell x5, [] Frag Grenade x3, [] Intel  
Suitcase, [] Missile x2, [] Frag Grenade x2, [] Frag Mine,  
[] Microfusion Cell x3, [] Frag Grenade x3, [] Frag Mine x2,  
[] Missile x3, [] Microfusion Cell x5, [] Intel Suitcase, [] Missile x3  
[] Frag Mine, [] Frag Grenade x2, [] Microfusion Cell x4.

ENEMIES: o Chinese Soldier                   o Chinese Sniper           o Chinese Launcher  
          o Chinese Inferno Unit           o Crimson Dragoon       o Chinese Technician  
          o Spider Drone                   o Chimera Tank

QUEST REWARD: 100 EXP.

### The Headquarters



General Chase will tell you what to do, if you can remember it all.

Get a debrief from General Chase, after which you can head over to Lieutenant Morgan who can tell you literally everything about your mission objectives. Lieutenant Morgan will also hand you 5 Recruitment Markets and 2 Explosive Charges. Loot the room for [PSYCHO x2] and a [HOLOTAPE: I'M OKAY]. Use the Requisition Terminal to choose your weaponry. Pick from:

Fire Team:	Close Assault:	Sniper:	Heavy Weapons:
-----	-----	-----	-----
1x Assault Rifle	1x Power Fist	1x Sniper Rifle	1x Missile Launcher
1x Combat Knife	1x 10mm Pistol	1x 10mm Pistol	1x 10mm Submachinegun
12x Frag Grenade	1x Combat Shotgun		
	8x Frag Grenade		
	8x Frag Mine		

You can use the Patterson's Terminal to assemble your team. You have 5 Markers and units cost a certain amount of markers. You have three unit slots that you can use. Here are the available units and their cost:

Infantryman = 1 Marker

Grenadier = 1 Marker  
Missile Unit = 2 Markers  
Sniper = 2 Markers  
Mister Gutsy = 3 Markers  
Sentry Bot = 4 Markers

Needless to say it's a personal preference which one you take, but since you only have three slots it wouldn't be wise to use three Infantrymen as it leaves you with a leftover of 2 Markers. I personally go with a Sentry Bot and an Infantryman, simply because a Sentry Bot is just that powerful.

Head outside and speak with Doctor Adami in the sickbay tent on the south. She will hand you [PSYCHO x5]. There is also a [HEALTH DISPENSER] here. Speak with the Quartermaster to retrieve your gear. If you pass the Speech Challenge, he will hand you a [GAUSS RIFLE] and ammunition. Also check his tent to find an [AMMO DISPENSER], [HEALTH DISPENSER], [MISSILE x3], [FRAG GRENADE x3], [FRAG MINE] and [MICROFUSION CELL x5].

Speak with Sergeant Benjamin when you're ready to move out with your team. I will cover the Listening Post first.

Note: If you lose troops, speak to the Sergeant and you can have them respawn.

### **The Listening Post**

Exit the camp and head east. When you reach the train tracks locate your troops and head inside the not so Abandoned Mine Camp.



Expect heavy resistance in the form of Chinese Launchers.

On the SE is a Chinese Launcher that fires missiles at your squad so take care of him ASAP. There are also Snipers around the area, as well as a bunch of soldiers. At the SE area where the Chinese Launcher resides is a stock of goodies. You can find a [HEALTH DISPENSER], [AMMO DISPENSER], [MISSILE x2], [FRAG MINE], [FRAG GRENADE x3] and [MICROFUSION CELL x6]. An [INTEL SUITCASE] can be found near the crates on the other side of this room.

Head towards the NE building and clean the place out. There is another supply here: [HEALTH DISPENSER], [AMMO DISPENSER], [MISSILE x3], [FRAG MINE x2], [FRAG GRENADE x3] and [MICROFUSION CELL x5]. Free the captive U.S. soldier here.

Make your way NE and take a close look at the container. It's a Stealth Sniper on top of it ... Kill him before you proceed. Three more Stealth Snipers are hidden in this area; There's one on top of the two containers in the distance, and two on each corner on the wall to your right.

Make your way to the Listening Post, which is guarded by several Crimson Dragons. Once inside, make your way through several halls and kill the soldiers hidden away around corners and behind barrels. When you reach a room with stairs, look in the cabinet under the stairs to find an [INTEL SUITCASE].

Head upstairs and you'll get to a supply room. There are however a few Snipers in this room, so be on your guard. The stock holds a [HEALTH DISPENSER], [AMMO DISPENSER], [MISSILE x2], [FRAG MINE], [FRAG GRENADE x3] and [MICROFUSION CELL x5].

Make your way through the door, go upstairs and deal with several Dragoons in the office up ahead. Go through the double doors and deal with two more Stealth Dragoons near the bunker. You can grab the usual goodies from the stock unless you kill the last two soldiers, in which case you're automatically transported back to H.Q.

**The Chimera Depot**

Talk to Sergeant Benjamin again and follow them to the Ice Camp, which is to the NE of H.Q. Send your troops in to attack and help them dispose of several soldiers in the camp - this is easily done. One of the tents holds a supply with the following: [HEALTH DISPENSER], [AMMO DISPENSER], [MISSILE x3], [FRAG MINE x2], [MICROFUSION CELL x5] and [FRAG GRENADE x3].

The NW part of the base houses two outposts with soldiers and a couple of tents. It's not difficult to secure the area, especially not with backup. The NW tent contains an [INTEL SUITCASE] on the desk.

Deal with the outposts, but don't forget to take cover if you don't want to get blown to pieces.

Make your way to the building on the north and free the two captive US soldiers after killing the Chinese Soldier. There's, naturally, also an [AMMO DISPENSER] and [MISSILE x2], [FRAG GRENADE x2], [FRAG MINE] and [MICROFUSION CELL x3] here.

Make your way through the valleys and kill any Spider Drones you come across. These are extremely weak, so that shouldn't be the slightest problem. When you reach two outposts, kill the soldiers and make your way to the depot by opening the gate up ahead.



The cabin to your left contains the usual [HEALTH and AMMO DISPENSERS] along with [FRAG GRENADE x3], [FRAG MINE x2], [MISSILE x3] and [MICROFUSION CELL x5]. More importantly there is an [INTEL SUITCASE] on the desk here.

Head west and expect resistance from many soldiers. Plant explosives at the large fuel tank and take your distance. The second one is all the way to the west, and there is also a Chimera Tank doing patrols on the far west but with backup it shouldn't be too much of a problem. In the cabin to the SW is another goodie supply, as well as two more soldiers. Find a [HEALTH and AMMO DISPENSER], [MISSILE x3], [FRAG MINE], [FRAG GRENADE x2] and [MICROFUSION CELL x4]. As the last fuel tank blows up, you'd taken back to H.Q. and (if you took care of The Listening Post as well) this quest ends.

Plant the explosives on the fuel tanks and battle the Chimera Tank, which you might as well consider a boss fight.

## Fallout 3 Operation Anchorage Guide

### Operation: Anchorage!

```

SIM:  [] Intel Suitcase, [] Missile x2, [] Frag Mine x2, [] Frag Grenade x2,
      [] Microfusion Cell x3, [] Missile x2, [] Frag Grenade, [] Frag Mine,
      [] Microfusion Cell x3, [] Missile x2, [] Frag Grenade x2, [] Frag Mine
      [] Microfusion Cell x3, [] Missile x2, [] Frag Grenade x2, [] Frag Mine
      [] Frag Grenade x3, [] Missile x2, [] Frag Grenade x3, Microfusion
        Cell x4, [] Frag Grenade x3, [] Intel Suitcase.

ITEMS: [] Winterized T-51b Power Armor, Winterized T-51b Power Helmet,
      [] Gauss Rifle, [] Chinese Stealth Armor, [] Jingwei's Shocksword,
      [] Trench Knife, [] Chinese Assault Rifle, [] Plasma Mine,
      [] Microfusion Cell x7, [] Electron Charge Pack x7, [] Flamer Fuel,
      [] Missile x2, [] First Aid Box x2, [] Mini Nuke, [] Energy Cell x12,
      [] Frag Mine x2, [] Pulse Mine x2, [] Plasma Grenade, [] Pulse Grenade,
      [] Frag Grenade x5, [] Missile Launcher.

ENEMIES:  o Chinese Soldier          o Chinese Launcher    o Chinese Inferno Unit
           o Brotherhood Outcast

QUEST REWARD: 100 EXP.
  
```

Take the sergeant with you and proceed north. Make your way through the walkway that curves east. Kill the soldiers and free the american soldier. There's also a [HEALTH DISPENSER] and an [INTEL SUITCASE] here. Near the stairs are more soldiers, and you can replenish your ammo at the [AMMO DISPENSER].

Head up and proceed to the next walkways on the NW where you'll encounter a soldier and an Inferno Unit. Right around the corner are supplies, so don't worry about a thing. Find a [HEALTH and AMMO DISPENSER], [MISSILE x2], [FRAG MINE x2], [FRAG GRENADE x2] and [MICROFUSION CELL x3] before you continue.

Rush to the bunker - from which you can expect heavy gunfire - and the path splits up; That's a new one for Anchorage! Take the right (east) path first and kill the soldiers. The path leads to a dead end with another supply stock: [HEALTH and AMMO DISPENSER], [MISSILE x2], [FRAG GRENADE], [FRAG MINE] and [MICROFUSION CELL x3]. Back at the intersection, Hhead north and the path splits once more. The NW path leads to barracks with a [HEALTH DISPENSER] and many soldiers, as well as a terminal with some regular info.

The eastern path continues the game, so expect many encounters with all kinds of soldiers. At the end of the walkways you'll stumble upon yet another supply: [HEALTH and AMMO DISPENSER], [MISSILE x2], [FRAG GRENADE x2]. [FRAG MINE] and [MICROFUSION CELL x6].

At the front, push west and deal with several soldiers before continuing into a building with a [HEALTH DISPENSER]. More enemies assault you so keep at it. On the east is the bunker that was firing at you earlier, you can take out the soldiers and turrets now, and three [FRAG GRENADES] are lying on one of the crates. The building to the NW holds another supply: [HEALTH and AMMO DISPENSER] and [MISSILE x2], [FRAG MINE x2], [FRAG GRENADE x3] and [MICROFUSION CELL x4].

In the area up ahead you're assisted by several Power Armored Soldiers. Look around for the building with the

[HEALTH DISPENSER] and [FRAG GRENADE x3], or you can just press forward and head inside the cabin. From here, head all the way east (don't walk into the pulse field itself) and enter the building. You can find the last [INTEL SUITCASE] here, as well as the switch to deactivate the pulse field.

Head to the main gate of the refinery in the distance and destroy the two Mark II Turrets to blow the entire gate to smithereens. Just be sure that you're not standing right next to the gate when this happens, or you'll lose a lot of your health.

Enter the refinery and meet General Jingwei. He executes a soldier in front of your eyes and assaults you if you fail the Speech Challenge. If you succeed he will commit suicide. He's got a LOT of HP, possibly around 1500 or so (and a Behemoth has 2000, for comparison). Watch out for his Shocksword attack, it hurts. Keep at it and he'll drop eventually - this will end the simulation.

### Back in the real world

Enter the armory and grab whatever you like .. Wait a minute! That son-of-a Sibley doesn't want to share and starts a fight with McGraw. The mutineers also turn against you, and only McGraw and Scribe Olin will be on your side. After dealing with the Outcasts, McGraw (if he's still alive) will thank you. When you've entered the armory, the quest concludes.

Note: If Scribe Olin survives the fight, she offers you to repair your weapons, but her repair skill isn't all that great, and can't go beyond 51%.



As for the armory, it contains the following unique items: [WINTERIZED T-51B POWER ARMOR], [WINTERIZED T-51B POWER HELMET], [GAUSS RIFLE], [CHINESE STEALTH ARMOR], [JINGWEI'S SHOCKSWORD] and a [TRENCH KNIFE].

The armory also contains the following generic items: [CHINESE ASSAULT RIFLE], [PLASMA MINE], [MICROFUSION CELL x7], [ELECTRON CHARGE PACK x7], [FLAMER FUEL], [MISSILE x2], [FIRST AID BOX x2], [MINI NUKE], [ENERGY CELL x12], [FRAG MINE x2], [PULSE MINE x2], [PLASMA GRENADE], [FRAG GRENADE x2], [PULSE GRENADE], [MISSILE LAUNCHER], [FRAG GRENADE x3].

This video shows how to quickly get to the Chinese Refinery – where you'll face the final battle of the simulation.

Note: Upon completing the quest, you are automatically granted the Power Armor Training Perk and the Covert Ops Perk (the Covert Ops is only given if you found all 10 Intel Suitcases). The former allows you to equip any Power Armor in the game, including the freshly acquired Winterized Custom Power Armor, and Cover Ops is a lame perk that increase your Science, Small Guns and Lockpick Skills by 3 points.

Fallout 3 Operation Anchorage Guide

## Operation Anchorage Exclusive Equipment

### Operation Anchorage Exclusive Weapons

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG	Weapon Type
Jingwei's Shocksword	358	3	---	??	23	----	----	0	?	??	Melee
Gauss Rifle	358	12	1	??	56	----	----	?	?	??	Energy
Trench Knife	41	1	---	??	8	----	----	0	0	??	Melee

### Operation Anchorage Exclusive Equipment

Name:	VAL	WGT	HEALTH	DR	Added Effects:
Winterized T-51b Power Armor	1000	40	INF	40	25 Radiation Resistance
Winterized T-51b Power Helmet	120	4	100	10	CHR 1, 8 Rad. Resistance
Chinese Stealth Armor	358	20	??	24	Sneak 15, (When Crouching: Stealth Field 5)
Neural Interface Suit	180	10	100	3	
Outcast Scribe Robe	6	2	100	2	

Note: The Outcast Scribe Robe is worn by Specialist Olin.

## Fallout 3 Broken Steel Guide

# FALLOUT 3

Welcome to Broken Steel, the third, hotly anticipated DLC for Fallout 3. You will finally be able to continue where Fallout 3 left off, and the Level Cap has been increase from 20 to 30. Fourteen Perks have been added, so this Guide details further character customization for your convenience.

This Guide will go over the Main Quest first, after which all other details will be laid out.

Now let's kick some Enclave ass!

*Absolute Steve*

Fallout 3 Broken Steel Guide

## Broken Steel

Broken Steel continues where Fallout 3 ended. First of all it is important to note that the Level Cap has been raised to Level 30. To refresh your memory, here is a chart with the required EXP for each level up to LVL 30:

LVL:	EXP:	NEUTRAL KARMA TITLE:	EVIL KARMA TITLE:	GOOD KARMA TITLE:
1	0	Vault Dweller	Vault Delinquent	Vault Guardian
2	200	Vault Renegade	Vault Outlaw	Vault Martyr
3	550	Seeker	Opportunist	Sentinel
4	1050	Wanderer	Plunderer	Defender
5	1700	Citizen	Fat Cat	Dignitary
6	2500	Adventurer	Marauder	Peacekeeper
7	3450	Vagabond of the Wastes	Pirate of the Wastes	Ranger of the Wastes
8	4550	Mercenary	Reaver	Protector
9	5800	Urban Ranger	Urban Invader	Urban Avenger
10	7200	Observer	Ne'er-do-well	Exemplar
11	8750	Capital Councilor	Capital Crimelord	Capital Crusader
12	10450	Keeper	Defiler	Paladin
13	12300	Vault Descendant	Vault Boogeyman	Vault Legend
14	14300	Pinnacle of Survival	Harbinger of War	Ambassador of Peace
15	16450	Urban Myth	Urban Superstition	Urban Legend
16	18750	Strider of the Wastes	Villain of the Wastes	Hero of the Wastes
17	21200	Beholder	Fiend	Paragon
18	23800	Wasteland Watcher	Wasteland Destroyer	Wasteland Savior
19	26550	Super-Human	Evil Incarnate	Saint
20	29450	Paradigm of Humanity	Scourge of Humanity	Last, Best Hope of Humanity
21	32500	Soldier of Fortune	Architect of Doom	Restorer of Faith
22	35700	Profiteer	Bringer of Sorrow	Model of Selflessness
23	39050	Egocentric	Deceiver	Shepherd
24	42550	Loner	Consort of Discord	Friend of the People
25	46200	Hero for Hire	Stuff of Nightmares	Champion of Justice
26	50000	Model of Apathy	Agent of Chaos	Symbol of Order
27	53950	Person of Refinement	Instrument of Ruin	Herald of Tranquility
28	58050	Moneygrubber	Soultaker	Lightbringer
29	62300	Gray Stranger	Demon's Spawn	Earthly Angel
30	66700	True Mortal	Devil	Messiah

The required EXP can be calculated with this formula (L = Level):

$$25(3L - 2)(L - 1) = \text{Required EXP}$$

Example: Level 26:

$$25 * (3 * 26 - 2) * (26 - 1)$$

25 \* 80 \* 25 = 50000 EXP

## Fallout 3 Broken Steel Guide

# Death From Above

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-----
| ITEMS: [] Aqua Pura Crate, [] Ammo Box x5, [] Enclave Crate x2, [] Grenade Box |
|       [] Gun Case, [] First Aid Box, [] First Aid Box, [] Ammo Box x3, |
|       [] Ammo Box, [] First Aid Box, [] First Aid Box. |
| ENEMIES: o Enclave Soldier |
| QUEST REWARD: 1300 EXP. |
-----

```

Well, tell one of your followers to step inside the purifier, or do it yourself. Fawkes or Charon are good choices since they're immune to radiation.

When you wake up you'll get a quick debriefing on what happened. Make your way to the courtyard, loot the [AQUA PURA CRATE] on your right for 12 Aqua Pura, and meet with Scribe Rothchild in the Laboratory. After the full debriefing, set foot on The Wasteland and make your way to the Rockland Car Tunnel, which is located on the very southwest of the map.

When you've found it, go on and head inside as there is no loot of interest outside.

### Rockland Car Tunnel:

Turn around the corner and head inside the storage room. You can find [5x AMMO BOXES] on the shelves here. Continue down the corridors until you reach a large cave with several Brotherhood of Steel Knights. Talk to Tristan and you're ready to go. Before following Tristan, check the western wall for two [ENCLAVE CRATES], as well as the NW corner for a [GRENADE BOX], a [GUN CASE] that looks like a metal box, and a pile of Enclave Soldiers you may want to loot. Snatch the medical supplies from the [FIRST AID BOX] on top of the crates to the east before following the crowd down the NE tunnel.

### Sattelite Relay Station:

Liberty Prime is a valuable asset to the Brotherhood of Steel – and thus to you. Clear the Enclave with his help and make your way inside the Sattelite Facility. This Video does contain a SPOILER, so be warned.

This zone is separated from The Wasteland, similar to O:A and The Pitt. Simply wait for Liberty Prime to take out the blue shield to your right and follow the straight road. Let Prime and the Brotherhood destroy the Enclave Troops while you assist in looting their corpses, and watch the big event.

### **NOTE: SECRET WEAPON: TESLA CANNON (PROTOTYPE)**

Did you know there actually was a secret Prototype Tesla Cannon in this area? No? Well, you're actually not supposed to get it since it was a developers tool, but this video breaks you from the Matrix and sends you "flying" straight to all the awesomeness.

There's a hidden weapon to be found in the area of the Sattelite Relay Station. After Liberty Prime has smashed a hole in the building, walk past this hole without entering the actual hole, and walk past a few pipes. Check the rocky ledges to your right, just around the corner. Well, we're going to have to climb that in order to reach the hidden weapon - which was probably used by the developers to test the new Tesla Cannon in Broken Steel.

To climb this ledge, jump on the ledges and press forward as much as you can. Save your game and reload this savegame. While the game is loading, rapidly tap jump and press forward. If done correctly, the game allows you to jump while you're standing on the ledge, and you'll climb a bit higher everytime you do this. It won't work everytime, and you might want to change direction every now and then, but you'll eventually reach the top.

Simply head past the satellite towers, ignore the glitchy terrains and move back to the beginning of the area while staying on the higher ground. The [TESLA CANNON] can be found on a table with three [AMMO BOXES] next to it. While it's pretty much the same device as the Tesla Cannon, it looks like a Missile Launcher and expenses Missiles as ammunition.

After this, head through the hole that Prime punched in the building to enter the Satellite Facility.

**Sattelite Facility:**

It gets messy in the room as you enter, but plenty of Brotherhood assistance makes this a fight you can't lose. Move in the southern tunnel and defeat two more Enclave Soldiers in the locker room - which houses no more than a [FIRST AID BOX].

Head through the double doors at the end of the tunnel and swipe this area clean from the Enclave. This will - yet again - be a breeze with the help of the Brotherhood. Continue through the western door at the top of the stairwell when you've done so.

Watch out for more enemies as you head through the tunnel and down the stairwell on the south. At the very bottom, proceed down another big tunnel and wipe it clean. You'll come across an [AMMUNITION BOX x3], and one more [AMMUNITION BOX] can be found in the room at the end of the tunnel. Head upstairs, proceed down the hall and prepare for an encounter with another Enclave Squad. After this fight, unlock the (Easy) door on the east to reveal a restroom housing a [FIRST AID BOX] (and a sink, if you're into those).

Head down the tunnel and you'll get to a room with mainframes. Activate the Sattelite Uplink Terminal and retrieve the Telemetry Data before continuing. Loot the [FIRST AID BOX] and press forward through the corridor, which the Enclave secured with two Mark V Turrets. When you're back in the Wasteland, fast travel to the Citadel and report to Scribe Rothchild and Elder Lyons respectively.

## Fallout 3 - Broken Steel Guide

### Shock Value

```

ITEMS: [] Deathclaw Control Scrambler, [] Aqua Pura Crate x4, [] Energy Cell
(x20) x3, [] Plasma Mine, [] Ammo Box x2, [] Enclave Crate x6,
[] Jet, [] Dunbar's Note, [] Flamer Fuel x2, [] Frag Grenade,
[] Electron Charge Pack x2, [] Psycho, [] First Aid Box x2,
[] Bloodpack, [] Power Fist, [] Frag Mine x3, [] Mine Box x2,
[] Buffout x2, [] Ammo Box x2, [] Frag Grenade x2, [] Flamer Fuel,
[] Frag Grenade, [] First Aid Box, [] First Aid Box, [] Darts (x20) x3,
[] First Aid Box, [] Grenade Box, [] Ammo Box, [] Nuka-Cole Quantum,
[] 5.56mm Rounds (x24) x3, [] Buffout x2, [] 10mm Rounds x2, [] Frag
Mine, [] Ammo Box, [] .308 Caliber Rounds, [] Shotgun Shells,
[] First Aid Box, [] Bottlecap Mine, [] Safe, [] Darts, [] 2x Darts x20
[] Jet, [] Wall Safe, [] Psycho, [] Ammo Box, [] Darts (x20) x2,
[] First Aid Box, [] Railway Spikes x3, [] Mentats, [] Railway Spikes,
[] Police Hat, [] .32 Caliber Rounds, [] Wall Safe, [] First Aid Box,
[] Jet, [] RadAway, [] Darts, [] First Aid Box, [] First Aid Box,
[] Rad-X, [] .44 Rounds x13, [] Alien Power Cell x18, [] Jet, [] First
Aid Box x2, [] Pulse Mine, [] RadAway, [] Jet, [] Jet, [] First Aid
Box, [] Alien Power Cell (x12) x3, [] Mentats, [] Buffout,
[] Tesla Coil.

ENEMIES: o Deathclaw          o Enclave Soldier          o Enclave Hellfire Trooper
          o Mark IV Turret

QUEST REWARD: 1400 EXP.
    
```

Talk to Paladin Tristan, who resides in the Great Hall of the building. Follow your marker to easily locate him. He explains that a device called a Tesla Coil might turn things around still, but you're needed to retrieve it from Old Olney first. Drop by the lab first and converse with Scribe Vallincourt to receive the [DEATHCLAW CONTROL SCRAMBLER]. This device interferes with the Enclave signal that controls Deathclaws, so that'll can certainly help! Note: There are four more [AQUA PURA CRATES] in the courtyard: One near the radio and three near the double doors that lead to The Wasteland.

#### Small Enclave Outpost:

Your next location(s) are best fast travelled to. I suggest you head for the southernmost location first. This is a very small Enclave camp with a controlled Deathclaw that becomes .. YOUR follower when you approach it. Watch it slaughter the remaining Enclave and start searching for the following loot: [ENERGY CELL (x20) x3] and [PLASMA MINE] on a low table with a terminal, [2x AMMO BOXES] under the nearby satellite dish, and [6x ENCLAVE CRATE] in total nearby lookout posts.

**Note:** Unfortunately, the controlled Deathclaw will automatically die when you move about 100 meters away from the Enclave camp.

Head inside Old Olney (which is usually roaming with Deathclaws, unless you wiped those out not too long ago), and locate the sewer entrance with the help of your marker. Make your way through the tunnels until you reach a ladder leading to Old Olney Underground.

### Old Olney Underground:

You're greeted by two Ghouls, who immediately rush off afterwards. Explore the toilet on the left in the large hall to find a [JET], and look for a small wooden crate with Pre-War Money in the NW corner of the area. As you wander through the rest of the area you get the feeling there has been some recent activity. Very recent..

Go down the hall to the south and head upstairs. As you traverse the tunnels and notice more and more dead Ghouls, keep an eye out for one named Dunbar, who holds [DUNBAR'S NOTE]. Looks like the poor bastards were trying to set up a second home besides Underworld .. and failed miserably.

Continue downstairs and through the hole up ahead where you'll encounter a Deathclaw. Turn around and move along the ledge to discover a hidden area with lots of toys, including two Teddy Bears. If you check the NE shelves by hopping on top of the filing cabinets you can just barely snatch two [FLAMER FUEL] from the small wooden crate, and a [FRAG GRENADE] and [ELECTRON CHARGE PACK x2] on this shelf.

Check the room on your left for a [PSYCHO] and head down one floor. Here, peek in a small storage room to the south in order to find two [FIRST AID BOXES], a [BLOODPACK] and a [POWER FIST]. The main room itself contains three loose [FRAG MINES] and two [MINE BOXES] between the operating tables. There's a Nuka-Cola vending machine near the stairs which lead back to where you were.

Proceed through the doorway on the southwest and tread with caution to an adjacent room with a Deathclaw. When you've secured this area, look for [BUFFOUT x2] on the shelves behind the counter, and check the NE corner for two [AMMO BOXES] and the NW corner for two [FRAG GRENADES] and Pre-War Money in a bucket.

Old Olney Underground was supposed to become a second Underground for friendly Ghouls. Instead, the place is now a highly dangerous breeding place for Deathclaw. Tread with extreme caution! This video shows a majority of the Deathclaws.

Drop down one floor and slowly approach the door in the NE corner. As soon as you hear a baby cry it's from the nearby placed baby carriage trap, so step back as it goes BOOM! Head down the stairs behind the door and make a U-turn to your right (west) in the hall up ahead.

Be sure to check the bathtub! It contains [FLAMER FUEL], a [FRAG GRENADE], a [FIRST AID BOX], a Chinese Assault Rifle and some food. Carefully venture into the next room that houses two rigged Frag Mines. Go through the hole, check the bookcase to your left for a [FIRST AID BOX] and [DARTS (x20) x3] (Hint! Grab out that Dart Gun of yours!) and take note of the Workbench to your right.

The (Average) cell door in the middle of the room leads to a cell which contains a [FIRST AID BOX], [GRENADE BOX], [AMMO BOX], [NUKA-COLA QUANTUM] (behind the ham radio), and [5.56MM ROUNDS (x24) x3] (also nearby the radio).

When you decide to check out the wester region of what appears to be the home of Deathclaws (instead of friendly Ghouls!), come very, very well prepared as you can expect to fight off up to three Deathclaws at once. When dealt with these menaces, check the southwest room in which you can rest and find [BUFFOUT x2], [10MM ROUNDS x2], a [FRAG MINE], [AMMO BOX], [.308 CALIBER ROUNDS] and [SHOTGUN SHELLS] (all from the shelves).

As you continue north, check the shelves to your right for a [FIRST AID BOX], and explore the area behind the fence on your left to collect a [BOTTLECAP MINE] from another Workbench, and more loot from an (Average) [SAFE]. Turn around the corner and prepare for another Deathclaw battle. Check the shelves for some [DARTS] and move upstairs to enter the Old Olney S. Wilney Building.

### Old Olney S. Wilson Building:

The chopper sound gives you the impression that the Enclave are nearby.. and your senses haven't betrayed you. This large area has several Enclave Soldiers and even the new Enclave Hellfire Trooper walking around. First, check the office area on your (upper) left/west to find [DARTS (x20) x2] in a bucket, a [JET] next to the skeleton, and a [WALL SAFE] that just might contain two Stealth Boys. Drop down two levels to find a Teddy Bear near a baby

carriage and a [PSYCHO] in a bucket.

Head over to the eastern side of the building to find an [AMMO BOX] behind a counter, along with [DARTS (x20) x2] a [FIRST AID BOX] and [RAILWAY SPIKES x3] in the shelves.

Go upstairs and check the desk to your left as you reach the 2nd floor to find [MENTATS]. A bucket slightly SW from here contains [RAILWAY SPIKES]. Move into the room up north to find a [POLICE HAT], [.32 CALIBER ROUNDS], and a [WALL SAFE]. The Cash Registers contain Pre-War Money.

Head over the radio commercial billboard and deal with the Enclave Hellfire Trooper to the north if you hadn't already done so. They're tough, so use your most powerful weapons - such as a Plasma Rifle against them. Be sure to loot him from his armor (and Heavy Incinerator, although it might be broken already).

Head down the hall and stairs to enter Olney Powerworks.

### **Olney Powerworks:**

You're looking for a Tesla Coil, and this video provides a complete run-through the Olney Powerworks, straight to the Tesla Coil. It also provides you with all locations of the rare Alien Power Cells.

The shelves and restroom don't house any useful loot in particular, so go upstairs. You'll find a (Very Hard) locked door that can be operated by the terminal, but this is in fact nothing but a shortcut to a location we'll soon arrive either way. Head east and you'll get to a large area, guarded by a Sentry Bot and Mister Gutsy.

After taking out these two security bots, head inside the office to your left and loot the [FIRST AID BOX]. Look for a hidden [JET] in a trashcan next to one of the desks.

Head downstairs and stand in awe (or not) at the new black smoke effect. Glance over the shelves near the stairs to find a well hidden [RADAWAY] in a small wooden crate. Exit the area by the SE corner and proceed to another large room. The shelves to your right contain [DARTS]. Spot a Workbench to your left, along with a [FIRST AID BOX] in the shelves near it.

The upper section of the area is guarded by a Sentry Bot, and you can find a [FIRST AID BOX] in the storage room at the SW corner. A bunch of metro ticket are lying on the office floor - along with a [RAD-X] that you might want to use.

When you continue around the corner, the green glow should already ring your bells that a heavily irradiated corridor is up ahead. Pop the Rad-X (or try to deactivate the Emitter by the Hard Terminal) and rush through the short corridor only to encounter more trouble in the form of two Sentry Bots.

The restroom to the east contains [.44 ROUNDS x13] on top of the toilet. Note that the people who crashed this place were using beer and milk to play checkers on the chessboard!

Step inside the western chamber and proceed with caution, walk backwards, facing south. Two Mark IV turrets are revealed, so quickly dispatch them. Check the area they were stored - and to be more precisely, check the shelf on the upper wall of each side to find two ammo boxes that contain [18x ALIEN POWER CELLS] in total. Pretty neat, huh?

Note: It has been reported that if you have the Scavenger Perk, you'll get around 50 Alien Power Cells from each Ammo Box. That's quite a lot, if you ask me!

Flip the emergency electrical switch to the north and head inside the chamber with the Tesla Coil. You can find a well hidden [JET] inside a trashcan in the room to the south, as well as two [FIRST AID BOXES] on the shelves and a [PULSE MINE] in the wooden crate.

From the main room, head into a recreation hall on the NE. If you search the place thoroughly you can find a [RADAWAY] in a small wooden crate under the table with the broken TV. The hall leads to the aforementioned shortcut, so there's nothing of particular interest on the other side of the door.

In the main room with the Tesla Coil, the shelves to the north contain a [JET] in a wooden crate, and the shelves near the door in the NW corner holds another [JET]. Head through the door and go downstairs (but take note of the ladder to your right that leads to Old Olney). This room contains a [FIRST AID BOX], a [PULSE MINE] (in the cooking pan on the furnace), [ALIEN POWER CELL (x12) x3] (the small blue fuses), [MENTATS] and a [BUFFOUT] in a trashcan.

Head towards the Tesla Coil to your east, but **DO NOT ATTEMPT TO GRAB IT YET**. First, flip the emergency switches on the wall (the electricity can't harm you), and then grab the Tesla Coil. You'll get a shock that'll hurt you a little, so don't have very little health left when you attempt this, but you'll be more than fine otherwise. Climb up the ladder to Old Olney and fast travel back to the Citadel, where you can hand over the Tesla Coil to Paladin Tristan.

## Fallout 3 - Broken Steel Guide

### Who Dares Wins

```

ITEMS: [] First Aid Box, [] .32 Caliber Rounds (x12), [] RadAway, [] Mentats,
[] First Aid Box, [] RadAway x2, [] Pulse Grenade x2, [] Laser Rifle,
[] Frag Grenade x3, [] First Aid Box, [] Nuka-Cola Quantum, [] Jet,
[] I'm Sorry My Darling (Note), [] First Aid Box, [] Mentats, [] Ammo
Box, [] First Aid Box, [] Enclave Crate, [] Microfusion Cell x4,
[] Pulse Grenade x2.

ENEMIES: o Enclave Soldier          o Enclave Hellfire Trooper    o Turrets
          o Enclave Squad Sigma     o Enclave Squad Sigma Leader o Armory Master

QUEST REWARD: 1500 EXP.
    
```

Note: You may want to glance over the Unmarked Quests at this point, because some of them might no longer be available after you finish this Quest.

You'll need to get to the White House Plaza. One way to travel here is by following the route as outlined below. Simply follow your quest marker to make your way through the areas (which you might have visited before), or even fast travel to one of these locations. When you reach Pennsylvania Avenue you'll come across some Brotherhood of Steel Knights fighting off Mutants. This is close to the White House Plaza entrance.

#### Tepid Sewers -> Georgetown -> Foggy Bottom Station -> Pennsylvania Avenue

Enter through the Manhole that leads to Utility, then follow the Presidential Sub Level tunnels. When you finally reach the end of the tracks, talk to the A.I. M.A.R.G.o.T and use your Science or Speech skill to gain user privileges. The acronym stands for Metro Authority Rapid Governmental Transit System. btw.

Note: I presume that when you turn Margot hostile, all following robotic security in the tunnels up ahead will also become aggressive. If someone can confirm this, I would appreciate it.

#### Presidential Metro:

This video instructs you through the presidential tubes and furthermore, provides you with a well-working strategy on how to get the metro working again.

*Note:* If you are high leveled (18 at least), then you'll also encounter Feral Ghouls in the upcoming tubes. These are tough, quick, deal a lot of damage and have tons of health. I suggest you bring out the best you got when you're up against one.

Loot the contents of the [FIRST AID BOX] on the wall and turn left around the corner to find the remains of what presumably was a security officer. Look near the body for [.32 CALIBER ROUNDS (x12)] and a Police Hat. Turn around and traverse down the tube until you get to an intersection. While the left (north) tube leads to a dead end, it can net you a [RADAWAY] and [MENTATS] from nearby a skeleton, as well as the contents of a [FIRST AID BOX] upstairs.

Continue down the southern tube and immediately as the tube splits, glance over the skeleton(s) to find [RADAWAY x2]. As you travel through the tunnel, when you hear a few Ghouls moans, swiftly look over your right through the

fence and watch a metro ride them over. Ouch! So it is working at the other side...

Take note of the door on your left, denoted by 'Equipment Room', but explore the end of this tunnel first to find two [PULSE GRENADES] and an Iron Fist near a skeleton at the very end. This area is slightly irradiated, but on the bright side, the sentry bots have cleared the area of Glowing Ones for you, so there's no reason to complain.

The Equipment Room doesn't hold that much equipment, although it arguably does for a metro station office (then again we're talking about the White House's private metro, but it doesn't matter). There's a [LASER RIFLE] and three [FRAG GRENADES] to be found next to the desk, a [FIRST AID BOX] in the corridor, and a [NUKA-COLA QUANTUM] in the room on the other side.

Ignore your left as you step into the next tube, and proceed southwards. A Robobrain and Mister Gutsy are likely to be involved in a Ghoul conflict. Resolve the matter and continue down the tunnel to the point where you reach an emergency exit to the Capitol.

Head upstairs and search the bench for a [JET] and a note called [I'M SORRY MY DARLING], which is a rather depressing recording of a woman who'll never see her lover again. You can't go any further, and the tunnel's dead end does not have any loot lying around either, so head inside the eastern area. This metro is still functioning, but it needs to be powered up.

The cabin houses a [FIRST AID BOX] and [MENTATS], as well as the Power Box to activate the metro. It requires 2 Main Fuses, however, which can only be acquired by destroying the Presidential Metro Sentry Bot that patrols in this area. Explorers will want to check out the eastern office to find an [AMMO BOX] and a [FIRST AID BOX] there.

Before placing the Main Fuses in the Power Box, take the time to lay a Pulse Mine in front of each locked double door to your north. Two Sentry Bots will assault you once the Power Box has been fixed, but the Pulse Mines will deal a fair amount of initial damage.

With the power back on, the double doors leading to the Capitol Building are now unlocked. Furthermore, you can now finally use the metro. Hop in the front cabin and activate the Metro Console for a little ride.

Hop off, go upstairs and pick the (Average) door to your immediate left first. This corridor contains an [ENCLAVE CRATE], [4x MICROFUSION CELLS], [PULSE GRENADE x2], and an (Average) Turret Control System. It helps to fiddle with the settings and turn off the Mark VII Turret that you're otherwise up against around the corner, since the Enclave tweaked it to aid them instead.

Sneak through the corridor and assault the Enclave Troops from the be-hind, then go upstairs and head through the double doors to access Adams Air Force Base.

## Fallout 3 - Broken Steel Guide

### Who Dares Wins - Adams Air Force Base

```

ITEMS: [] Tesla Cannon, [] Microfusion Cell (x50), Electron Charge Pack (x50),
[] Orders, [] First Aid Box, [] First Aid Box, [] Stimpak x2, [] First
Aid Box, [] First Aid Box x2, [] First Aid Box, [] Mini Nuke,
[] Microfusion Cell (x80), [] Ammo Box x2, [] Enclave Crate, [] First
Aid Box, [] .308 Caliber Rounds (x24) x2, [] Sector 1 Artillery Note,
[] Enclave Crate x2, [] First Aid Box, [] Enclave Crate, [] First Aid
Box x2, [] First Aid Box, [] Plasma Grenade x4, [] Mini Nuke,
[] Enclave Crate x2, [] Sector 2 Artillery Note, [] Enclave Soldier
Log #1, [] Psycho x2, [] First Aid Box x3, [] Ammo Box, [] Flamer
Fuel Stash Holotape, [] Fuel Stash Conatiner Key, [] Enclave
Footlocker x2, [] Enclave Footlocker, [] Bloodpack, [] Enclave Crate,
[] Enclave Footlocker x2, [] Bloodpack x5, [] Enclave Crate x2,
[] First Aid Box, [] First Aid Box, [] Enclave Crate x2, [] Flamer
Stash.
    
```

This video guides you through Adams Air Force Base, making efficient use of the Tesla Cannon and Air Strikes – for which the buttons may be tricky to find without video guidance.

This is another separate area from The Wasteland. Go upstairs and check the Resupply Crate on your left, which was dropped by parachute and contains your omni-powerful [TESLA CANNON], [MICROFUSION CELL (x50)], [ELECTRON CHARGE PACK (x50)] and your [ORDERS]. Loot the [FIRST AID BOX] that looks like an Enclave Crate up the steps and listen to the Orders Holotape.

A [FIRST AID BOX] can be found inside the cabin, and two more [STIMPAKS] are lying on the shelves. Head NE, and take out any Mark VI Turrets you spot ASAP, as they're real life drainers. The Tesla Cannon can take them out from a mile though, so that shouldn't be any problem. Waste the Hellfire Trooper and check the cabin to your right (east) which houses a [FIRST AID BOX] and obsolete Turret Control Terminal.

Head upstairs and destroy the turrets on the other side of the roof. Check the view to the NE and go crazy with your Tesla Cannon on all Enclave Vertibirds and turrets. With most of them destroyed continue your regular scavenging by entering the cabin on this roof still and loot the contents of two [FIRST AID BOXES].

Now, when facing east on the roof, check the ledge to your right (southeast) and hop over to a [FIRST AID BOX], [MINI NUKE] and [MICOFUSION CELL (x80)]. Hop down to ground level and backtrack slightly. The barracks to the west are inaccessible, but you can find two [AMMO BOXES] and a whole lot of destroyed Protectrons and Sentry Bots behind the truck at the NW end of the fence - which does your Tesla Cannon ammunition supply well!

Continue by making your way to the roof of the eastern building. You'll find an [ENCLAVE CRATE], [FIRST AID BOX], [.308 CALIBER ROUNDS (x24) x2], [SECTOR 1 ARTILLERY NOTE] and the Artillery Switch. Flip it and any Enclave survivors in the open area straight ahead will now be toast.

Get back on the ground level and explore the enclave stands for a set of two [ENCLAVE CRATES] and set of a [FIRST AID BOX] and [ENCLAVE CRATE].

Enter the first hangar. There will be a few Enclave Soldiers here, among Scientists and a caged Deathclaw. Check

the NW corridor to find two [FIRST AID BOXES] at the very end of it, and waste and Enclave Scientists (meat) you come across. Note that the three caged Deathclaws are not controlled by devices, so you won't be thanked upon releasing them. Instead consider killing them for experience while they're locked away.

When you've made it out of the hangar, check the small alley on the northeast and head to the end of it to find a [FIRST AID BOX] and four [PLASMA GRENADES] in a bucket. If you wanna grab a [MINI NUKE], head inside the hangar to your east and check the eastern corridor. The nuke is at the south end.

Back in the alley, go upstairs and make your way to the northern roof. Loot the two [ENCLAVE CRATES] here, grab the [SECTOR 2 ARTILLERY NOTE] and press the button to wipe the area clean below.

Head downstairs and check the alley to your left (west). Turn left once again in the alley and it'll lead to the dead body of an Enclave Soldier with the [ENCLAVE SOLDIER LOG #1] on him, as well as a neat stock of items: [PSYCHO x2], [FIRST AID BOX x3], [AMMO BOX] and a Ripper.

Note: Only Log #1 exists, despite it being called the first of a series.

Optionally there is another hangar that we haven't explored yet. Return to the exit of the first hangar and head all the way east from here. The hangar will be to your right. It is worthwhile to note that two Enclave Scientists are located somewhere in this hangar, always fleeing from you. One of them holds the [FLAMER FUEL STASH HOLOTAPE] and [FUEL STASH CONATINER KEY] (Yes, that's a typo in the game right there).

The western hall houses two [ENCLAVE FOOTLOCKERS], and one more [ENCLAVE FOOTLOCKER] can be found next to this hall's entrance. That's pretty much what this hangar holds for us, so we'll move on to the next one - up north.

In this northern hangar, check your right (NE) and look around for a [BLOODPACK] on the floor, along with an [ENCLAVE CRATE] and two [ENCLAVE FOOTLOCKERS], plus a bed to heal up. The empty prison houses [5x BLOODPACKS] on the floor, and two more [ENCLAVE CRATES] can be found on the western side of the hangar. One last [FIRST AID BOX] is placed in the western hall. Take note that the caged Deathclaw becomes frenzied when you release it (read: it stays friendly and will fight along with you).

That concludes this hangar. Continue north to find a [FIRST AID BOX] on a truck and two [ENCLAVE CRATES] at the stand. Proceed to the NW area and make your way through the ruins of the hangar. Expect heavy resistance in the form of turrets and Hellfire Troops, so let your Tesla Cannon be the salvation.

Before you continue, listen to the Flamer Fuel Stash Holotape that you found earlier on one of the Enclave Scientists. Well, travel to the NW building and find the [FLAMER STASH] behind several barrels and wheels, which contains 400 Flamer Fuel. Now head upstairs at the Air Traffic Control Tower just east of here and deal with any remaining turrets - then go inside.

## Fallout 3 - Broken Steel Guide

### Who Dares Wins - Air Control Tower

```

ITEMS: [] First Aid Box, [] Nuka-Cola Quantum, [] First Aid Box, [] First Aid
Box, [] First Aid Box, [] Enclave Crate, [] First Aid Box,
[] Enclave Crate x3, [] Enclave Crate x2, [] Ammo Box x2, [] Grenade
Box, [] First Aid Box x3, [] Ammo Box, [] Ammo Box, [] Buffout,
[] Ammo Box, [] Rapid-Torch Flamer, [] .308 Caliber Rounds (x24) x2,
[] Missile x7, [] Flamer Fuel (x12) x4, [] Mini Nuke x2, [] Nuka-Cola
Quantum.
    
```

I can be quite brief about this floor. There's a Robobrain hanging around the offices, and you can find a [FIRST AID BOX] in the NW section in a bookcase, and a [NUKA-COLA QUANTUM] under a desk, as well as another [FIRST AID BOX] in this office space. Don't forget to loot the third [FIRST AID BOX] at the base of the stairs as you go up.

When you've made your way upstairs you'll reach the control room, and a few Vertibirds will fly over the building. Your first thought might be to grab out your Tesla Cannon and blow them to smithereens - and that's all fine - but you should be informed that if one of them survives your attack they'll fire missiles at your location, causing HEAVY damage. So your tactics should either be: 1. Leave them alone (kind of lame, huh?). 2. Shoot down all three of them really effin' fast. 3. Shoot down 1 or 2 and quickly dive down the stairs to avoid any damage.

Either way, you can find a [FIRST AID BOX] in the control room, and the Research Terminal contains what you came for: The controls to the Mobile Platform Loading Ramp, which you should lower. Having done this, head out of the building entirely and make your way over to the Mobile Platform to the east.

You can find an [ENCLAVE CRATE] and [FIRST AID BOX] at the Enclave stand nearby the stairs of the Air Control Tower. As you get within fairly close proximity of the Mobile Platform you'll encounter many Enclave Troops. Fortunately, a few brave Brotherhood of Steel Paladins serve as fine meat distractions so you can knock yourself out with the Tesla Cannon .. Err, rather, knock the Enclave out, that is.

There's also a Hellfire Trooper on top of the Platform. He seems to keep spitting out his fire all over the place, even when there's no one in sight anymore. Before you go like: "WTF is this dude doing?" like I did, save yourself the trouble and knock him out with a few Tesla Rounds.

Three [ENCLAVE CRATES] can be found near the small satellite dish, and two more [ENCLAVE CRATES] are placed in the Enclave stand to the south. Two [AMMO BOXES] and a [GRENADE BOX] can be found inside the nearby truck. You can now enter the Moving Platform, or you can optionally visit the Adams Storage Facility to the far southeast. If you want to continue with the main quest, simply skip that section.

#### Adams Storage Facility:

It looks like you've hit jackpot the second you entered already! Check the bookcase on your left for [3x FIRST AID BOXES] and an [AMMO BOX], then loot the other [AMMO BOX] on the shelves in the middle of the room and lastly, search the SE corner for a [BUFFOUT] in the wooden crate.

An (Average) [AMMO BOX] can be looted from the bookcase on the NE wall, but you might want to take out the Mark V Turret on the west first. That area houses a counter with a whopping of supplies, including a new, unique REGULAR flame-thrower: The [RAPID-TORCH FLAMER]. Also look for [.308 CALIBER ROUNDS (x24) x2], [MISSILE x7], [FLAMER FUEL (x12) x4], [MINI NUKE x2] and a [NUKA-COLA QUANTUM]. Who needs a Quantum Chemist

Perk when you get enough Nuka-Cola Quantums anyway?

(Well, alright, alright. Nuka Grenades can be made with them and the AP Bonus is alright, but there really are many, many Quantums in the game already... and you still need TEN regular Nuka-Cola's to create just one Quantum...)

Upstairs leads to the roof outside with no items, and a Hellfire Trooper will likely attack you from below. As you head back to the Mobile Platform Crawler, expect a squad of three Sentry Bots to attack you - a rather dangerous occurrence in an open field like this. I suggest you quickly dispatch them with the Tesla Cannon and hide behind already-blown up trucks. With those out of the way, finally enter the Crawler.

## Fallout 3 - Broken Steel Guide

### Who Dares Wins - Mobile Platform Crawler

```

ITEMS: [] Ammo Box x3, [] Enclave Crate, [] Enclave Crate, [] First Aid Box,
        [] First Aid Box x2, [] Buffout, [] Stimpak, [] Rad-X x2, [] Med-X x2,
        [] Bloodpack, [] Med-X x2, [] Psycho x2, [] Purified Water x3,
        [] Mentats x2, [] First Aid Box x2, [] Jet, [] Radaway x2,
        [] Bloodpack x2, [] Armor Case, [] Ammo Box x7, [] Gatling Laser,
        [] Plasma Grenade x5, [] Pulse Grenade x5, [] Buffout x5, [] Psycho x5,
        [] Mentats, [] First Aid Box.
    
```

Note: This is a ONE-TIME-ONLY AREA, so do not miss out or leave any unique items in this location.

The Repulsion Field can be deactivated, or you can smash the panel to pieces, but this will always result in a weakened repulsion field that harms you when passing through, so that isn't recommended.

Note:

- Deactivating these panels requires 80 Science Skill.
- Placing a timed charger requires 50 Explosives Skill.
- Smashing the panel can always be done.

Make your way to the southeast area to find three [AMMO BOXES] and an [ENCLAVE CRATE], and a guy named Stigg who repairs robots. You can ask him for info, after which he'll leave the crawler. Another [ENCLAVE CRATE] and a [FIRST AID BOX] are lying next to a mainframe.

Deactivate the repulsion field to the west in order to find two [FIRST AID BOXES], [BUFFOUT], a loose [STIMPAK], [RAD-X x2] and [MED-X x2] from the shelves. There's also a [BLOODPACK], [MED-X x2], [PSYCHO x2], and [PURIFIED WATER x3] on the other side, and [MENTATS x2] can be found on the desk and in a small wooden crate under the shelves. The last shelves contain two more [FIRST AID BOXES], a [JET], plus [RADAWAY x2] and [BLOODPACK x2] in the buckets. What a stock!

Ignore the southern ladder exit for now and turn of the other repulsion field to the east instead. While it doesn't hold any medical supplies or ammunition, it does contain pretty much all the custom weapon parts in the game, along with a Work Bench, allowing you to create any custom weapon you want! If you have the schematics, that is.

Proceed north and you'll encounter a strong Enclave Sigma Squad, consisting of 5 members including their leader. Aim your Tesla Cannon in northwestern direction and fire as soon as the squad comes around the corner to deal the initial damage. Quickly dispatch of them one by one and keep your health up.

Deactivate the repulsion field to the NE of the armory, which yields yet another HUGE amount of supplies: [ARMOR CASE], [AMMO BOX x7], Sniper Rifle, Combat Shotgun, [GATLING LASER], [PLASMA GRENADE x5], [PULSE GRENADE x5], [BUFFOUT x5], [PSYCHO x5], [MENTATS], [FIRST AID BOX] and several tool items.

Make your way to the Dormitory by heading up the stairs the Enclave Squad came down off and head through the door.

## Fallout 3 - Broken Steel Guide

### Who Dares Wins - Launch Platform Base

ITEMS: [ ] Enclave Crate x2, [ ] First Aid Box, [ ] Composite Recon Helmet, [ ] Precision Gatling Laser, [ ] Armor Case, [ ] First Aid Box, [ ] Ammo Box x13, [ ] Heavy Incinerator, [ ] Minigun, [ ] Gatling Laser, [ ] Gun Case, [ ] Med-X, [ ] Slow-Burn Flamer, [ ] Flamer Fuel (x50) x3, [ ] First Aid Box, [ ] First Aid Box, [ ] Enclave Crate, [ ] Enclave Crate x3, [ ] Ammo Box x3, [ ] Enclave Crate, [ ] Gun Case.

Head east and enter the dormitory to your left (north) which contains two [ENCLAVE CRATES] and a [FIRST AID BOX]. The room to your south only houses a .44 Scoped Magnum.

From the hallway, turn around the corner and head south into the Armory. You'll come across the Armory Master somewhere around this area, as well as several turrets. The Armory Master comes equipped with the [COMPOSITE RECON HELMET] (a unique and more durable Recon Armor Helmet), and the unique [PRECISION GATLING LASER], so be sure to loot his sorry ass. Watch out for a Sentry Bot that you may also encounter in this room.

Either way, proceed through the repulsion field in the room and unlock the (Hard) door to the armory for another sickly supply of whatever you'd like:

[ARMOR CASE], [FIRST AID BOX], [AMMO BOX x13], [HEAVY INCINERATOR], [MINIGUN], [GATLING LASER], and a [GUN CASE]. One of the lockers may contain Stealth Boys.

Note: The three averagely locked Ammo Boxes contain Alien Power Cells. Without Scavenger Perk I found 7, 7 and 10 respectively in these Ammo Boxes. The Gun Case with the Hard lock always contains an Alien Blaster and ammo for it. I personally found 13 Cells in the Gun Case.

Unlock the (Easy) door and make your way into the Robotic Defensive Control Center. Go upstairs, kill the Enclave Officers, Scientists and Sentry Bots, then make your way to the blue mainframe in the center and hack it (Hard). If you have Robotics Expert then you can turn all robots against the Enclave. Otherwise, just shut them down. The other terminal allows you to release several locks, some of which you've already unlocked.

Head for the western hall (grab a [MED-X] from the desk with the terminal) and proceed into the Medical Bay to your right (north). The Medical Bay, Dorms and Restroom don't contain any items, although the restroom does provide us with clean water.

Backtrack to either the area with the mainframe terminal and go through the door that says 'Warning Live Deathclaws', or proceed from the adjacent room to the armory. Either way, make your way over to the southern area from here.

In this large hall you can in fact encounter a Deathclaw, but it frenzies and turns to your side, so that's a plus! The most important item to currently retrieve from this area is the [SLOW-BURN FLAMER], which is located upstairs in the center area surrounded by force fields. [3x FLAMER FUEL (x50)] are lying right next to it.

You can grab a [FIRST AID BOX] from the kitchen past the dining room north, and if you return to where you were the storage room also contains another [FIRST AID BOX] and an [ENCLAVE CRATE]. Besides those, I'd say you've pretty much explored every last corner of this large and complex area. Make your way over to the Launch Pad by heading for the marker to the north (for walkthrough purposes).

Head upstairs. Depending on whether or not your forced the bots and turrets to be on your side (or deactivated

them), the upcoming battle varies significantly in difficulty. At any rate, pull out your .. surprise! Tesla Cannon and start wasting any Enclave aggressors around the area. Head south over the pipes and loot the three [ENCLAVE CRATES], then check the cabin for three [AMMO BOXES].

Continue west, then south, and face off against several more Enclave Soldiers and a Hellfire Trooper. I pray to the gods that the Sentry Bots are at least not against you, or it'll be another tough fight .. without the Tesla Cannon, that is. ;) Try and destroy the Vertibirds before they lift off to prevent them from attacking.

Step inside the cabin and loot the [ENCLAVE CRATE] and [GUN CASE], then enter the final area.

## Fallout 3 - Broken Steel Guide

# Broken Steel Unmarked Quests

### 1. Fixing Liberty Prime:

Ask Scribe Rothchild what you can do to help the Brotherhood, and he'll request that you search for Sensor Modules and Camera's (Yeah, I know.. WTF?) to help fixing Liberty Prime. You'll get the following rewards for each:

Item Name:	Reward:
Sensor Module	75 Caps    10 EXP
Camera	100 Caps    25 EXP

### 2. Mutant Blood Samples:

This quest is given by Paladin Tristan, and he requires Super Mutant Blood Samples. For every one you retrieve you'll get 50 Caps and 10 EXP.

### 3. Sorry, My Darling:

You'll find a holotape with this name at the end of the presidential tubes. Take a listen to it and make your way La Maison Beauregard, a building located in Georgetown East. You'll encounter Lag-Bolt, who comes equipped with Lag-Bolt's Combat Armor, Lag-Bolt's Shades, and the key to a nearby suitcase in which you can find All-Nighter Nightwear.

## Fallout 3 - Broken Steel Guide

This section is still being worked on.

## Exclusive Weapons

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG	Weapon Type
Heavy Incinerator			24	50	15	YES	??	??	YES	60	Big Guns
Tesla Cannon		8	1	37	120	NO	??	??	YES	240	Energy
Tri-Beam Laser Rifle		9	24	23	75						
Callahan's Magnum		4	6	25	65	NO	??	??	YES	110	Magnum

Notes:

- o Heavy Incinerator uses Flamer Fuel and fires them as projectiles, unlike regular Flamethrowers. You can acquire a Heavy Incinerator by nagging it from one of the many Hellfire Enclave Troopers. There are especially many Troopers at Adams Air Force Base.
- o The Tesla Cannon can be found in the Resupply Crate upon your entrance at Adams Air Force Base.

## Exclusive Equipment

Name:	VAL	WGT	HEALTH	DR	Added Effects:
Hellfire Power Armor	1000	40	2000	50	STR 1, Fire Resistance 30, Radiation Resistance 15

Notes:

- o The Hellfire Power Armor is arguably one of the best armors in the game due to its high DR and Fire Resistance. Besides, stat boosts have become useless because of the 'Almost Perfect' Perk.

## Fallout 3 - Broken Steel Guide

# Exclusive Perks

### Level 22 Perks

Deep Sleep: 1 Rank

Requirements: Unknown.

Useful: NO

This Perk will get you the "Well Rested" bonus in any bed you sleep, instead of just your own bed in your house. The Well Rested bonus grants 10% Exp, so it's hardly worth getting this Perk for.

Puppies!: 1 Rank

Requirements: Unknown.

Useful: MAYBE

With this perk, Dogmeat will reincarnate as a puppy whenever he dies and you'll be able to get him back at certain places, such as Vault 101's entrance. If you are a big fan of Dogmeat and at the same time very reckless (which is an odd combination to say the least), then this Perk might be something for you.

Quantum Chemist: 1 Rank

Requirements: Unknown.

Useful: MAYBE

When you have this Perk, for every 10 Nuka Cola's you acquire, they will automatically be converted into a Nuka Cola Quantum. Cute, but if you've already done this quest then it is nothing to write home about.

### Level 24 Perks

Devil's Highway: 1 Rank

Requirements: Unknown.

Useful: NO

This Perk automatically sets your karma to Very Evil. It's not worth it to spend a precious Level on this Perk, as there are other ways of attaining this.

Escalator to Heaven: 1 Rank

Requirements: Unknown.

Useful: NO

This Perk automatically sets your karma to Very Good. It's not worth it to spend a precious Level on this Perk, as there are other ways of attaining this.

Karmic Rebalance: 1 Rank

Requirements: Unknown.

Useful: NO

This Perk automatically sets your karma to Neutral. It's not worth it to spend a precious Level on this Perk, as there are other ways of attaining this.

No Weakness: 1 Rank

Requirements: Unknown.

Useful: NO

This Perk puts all SPECIAL stats that were below 5 points, now to 5. Higher stats remain the same. It's completely blown away by a Level 30 Perk called 'Almost Perfect', which makes this Perk useless altogether.

### Level 26 Perks

Nerves of Steel: 1 Rank

Requirements: Unknown.

Useful: YES

This Perk increases your AP regeneration rate. If you already have Grim Reaper's Sprint then the usefulness of this Perk can be questioned. On the other hand, it makes for a killer combination should it happen that you didn't immediately managed to kill a powerful enemy.

Rad Tolerance: 1 Rank

Requirements: Unknown.

Useful: NO

You will no longer suffer from minor radiation poisoning. This is one of the worst Perks ever, to be quite honest.

Warmonger: 1 Rank

Requirements: Unknown.

Useful: NO

All custom weapon schematics are added to your inventory. While it is actually pretty nifty to get all the schematics for free at once ... You most likely already have all of them, making this Perk completely useless at this point. Even if you're missing some schematics, it's hardly worth it to sacrifice a Perk on this.

### Level 28 Perks

Party Boy: 1 Rank

Requirements: Unknown.

Useful: MAYBE

With this Perk you never have any alcohol withdrawal. This allows you to infinitely benefit from the effects of alcoholic beverages. These always lower your INT by -1 and increase your STR 1 and CHR 1. You'll have to decide for yourself whether or not you like this shift in stats, although the Charisma increase isn't all that useful.

Rad Absorption: 1 Rank

Requirements: Unknown.

Useful: NO

While it sounds really awesome, by the time you reach Level 28 you'll have TONS of RadAway in your inventory, rendering this Perk completely useless.

### Level 30 Perks

Almost Perfect: 1 Rank

Requirements: Unknown.

Useful: YES

All SPECIAL stats are set to 9. If you have bobbleheads then these will not make the stat totals 10. Instead, collect the 7 SPECIAL bobbleheads after getting this Perk to get a perfect character concerning stats. This Perk does not lower any stats that already are at 10, BUT if you have the Lucky 8 Ball on you while selecting this perk, and unequip the Lucky 8 Ball, then your base stat will only be at 8. Solve this by unequipping the 8 Ball before choosing this Perk.

Nuclear Anomaly: 1 Rank

Requirements: Unknown.

Useful: YES

When your HP gets below 20 you'll explode, doing tremendous damage to everything around you. This means that you can only die if something kills you by doing 20 damage, as the blast does not kill your character - in fact it heals you. The more irradiated you are, the more you get healed.

### Perks Path

This section is about making a very powerful balanced character, keeping in mind that the Broken Steel adds ten new levels and fourteen new Perks. Because both Level 30 Perks are useful, there are two possible lists. Read on.

**TAKING ALMOST PERFECT AT LEVEL 30:**

This list will not require any Intense Training, and if you pick up the SPECIAL Bobbleheads only AFTER making it to Level 30, you can have a truly perfect character as far as SPECIAL stats go. Also, this list assumes you're a female and take the Black Widow perk, since it is REALLY good ( 10% damage against ALL male NPC's? Including Enclave? Yes! That's wicked.)

Important Note: Furthermore, Comprehension is no longer necessary, although you MUST to start with Intelligence at 9 to get those skills jacked up. There's not a lot of room for error, so you can't "overboost" many skills (only Lockpick, I'd say). With "over-boosting" I mean that you can't go above around 45 points or so, because you'll need to get 25 Skill Points from the Skill Books, you'll want to figure in the other bonuses you get from stats, and the same goes for the boosts you get from Bobbleheads.

**SPECIAL Stats:**

Assuming you take Almost Perfect (and leave the bobbleheads alone until you have taken this perk), your stats will all end up being 10's. Start out with 9 INT to ensure the maximum amount of skill points. Here's a short breakdown of how many points you need to get, and how many points you're going to find.

Regardless of the fact that your stats will be perfect in the end, you MUST start out with the following stats if you want to be able to fulfill all the stat-requirements that come with the following list:

Starting Stats: STR: 6, PER: 6, END: 6, CHR: 1, INT: 9, AGL: 7, LCK: 5

I repeat, you MUST start with these stats or you might not be able to take some of the perks mentioned in the list below due to not having reached the stats requirements of the perk.

**Other Important Requirements:**

Be sure to have the following skills at the following levels in order to pass the requirements for the perk list below. Please do NOT just boost them regularly or you will NOT be able to max out all skills. Instead, start hunting skill books for these skills very early on to ensure that you can reach these levels in time. Remember, this is not about convenience, it's about maxing everything. Nobody said it was easy, and no one ever said it would be so hard, so that's why I'm telling you now.

Note: It may be helpful to tag Science at the GOAT test.

- Science at 40 points [Do this at or before Level 4]
- Explosives at 50 points [Do this at or before Level 10]
- Sneak at 60 points [Do this at or before Level 12]
- Science at 60 points [Do this at or before Level 13]
- Medicine at 60 points [Do this at or before Level 13]
- Explosives at 60 points [Do this at or before Level 14]
- Unarmed at 70 points [Do this at or before Level 17]
- Sneak at 80 points [Do this at or before Level 20]
- Melee at 80 points [Do this at or before Level 20]

**Skill Points:**

TOTAL AMOUNT REQUIRED: 13 Skills \* 100 Points p/Skill = 1300 POINTS.

Levelling up 29 times with 9 INT will net you 551 points.

You get 25 \* 13 = 325 points from skill books (without comprehension).

You get 13 \* 10 = 130 points from skill bobbleheads.

You get 26 points from SPECIAL bobbleheads.

You get 65 points from Luck at value 10.

You get 45 points from tagging three skills at the GOAT test.

You get 20 points from Cyborg/Silent Running perks.

You get 9 points from Covert Ops perk (Operation Anchorage only). You get 216 points in total from your SPECIAL stats at value 9 (as we have already calculated the Bobbleheads value).

Note: You can also grab the Daddy's Boy/Girl perk at Level 3 if you don't care much about the 10% EXP you get from Swift Learner. This nets you 10 Skill Points. The 5 Science Boost will help you get Entomologist at Level 5, since it requires 40 Science. This already puts our total at 1397 possible skill points. You could furthermore abuse tricks such as the Big Guns skill book respawn trick (and thus no need to ever boost that skill manually, saving another 30 points or so).

So let's play it safe and say that you have about 80 points to spare. This will allow you to boost Lockpick to 75 (just for convenience purposes), and it also allows for a slight boost towards high skill requirements such as Unarmed at 70 on Level 17, and Sneak/Melee at 80 on Level 20. Don't boost everything, mainly fill the gap with skill points from Skill Books, and only use your "spare" points when you're running out of options.

**The Perks List:**

Level 2: Black Widow  
Level 3: Daddy's Boy/Girl [Nothing better available!]  
Level 4: Iron Fist (1)  
Level 5: Entomologist  
Level 6: Toughness  
Level 7: Bloody Mess  
Level 8: Strong Back  
Level 9: Commando  
Level 10: Finesse  
Level 11: Demolition Expert (1)  
Level 12: Sniper  
Level 13: Silent Running  
Level 14: Cyborg  
Level 15: Pyromaniac  
Level 16: Action Boy  
Level 17: Better Criticals  
Level 18: Paralyzing Palm  
Level 19: Robotics Expert  
Level 20: Grim Reaper's Sprint  
Level 21: Ninja  
Level 22: Iron Fist (2)  
Level 23: Iron Fist (3)  
Level 24: Life Giver  
Level 25: Demolition Expert (2)  
Level 26: Nerves of Steel  
Level 27: Gunslinger  
Level 28: Demolition Expert (3)  
Level 29: [Choice: Puppies!/Quantum Chemist]  
Level 30: Almost Perfect

**Closing words:** This is one of the most powerful builds in the game, hands down. There is no longer a need to do Intense Trainings or Comprehension, which saves several slots, and with the addition of 10 levels there is room to expand on melee and explosives abilities, along with other great perks you had to leave behind otherwise, such as Life Giver.

**Perks Left Behind Analysis:**

Let's take a look at what we left behind, and whether we should feel bad about it or not:

o At Level 2 we leave [Intense Training], [Gun Nut], [Little Leager] and [Thief] behind. Since Almost Perfect at Level 30 makes Intense Training obsolete. While you could choose [Swift Learner] at this point, it's probably better to choose Daddy's Boy/Girl since it gives you 10 free skill points which you might just need, while Swift Learner is mainly convenience since it nets you 10% extra EXP for everything you gain EXP with.

o At Level 4 we leave [Child at Heart], [Comprehension], [Educated] and [Scoundrel] behind. Comprehension is no longer necessary for a maximum investment in skill points and Educated never was. Scoundrel only boosts skill points, so there's no harm done there either by leaving it. Child at Heart is actually the only perk at this level that has a few decent benefits we won't get by leaving it behind. On the other hand, most of the speech challenges can be won through other means, and there aren't many children in the game, let alone unique options through Child at Heart.

o At Level 6 we leave [Fortune Finder] and [Lead Belly] behind. We certainly postpone most other perks such as Demolition 2 & 3 and Gunslinger, but those are nailed eventually. Since Lead Belly only decreases the radiation poisoning you get from using sinks, toilets and the like it isn't useful. Fortune Finder sounds good but you won't need all that much Bottle Caps when you're all-powerful at level 30. Selling ammo nets you plenty enough caps.

o At Level 8 we leave [Impartial Mediation] alone since all it does is increase your Speech Challenge chances by 30%. We also ignore [Rad Resistance] since it has no added value at all. We also leave [Scrounger] alone, which is fine as well - it only increases the amounts of ammo you find in boxes. Handy, but not more than that and there's plenty of ammo around in Fallout 3. We also ignore [Size Matters] since it only boosts skill points.

o At Level 10 we actually leave a useful perk behind for a change: [Animal Friend] will cause Dogs, Brahmins, Mole Rats and Yao Guai to not attack you at Rank 1 of the perk, and at the 2nd rank they'll even assist you in battle (just not against their own kind). Admittedly this is a handy feat, but only Yao Guai are noteworthy allies, and spending two ranks on this perk just for that is too much. If we were talking about Albino Radscorpions on the other hand .. :p .. But that's not the case!

Naturally, we also skip [Here and Now], which only instantly grants a LevelUp. Then there's [Mister Sandman] that we'll ignore. While the concept is pretty cool, there's no real reason you'd need to kill humans in their sleep. We also leave [Mysterious Stranger] alone, another decent perk - since it kills enemies that you target in VATS when they have 150 HP or less, but only with a 10% chance. Grim Reaper's Sprint makes this perk a bit obsolete when you think about it, because that instantly replenishes your AP when you kill an enemy - and if the enemy survives (90% chance if Mysterious Stranger does not show up) there's no party pie for you, only an angry Overlord!

[Nerd Rage] is totally worthless. You'll reach 10 Strength permanently on your own, and you'll get so close to the maximum amount of DR (85) that this perk only increases your DR around 5 points or so. And of course, only when your HP is lower than 20%.

Then there's [Night Person] that increases your INT and PER 2 points whenever the sun is down (18:00 - 06:00). You'll reach max stats in the end anyway, making this perk obsolete.

o At Level 12 we leave [Cannibal] and [Fast Metabolism]. While Cannibal is nothing to mourn about (25 Health and -1 Karma when you feast on corpses..?), Fast Metabolism is not completely useless: It does increase the effectiveness of Stimpaks by 20%. Then again you'll find plenty of Stimpaks and they'll start healing enough when you get stronger.

o Level 14 has [Adamantium Skeleton] that we ignore. Limbs take 50% less damage but there's not much point when you get stabbed and shot in the chest. Then there's [Chemist] which prolongs the effects of chems by 2x. Yes, that's actually another useful perk that we'll have to leave behind. Most chems are not worth using, but others (such as Psycho and Yao Guai Meat that boost your damage) can be nice to have - 20% additional damage is a lot on powerful weapons.

[Contract Killer] and [Lawbringer] aren't even remotely useful other than giving a unique peek at some new dialog. Their rewards are poor: 5 caps for killing either a good or evil characters.

We also ignore [Light Step] - which doesn't really matter - and [Master Trader], which is nothing more than a fun addition. The 25% lower prices at shops doesn't compare to their other useful perks however.

o At Level 16 we don't leave much behind: Only [Chem Resistant], which decreases the chance to get addicted to chems by 50%, and [Tag!], another worthless perk that boosts 15 skill points - a useless effort at this point (or any point when you're maxing power) of the game.

o At Level 18 we leave [Computer Whiz] and [Infiltrator], both worthless perks that assume you suck ass at lockpicking and/or hacking. They also assume you never reload anyway when you get locked out of something. [Concentrated Fire] isn't good either, as it has a very low increase in accuracy when targeting enemy limbs. Yup, it's lame.

o At Level 20 we leave [Explorer] behind. It's not useless at all, but simply because you can explore all locations yourself (and we're attempting a max character here) it's not helping our goal. We also skip Grim Re.. Oh, Heh. We also skip [Solar Powered], of which the 2 STR increase has no uses when you reach 10 STR, and the 1 HP increase every 10 seconds in sunlight is .. little to say the least (get it?).

o Level 22 has [Deep Sleep] which we'll skip (I mean, the "Well Rested" status isn't even that great, and you'll reach level 30 anyway). You'll have to choose later between [Puppies!] and [Quantum Chemist].

I personally find [Puppies!] a bit of a paradox, unless you're aiming to make things easier on yourself. See, if you're a careful gamer and save a lot then you can simply reload should Dogmeat die (or just not bring him along all the time), and this the perk is useless. And if you're a reckless gamer that doesn't care about these things, then you probably have little interest in maxing everything out. [Quantum Chemist] allows you to create Nuka Cola Quantums out of every 10 regular Nuka Cola's (which is still a pretty big amount). Since you can use Quantums in Nuka-Grenades (powerful suckers), and Quantums are normally limited, it could be a useful perk to have. Then again, regular Nuka-Cola's are also limited, there's just more of them. It does cost 10 to create just one Quantum, so decide for yourself..

o Level 24 has no useful perks when we pick Almost Perfect at Level 30. The 3 karmic perks [Devil's Highway], [Escalator to Heaven] and [Karmic Rebalance] aren't useless (feel free to get the achievements/trophy's with these by picking them at level 30 (save beforehand!). [No Weakness] doesn't compare to Almost Perfect.

o Level 26 has [Rad Tolerance] and [Warmonger] that we'll skip. Rad Tolerance is probably one of the worst perks ever, especially this high up, and Warmonger just isn't a good perk either since you can collect all custom weapon schematics yourself.

o Level 28 has two more useless perks: There's no reason to take [Party Boy] (or to consume alcohol for that matter) when you have max stats. [Rad Absorption] is just crap as well, no need to detail it - you'll have tons of RadAway at this point. If you don't then you just suck at Fallout 3. :p

o And Level 30 forces us to choose between Almost Perfect and [Nuclear Anomaly]. I'd personally go with Almost Perfect (hence this in-depth list) simply because Nuclear Anomaly doesn't work well on higher difficulties. Besides, read the following example to illustrate its relative uselessness:

Example: You're Level 30 (and thus very powerful), you have tough armor, good weapons and plenty of life. You chose for Nuclear Anomaly - and remember that it blows everything up around you when under 20 HP, and heals you with your radiation.

You suddenly run into two Albino Radschorpions and Fawkes isn't nearby, he just happened to glitch behind some cliffs and still needs to respawn. Crap!

The Albino's stab you like crazy, wankers that they are, and they instantly kill you because they inflict more than 20 damage per hit. You die.

Assuming you don't die from regular Raiders anymore (or any other weak enemies for that matter), this perk would only be useful against the stronger foes, but it is especially those stronger enemies against which it's the least likely to be effective against.

Furthermore, only when you're playing on lower difficulties (Very Easy) and thus need the perk the least, it will work the most. And the higher the difficulty (the more you need it), the less it'll work. Shame, ain't it?

So I choose Almost Perfect. And then make a Perfect Stats Character. ;)

**Summary:**

There are a few perks that have their remote uses which we have to ignore, and a ton of perks that are useless altogether. Here's a short summary on those that are completely worthless (in THIS build!) and those that have some value to some people:

**Worthless:**

[Intense Training], [Gun Nut], [Little Leager], [Thief], [Comprehension], [Educated], [Lead Belly], [Impartial Mediation], [Rad Resistance], [Here and Now], [Mister Sandman], [Nerd Rage], [Night Person], [Cannibal], [Lawbringer], [Contract Killer], [Tag!], [Computer Whiz], [Infiltrator], [Explorer], [Deep Sleep], [Devil's Highway], [Escalator to Heaven], [Karmic Rebalance], [No Weakness], [Rad Tolerance], [Warmonger], [Party Boy], [Rad Absorption].

**Some Usefulness:**

[Child at Heart], [Scoundrel], [Fortune Finder], [Impartial Mediation], [Rad Resistance], [Scrounger], [Animal Friend], [Mysterious Stranger], [Fast Metabolism], [Adamantium Skeleton], [Chemist], [Light Step], [Chem Resistance], [Concentrated Fire], [Explorer], [Solar Powered], [Nuclear Anomaly].  
And lastly, a choice between [Puppies!] and [Quantum Chemist]. That's it!

**TAKING NUCLEAR ANOMALY AT LEVEL 30:**

Well, the list changes due to your SPECIAL stats not being maxed out. It's certainly more of a hassle doing things this way, and I wouldn't recommend it to anyone to be quite honest if it weren't for Nuclear Anomaly (which is a good Perk, admittedly).

What we're going to do is take the No Weakness Perk at Level 24 while we start with the following stats:

STR: 8, PER: 1, END: 8, CHR: 1, INT: 7, AGL: 8, LCK: 7.

Don't get any boosts for Perception (don't do the quest 'Those!'), or for Charisma for that matter. After that level, pump in 4x Intense Training into STR, AGL, END, and PER.

Ending Stats (with Ranger Armor and Lucky 8 Ball):

STR: 10, PER: 7, END: 10, CHR: 6, INT: 8, AGL: 10, LCK: 10.

**The List:**

Level 2: Black Widow  
Level 3: Swift Learner (Nothing better available!)  
Level 4: Iron Fist (1)  
Level 5: Entomologist  
Level 6: Toughness  
Level 7: Bloody Mess  
Level 8: Strong Back  
Level 9: Commando  
Level 10: Finesse  
Level 11: Demolition Expert (1)  
Level 12: Sniper  
Level 13: Silent Running  
Level 14: Cyborg  
Level 15: Pyromaniac  
Level 16: Action Boy  
Level 17: Better Criticals  
Level 18: Paralyzing Palm  
Level 19: Robotics Expert  
Level 20: Grim Reaper's Sprint  
Level 21: Ninja  
Level 22: [Choice: Life Giver or Iron Fist]  
Level 23: Iron Fist (2)

Level 24: No Weakness  
Level 25: Intense Training  
Level 26: Nerves of Steel  
Level 27: Intense Training  
Level 28: Intense Training  
Level 29: Intense Training  
Level 30: Nuclear Anomaly

Please note that this list may be subject to change when someone finds a better rearrangement. There is no such thing as a perfect character, although there are better and worse builds. It is a process of tweaking, so keep multiple save files and tweak like crazy to find your own personalized god-like character, and use the above lists as guidance.

## Fallout 3 Guide - Miscellaneous Quests

## Fallout 3 The Pitt Guide

# FALLOUT 3<sup>®</sup>

Welcome to the Pittsburgh of the future! This irradiated place has become a place only rivalled by Paradise Falls as far as slavery goes. A plot unravels and the fate of hundreds lies in the hands of you once again.

This Guide explores every corner of The Pitt. Before you lies a Guide that allows you to find items which you would never have found otherwise - all in one compact file.

You can also skip the exploration progress and do things your way.

Enjoy The Pitt, and I'll gladly see you again when Broken Steel comes out. I'll be sure to cover that DLC as soon as possible, including additional advice for customizing your character.

Now let's kick some Enclave ass!

*Absolute Steve*

## Fallout 3 The Pitt Guide

# The Pitt

After buying the DLC you'll soon get the following message while exploring the worldmap:

### Into The Pitt

There are reports of a new radio message being broadcast across the Capital Wasteland. The transmission appears to be some sort of distress call, and gives little information except the location and name of the man making the plea... After this, Werhner's Distress Signal becomes available in your PipBoy, and you can select the quest "Into The Pitt" as your current quest.

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**Fallout 3 Guide - Miscellaneous Quests****The Wasteland Survival Guide: Get Radiated!**

-----  
HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

| ITEMS: --- |

| QUEST REWARD: [ ] RadAway x(Lvl), [ ] Rad-X x(Lvl), [ ] Rad Regeneration Perk. |

ENEMIES: ---

IMPORTANT NOTE: The final reward of this quest varies depending on the answers ===== you give Moira everytime you complete an objective. There are 5 'paths' you can take: [NORMAL], [SMART], [TOUGH], [SLY] and [SNIDE]. You will not always be able to see all answers, because the SPECIAL stat associated with that answer needs to be 7 . You can increase your stats before talking to Moira by using chems such as Buffout.

Some advice: I highly suggest you take the 'Tough' path, because this eventually results in a Defense Rating increase, something you can't normally increase like you can increase you stats. The associated stats are STR and END, which you can increase with Buffout if they are not at 7 when talking to Moira. The answer should always have the associated stat in front of it.

When you're visiting Megaton for the first time, you can start doing a few simple quests of which the benefits are great at this time. Talk to Moira at the Craterside Supply, which will be open during the day. She'll tell you that she's working on a Guide and that she can use your help. Answer however you like for now, and then start doing the quests. By far the easiest quest is the one where she wants you to get radiated.

200 Rads is the basic objective, 600 Rads is optional. Head outside and crouch nearby the pool where the Atom Bomb slammed in, and start drinking until you have 600 Rads. You can also stand in the water and get 2 Rads every second, so you can have a cup of coffee and come back. Just don't get 1000 Rads, or you'll die.

Return to Moira and she'll cure you from the Radiation Sickness. She'll also tell you about this new Perk you have obtained - which sounds really bad, but is actually quite awesome, since limbs automatically regenerate when you're suffering from advanced radiation sickness. She'll also hand you [RADAWAY] and [RAD-X]. How much you get depends on your level. Are you Lvl 3? You get 3.

Next, I suggest you do the one related to food.

## Fallout 3 Guide - Miscellaneous Quests

# The Wasteland Survival Guide: The Super-Duper Mart

```

HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

ITEMS: [] John's Key, [] Wastelander Note, [] Mentats, [] Nuka Cola, [] Laser
Pistol x2, [] 3x Energy Cell x20, [] Bottlecap Mine, [] Energy Cell x60
[] Energy Cell x29, [] 2x Stimpak, [] Carton of Cigarettes, [] Food,
[] Pre-War Money, [] Bobby Pin, [] Nuka Cola, [] Bottle Caps, [] Jet,
[] Med-X, [] Buffout, [] 10mm Rounds x10, [] 10mm Rounds x20, 4x Frag
Mine, [] 10mm Rounds x10, [] 4x 5.56mm Rounds x24, [] Super Duper
Pharmacy Key, [] Bottlecap Mine x2, [] Frag Grenades x3, [] 10mm
Rounds x16, [] Darts x20, [] Blood Pack, [] Jet x2, [] Med-X, [] Rad-X,
[] Stimpak, [] Mini Nuke, [] 4x Frag Grenades, [] 5.56mm Rounds,
[] 2x RadAway, [] Jet, [] Mentats, [] Psycho, [] Nuka Cola x9, [] Nuka
Cola Quantum x3, [] Office Employee ID.

QUEST REWARD: [] Iguana Bits x(Lvl), [] Food Sanitizer.

ENEMIES: o Raider
    
```

Look for the Super-Duper Mart on your map, which is located slightly NE from Megaton. Be on the lookout for any enemies outside the building, then go over to the eastern side of the building. Check the dead wastelander nearby for some loot: [JOHN'S KEY], [WASTELANDER NOTE], [MENTATS]. Also grab any [NUKA COLA] from the vending machines, then enter through the doors most to the north.

two [LASER PISTOL], three [ENERGY CELL x20], and a [BOTTLECAP MINE]. In the locked Ammunition Box you can find [ENERGY CELL x60], and in the unlocked you'll find [ENERGY CELL x29]. [2x STIMPAK] can also be found at the end of the counter. To the north you should be able to find a [CARTON OF CIGARETTES] in one of the Metal Boxes on the shelves - which sells decently. The refrigerator is the goal of the quest, and it holds some random [FOOD] such as Blanco Mac and Cheese x2, Junk Food, Nuka-Cola and Salisbury Steak x2. Grab it and leave this room to explore the rest of the Mart.

To the south, where you came from, you can find five cash registers with [PRE WAR MONEY] in it, and a [BOBBY PIN]. The southeast room has a vending machine with [NUKA COLA], but the doors just lead to the worldmap. Explore the women's restroom south of the main room to find three [BOTTLE CAPS], [JET], [MED-X], and [BUFFOUT], along with some beds you can use to heal - unless there are still Raiders closeby.

[10MM ROUNDS x10] and [10MM ROUNDS x20] can be found in the Ammo Boxes on top of the counter in the southwest corner of the mainroom. Hop over it, and you'll be close to the second (optional) objective of this quest: Another supply room. You can also find [4x FRAG MINE] in the Mine Box and [10MM ROUNDS x10] in the Ammo Box on the ground, near the counter just outside this supply room. Four [5.56MM ROUNDS x24] can also be found on the counter nearby these boxes. Also check the cabinets of the counter; You may find a Toy Car (used to create a Dart Gun later on).

To open the door you'll need a key, which we're going to grab just now. Of course you may also want to use your Science Skill to hack the terminal, or use your Lockpick Skill to lockpick the door. After all, this gives you experience, and that's a good thing.

There are Raiders around here, but head to the room north from here anyway. Many goodies can be grabbed here: The [SUPER-DUPER PHARMACY KEY] is in one of the metal boxes, [BOTTLECAP MINE x2] are just lying around, the Grenade Box holds [FRAG GRENADES x3], the Ammo Box on the floor holds [10MM ROUND x9], and the locked Ammo Box in the cabinet holds more [10MM ROUND x16]. Head back to the door leading to the storage room. Inside are many things ripe for the taking, so let's go over them:

[DARTS x20], Pharmacy Supplies Box holds [BLOOD PACK], [JET x2], [MED-X], [RAD-X], [STIMPAK]. A [MINI NUKE] can be found on the desk, along with [4x FRAG GRENADES] next to the terminal. The Ammo Boxes hold [5.56MM ROUNDS]. On the shelves behind your right (northeast) you can find [2x RADAWAY], [JET], and [MENTATS]. You can also find a [PSYCHO] on the lower shelf further down, along with a bunch of crates holding a [NUKA COLA x9] and [NUKA COLA QUANTUM x3] or so. Do NOT drink the Quantum Cola's, as they're rare (90 exist in the game) and they're part of a quest.

Grab the [OFFICE EMPLOYEE ID] from above the terminal which will prove useful in a second, then hack the terminal and release the Protectron robot. It'll start scanning you, but the ID saves you from being identified as a hostile. Feel free to let the Protectron out of the room, and team up with it to gun down some Raiders. When you've looted everything, head back to Megaton because you're officially done with this place.

Head back to Moira and tell her an intelligent answer. She'll give you the [IGUANA BITS] of which the amount depends on your level, plus, if you did the optional requirement of getting medicine as well, she'll hand you the [FOOD SANITIZER] that increases the restoration effects of food by 20%. Nice!

## Fallout 3 - The Pitt Guide

### Into the Pitt

```

-----
ITEMS: [] Ammo Box x3, [] First Aid Box, [] RadAway x2, [] RadAway x3,
        [] Ammo Box, [] 10mm Pistol, [] 10mm Rounds x2, [] RadAway x2,
        [] Dirty Water x4.

ENEMIES: o Pitt Raider      o Wildman

QUEST REWARD: 100 EXP.
-----

```

#### Worldmap:

If you haven't explored anything nearby it's going to be a long walk all the way to the Radio Station from which the distress signal is being sent. Closest by is the SatCom Array NN-03d, but it's still a little walk from here.

Should you attempt to walk all the way to the Radio Tower after starting a new game then I can assure you that it's definitely possible, but it's a very long walk, and you'll want to avoid pretty much all hostile encounters with the exception of Mole Rats and Vicious Dogs.

When you (finally) arrive at the Radio Tower you'll find a stranger called Werhner fighting off two Pitt Raiders. Feel free to help him, although he is equipped well enough (with a Scoped Magnum) to handle them himself. After this brief encounter he'll jog over and tell the situation on The Pitt. You are directed to the Train Tunnel after this, which is located to the west.

You have two main options when you arrive at the Tunnel. You can either buy the slaves for 200 caps (talk to Ramsey), or kill the Slavers and loot the Slave Outfit from one of the Slaves from the Slave Den - the key is on Ramsey. Search the shacks to find three [AMMO BOXES]. Head inside the tunnel and activate the Hand Cart and you'll travel to The Pitt automatically.

Note: It is not possible to walk down the tunnel by yourself.

This video grants access to The Pitt. Annoying Snipers, Wildmen or Frag Mines? This video shows to watch out for these things.

#### Trainyard:

Werhner will do the talking, and he likes to talk with his magnum so lend him a hand and a gun to clean the trainyard from several Raiders. Explore the roof of the western building to find a [FIRST AID BOX] and [2x RADAWAY] on a table.

Follow Werhner to the gate on the northeast and he'll tell you that he won't go any further. He gives you the option to either sneak in a .32 Pistol or a Switchblade when you inform him about sneaking a weapon inside.

Make your way to the bridge, or take a detour on the right side behind the wrecked vehicles to find three [RADAWAY]. Feel free to explore the destroyed building on the left of the bridge, but you won't find any good loot and a few Wildmen will attack you for disturbing their peaceful home. Wildmen are people who have become crazy due to the disease that plagues The Pitt.

Crossing the bridge is no easy task as it is rigged with tons of Frag Mines (and some Bear Traps as well). Triggering a

Frag Mine usually results in a chain reaction of explosions as it blows up vehicles nearby. Try to disarm all Frag Mines to avoid this.

A Raider Sniper resides on a higher catwalk further north, and she'll make your life even more miserable than it already was. Fortunately, it's possible to reach that spot by jumping on top of the car nearby the leaking radiation barrels, and then leap over the right edge of the bridge to reach a walkway that leads up there.

There's a decent stock of supplies here: An [AMMO BOX], [10MM PISTOL], [10MM ROUNDS (x10) x2], [RADAWAY x2] and a mattress to heal up. Make your way over the remaining part of the bridge and you'll notice a few Slaves trying to make a run for it, only to get blown to pieces by Frag Mines. If you didn't have a Slave Outfit yet, now's the time to do so. Head around the corner and approach the gate.

You can either kill Mex and his Slaver buddies, or talk your way past them. If you kill them you'll get a beating once you enter the Pitt (during a cutscene). You're stripped off all your equipment either way, so it doesn't really matter.

If you were beaten, Midea will wake you up, after which you can follow to her apartment. Otherwise, make your way to her apartment yourself, which is marked on your map.

While conversing with Midea, a Raider named Jackson rudely interrupts her. Your next objective should be quite clear: To collect Steel Ingots from the Steelyard and return - and all of this just to look busy. Grab four [DIRTY WATERS] from the cabinet and be on your way.

**Fallout 3 Guide - Miscellaneous Quests****The Wasteland Survival Guide: The Minefield**

HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

ITEMS: ---

QUEST REWARD: [ ] Frag Grenades, [ ] Stimpaks, [ ] Bobblecap Mine Schematics  
(100 EXP)

ENEMIES: ---

Travel to the minefield and back. You can also give her a mine you found or bought from somewhere else, she can't tell the difference. You should leave the sniper alone when you're in The Minefield. His name is Arkansas and you can make some caps (250) when you turn him into a 'VIP slave' later.

Tell Moira about your trip and the first part of the quest will be over. Next up? Mole Rats!

## Fallout 3 - The Pitt Guide

# Unsafe Working Conditions

```

-----
ITEMS: [] Broken TV, [] Auto Axe, [] Assault Rifle, [] 5.56mm Rounds (x24) x2,
        [] Steel Ingot x2, [] Steel Ingot x3, [] Steel Ingot x4, [] Steel
        Ingot x2, [] Steel Ingot x3, [] Rad-X x2, [] Jet x7.
ENEMIES: o Pitt Raider    o Trog Fledgling
QUEST REWARD: 150 EXP.
-----
    
```

### Downtown:

A few worthwhile items can be found across the street of Midea's room. Check the [BROKEN TV] to usually find some stimpaks. Inquire about Slops with Kai. She rightfully recommends against it, but anything goes when you're a heartbeat away from your death anyway.

If you see a pink-haired girl called Milly walking around, hear her out about Wild Bill. Refer to the end of this walkthrough under 1-3 in order to find Wild Bill. Return to Milly and she'll give you [6x STIMPAKS].

Make your way back to the previous area and follow the marker that leads to the blue door with "The Mill" on the wall besides it.

Look for Marco, who can be found in the control room. Head west, then turn north and walk around the corner to find the control room. Inside, Marco will give you an [AUTO AXE], a weapon that will come in handy very soon. If your Medicine Skill is 50 you can help the slave just outside the control room, who has agonizing pains. To the west of the area, Everett will escort you to the Steelyard by taking you through the inter laying Abandoned Area. Head through the door at the end of this area to enter the Steelyard.

### The Steelyard:

Looking for those 10 mandatory Steel Ingots? This video finds them for you

Immediately loot the Pitt Slave in front of you, and pick up his [ASSAULT RIFLE] and [5.56MM ROUNDS (x24) x2] and [STEEL INGOTS x2] that he kindly collected for you already. You can spot a few Trog Fledglings behind the fence to the south, but they can't get to you. Head west until you overhear a conversation on your right between a slave and his brother Billy - who has mutated into a Trog. If you don't intervene, the Trog will kill the slave. Even if you do, the slave will mourn his brother's loss.

Continue past the large truck and dispose a Trog. The dumpster next to the stairs contains [STEEL INGOT x3]. Head back to the stairs nearby the truck and climb up. From the end of the truck, jump over to your left into the large containers. The first and the middle container both house 2 Ingots, making [4x STEEL INGOTS] in total. One more to go!

Climb the nearby stairs and hop over the broken fence. Turn right and immediately left afterwards to find two more [STEEL INGOTS] among some drums. You should now have eleven Ingots, and upon picking up your tenth Ingot you gain the Auto Axpert Perk automatically. This perk increases the damage you do with Auto Axes by 25%.

Make your way back through the Abandoned Area and kill a Trog that has torn through the fence southern fence.

Traverse through it and search the mine cart on your left to find three [STEEL INGOTS]. Return to Everett and he'll give you the Laborer Outfit (a unique Slave Outfit) which is slightly better than the Tattered Slave Outfit as it adds 1 STR and is in better condition.

Return to Midea, who explains that the next step of the masterplan involves you fighting against gladiators in the arena. Sparked your interest? Read on..

Head outside and listen to Ashur's speech. Return to The Mill and open the gate on the right (north), just before passing the irradiated hole. Head downstairs and talk to Frayra about entering the Arena. Be sure to check the locker on your right for a few guns, and you'll definitely want to take the two [RAD-X] with you, found on the surgical table next to Frayra. Go through the Rusty Gate to The Hole whenever you're ready.

### The Hole:

Tip: It helps to use the two Rad-X before the first fight, and quickly do all three fights after each other. This will decrease the Radiation, making the fights easier.

Note: The irradiated barrels will sometimes crush one of your enemies, either hurting them really badly, or even killing them. It has happened with Gruber in my game.

You'll have to fight your way to the top in The Hole. This video covers the basics: Snatch a Combat Shotgun and blast everyone's head off.

```

O----- |          FIGHT #1          | -----O
|          |-----|
| The first fight has you up against three other Slave Fighters. One of |
| them has a Shotgun, the others usually carry Chinese Assault Rifles. |
| Quickly kill them, loot their bodies (and make sure to grab that |
| Shotgun), and rush out of The Hole before the radiation becomes fatal. |
|          |-----|
O-----O

```

Frayra removes your radiation, but she doesn't heal you. The water fountain can help you with this, at the cost of two radiation per 24 health.

```

O----- |          FIGHT #2          | -----O
|          |-----|
| The second fight has you up against the Bear Brothers. This sounds a |
| lot more frightening than it actually is: Grudd Bear has a Flamer and |
| Raider Iconoclast Armor, and John Bear has a Deathclaw Gauntlet, 5 |
| Frag Grenades and the Gamma Shield Armor. If you picked up the Shotgun |
| from the first fight, this will be a breeze. Quickly get close to |
| them, target each of them in VATS and blow their brains out with just |
| one shotgun shell. Loot their bodies, equip the Gamma Shield Armor - |
| which has 15 Rad Resis. - then make your way out. |
|          |-----|
O-----O

```

```

O----- |          FIGHT #3          | -----O
|          |-----|
| You're up against Gruber. Take out your Shotgun and unload a few |
| headshots in VATS mode to down this guy. Be sure to take all his |
|          |-----|
O-----O

```

```
| equipment, including the Infiltrator, a scoped Assault Rifle (which |
| Mex and the Guards outside the gate of The Pitt were also equipped |
| with). |
|-----O
```

When you defeat Gruber, the Perk "Pitt Fighter" is automatically unlocked. This increases your Damage Resistance (DR) and Radiation Resistance by 3 each.

## Fallout 3 - The Pitt Guide

### Free Labor

```

ITEMS: [] Jet x7, [] Jet x4, [] Jet, [] Jet x4, {} Jet x2, {} Buffout x2,
{} Jet, [] Buffout x2, {} Ammo Box x5, {} Grenade Box, {} Assault
Rifle x2, {} 10mm Pistol, [] Pre-War Money x4, {} Frag Grenade x5,
{} First Aid Box, {} Friday's Supply Locker, [] Buffout, [] Psycho,
[] First Aid Box, [] Ammo Box x3, {} Buffout x5, {} Bloodpack x2,
{} Jet x3, {} Jet x3, {} Buffout x4, {} Ammo Box x2, {} Jet x4,
[] Jet x4, [] Darts x20, [] Teddy Bear, [] Nuka-Cola Quantum,
[] Bloodpack, [] First Aid Box, [] Ammo Box, [] Psycho x2, [] Purified
Water, [] Rad-X, [] Power Fist, [] Nuka-Cola Quantum, [] Pre-War
Money x4, [] First Aid Box, [] First Aid Box, [] Radaway,
[] .44 Rounds x20, [] Scoped .44 Magnum, [] Hat of the People,
[] Ammo Box x3, {} Jet, {} First Aid Box, {} Med-X x2, {} Dairy #1-4,
{} Mentats x2, {} Stealth Boy x2.

ENEMIES: o Pitt Raider    o Trog Fledgling

QUEST REWARD: 150 EXP.

```

#### Exploration of The Upper Mill:

Having done your duty down in The Hole, all that remains to be done is meeting Ashur - leader of The Pitt - and somehow acquiring that cure.

You can retrieve [ALL YOUR PREVIOUS EQUIPMENT] from the footlocker next to the locker. This definitely helps around here, don't you think? Head towards the northeast gate of The Mill and go upstairs first. Follow the catwalk to a room with a few "Le Tired" Slaves and about [7x JET] in total that are lying on the tables.

The other rooms contain several lockers and two bunk beds. Head downstairs and snatch a few Nuka Cola's from the pyramidal construction that the designers most likely have had fun with. There's also a Nuka Cola Vending Machine on the way down.

At the intersection, don't bother going right; That way only leads to a guard on patrol. Follow the arrow pointing left to the Arena instead, and explore the open area to your right (west) where you can find [JET x4] on a table, and one other [JET] on the table between the two benches. If you have any desire for alcohol, this is the place to chill. Now that you've fully explored The Mill, backtrack to the gate on the ground level and go through the brown door on the west, which leads to Uptown.

#### Uptown:

Don't bother exploring the irradiated ground level to your east, as there's nothing of interest over there. If you want to skip straight to Haven, unlock the (Easy) Gate to the north and simply follow your marker. For the exploring player, the next few paragraphs detail all items of interest in Uptown and Upper Downtown.

#### Optional Exploration:

Climb the catwalk to the east and search around the Raider apartments. The staircase to the west contains [4x JETS] in total. The game displays taking these items as stealing, but no karma loss is given for grabbing them. Just make sure that no one sees you and you'll be fine. Back in the apartment, two more {JETS} and {BUFFOUT x2} can be

found, although someone will most likely notice it when you take these items.

Explore the apartments to the south and check out the dummies with their wicked mohawks made out of pencils! One of them even expenses a {JET}. The door leads to Downtown - that is, the higher catwalk area of Downtown that you couldn't access before.

#### **Upper Downtown:**

Explore the building to the southeast and look for [BUFFOUT x2] on a surgical table in the southeastern-most room. Check the DPW Mail Terminal for some background information regarding several patients, and then check out Friday's shop. Many items can be stolen around here: {AMMO BOX x5}, {GRENADE BOX}, {ASSAULT RIFLE x2}, {10MM PISTOL}, [PRE-WAR MONEY x4] (on counter), {FRAG GRENADE x5}, a {FIRST AID BOX} and of course, the locked {FRIDAY'S SUPPLY LOCKER}. You can also loot the Cash Register.

You can jack all these things by using a Stealth Boy and crouching - AND of course stay hidden. The Supply Locker can only be opened if you kill Friday, but I wouldn't recommend that .. yet anyway.

Head down the catwalk and glance over the table in the apartment to the west, on which you'll find a [BUFFOUT] and a [PSYCHO]. A crazy bold-headed raider named Bingo inhabits this room, but he isn't very talkative seeing how he only repeats his own nickname .. Riight, let's move on with the exploration.

Move north over the catwalks and you'll be close to where you started. The apartment with toilets (and Jackson, who seems to like it there) doesn't hold any items. Instead, move up a level by the catwalks.

Supplies galore in the northern apartment. Check the bedroom up ahead to loot a [FIRST AID BOX] and [3x AMMO BOXES]. An unlocked Safe with quite a decent stash of chems can be found at the end of the eastern corridor. There's also a shelf with {BUFFOUT x5}, {BLOOD PACK x2} and {JET x3} here, but remember to stay out of sight as you snatch these chems. There aren't any raiders nearby, so that won't be difficult at all. Before you move on, check the terminal for background information regarding a director some 200 years ago. Yawn. Let's move on.

The Pitt's Pub, maintained by a raider named Harris, can be found on the roof west of the apartments. {3x JET} and {4x BUFFOUT} can be found on his counter, but you'd need to be hidden in order to snatch anything. Harris himself sells beverages and some chems. It's not worth killing him, as his supply fridge only contains a few chems and beverages as well - nothing you don't already have either way. Now that you've explored Upper Downtown, return to Uptown the way you came.

#### **Back in Uptown:**

At the intersection of catwalks in between the two apartments, continue east to higher ground. A purple-haired raider called Vikia is bringing her sniper rifle into practice by shooting at bottles across the street. Two {AMMO BOXES} and {JET x4} can be found close by her practice spot, but she won't like it if you fool around with those items when you are detected. Instead, sneak behind her and keep focused on remaining hidden. You should be able to snatch the items as long as no other raiders see you.

Head north to meet two raiders, Duke and Reddup, of which the last should ring a bell. He was the fucktard who had you beaten to near-death upon your entrance to The Pitt. Provoke him to a battle and blast his ugly face on the walls; Don't worry about anyone else - they will gladly mind their own business.

Move up the ramp you just passed by on the southeast and explore the apartment to the west in order to find {JET x2} on a desk. There's also a Queen-Sized Bed in here, if you feel like taking a royal nap.

Continue north and head down, ignoring the room to your right - which holds nothing of interest. You'll come across another apartment with a picnic table and {JET x4} lying on it. When you're back on the streets, either continue the main Pitt quest, or head down the northern street and enter the Abandoned Apartments through the door on your left.

#### **Abandoned Apartments:**

Those Abandoned Apartments aren't abandoned at all. Those freaky Trogs are lurking around every corner and this video shows how to blow their brains out.

You can find [DARTS x20] to your immediate right, a [TEDDY BEAR] next to the baby carriage (these teddy bears will be worth more cash soon) and there's a (Hard) Safe at the other side of the counter. Be WARNED, however, as these apartments are far from abandoned, and tons of Trogs are roaming freely through the rooms, just waiting to get a slice of you.

Tip: Just a reminder that you should always loot Trogs. They often hold a chem. or bobby pin.

Move through the bedroom and kill a group of Trogs that you most likely alerted by now. The kitchen contains [DARTS x20] and [NUKA-COLA QUANTUM x2]. Continue through the western door and head through the corridor. Unlock the first door to your left (Average Lock) and immediately kill the Trog inside this room. You'll get used to the fact that these bastards sneak up on you, sometimes scaring even the bravest players to death.

Inside this room, look for a [BLOODPACK] and [FIRST AID BOX] on the counters, another [FIRST AID BOX] on a small table, and some [MENTATS] on top of the bookcase. You can also grab a ton of cigarettes, either loose, in packs or in cartons.

Exit the room and make your way to the end of the corridor. The collapsed ceiling in the next room comes paired with a gas leak, so toss a Frag Grenade in that direction to avoid getting fried in advance. Locate a [FIRST AID BOX] under the kitchen's counter, and check the far southwestern bathroom to find a somewhat hidden [AMMO BOX]. Even more hidden are the two [PSYCHO'S] in a wooden box on a shelf on the wall near the Queen-Sized Bed. Lift the box to the ground with your right stick to grab the items more easily.

As soon as you head up, you'll be attacked by three Trogs - trust me, they come out of nowhere. After dealing with those pests, move to the highest level by jumping around like a rabbit and search for the following items: The bucket contains a [PURIFIED WATER] and a [RAD-X] buried beneath two Instamash, and the other bucket contains a [POWER FIST]. The [NUKA-COLA QUANTUM] is difficult to miss, and you should also search for a [PRE-WAR MONEY x4] in total under the counter, some lying next to the [FIRST AID BOX] placed under there as well.

Jump back down to the second floor and continue down the hall, since the kitchen in this room contains nothing of interest. The first room to your right contains a [FIRST AID BOX] under the kitchen's counter, and a very well hidden [RADAWAY] can be found by pulling the wooden box from the kitchen shelf. Other items of possible interest include the two Nuka-Cola Trucks and the Pre-War Bonnet. The bathroom's hole in the ground only leads to the room directly underneath, which has a door leading to Uptown - it's nothing you haven't seen already.

Unlock the (Very Easy) door in this room and search the shelf on the wall near the Queen-Sized Bed for [.44 ROUNDS x20] and a [SCOPED .44 MAGNUM]. A few Pre-War Money bills are lying on the floor, but of more interest is the partially hidden (average) floor safe that contains some ammo and the unique Chinese Officer Hat: [HAT OF THE PEOPLE]. Check the other part of the room to find three Chinese Assault Rifles and [3x AMMO BOXES].

Now return and continue down the hall and toss a Frag Grenade in the room at the end to deal with the gas leak. Hopefully, this disposes of a few lurking Trogs in the bedroom. Go inside the bedroom to kill the remaining ones. Now that you've fully explored the Abandoned Apartments, go back to Uptown (use the shortcut by jumping down the hole in the other apartment's bathroom), and set foot towards the large scyscraper east of the map, also known as Haven.

(End of Optional Exploration)

### Haven:

The moment you enter it becomes apparent that Haven looks a lot better from the outside than the inside; the place is a mess. Go upstairs and enter the elevator or explore the second floor first: A single {JET} next to an intact garden gnome is all you'll find up there either way.

Ashur is waiting for you upstairs. During the discussion with him you can lie about Werhner, but it doesn't matter much. You'll have to make a decision on who's side you are on.

NOTE: You can still collect Steel Ingots for Everett no matter which side you choose, allowing you to complete the "Steel for the Mill" sidequest.

1. If you tell Ashur straight in his face that you're here to kill him and take the cure away you'll need to kill him and the raiders. You can figure out that the baby is the cure by reading/listening to the Holotapes that his wife Sandra drops, or get Holotapes from his Safe.
2. Otherwise, if you lie about not knowing Werhner, he'll let you talk to his wife and everything appears to be fine.

But these minor differences aside, a riot will take place regardless of what you do. Choose between Werhner Slaves, or Ashur Slavers.

You can find a {FIRST AID BOX} and {MED-X x2} in the room with Sandra and the baby, although you're likely to get caught by Sandra. Unlocking the (Average) Safe in Ashur's room reveals {Dairy 1: To Marie}, {Dairy 2: The Scourge}, {Dairy 3: The Mill}, {Dairy 4: The Cure}, {Mentats x2} and {Stealth Boy x2}.

Whichever side you take, head back to Midea (who sometimes approaches you sooner by herself) and tell her the situation. If you sided with the Slaves she wants to take a look at the cure and then redirects you to Werhner, who resides in the Steelyard. Otherwise, if you sides with Ashur, find Midea - or if you can't find her, read her notes in her quarters - and then head for the Steelyard to meet Werhner.

Note: You can also clear the rest of Downtown by now. Killing Friday and Harris, the shopkeepers, allows you to loot their supply caches with fair amounts of ammunition and other items.

### The Steelyard:

```

-----
ITEMS: [] Steel Ingot x2, [] Steel Ingot x2, [] Steel Ingot x3, [] RadAway x2,
[] First Aid Box x2, [] Steel Ingot x2, [] Steel Ingot x2, [] Steel
Ingot x2, [] Steel Ingot x2, [] First Aid Box, [] Ammo Box x2,
[] Steel ingot x3, [] Steel Ingot x3, [] Steel Ingot x2, [] Steel
Ingot x2, [] Steel Ingot x2, [] Steel Ingot x2, [] Steel Ingot x2,
[] Note From Wild Bill, [] Wild Bill's Sidearm, [] Ammo Box x2,
[] First Aid Box, [] Steel ingot x2, [] Grenade Box, [] Mine Box x2,
[] Steel Ingot x2, [] Steel Ingot x4, [] Mine Box, [] First Aid Box,
[] Steel Ingot x2, [] Combat Shotgun, [] Shotgun Shells (x2) x3,
[] Steel Ingot x4, [] First Aid Box x2, [] Steel Ingot x12, [] First
Aid Box x2, [] Steel Ingot x7, [] First Aid Box, [] Ammo Box x2,
[] Steel Ingot x4, [] Auto Axe.
-----
    
```

In case you're looking for either Wild Bill or Werhner's Hideout, this is your lucky day. This video guides you straight to them.

Move west until you get to the burning barrel. If you want to collect ingots, head right (north/northeast) past the train tracks. You'll cross the door to the Power Plant, and you'll also walk past four Protectrons. If your Science skill is high enough (75 ) you can activate them, and they'll save you the trouble having to deal with the Troggs. Continue NE until you stumble upon a dead slave with [2x STEEL INGOTS] lying next to him. You'll also encounter at least 4-6 Troggs, so be on your guard. There's also a manhole to the NW of the slave's body that leads to The Pitt Underground, but it is locked for now.

Head up the stairs to the southwest and instead of moving over the broken down fence, walk north over the ledge until you see two [STEEL INGOTS] on the yellow freight car to your right. Hop over to grab them by moving over the steel beam (the third, counting from when you were going over the ledge), and drop down on the cart to grab them. Return to the third beam just like you did just now, except this time walk all the way over it without dropping down, and hop into the container at the eastern end to find [3x STEEL INGOTS].

Head back to the stairs and climb them once again. Go over the broken fence and turn left. From here, check the cabin almost immediately to your right (west), which contains [RADAWAY x2], [FIRST AID BOX x2] and [STEEL INGOTS x2].

Move through the gate and walk all the way south until you reach a large container. Turn left and climb the stairs so you can easily dispose of several Troggs down below while you're on the roof. From here, jump inside the container on the west (indeed, the one you just passed) to find two [STEEL INGOTS] inside. Don't hop down yet, instead hop over the southern fence. Head to the right (west) after leaping over the fence and check the very end of the passage to find a dead slave and [2x STEEL INGOTS].

Hop on the pipes and use the ramp to get back out. Climb the stairs of the building you were at just now once more and drop down the other side (north). You can find [2x STEEL INGOTS] and a [FIRST AID BOX] here among some possibly human remains.

Still on the ground level, head east, turn right, open up the gate and head all the way down the hill to your left. You should be able to spot a dead raider in the gutter straight ahead. Loot him from his Gamme Shield Armor if you don't already have one, and loot the [AMMO BOXES x2] and [STEEL INGOTS x3].

The area is heavily irradiated and it's no wonder why if you look to your left. Three [STEEL INGOTS] are lying just in the middle between these piles of drums, and there are also two Troggs to be aware of. Head back to the building's stairs to reach the roof, then proceed west and use the ramps to reach a longer walkway leading to another building to the NW. [2x STEEL INGOTS] can be found in the middle of this walkway.

Move over the walkway bridge to the next roof and make your way over to a lower roof on the NW to find [2x STEEL INGOT]. Drop down and check the nearby shelves to find two more [STEEL INGOTS]. Head southeast and check behind the stairs to find another two [STEEL INGOTS] hidden between the tires. Continue through the gate and head all the way south. Near the end of the area, climb the stairs to your right (west) and you'll find a Slave named Wild Bill, along with two [STEEL INGOTS]. He holds the [NOTE FROM WILD BILL] - used in the unmarked quest you might've gotten from a slave named Milly in Downtown - and he also holds [WILD BILL'S SIDEARM], a unique .32 Pistol.

After going up the next flight of stairs, inspect the makeshift shack to find two [AMMO BOXES], a [FIRST AID BOX] and two [STEEL INGOTS]. You might stumble on a few Wildmen here as well. The top of the shack - use the ramp to reach it - contains a [GRENADE BOX] and [2x MINE BOX].

Note: If you're looking for Werhner's Hideout, the door leading to that area is next to this makeshift shack. This Guide will first locate the remaining Ingots before speaking with Werhner.

Follow the eastern catwalk along the pipes to the very end north. A Wildmen will probably shoot some Troggs off the nearby roof, but expect another wave to attack you.

Don't move onto the roof just yet. Instead, hop onto the pipe to your right (east) and carefully walk to the very end. A Trog Brute is most likely feeding off some flesh. Dispatch it and grab the two [STEEL INGOTS] from the remains of what most likely was a slave once.

Return to the catwalk and while standing on the wooden planks, drop down to the building below you. Continue westwards, drop down again, turn north into the small alley, then immediately west again. A Wildmen will be fighting off several Troggs here, so all you have to do is dispatch the survivors. The mining cart contains [4x STEEL INGOTS], an [AMMO BOX] and a [FIRST AID BOX].

From here, continue down the northeast alley and follow the alley around the corner, where another dead slave and [2x STEEL INGOTS] can be located, along with a [COMBAT SHOTGUN] and [SHOTGUN SHELLS (x2) x3].

Head back to where you dropped down from the wooden planks just now (backtrack to the shack by going upstairs, then move over the catwalk). Head up the roof of the building, then move west and head upstairs to get on the roof of the factory. Continue left (south), but don't head all the way to the next flight of stairs. Keep a close eye on the wall to your right (west); When you can move in between the buildings, do so and explore the NW corner of this area with sphere-shaped objects. A Trog is feasting - kill it - nearby [4x STEEL INGOTS] and [2x FIRST AID BOXES].

A few more Wildmen are doing their thing down south. Climb the stairs to the very top of the factory now, and expect to encounter around five Wildmen. At the top of the factory, collect the [12x STEEL INGOTS] and loot the [2x FIRST AID BOXES]. Note that three Trogs spawn below you and are headed up as soon as you pick up anything.

Head down - but not all the way. Instead, hop on the very lengthy catwalk leading straight down east. It's extremely long and looks somewhat like a conveyor belt. At the very end, drop down the platform to find [7x STEEL INGOTS].

Return to the first roof of the factory (where Wildmen used to patrol the area to the south). Move all the way south (past the stairs) and drop down to your left (southeast) after popping some Med-X to lighten the damage. It's possible to hug the southeast pipe to prevent the damage. Either way, drop down another level on the east and you'll be on a platform with three huge silo's. Check between the first two silo's to find a [FIRST AID BOX] and two [AMMO BOXES] behind two pipes.

You can find the four last [STEEL INGOTS] in this area behind the final silo next to a dead slave. There's also an [AUTO AXE] lying next to him. Note once again that three Trogs assault you after picking anything up. Return to the freight cars nearby the entrance of the area and head through the door next to the Protectrons to enter the Supply Plant.

### Supply Plant:

```

-----
ITEMS: [] Steel Ingot x3, [] First Aid Box, [] Frag Grenade x3, [] Ammo Box,
        [] First Aid Box, [] First Aid Box x2, [] Rad-X x2, [] Grenade Box,
        [] RadAway x3, [] Steel Ingot x8, [] Bobby Pin x6, [] Rad-X x4,
        [] RadAway x4, [] Steel Ingot x6, [] First Aid Box, [] .32 Caliber
        Rounds (x5) x4, [] .32 Caliber Rounds (x5), [] Jet x2, [] Man Opener
        [] Flamer Fuel (x12) x2, [] Jet, [] Steel Ingot, [] Jet, [] Flamer
        Fuel (x12), [] Jet x3, [] First Aid Box, [] Med-X.
-----
    
```

Move into the generator room on the east, requiring you to head through the irradiated hallway. Two Trogs will be chasing a running-scared Wildman, so use the situation to your advantage and deal with the bunch. Three more [STEEL INGOTS] can be found in the generator room.

Continue through the next hall and quickly dispatch the three Trogs waiting around the corner. Be sure to loot the [FIRST AID BOX] from the shelves before moving into the next area.

It's possible to dispatch three Trogs from the catwalk, as they're feasting on some human remains down below on your right side. Descend with caution as more Trogs may roam the area. The cabin on the east contains [3x FRAG GRENADES], an [AMMO BOX] and a [FIRST AID BOX]. The (average) terminal allows you to shutdown turrets.

A mattress allows you to heal when you reach the bottom floor - it's nearby the flipped mine cart. The munching noise that you'll hear as you continue west comes from two Trogs on the floor above you, and is nothing to worry about as of yet. The shelves at the intersection contain two [FIRST AID BOXES], [2x RAD-X], a [GRENADE BOX]

and [RADAWAY x3].

Continue down the right (northwest) hallway and dispatch of two Troggs around the corner, dropping them next to a whole lot of other Troggs and corpses. Make sure to grab all [8x STEEL INGOTS] next to the flipped mine cart at the very end.

Return to the intersection and proceed down the other hall. Grab the [6x BOBBY PIN] scattered around the floor near the three skeletons and try them on the door. This (average) locked door leads to a storage room that contains [RAD-X x4], [RADAWAY x4], [6x STEEL INGOT], a [FIRST AID BOX] and [.32 CALIBER ROUNDS (x5) x4]. The Terminal has several private entries on it regarding the skeleton on which you're standing at this very moment .. Lastly, another pack of [.32 CALIBER ROUNDS (x5)] can be found on top of the terminal.

Head upstairs, grab [2x JETS] from the small table, and continue in the next area to find the [MAN OPENER] Auto Axe on the Queen-Sized Bed, along with [2x FLAMER FUEL (x12)]. You can find another [JET] on top of the desk, and more importantly, the final [STEEL INGOT]. Another [JET] can be found if you move the body of the dead Wildmen a little, and two more [FLAMER FUEL (x12)] can be found in the small wooden box nearby.

The shelves on the NE contain three more [JETS] and a [FIRST AID BOX], and yet another two [JETS] may be found closeby the skeleton up ahead. As you continue east, defeat the two dining Troggs and search the ground near the skeleton for a [MED-X].

The southern hall has a gas leak, so throw a frag grenade inside before proceeding. The door at the end leads back to the start of the Supply Plant, allowing you to easily backtrack to Everett for your rewards.

Here's what Everett will reward you with, corresponding with the amount of Steel Ingots you hand over to him:

Amount of Ingots:	Rewards:	Type of Item:
10	Laborer Outfit	Unique Slave Outfit
20	Filtration Helmet	Unique Supervisor Helmet
30	Steel Knuckles	Unique Brass Knuckles
40	Metal Master Armor	Unique Metal Armor
50	Metal Blaster	Unique Laser Rifle
60	Bombshell Armor	Unique Raider Armor
70	Leather Rebel	Unique Leather Armor
80	The Mauler	Unique Auto Axe
90	Perforator	Unique Infiltrator
100	Tribal Power Armor	Unique Power Armor

Note: Finding all 100 Steel Ingots in the Xbox 360 Version will grant you the Mill Worker (20G) Achievement.

```
ITEMS: [] 5.56mm Ammo x120, [] Stealth Boy, [] Mentats, [] Bloodpack,
        [] Med-X x2, [] RadAway, [] First Aid Box, [] First Aid Box, [] Jet x4,
        [] First Aid Box, [] Jet x2, [] Factory Employee ID, [] First Aid Box,
        [] First Aid Box x2, [] Jet x2, [] Psycho.
```

**Wehrner's Hideout:**

Head over to Wehrner's Hideout, which is located in the southwest corner of the Steelyard, and if you've been collecting Steel Ingots then you've passed it occasionally already.

Depending on who you sided with, you'll have to do the following:

**Siding with Ashur:**

You can try to speech challenge Wehrner into leaving The Pitt forever, or you can use the Black Widow Perk if you have it. It's also possible to kill Wehrner without karma loss if he shoots first, which might be worth the trouble as he drops the Power Plant Key. If you chose to side with Ashur you'll be given access to the Ammo Press, and you are also given a repeatable quest to collect Teddy Bears from all over the Wasteland. This quest is called "Toys for Tots" and can be started by talking to Sandra.

**Siding with Wehrner:**

If you sided with Wehrner & Midea, then Wehrner will ask that you hand over the baby and head to the Underground where you must release Troggs upon The Pitt. If you have the Black Widow Perk you can ask Wehrner for help, and he'll spare you [120x 5.56MM AMMO]. He'll give you a [STEALTH BOY] and the Power Plant Key.

**Items in Wehrner's Hideout:**

The small table on the ground level contains a [JET] and three Pre-War Money.

Look for [MENTATS], [BLOODPACK], [MED-X x2] and [RADAWAY] on the desk upstairs.

This Guide will now continue for players who have sided with Wehrner. Those who sided with Ashur will already be done with the quest. Head to where the entrance to the Supply Plant was (next to the four Protectrons in The Steelyard) and head northwest until you reach the manhole next to a burning barrel.

**The Pitt Underground:**

Make your way down the sewers and anticipate your safety by dispatching two Troggs behind the bars. Continue through the hole and tread through the bloody passages that follow. Before heading upstairs, loot the [FIRST AID BOX] on the wall. Head upstairs again in the next chamber and proceed through the long corridors, laying groups of Troggs to rest as you go.

A dead slave and a [FIRST AID BOX] can be found at the end of the catwalks. When you proceed to the lower floor, four Troggs will spawn behind you and will rush from the corridor you just walked through. After dealing with them, ignore the red arrows on the floor altogether (as they lead you past two frag mines), and continue south.

You can find [4x JETS] next to the garbage bin. As for the area itself, it's crammed with Troggs in here. There is, however, a trick to dispatch all of them very quickly. You may have noticed that the walls on each side of the area have two generators hanging above each other, up to around 6 on each wall. If you shoot the middle generators on the southern wall it should blow most of the Troggs away. Backtrack to the hall and blow up the other generators when Troggs get near and it'll finish the job.

A [FIRST AID BOX] and a vending machine are all that remain in this area. Tread with caution as you prepare to loot the dead slave's body in the hallway up ahead, as a frag mine has been placed nearby. Quickly make a turn and throw a grenade in the next chamber to incinerate a good deal of the upcoming Troggs. Dispose the rest of the bunch with your good old guns.

Two [JETS] can be found on the floor - one near the stairs and one nearby the makeshift bed. Head upstairs and inside the room to the west. Before activating the Factory Protectron in this area, collect the [FACTORY EMPLOYEE ID] from the other side of the catwalk first. The Protectron will now help you in your fight against three assaulting Troggs. Heal up any wounds with the help of the [FIRST AID BOX] in the corner next to the dummy terminal.

Deactivate the Uptown Floodlights by using the aptly named terminal on the south and proceed down this hall. This

leads to an exit of the Underground. Explore the room to find two [FIRST AID BOXES]. Two [JETS] and a [PSYCHO] can be found on top of the bricks next to the bench, and there's also a workbench here.

**The End:**

You'll find Ashur outside and he ain't too happy to see you. Fortunately, a whole horde of Trogs isn't too happy with him either, so that balances things out a little. Waste anything that stands in your way and make sure you snatch Ashur's Power Armor (or come back for it soon). When you reach the Market Square in Downtown, Werhner will congratulate you, and the "Booster Shot" Perk is granted. This permanently increases your Radiation Resistance by 10%!

**Using the Ammo Press:**

The Ammo Press can be used upon completing The Pitt. It's located in The Mill. Head for The Hole (not inside, but the actual Hole on which you can stand and look down inside), and look southeast. That's where the Ammo Press Terminal is located at. As for the Materials Bin, it's located directly south when you are looking from The Hole.

Place ammo or Scrap Metal in the Materials Bin and operate the terminal. Select which ammunition you want to create and start to press. Use the formulas below to calculate how much ammo you'll get:

Ammunition:	Ammo Value:
=====	=====
5mm	1
10mm	2
5.56mm	3
.32	5
Shotgun Shells	10
.308	15
.44	15
Scrap Metal	20

[Amount of units in Materials Bin \* Ammo Value] = TOTAL

[TOTAL / Value of Ammo being made] = Amount of Ammo you receive

## Fallout 3 Guide - Miscellaneous Quests

# The Wasteland Survival Guide: Repel Rats

HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

ITEMS: ---

QUEST REWARD: [] Jets (x), [] Psycho (x).

ENEMIES: o Mole Rat

Moira gives you the [REPELLENT STICK]. Travel to Tepid Sewers for example, you should be able to find at least three Mole Rats there. However, if you want to fulfill the optional requirement, scout the worldmap around Megaton (and any area around there actually) to find the Mole Rats you're looking for. Whack them all with your Repellant Stick and return to Moira for the results.

Talk to her about getting yourself injured. Interesting, right?

## Fallout 3 Guide - Miscellaneous Quests

# The Wasteland Survival Guide: Crappy for the Crippled

HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

QUEST REWARD: [ ] Med-X (x), [ ] Environment Suit.

This quest is an oddball. 'Simply' get yourself down to 50% of your health or lower. Better yet, cripple yourself or lose one of your limbs, that would be perfect!

It's remarkably easy to complete this quest. If your Medicine Skill is high enough, explain Moira how things work. This fulfills the optional requirement too, no worries there. If your Medicine Skill isn't high enough, well, it's best to cripple a leg somehow, right?

You don't get crippled when a Mole Rat starts eating you (no pun intended). A far better idea is to leap off the roof of the Atom's Church. You can get there by taking the stairs and leaping over other roofs first. If you take a true leap of faith and land in the pool next to the rocket, chances are you'll cripple a leg. Be sure to save beforehand to try again if you don't.

Return to Moira and she'll be all overexcited as usual, but she'll also give you a neat reward: The Environment Suit has a 30 Rad Resistance stat (and 5 MED).

**Tip:** Before you speak to Moira about the next objective, you may want to check out the Mirelurk Lair in the upcoming section by yourself. If you haven't accepted the quest yet, you can kill all you like! By the time you accept the quest, nothing is mentioned about this and you'll have an easier time completing it.

Fallout 3 - The Pitt Guide

## Exclusive Equipment and Weapons

### Exclusive Weapons

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG	Weapon Type
Steel Saw	200	20	---	65	16	----	----	----	----	16	Melee
Auto Axe	200	20	---	65	35	----	----	----	----	35	Melee
The Mauler	200	20	---	50	45	----	----	----	----	45	Auto Axe
Man Opener	200	20	---	65	35	----	----	----	----	35	Auto Axe
Infiltrator	400	7	24	23	34	YES	???	1.5	YES	38	Rifle
Perforator	600	7	24	27	40	YES	???	0.5	YES	25	Rifle
Metal Blaster	999	8	24	17	55	NO	???	2.5	YES	82	L. Rifle
Steel Knuckles	20	1	---	14	15	----	----	----	YES	14	Melee
Wild Bill's Sidearm	250	2	5	20	10	NO	???	0.5	YES	10	Pistol

### Notes:

- o The Steel Saw is a weaker version of the Auto Axe. Slaves often wield this.
- o The Auto Axe is a unique weapon that looks like a modified concrete saw. This type of weapon can be repaired by Rippers.
- o The Mauler is a unique Auto Axe that does more damage at a lower AP expense. You get this weapon from Everett after collecting 80 Ingots.
- o The Man Opener ignores DR (Damage Resistance), like the Deathclaw Gauntlet also does. This ability makes it an extremely powerful Melee Weapon. It is found deep inside the Supply Plant.
- o The Infiltrator is a silenced and scoped Assault Rifle. It is not as accurate as a Sniper Rifle, making it less reliable for long distance combat. Mex and his slaver buddies (standing guard at the entrance of The Pitt) come equipped with Infiltrators.
- o The Perforator is an unique Infiltrator, acquired after collecting 90 Ingots for Everett.
- o The Metal Blaster fires 9 laser beams at once while expensing only one round. Collect 50 Ingots to receive this weapon from Everett.
- o Steel Knuckles are a melee weapon with a low AP expense. You get them upon collecting 30 Ingots for Everett.
- o Wild Bill's Sidearm is a unique .32 Pistol found on the dead body of Wild Bill, who can be found in the southwest corner of The Steelyard on a set of stairs.

### Exclusive Equipment

Name:	VAL	WGT	HEALTH	DR	Added Effects:
Tattered Slave Outfit	6	2	100	2	1 AGL, 1 END
Worn Slave Outfit	6	2	100	2	1 AGL, 1 END
Laborer Outfit	6	2	100	5	1 STR, 1 AGL, 1 END
Supervisor Helmet	50	3	50	5	
Filtration Helmet	70	3	50	5	10 Rad. Resis.
Hat of the People	30	1	20	1	5 Small Guns
Welder's Mask	20	3	15	5	
Leather Rebel Armor	160	15	150	30	1 CHR
Raider Iconoclast Armor	200	15	150	18	5 Rad. Resis.

Raider Commando Armor	200	15	150	18	3 Unarmed, 3 Small Guns
Raider Trowdown Armor	200	15	150	18	3 Unarmed, 3 Small Guns
Raider Ordinance Armor	200	10	100	18	4 Small Guns
Bombshell Armor	160	15	150	24	10 Big Guns, 10 Explosives
Raider Paingiver Armor	200	5	100	18	4 Unarmed
Metal Master Armor	160	15	150	36	-1 AGL, 10 Unarmed, 10 Energy Weapons
Gamma Shield Armor	520	45	750	36	15 Rad. Resis., -1 AGL
Tribal Power Armor	740	40	1000	35	1 STR, 1 LCK, -1 AGL, 5 Melee Weapons, 15 AP
Ashur's Power Armor	740	45	1000	40	1 STR, 1 CHR, 1 LCK, -1 AGL, 10 Rad. Resis.

### Notes:

- o Laborer Outfit is a unique Tattered Slave Outfit given to the player when they've collected the mandatory 10 Steel Ingots for Everett.
- o Filtration Helmet is a unique Supervisor Helmet, given by Everett after retrieving 20 Ingots. The 10 Radiation Resistance makes it an excellent protective headwear in areas with radiation.
- o Hat of the People is a unique Chinese Commando Hat. It's found on the 2nd floor of the Abandoned Apartments, in an (Average) Safe.
- o Welder's Mask is a unique mask found only in The Pitt. It's worn by many slaves in The Mill.
- o Leather Rebel Armor is a unique armor handed to the player after fetching 70 Ingots for Everett.
- o The various Raider Armors can be found on the numerous Raiders in The Pitt.
- o Bombshell Armor is a unique Raider Ordinance Armor, given by Everett after collecting 60 Steel Ingots.
- o The Metal Master Armor has a very decent DR as well as fair bonuses. It is given by Everett when you've handed over 40 Steel Ingots. This armor can be repaired with Leather Armor.
- o Gamma Shield Armor is found on dead bodies of Wildmen in The Pitt. It's weight (45) makes it a cumbersome loot.
- o Tribal Power Armor is the final reward from Everett for collecting all 100 Steel Ingots. It comes with stat increases and a 15 AP bonus.
- o Ashur's Power Armor can only be acquired from Ashur. Either kill him or reverse pickpocket him (place a fully repaired Tesla Power Armor in his inventory while you're hidden and having used a Stealth Boy).

## Fallout 3 Guide - Miscellaneous Quests

## The Wasteland Survival Guide: Lurking in the Mirelurk Lair

HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

QUEST REWARD: [] Steal Boy (x), [] Shady Hat, [] Ammunition.

ENEMIES: o Mirelurk      o Mirelurk Hunter

Head over to the Anchorage Memorial, which you can easily access by traveling to Tepid Sewers and going west from there. Check your local map to find the exact location of the entrance and enter the lair. It should say: Anchorage Memorial Facility.

It helps if you have a Sneak Boy and a decent Sneak Skill, but you can always do multiple attempts if you want to complete the optional part too, which excludes the killing of any Mirelurks.

Head straight downstairs and around the corner. Before you open the door, now is an excellent time to put on a Stealth Boy. If you follow the instructions to come, you should be able to perfectly use the 2 minutes of stealth that you are granted.

Sneak, and open up the door. Quietly sneak to the north, ignoring the Mirelurk, and take a right (east) through the door leading to an area called Anchorage Memorial Facility Bay. Head to your left, then right again and basically circle around the center, but stick to the outer walls until you get to some stairs leading down (south).

Head down and go around the corner. A Mirelurk will be lurking (what else?) in the nearby distance. Cautiously sneak towards him but take a left (west) on the bridge. Here, look on your right for some steps down into the water. Once in the water, look for a Mirelurk Egg Clutch on your left, and place the Observer.

With your objective completed, the only thing that rests for you to do is to get the hell out of this place. Backtrack the way you came. It's likely that around halfway your Stealth Boy runs out. You should be able to just make a run for the exit and be done with it either way. Head back to Megaton to report on your findings.

## Fallout 3 - The Pitt Guide

### Exclusive Perks

**Auto Adept: 1 Rank**

Requirements: Collect the first 10 mandatory Steel Ingots from The Steelyard in The Pitt DLC, and this Perk will automatically be granted.

Useful: YES

This Perk increases the damage that you do with Auto Axes by 25%. The following four weapons qualify: Steel Saw, Auto Axe, The Mauler, and Man Opener.

**Pitt Fighter: 1 Rank**

Requirements: Survive the fights in The Hole - part of The Pitt DLC - and this Perk will automatically be granted.

Useful: YES

This Perk permanently increases your DR and Radiation Resistance by 3%.

**Booster Shot: 1 Rank**

Requirements: Complete the third and final quest "Free Labor" from The Pitt DLC, and this Perk will automatically be granted no matter which side you chose.

Useful: YES

This Perk permanently increases your Radiation Resistance by 10%.

## Fallout 3 Guide - Miscellaneous Quests

# The Wasteland Survival Guide: Rivet City's History

HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

QUEST REWARD: [ ] Mentats (x)

[ ] Rivet City Trading Discount ( 10% on Selling, -10% on Buying)

NOTE: It may be wise to do this quest simultaneously with 'The Replicated Man'.

Travel to Rivet City and find either one of the following two people:

1. Bannon (at the Marketplace)
2. Vera Weatherly (at the Weatherly Hotel)

Ask one of them about the history of Rivet City and they'll be glad to tell you more. Now search Rivet City for one of the following people. Again, you only have to talk to one of them:

1. Seagrave Holmes (Marketplace or his room)
2. Belle Bonny (Muddy Rudder Pub - all the way down at the stairwell)

Now that you know more, another optional objective begins. It's best if you follow the steps as described in 'The Replicated Man' quest, because they are identical. You'll need to find Pinkerton and use his terminal.

When you return to Moira she'll hand you Mentats and a Rivet City Discount.

## Fallout 3 Guide - Miscellaneous Quests

# The Wasteland Survival Guide: Robotic Rampage

HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

QUEST REWARD: [] Pulse Grenade (x), [] Big Book of Science.

ITEMS: [] RadAway, [] Stimpak, [] Rad-X, [] Stealth Boy, [] 2x Darts x20, [] First Aid Box, [] Ammo Box, [] Lying, Congressional Style, [] First Aid Box, [] Pre-war Book, [] 6x Ammo Box, [] First Aid Box, [] Big Book of Science, [] Bottlecap Mine, [] 2x Cherry Bomb, [] 2x Darts x20, [] First Aid Box, [] First Aid Box, [] First Aid Box, [] Jet, [] D.C. Journal of Internal Medicine, [] Stealth Boy, [] First Aid Box, [] Mentats, [] Stealth Boy, [] 2x Railway Spikes x20, [] Nikola Tesla and You, [] Rad-X x2, [] Buffout, [] First Aid Box, [] Stealth Boy, [] Pre-war Book, [] Personal Footlocker, [] Darts x20.

ENEMIES: o Protectron o Mole Rat o Radroach

### ROBCO Factory Floor:

Travel to the ROBCO building nearby Tenpenny Tower. Fasttravel to the location closest and head from there. When you enter the building, first inspect the toilet rooms to your left. You can find a [RADAWAY] in a sink in the first toilet room, plus some Pre-war money next to the skeleton. You can find a [STIMPAK] and a [RAD-X] in the second toilet room if you search thoroughly next to the toilets.

Head into the room on the NW. Search all desks and fallen Protectrons. You'll find a [STEALTH BOY] on one of the desks, an [AMMO BOX] on another. On top of a bookcase you can find [2x DARTS x20]. In the storage room to the far NW you'll find a [FIRST AID BOX] and another [AMMO BOX]. Head back to the main hall and search the counter to find a [LYING, CONGRESSIONAL STYLE]. You can also find a [FIRST AID BOX] and a [PRE-WAR BOOK] in or on the bookcase.

Head for the eastern area and ignore the large room with stairwells. Instead, move into the room on your north and search the bookcases for [6x AMMO BOX]. Deal with any Radroaches and Mole Rats, then proceed north, immediately followed by east. You'll end up in a larger room with several control panels and repair pods for Protectrons. Grab the medical supplies from the [FIRST AID BOX] on the wall and look for a [BIG BOOK OF SCIENCE] on the control panels.

Make your way over the walkway into a small room on the southeast. Look for a [BOTTLECAP MINE] under the workbench, then continue into a larger room up east. Ignore the lower boundaries and head upstairs. Make your way through the west hallways until you reach another large room. Head through the door on the east, which leads to the Offices and Cafeteria area.

### Offices and Cafeteria:

Grab the [2x CHERRY BOMBS] from one pooltable and [2x DARTS x20] from the other pooltable. Head south, then go into the kitchen on your left to find a [FIRST AID BOX] on the wall. Continue through the west hallway and take a left twice without going upstairs. If you explore the eastern hallway you'll get to a room with a broken steam device in which you can find another [FIRST AID BOX].

Return to the previous room and explore the southernmost room of the area to find a [FIRST AID BOX], [JET] and [D.C. JOURNAL OF INTERNAL MEDICINE] on a desk. Find a [STEALTH BOY] on an other desk and check all remaining desks for ammo.

Check your local map and head to the western room, ignoring the stairs for now. You should be able to find a [FIRST AID BOX] here. If you head to the north through the hallway (the other two rooms don't have much of value) you'll get to a larger room with several desks. When you enter, the bookcase directly to your right holds [MENTATS] and a [STEALTH BOY]. You can also find [2x RAILWAY SPIKES x20] and a [NIKOLA TESLA AND YOU] skill book on a small table up north.

The last two rooms left to explore are toilets to the east, and you can find [RAD-X x2] and a [BUFFOUT] in the left corner of the southern toilet. The ground floor has been explored, so we can now head upstairs (on the south).

When you go upstairs, the door directly north leads to the mainframe. In this room you can find a [FIRST AID BOX] on the wall and a [STEALTH BOY] plus a [PRE-WAR BOOK] on a rubbish table.

Activate the mainframe and install the processor widget. Hack the terminal immediately afterwards, select the options: 'Initiate Pest Liquidation' (the Protectrons will kill any Radroaches and Mole Rats) and the 'Cease Total Liquidation' (Protectrons will stop hurting you).

Explore the rooms on the west to find an averagely locked [PERSONAL FOOTLOCKER] and [DARTS x20] in the other room. There is one last room on the eastern side to be explored, but there's mainly junk and filing cabinets to be found there.

## Fallout 3 Guide - Miscellaneous Quests

# The Wasteland Survival Guide: Librarians are not boring

HOW TO UNLOCK: Talk to Moira in Megaton, located in the Craterside Supply.

QUEST REWARD:  Caps (x),  Lying, Congressional Style.  
(100 EXP)

Finishing All 9 Sub-Quests:  
 Mini Nuke

Depending on how well you did one of the following:

1. Junior Survivor Perk (0 to 4 optional objectives done)
2. Survival Expert Perk (5 to 8 optional objectives done)
3. Survival Guru Perk (9 optional objectives done)

ITEMS:  Ammo Box x5,  First Aid Box x2,  Buffout,  Stealth Boy,  
 Gun Cabinet,  Gun Cabinet,  Big Book of Science,  Pre-war Book  
 Ammo Box x2,  Pre-war Book x2,  First Aid Box,  Frag Mine,  
 Pre-war Book,  Ink Container,  Ammo Box x2,  Frag Mine x2,  
 Safe,  Blood Pack,  Jet,  Pre-War Book.

ENEMIES: o Raider

You're going to have to travel to Arlington Public Library. You can head to Rivet City and head west from here, or you can travel to the Nuka Cola Factory and head east. If you have discovered an other place that's even closer, feel free to travel there instead.

When you arrive you'll bump into several Brotherhood of Steel members, including Scribe Yearling. Be polite and ask her about the terminal in this very room. She's also interested in any Pre-war books you may have found, and is willing to pay you 100 Caps a piece.

Look in the SE and NE corners to find a total of 5 [AMMO BOXES]. Check the terminal in the center of the room and select 'Access Card Catalogue'. This was your primary objective already, now for the optional.

Head into the toilets to find a [FIRST AID BOX x2] (one in both toilets). You can also find some [BUFFOUT] near a toilet in the woman's. You can continue through the hallway and team up with a few Brotherhood members. Blast any Raiders in this large room.

Now return to the entrance hall and go upstairs. Find a [STEALTH BOY] on the desk, and check the western room for a [GUN CABINET]. The other door on the east leads to a room with another [GUN CABINET] and an adjacent room with several desks and a hole in the ground that only leads to the restrooms you already paid a visit.

Exit to the north and head into the NE room. You'll find a [BIG BOOK OF SCIENCE] on the desk here. Return to the hallway and continue to the large room up north which is the same area where you fought the Raiders with the Brotherhood members just now. Check the small table for a [PRE-WAR BOOK] and circle around the room until you get to the southern side. Search around for two [AMMO BOXES] between some bookcases, and a [PRE-WAR BOOK x2] in the bookcase nearby.

**Media Archive:**

Head NW and go through the door that leads to the Arlington Library Media Archive; The rest of the area doesn't hold anything neat. Head upstairs and blast the Raiders in the hallway. Check the adjacent room for some ammo in desks, then continue to the next stairwell south and head up.

Ignore the bed with the corpse and check out the room to the NW to find a locked but easily opened [FIRST AID BOX] in this room with a pooltable. Move to the NE, (be cautious of the [FRAG MINE] nearby the bed) and kill some Raiders. Dive to the room with the terminal and use this to disable the Mark I Turret in the room up ahead.

With the havoc calmed down head into the barricaded room up north. Walk over some planks and find a [PRE-WAR BOOK] on the conveyor belt. On the desk you'll find a Metal Box called Restoration Supplies, in which you can find an [INK CONTAINER]. This is a useful item for a different quest, so keep it safe. You'll also find two [AMMO BOXES] on the same desk.

Return to the previous hallway and go through the door on the south, nearby the corpse on the bed. Go upstairs and into the room directly to your right (west). Disable the turret by hacking the average terminal, then disarm two [FRAG MINES] placed nearby the Filing Cabinets on the west.

Head through the hall south from these rooms, but beware as you proceed because the next room has a few raiders with heavy weaponry. After killing them, head into the room and unlock the averagely locked [SAFE] in one of the corners. Grab a [BLOOD PACK] and a [JET] from the desk in the other corner. Do a quick search in all the desks and cabinets, then move towards the terminal in the center of the room and grab the [PRE-WAR BOOK] on this desk.

Access the Arlington Public Library Public Terminal (such a mouthfull), and select the 'Transfer Library Archives' to complete the optional objective.

There is no need to search the 'Children's Wing' in order to complete this quest so I suggest you do so another time.

On your way out, give all Pre-war Books you found to Scribe Yearling and make a bonus of 500 Caps (if you found all in this building so far). Head back to Moira for your final reward.

## Fallout 3 Guide - Miscellaneous Quests

### The Power of the Atom

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HOW TO UNLOCK: Talk to Sheriff Lucas Simms in Megaton, or talk to Mr. Burke at
                Moriarty's Saloon in Megaton.

ITEMS: [] Strength Bobblehead, {} Hunting Rifle.

QUEST REWARD: Bomb Disarmed: [] 100 Caps / 500 Caps (with Speech),
(300 EXP)                    [] My Megaton House Key, [] Megaton House,
                               [] 200 Karma (if offered to disarm for free).
Bomb Explodes: [] 500 Caps / 1000 Caps (with Speech),
                               [] My Tenpenny Tower Suite Key, [] Tenpenny Suite
                               [] -1000 Karma.

ENEMIES: ---
-----

```

When visiting Megaton, ask Lucas Simms about the Atom Bomb and tell him you can handle it. A speech challenge can increase your reward from 100 caps to 500, which is needless to say quite a lot. Equip the Vault 101 Jumpsuit for a small increase ( 2) in Speech, and reset until he gives in with 500 Caps.

Now visit Moriarty's Saloon on have a chat with the business man sitting on the right of the entrance. His name is Mr. Burke and he wants the exact opposite of Lucas Simms: He wants you to blow up Megaton. Err, that isn't advisable, as there is enough for you to do in Megaton. If you're truly evil, do everything in Megaton first, then follow his instructions.

**Note:** If you are female and have the Black Widow Perk you can seduce Burke out of blowing Megaton up - an interesting option to say the very least.

A better idea is to tell Lucas Simms that Mr. Burke wants to blow up Megaton and he'll holler to the saloon. Head after him and be on your guard. As soon as their chat is over, shoot Mr. Burke before he can assault the Sheriff. He'll be thankful. Loot his body and continue with the quest.

If you already have a high enough Explosives Skill (25 ) you can disarm the bomb right away, but you can still do the optional part if you feel like it. Talk to Leo Stahl at the Brass Lantern (food store near the bomb) and talk to him about his addiction. 1. If you succeed at the Speech Challenge, he'll hand you the [LEO'S STASH KEY] to the box in the Water Processing Plant. 2. Threaten to tell his family and he'll agree to sell you some after his shift. Meet him past 20.00 hours in the Water Processing Plant, where he'll sell you Mentats among other things.

Mentats increase your INT (and PER) by 5, which should be more than enough to crank an average (17) Explosives Skill to above 25. Head over to the Bomb and disarm it. Report to Lucas Simms to receive your caps, plus your own residence in Megaton where you can store your items. You can also make a visit to Lucas Simm's House now.

Note: Did Lucas Simms die by the hands of Burke? No worries! You can loot a Chinese Assault Rifle off his body, along with the key to his house. As for the quest's reward, you ask? Locate Simms' Son (a small boy) and he'll hand over the reward instead.

Enter and go upstairs. The door to the NE leads to a room where you can find the [STRENGTH BOBBLEHEAD], which permanently increases your STR by 1. Nice! You can also steal the {HUNTING RIFLE} from the other room, but it's a weapon that you'll come across soon enough during your journeys. You can also find a Toy Car in his

house.

## Fallout 3 Guide - Miscellaneous Quests

### Those!

```

HOW TO UNLOCK: 1. Talk to a kid named Bryan Wilks. He can be found running
                 scared on the worldmap - usually south from the Super-Duper
                 Mart, near his hometown Grayditch.
                2. Find Doctor Lesko in Falls Church metro tunnels.

ITEMS: [] Grayditch Dumpster Key, [] Shack Key, [] 5.56mm Rounds x11,
        [] 5.56mm Rounds x15, [] 5.56mm Rounds x17, [] Chinese Assault Rifle,
        [] Ammo Box, [] First Aid Box, [] .32 Caliber Rounds x19, [] .32 Pistol
        [] First Aid Box, [] Frag Grenade, [] Mentats, [] Ammo Box, [] Buffout,
        [] First Aid Box, [] Psycho, [] Hunting Rifle, [] First Aid Box,
        [] Mine Box, [] First Aid Box, [] Railway Spikes x20, [] Ammo Box,
        [] Grady's Last Recording, [] .32 Caliber Rounds x6, [] Scoped .44
        Magnum, [] .44 Magnum Rounds x12, [] Ammo Box, [] First Aid Box,
        [] Silenced 10mm Pistol, [] 10mm Rounds x12, [] Cherry Bomb x3,
        [] Psycho, [] Stimpak, [] Jet, [] Ammo Box x2, [] Grady's Safe Key,
        [] William Brandice Key, [] Mine Box, [] First Aid Box, [] Ammo Box x3,
        [] Big Book of Science, [] Missile Launcher, [] Missile x2.

QUEST REWARD: [] Ant Might Perk ( 1 STR) OR Ant Sight Perk ( 1 PER).
(300 EXP)      Both perks give 25% resistance to fire.
                [] Lesko's Lab Coat (negotiated).

ENEMIES: o Fire Ant Worker           o Fire Ant Soldier           o Fire Ant Warrior
          o Fire Ant Nest Guardian   o Marigold Ant Queen
    
```

Once you've found either the kid or the doctor (succeed at the Speech Challenge with the kid and he'll give you the [GRAYDITCH DUMPSTER KEY]), head over to Grayditch, located south from Super-Duper Mart.

This video shows a first encounter with Fire Ants in Grayditch. Keep your distance and you should be fine, but be aware of the stronger ants – those pack quite a punch and have tougher armor.

You'll stumble on loads of Ants. Keep your distance from their fierce breath, and aim for their heads. Ant Nectar gives you Fire Resistance, but don't overdo it - since it's considered a drug. You should hold on to these either way, because you can sell them to a figure called Lesko - who'll you meet soon - and this figure pays handsomely: 40 Caps a piece.

#### Exploring Town:

Head inside Wilks' House (Check your Local Map, be sure to have 'Those!' as active quest) and head inside. Grab the [SHACK KEY] from the body and search the shelves for [5.56MM ROUNDS x11], [5.56MM ROUNDS x15], [5.56MM ROUNDS x17], and a [CHINESE ASSAULT RIFLE]. There's also an [AMMO BOX] next to the closet.

You can find a [FIRST AID BOX] on the wall in the bathroom, and another [AMMO BOX] upstairs, as well as [.32 CALIBER ROUNDS x19] and a [.32 PISTOL]. Feel free to use the Queen Sized Bed to sleep.

Head outside and open the Pulowski Preservation Shelter, where Bryan should be hiding. Tell him the bad news

and continue the quest.

Head inside Brandice's House, south from Wilks' House. Search the Cabinet for booze and find a [FIRST AID BOX] in the bathroom. The other room holds a toolbox with ammo, hidden behind the fridge. Head upstairs and check the entries on the terminal - if it interests you. Grab a well hidden [FRAG GRENADE] next to the desk, and leave the locked footlocker there for now. We'll find a key to that later.

Head through the door into the Abandoned House next to Brandice's House. [MENTATS], [AMMO BOX], in the kitchen a [BUFFOUT] in a bucket (such a lovely alliteration :p). There's also a [FIRST AID BOX] in the bathroom.

Head back outside and go to a more southern street. From here, search for a second abandoned house and go inside. Grab the [PSYCHO] from a cabinet in the living room and grab the [HUNTING RIFLE] on the ground near the stairs. Check the cabinet upstairs and grab the loot from the [FIRST AID BOX] while you're there. Exit the place.

### **Marigold Metro Station:**

Head south and enter Marigold Metro station. Kill the Fire Ants and head into a room east. In this generator room, kill another ant and search the [MINE BOX] for frag mines. Head down some stairs, pop another ant brain and look for the [FIRST AID BOX] on a table. [RAILWAY SPIKES x20] and an [AMMO BOX] can be found on a shelf.

Head down another flight of stairs until you reach the blue line tube. Head west, head up and find [GRADY'S LAST RECORDING] in the ticketbox along with some [.32 CALIBER ROUNDS x6]. Head down the blue line tube you came from.

When the paths split up, take the southern corridor. Grab the [SCOPED .44 MAGNUM] and [.44 MAGNUM ROUNDS x12] on the ground nearby the skeleton, pick the easy [AMMO BOX] next to the vending machine, and plunder the [FIRST AID BOX]. There's also a [SILENCED 10MM PISTOL] and [10MM ROUNDS x12] in one of the lockers.

Go south some more, open the door and go down the stairs. Make your way through the next room - which has a gas leak, be careful! Lure the ant before you kill it. Check the supply room on the east which holds [CHERRY BOMB x3], [PSYCHO], [STIMPAK], [JET], two [AMMO BOXES] of which one requires a 25 Lockpick Skill, and lastly the [GRADY'S SAFE KEY] from the Fire Hose Box.

Make your way south through a corridor, kill two more ants, make your way through a rubbish room and continue through another corridor that leads east. Go through the door at the opposite side of the tube and you'll stumble on Doctor Lesko. Talk to him and tell him you need incentive to raise your reward.

Head north before you proceed to his 'lab'. Up ahead you'll find William Brandice. Loot his body to find the [WILLIAM BRANDICE KEY], among many other things of interest. There's also a [MINE BOX] on a shelf nearby. Go back.

Look around in his 'lab' to find a [FIRST AID BOX], three [AMMO BOXES] and a bunch of Ant Meat. Leave his terminal alone and head through the east door.



Make your way to the (ALIEN STYLE!) hole in the tube and go through the door that leads to the Queen Ant's Hatchery. The path is linear but has many alcoves that look confusing but aren't. Kill the five Nest Guardians, then return to the Doctor. He'll grant you either the: 1. Ant Might Perk ( 1 STR) or 2. Ant Sight Perk ( 1 PER). Both perks give 25% resistance to fire. He'll also hand you the [LESKO'S LAB COAT].

Follow him to the Queen Ant's Nest, or rather, head over to the Marigold Ant Queen yourself and kill her. Grab the Ant Queen Pheromones from her, and grab the [BIG BOOK OF SCIENCE] from the desk. Hack the PC and send the pulse signal, plus destroy the Mutagen. Leave the place, and leave the doctor alone. If you have any Fire Ant Nectar left, sell them to him for 40 Caps a piece.

**Optional:**



Look for this flashing light in order to find Grady's feish Storage.

You can now start looking for Grady's Storage, but this is best done after you have gotten the Mesmerizer during your Rescue From Paradise Quest. If you must know where the storage is, check your map: In the tube where the Queen Ant's Hatchery is at the very south, hug the eastern wall and look for a flashing light.

Before anything, save your game.

Unlock the safe, grab the Naughty Nightwear (equip it immediately for a 10 in Speech). A thug named Lug-Nut will show up and demands you hand over the Naughty Nightwear. Don't, and do the Speech Challenge. If successful, he let's you walk away. If not successful, it results in a battle. Later in the game, you can enslave Lug-Nut and sell him for a decent 200 Caps or so. You might want to wait with getting this, or ensure he lives. Inside the storage you can also find two Ammo Boxes, a Mine Box and a Ripper.

Either way, head back to the worldmap and go inside Brandice's House. Unlock the footlocker in the dark corner to find a [MISSILE LAUNCHER] and [MISSILE x2].

Now go talk to Bryan. You have several options now:

1. [Good Karma] Travel to Rivet City and talk to Vera Weatherly at the Weatherly Hotel. She can take care of Bryan. Travel back to Graywitch and tell Bryan the good news.
2. [Bad Karma] After getting connections with the slavers in Paradise Falls, enslave Bryan and sell him for 100 Caps (or 300 with Speech).
3. Bring him to Little Lamplight and talk to MacCready with Speech.
4. Do Nothing.

I suggest you do option 1, unless you're an evil character, that is. :p Head back to Bryan (who might be in his house) and tell him the good news!

## Fallout 3 Guide - Miscellaneous Quests

### Big Trouble in Big Town

HOW TO UNLOCK: Enter Big Town.

ITEMS: [] Med-X, [] First Aid Box, [] First Aid Box, [] Combat Shotgun, [] Password for Lockdown Computer, [] Safe, [] First Aid Box, [] D.C. Journal of Internal Medicine, [] Ammo Box, [] First Aid Box, [] Med-X, [] Germantown Jailers Key, [] Lying, Congressional Style, [] First Aid Box, [] Ammo Box, [] Gun Cabinet, [] Fat Man, [] Cabinet, [] Ammo Box x3, [] Railway Spikes x20, [] Tumblers Today, [] Nuka-Cola Quantum.

QUEST REWARD: Depending on your actions:

- (300 EXP) 1. Bring Red back to Big Town: 300 Caps.
- 2. Return to Big Town when Red died: 200 Caps.
- 3. Speech Challenge Red for more caps: 200 extra Caps.
- 4. Karma Bonus if Red & Shorty both make it to Big Town.

[] Lucky 8 Ball (if you save the town from Super Mutants)

ENEMIES: o Super Mutant      o Super Mutant Brute      o Super Mutant Master

This video shows you where to get the essential information to continue the Big Town Quest.

Enter Big Town, north of Vault 101, and this quest will start. Talk to the scared villagers to learn more about the situation, be friendly and tell them that you'll help them out. A Marker will be added to your map.

Note: You can talk to a girl named Bittercup and ask her about her dating life.

If you want to get infinite EXP, locate Pappy (who is usually inside the Common House - as may Bittercup be, by the way) and use the Speech Challenge. It can fail or succeed, but it won't go away. Everytime you succeed you will gain 6 EXP - not a whole lot, but it racks up quickly. The higher your Speech Skill, the faster this process.

**Note:** The above bug has been fixed in later (patched) versions of the game.

This is one hell of a rampage against the Super Mutant threat inside the police station.

Check your map for Germantown Police HQ and depart. Upon arrival you'll notice many Super Mutants guarding the area. Lay them to silence and check out the tents south of the building to find a [MED-X] and a [FIRST AID BOX]. Enter the building by using the stairs on the wrecked northern side.

#### Upper Floor:

Inside, sneak to the front and overhear a conversation between nearby Super Mutants. If you wish to explore the room to your right, be cautious for a mine placed close to the desk. The terminal requires a 75 Science skill to hack. From the hall, enter the room on the left (north), kill any mutants and search around for a [FIRST AID BOX] on the wall, and a rigged shotgun on a desk which you should be able to disarm, netting you a [COMBAT SHOTGUN]. The room directly across this one also has a mine - you're should be slipping into an extremely careful mood by now

- which you should disarm.

Head into the SE room and disarm another mine nearby the [SAFE], which you can then easily open up with a 25 Lockpick or Science skill. Also grab the [PASSWORD FOR LOCKDOWN COMPUTER] note from this desk. The room to the north has another mine trap right when you enter, but it also holds a [FIRST AID BOX] and a [D.C. JOURNAL OF INTERNAL MEDICINE] Skill Book.

The northeastern room of this area pretty much shows how evil the Super Mutants really are. Grab supplies from the table in the form of an [AMMO BOX], [FIRST AID BOX], [MED-X], and also check the three Gore Bags - how gross it may be for your character - but they are likely to hold quite some ammo. Exit to the Ground Floor through the door on the east of the hallway.

### **Ground Floor:**

Head down the stai... Oh crap, another nasty frag mine. Head down, kill another mutant and disarm the mine in the room to your northwest. There's not much in this room besides many 911 terminals. The rooms to the west of this area are of much more interest, and the Super Mutant Master roaming them holds the [GERMANTOWN JAILERS KEY]. With that in hand you can free Red from the NW room by using the Lockdown Terminal.

The room south of the cells has another mine planted in front of the terminal, which requires a 100 Science Skill. Instead, head back and left into a hallway with a red fire hose box on the wall. If you're interested, and I'm sure you are, check out the room to the right and find a [LYING, CONGRESSIONAL STYLE] Skill Book on the little table in the SW corner of this room. Now walk down the hallway and enter the basement.

### **The Basement:**

First of all, head into the room on your left - which used to be a shooting range but has been transformed into a slaughterhouse - and loot the [FIRST AID BOX], [AMMO BOX] and [GUN CABINET]. Check out the hall back north of the shooting range and pick the average door (50 ) to find a storage with a lot to stock up on: [FAT MAN], [AMMO BOX x3], [RAILWAY SPIKES x20] and a [CABINET] with a random rifle and ammo inside. Don't miss the barely visible [TUMBLERS TODAY] skill book on the middle eastern shelf. Can't pinpoint it any closer. ;)

If the Fat Man is too heavy, leave it be for now and return at an other time;

It's way too fat to be walking anywhere. Head into the western room and deal with a couple of Radroaches. Check out all the lockers in the two adjacent rooms to stock up on even more ammunition, then go down the hallway and deal with the last Super Mutant.

Free Shorty, grab the [NUKA-COLA QUANTUM] from the ground in the storage room and get out of the building, picking Red up at ground level.

You can either escort them yourself (it's possible to arm them, just talk to them about it - if you want to keep your weapons you'll need to take those back before you reach the town), but it's also possible to Fast Travel to Big Town. This saves you a lot of trouble.

### **Attacking Mutants!:**

The citizens of Big Town ask your help against an impending attack of Super Mutants. Whatever you do, DON'T help them fix the robots, because that option is more than often glitched, causing them all to mumble in chorus when you will teach them to fix robots that don't exist! Instead, tell them one of these:

- Explosives: Have them plant mines.
- Sneak: Have them hid in their houses.
- Small Guns: Give them a weapon training.
- Melee Weapons: Kick butt with nothing.

I suggest you stay to help them out as well. Plant a few mines on the bridge and fire away as they come. Now you're done here, and the people can live happily ever after. Or maybe not.

**Timebomb:**

Head into Red's Clinic and heal Timebomb (requires 40 Medicine Skill, but you can use Mentats to enhance your INT and thus Medicine). Talk to him outside and he'll give you the [LUCKY 8 BALL], which increases your LCK by 1. Awesome!

## Fallout 3 Guide - Miscellaneous Quests

### The Superhuman Gambit

HOW TO UNLOCK: Talk to Uncle Roe at Canterbury Commons.

ITEMS: [] Pulse Grenade x6, Ammo Box x3, [] Nikola Tesla and You, [] Sector A Encryption Key, [] Stealth Boy, [] Lying, Congressional Style, [] Antagonizer's Lair Key, [] The Antagonizer Costume, [] The Antagonizer's Helmet, [] The Mechanist's Costume, [] The Mechanist's Helmet, [] Microfusion Cell x4, [] Nuka Grenade, [] Stealth Boy.

QUEST REWARD: 200 Caps (400 [can become 600] with Speech).  
(300 EXP) Depending on your actions, one of these two:  
1. 'Protectron's Gaze' Laser Pistol.  
2. 'Ant's Sting' Knife.

ENEMIES: o Robot Sentry o Robobrain o Protectron o Mark II Turret  
o Giant Soldier Ant o Mechanist o Antagonizer

Canterbury Commons lies at the far east of the map, a little higher than the Scrapyard (which is a good start to fast travel to and start heading east).

When you finally arrive there you'll find an awkward battle taking place between ant and robots. Looks like quest material to me, how about you? Uncle Roe confirms our taste for quests and likes to get this over with. Succeed at the Speech Challenge to make him throw in an additional 200 caps over the initial 200. Let's begin right away.

Head into the bar to the left (north) and look for Joe. He might be at the counter, but he might as well be asleep behind it. Ask him about the two troublemakers to gather some information for starters.

Check your local map to find Derek, then ask him about the AntAgonizer and the Mechanist. This will add their locations on your map.

You will now have to choose between two sides, the Mechanist or the AntAgonizer. Both can give you a unique weapon: The Protectron's Gaze or the Ant's Sting respectively. You can get both suits, but only one of these weapons. The Protectron's Gaze is the better weapon of the two:

- Protectron's Gaze Laser Pistol: 24 Damage, Fires two shots at once; Has a 'spread' ability which causes damage to spread to nearby enemies.
- Ant's Sting Knife: 4 Damage, poisons enemies (40 DMG per 10 Sec.).

#### 'Siding' with Mechanist:

Check out the southern marker and enter the Robo Repair Center. Head into the room west of you and waste the defective RoboBrain. Search the desks and cabinets, and use the terminal in the southwest area of the room. There's supposed to be a key behind it, as it reads, but I've never found it. Fortunately, the box with the lock that the key supposedly fits in can be found under the desk in the southwest corner. Pick the average lock to find [PULSE GRENADE x6], good stuff against robots.

Pick the locked door to the north and curve around the corner. This part can be tricky, and I propose two different

approaches:

1. Take a look to your NW and grab out a decent gun. Blast one of the two Mark II Turrets to smithereens with a few well aimed shots, then hide behind the corner again. A powerful Sentry Bot will investigate. Grab your Pulse Grenade and give him a shortwiring. Deal with the other Turret like you did with the first.
2. Speed for the door to the NW and close the door behind you. Quickly hack the terminal in this room and disable the turrets. Take care of the Sentry Bot by using Pulse Grenades, if this is necessary at all.

Find a [FIRST AID BOX] in the room with the terminal, but also look around the main room to find three [AMMO BOXES] and a [NIKOLA TESLA AND YOU] book. Search all Protectrons to find Energy Cells. Also check any metal boxes.

Head upstairs and into the room. Hack the terminal and disable the security in the B-Sector (which was the other path - that leads to this room as well). Continue over the higher walkways and walk into the small room SW. Pick the safe to find the [SECTOR A ENCRYPTION KEY] and a [STEALTH BOY].

Head through the doors south to enter the Mechanist's Forge. Here, grab the [LYING, CONGRESSIONAL STYLE] book from the desk and activate the Coffee Brewer, followed by activating the hidden door(s). After a long wait, you can finally enter his hideout.

The Mechanist will hear you out. You have many options, really, you do, but to get the most out of this quest, agree to side with him (for now..). Quickly follow him when you find out that the AntAgonizer has entered the building.

The next battle is tricky because you want to make absolutely sure that the Mechanist lives it through so you can claim your reward later. Pump some Psycho to boost your damage and quickly take care of the AntAgonist first, then rapidly waste the ants.

When all is done, talk to the Mechanist and claim your [PROTECTRON'S GAZE], a unique Laser Pistol. Quickly waste the Mechanist too and loot him and his rival for the following goodies: [ANTAGONIZER LAIR KEY], [THE ANTAGONIZER'S COSTUME], [THE ANTAGONIZER'S HELMET], [THE MECHANIST'S COSTUME], [THE MECHANIST'S HELMET].

Head back to his office and grab the [MICROFUSION CELL x20] from his desk and a [NUKA-GRENADE] from under the Workbench. Another [3x MICROFUSION CELL x20] can be found on the shelves. The footlocker in this room may hold ammo.

#### **'Siding' with AntAgonizer:**

Check your local map closely and head to the northern marker. You can enter through the door that your marker exactly pinpoints, but you can also take the backroute by going through the sewer grate on top of the rocky hill. On your local map, this won't be displayed, but it's slightly to the west of the door's marker.

#### **Through the Door:**

Head downstairs..disarm the mine, head east and proceed with caution to the rigged shotgun and the cabinet north. Disarm it and grab the two [FIRST AID BOXES]. Make your way north, head down some stairs, tunnels and more stairs until you get at an intersection. Check out the SE walkway first and disable the three mines here. Grab the [STEALTH BOY] from the shelf and check the metal boxes for potentially useful things.

Head west into a generator room, flip the switch to open the hatch and go down. Cross over the sewer into a cave like area. There are ants from here on. Make your way through the straightforward rocky path and take either way around a rotunda shaped room. There's absolutely nothing of value in this cavern, so make it through, enter the next area and proceed to the throne.

#### **Through the grate:**

Simply walk past the bed and into the AntAgonizer's throne room.

There are many, many options here, but many aren't all that interesting or rewarding. You could have gotten the

Mechanist's Suit by now, you could have said to just kill her, etc. Instead of all that I suggest you tell her you want to team up with her. The instant you completely agree with this, the Mechanist will bust into the cave with several Protectrons. Let them have at it and help the AntAgonizer slightly. Bring her the Mechanist's Suit and play nice. Take the [ANT STING] as reward from the AntAgonizer. You are free to kill her afterwards. Now loot the AntAgonizer and Mechanist bodies, which should yield the following goodies: [ANTAGONIZER LAIR KEY], [THE ANTAGONIZER'S COSTUME], [THE ANTAGONIZER'S HELMET], [THE MECHANIST'S COSTUME], [THE MECHANIST'S HELMET].

Grab the [NUKA-COLA QUANTUM] near the throne, then exit the cave by the ladder north from this area, we've seen enough ants for now.

**Back in Town:**

Speak to Uncle Roe about your reward and he should hand you 600 caps! 400 for the job (with Speech), and 200 as an additional thank-you. Well, thank you Uncle Roe! Now feel free to explore the other dungeon of the freak you didn't 'side' with and get the items.

**Note:** You can now speak to Uncle Roe about caravan traders and expand their inventories by investing Caps.

## Fallout 3 Guide - Miscellaneous Quests

# The Nuka-Cola Challenge

HOW TO UNLOCK: Talk to Sierra Petrovita at Girdersshade.

ITEMS: [] 3x Energy Cell x20, [] Ammo Box, [] First Aid Box, [] Laser Pistol, [] Welcome to the Nuka-Cola Family, [] First Aid Box, [] Lying, Congressional Style, [] Safe, [] Finding the Formula, [] Big Book of Science, [] Research Dept. Safe Key, [] Tumblers Today, [] Safe, [] Nuka-Cola Quantum x3, [] First Aid Box, [] Nuka-Cola Clear Formula, [] Ledoux's Hockey Mask.

QUEST REWARD: 40 or 80 Caps per bottle.

ENEMIES: o Nuka-Cola Security                      o NukaLurk                      o Radroach

Travel to Girdersshade, southwest of Smith Casey's Garage. This is an extremely small village consisting of two shacks and two villagers. Make your way to Sierra's shack and talk to her all about Nuka-Cola Quantum. Agree to find these for her and she'll tell you she has a special something for you at 30 bottles. (Psst, it's the Nuka-Grenade Schematic).

When you exit the shack, a man called Ronald Laren bumps into you. He offers the same price for the Quantum Bottles, but negotiate a little and this price is raised from 40 to the double of 80 caps per bottle! Everything to shag Sierra, eh Ronald?

You can also sell him the Naughty Nightwear you might have previously obtained from Grady's Storage (where Lug-Nut wanted to rob it from you). He'll initially offer 200 caps, Speech Challenge him for 300 Caps. You can always pickpocket this back from him later, as well as the Kneecapper(a unique sawed-off-shotgun).

Note: If you're playing as a female and you have the Black Widow perk, you get some interesting additional dialog options with Ronald. Beans anyone?

Quantum Bottles are found all over the wasteland, but there's a good place to start regardless. This quest keeps reminding me of the newest James Bond movie.

### Nuka-Cola Plant:

Locate the Nuka-Cola Plant, far south at the edge of the worldmap. Travel straight south from Megaton to reach it. Enter through it's only entrance.

The room to your right (east) holds nothing of interest, well, a Nuka-Cola Security Protectron is busy 'guarding' a room. The doors up north are locked, so head into the room on your left (west) and blast another bot. Check any non-empty desks and take note of the Safe. Continue through a larger hall, destroy two more security bots and continue through the door at the north side of this area. Waste the NukaLurk and bot before you proceed to the next area.

### Storage And Mixing Vats:

**Note:** It goes without saying, but the face is a Mire/NukaLurk's true weak point.

Kill another NukaLurk (or two), then head over to the nearby counter and grab all goodies: Three [ENERGY CELL x20], an [AMMO BOX], [FIRST AID BOX] and a [LASER PISTOL]. A note called [WELCOME TO THE NUKA-COLA FAMILY] also rests on this counter. The terminal activates the nearby Protectron, nothing we haven't seen before.

Continue and you'll get to a flooded passage. Equip some Rad. Resistant equip if you have any on you, and use some Rad-X. You can always desert to RadAway when you need to, so don't let it bother you too much. The stairs can give you a short break from the pool, but deal with the NukaLurk(s) first.

When you continue, handle the upcoming TWO NukaLurks with extreme care, because they can really devastate you. When taken care of, head upstairs and try to jump over the gap; It doesn't matter if you fall down, you're pretty much supposed to anyway. Head through the eastern tunnel that leads to the Offices.

#### **Offices:**

Head upstairs and deal with the Radroaches. The room to the SE has several sinks which you may want/need to drink from, since the NukaLurks pack quite a punch. Continue down the hall and don't let the numerous red enemy indicators freak you out; They are mostly Radroaches. Mostly ..

The rooms to your right have a few desks and cabinets you might want to check for ammunition, but there's nothing in particular. Make it to the end of the hall and waste another NukaLurk.

When you reach the second floor, don't immediately storm the third but do some exploring first. Enter the room on your right (north) and check out the adjacent room to the right. It holds a [FIRST AID BOX], [LYING, CONGRESSIONAL STYLE] Skill Book and a [SAFE] with many useful things. The southwestern room of this area is the resting place of a dead Raider named Winger Mercier, of whom you can loot the [FINDING THE FORMULA] note from. A [BIG BOOK OF SCIENCE] can be found in the room to the north from here - access is granted by a hole in the wall. Exit the floor and proceed to the third.

Walk all the way downstairs and a robot called Milo will start to chat with you. He does demand that you identify yourself (which gives a few hilarious options, such as 'My Name is Ass Kicker and my ID is 5.56 mm!'). The correct answer can be given if you grabbed and read the 'Welcome' note earlier, or you can use the Speech Challenge to convince the bot you're the owner of the place. In both cases, get the [RESEARCH DEPT. SAFE KEY] from him, as well as the Shipping Computer Login Code.

The room Milo came from holds a [FIRST AID BOX], but it also holds a cabinet hidden behind a door from where you can grab a [TUMBLERS TODAY] and open up an Easy [SAFE] (an other one than the one you've been given the key to). Check any desks and cabinets for ammo. Most importantly, check the Shipping Terminal. You can hack it or you can use the inlog code that Milo just gave you. In the terminal you'll find the three main shipping locations.

Head back upstairs and make your way through the hallway. Milo's friendliness is not shared by his security compatriots, so you'll have to blast your way through them. Go down at the first possibility and kill another bot. In this room, check the terminal and activate the packing line. Grab the three [NUKA-COLA QUANTUMS] from the conveyor belts and head back upstairs.

At the end of the tunnel, another bot awaits you. You can find a [FIRST AID BOX] on your right hand. Head downstairs, go through another hall and reach a new fabric hall with two bots. Blast them and go through the double doors on the left. The other double doors lead back to the very entrance of the area and can now be opened by the push of a button (or pick them if you want the challenge and/or EXP).

The last thing to do is unlock the safe with the Research Dept. Safe Key, and you should remember where it was (check the start of this section). It always holds the [NUKA-COLA CLEAR FORMULA] and some chems.

#### **Goalie Ledoux:**

If you search for the Red Racer Factory, located close to the city perimeter, northeast from the Nuka Factory, you can come across three mercenaries. Their leader, Goalie Ledoux, offers 250 Caps for your freshly found formula. Try to increase this to 400 Caps and sell it to him.

As the other two mercenaries take off, kill Ledoux in cold blood. This does not lead to any Karma loss, but it does allow you to loot the [LEDOUX'S HOCKEY MASK] from his body, which is quite possibly one of the best masks in the game due to its unique and awesome 25 AP giving ability. You can also grab your formula back from him.

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**Fallout 3 Guide - Miscellaneous Quests****Strictly Business**

```
-----  
| HOW TO UNLOCK: Talk to Grouse at Paradise Falls about enslaving people. |  
| ITEMS: [] Mesmetron, [] Ridgefield Gate Key, [] Sniper Rifle, [] Ammo Box x4, |  
| QUEST REWARD: 250 Caps per/Slave. |  
| ENEMIES: o Arkansas o Flak |  
|-----
```

**Arkansas:**

Head to the Minefield and sneak your way to his vantage point. Mind the mines, and save often. I suggest you show yourself to him and get up close. A good way to use the Mesmetron here is to use VATS, because he tends to spasm around quite a lot. Rob him first from his [SNIPER RIFLE] and the [RIDGEFIELD GATE KEY], which opens houses in the Minefield. Head all the way upstairs to find four [AMMO BOXES] with mainly .308 Sniper Rounds. Check back with Grouse to get your reward. You can now enter Paradise Falls too, if that was your main pursuit.

**Susan Lancaster:**

She is located in Tenpenny Tower. I suggest you do the 'Tenpenny Tower' quest first, because she plays a role in that quest. She can also play a very minor role in the 'Power of the Atom' quest if you plan on blowing Megaton up.

Susan Lancaster is best mesmerized when no one is around.

Search for Susan on the first floor and wait until she treads into one of the bedrooms or simply a place where you can mesmerize her quietly. Rob her from her [MIRELURK CAKES] and outfit, then offer her a gorgeous necklace. Well, that's that.

**Red:**

Initially captured in the Germantown Police Headquarters, you can either enslave her there (for details, see 'Big Trouble in Big Town') or enslave her back at Big Town where she resides in her clinic. Rob her from her unique clothing and send her to Paradise Falls. Grab a copy of [D.C. JOURNAL OF INTERNAL MEDICINE] from her clinic while you're at it.

**Flak:**

Head over to Rivet City; Flak is one of the shop owners. You'll cause quite some havoc if you enslave him before everyone else's eyes, but it may still be easiest to enslave him at the marketplace because you can flee the city fast. In a few days, the whole city will have forgotten your actions completely. Be sure to rob Flak first, and snatch the [FLAK AND SHRAPNEL'S ROOM KEY].

Fallout 3 Guide - Miscellaneous Quests

## The Replicated Man

```

HOW TO UNLOCK: Talk to Dr. Zimmer in the Science Lab at Rivet City.

ITEMS: [] Internal Component, [] Frag Mine, [] Ammo Box, [] Scoped .44 Magnum,
        [] First Aid Box, [] Combat Shotgun x2, [] Frag Mine, [] Purified
        Water x3, [] Stimpak, [] Mine Box, {} Stealth Boy x2, {} Cherry
        Bomb x2, {} Dean's Electronics, {} Big Book of Science, {} Blood
        Pack x3, {} Bottlecap x13, {} Blood Pack, [] Bottlecap Mine.

QUEST REWARD: [] A3-21's Plasma Rifle (Side with Harkness)
                (300 EXP) [] Wired Reflexes Perk (Side with Dr. Zimmer)
                [] 50 Caps (only if you trick Dr. Zimmer with Android Component)

ENEMIES: o Mirelurk      o Mirelurk Hunter
    
```

Talk to Doctor Zimmer in the Science Lab at Rivet City, and ask all questions you can ask to get as much information as possible out of him. Now a long search begins, and you're looking for clues as to where the android went.

These clues come in the form of Holotapes and/or hints from people all over the wasteland. Below is a list of where you can find these Holotapes and people. You need to find 4 clues to continue this quest. You can get the clues from various sources. Once you've gotten to clue from one source you no longer have to look for that clue and you no longer have to visit the other people from that group. It's possible to stay in Rivet City and look for Doctor Preston, Seagrave Holmes, Father Clifford and Sister, for a quick example.

Doctors:

Name:	Location:	Holotape Location:
Cutter	Paradise Falls	Lying on a cabinet in the corner of a room
Doc Church	Megaton	Clinic; On the desk, near terminal
Doctor Banfield	Tenpenny Tower	On the ground; Examination corner
Doctor Barrows	Underworld	Nurse Graves' Desk; Near the terminal
Doctor Preston	Rivet City	[NO HOLOTAPE]: Talk to him; Clinic or Hotel
Lucy	Little Lamplight	Essentials Clinic; On her desk
Red	Big Town	Desk in the Clinic

Technologists:

Name:	Location:	Holotape Location:
Knick Knack	Little Lamplight	Miner Mole Store; On the desk, nearby phone
Moira Brown	Megaton	On the round table behind her counter
Seagrave Holmes	Rivet City	On the floor, nearby the bed

Scribe Bowditch	Citadel	Nearby Bowditch's terminal
Wintop	Underworld	Wintop's Room; On his desk

Friendly:

Name:	Location:	Holotape Location:
Manya	Megaton	Manya's Home; On the table
Father Clifford	Rivet City	On the ground in the pulpit
Herbert Dashwood	Tenpenny Tower	On the lowest shelf of his bookcase
Tulip	Underworld	At her shop; On the workbench

Slavers:

Name:	Location:	Holotape Location:
Eulogy Jones	Paradise Falls	On the desk in his bedroom
Grouse	Paradise Falls	On the ground near the sandbags
Sister	Rivet City	On the desk in his Rivet City Room

After collecting several clues you'll bump into a woman named Victoria Watts. Keep it nice and she'll eventually give you the [INTERNAL COMPONENT] to trick Zimmer into the android's death. I highly recommend against this, because you can get much better rewards from this quest.

When you've gotten the clues, head to the worldmap. If you're facing the boat, you'll notice that the ship is broken in two when you look to the right. This is exactly where you're headed. When you're there, head underwater and look for a doorway on the western side, nearby the corner of where you start.

This video shows you how to explore the Broken Bow efficiently. Beware of Mirelurks and irradiated water.

Enter an underwater area called Broken Bow. Get some air in the room up ahead, the swim underwater to the southwest, open the door, go through a room, swim up some stairs and take another breather. Open the door to your left, go through another room and prepare for two MireLurks (or Mirelurk Hunters if you're a higher level). In the next room the water will only be knee to foot deep, which is a good thing.

Head upstairs (NW) and climb the dry deck. Head straight into the room in front of you and disarm the [FRAG MINE] on top of the [AMMO BOX]. Also grab the [SCOPED .44 MAGNUM] and the items from the [FIRST AID BOX]. Turn around and go through the passageway on the southeast. Be sure to - carefully - check out the room on your right (west) and avoid the two rigged [COMBAT SHOTGUNS]. Disarm another [FRAG MINE] near the items, then grab [PURIFIED WATER x3], [STIMPAK] and items in the [MINE BOX] from this room.

Back in the hallway, be careful due to the gaseous substance hanging in the air. You may want to throw a grenade from a distance to remove it. Continue SE and make your way through the rooms. Just for fun, try to activate the terminal and back away to see it blow up. A switch on the other side of the room, across the door, opens the way to your destination.

In the room up ahead you'll find the infamous Pinkerton. Have him reveal everything regarding the android, then start exploring the room. It is worth noting that if you choose to perform plastic surgery, you may want to stay away from the preset faces, because they completely reset your current face. Save yourself the time and trouble (but remember to return here whenever you want to shrink your nose).

You can steal a {STEALTH BOY x2}, {CHERRY BOMB x2}, {DEAN'S ELECTRONICS}, {BOTTLECAP x13}, {BIG BOOK OF SCIENCE}, {BLOOD PACK x3} from the desks and shelves in this room. There's another {BLOOD PACK} near the surgery table. Be sure that Pinkerton doesn't see you or he'll take it all back from you. Also check out the terminal to find out more about the android, and check the City Founders Log if you're also doing the Survival Guide quest for Moira. If you go upstairs you can grab a [BOTTLECAP MINE] from the workbench.

Head back to the long hall and go all the way north. Flip the switch to unlock the Very Hard door from the inside out - you can now access this area more easily from here. Now is a good time to save your progress. You can side with Harkness or with Dr. Zimmer, but both hand out really good rewards. What to do.. what to do..?

Here's a possible solution: First head over to Harkness and tell him all about his true identity, and that his secret is safe with you. He'll hand you his weapon, the unique and in perfect shape [A3-21'S PLASMA RIFLE]. Quickly locate Dr. Zimmer in or nearby the Science Lab and tell him about Harkness. He will reward you with the [WIRED REFLEXES PERK], which increases your overall accuracy in VATS by 10%, an excellent perk!



Head over to Harkness. Once you convince him that he's the android, ask him what he's going to do. He'll say that

he's going to kill Zimmer and you'll have the option to say you were hoping to take out Zimmer yourself. He'll grant permission and gives you his unique and in perfect shape [A3-21'S PLASMA RIFLE]. Head over to Zimmer, tell him about Harkness and he'll give you his reward, the [WIRED REFLEXES PERK] which increases your overall accuracy in VATS by 10%, an excellent perk!

You can now choose to have Zimmer take in Harkness as his slave, or you can quickly waste Zimmer and his android bodyguard Armitage when they're still in the Science Lab. Makes you feel slightly better, doesn't it?

## Fallout 3 Guide - Miscellaneous Quests

### Blood Ties

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|-----|
|HOW TO UNLOCK: Talk to Lucy West at Megaton (usually at Moriarty's Saloon).|
|ITEMS: [] Tumblers Today, {} Vampire's Edge.|
|QUEST REWARD: [] Shishkebab Schematics, [] Hemotophage Perk.|
| (300 EXP)      [] Can Sell Blood Packs for 15 Caps a piece.|
|                [] 300 Karma if you close a deal between Arefu and The Family.|
|ENEMIES: o Raider|
|-----|
  
```

Accept the quest from Lucy West from Megaton. She can usually be found at Colin Moriarty's Saloon at Megaton, but she sometimes wanders off and to do nothing in particular, actually.

#### Arefu:

Your next destination is Arefu, a large bridge in the wasteland and the home of Evan King. Fasttravel to the nearest location you have discovered so far and find Evan King on the bridge. Speech Challenge him for more information, then head out to explore the residences in the surrounding area.

Check the nearby Ewers residence and knock on the door. Once inside, get all information you can from Mr. and Ms. Ewers, then go back outside. Next, check the Schenzy's House further NW and do the same standard procedure. Head back outside and break into Evan King's House on the north - it's only averagely locked.

Inside you'll be able to find the Repair Bobblehead on the table, but if you thought that was all you're terribly wrong. You can ransack seven {AMMO BOXES} upstairs. Head into the West Residence and find the poor family on the ground, dead.

Depending on your Medicine Skill you get more clues the better you are:

Skill Level:	Hints & Conclusion:
0-29	'They're dead.'
30-49	'There are bite marks in their necks.'
50-69	'The lack of bloodstains is weird because wounds like these would surely cause a major blood loss.'
70-89	'The bite marks appear to be made by humans with sharp teeth.'
90	'The black powder on their bodies comes from old trainyards.'

When you're done CSI'ing go back to Evan and tell him what you saw. The search for The Family now starts.

#### Meresti:

Head off the bridge the way you came and make your way to the east until you can cross the river over a dry bedding with a wrecked ship. Continue east and head past the two smaller bridges that lead to Big Town. You'll soon get to the Meresti Trainyard - beware of any Raiders attacking you - and you'll want to enter the service tunnel

on the south.



Look for the metro tunnels behind the fence. Kill or negotiate with the two Ghouls near the fridge – this is quick a freeform quest.

Make your way through the tunnel but beware of a frag mine, bear trap and baby carriage respectively. Head down the tunnel south and be extremely cautious for a variety of traps once more. When you're about to enter through the hole in the ground, disarm the hanging Grenade Bouquet first. You shouldn't go through the hole either way, because it leads to a couple of Mirelurks and Seneca Station.

Head down the other tunnel until you meet Robert, a guard of The Family. In order to be let through you can employ several acts of speech or action..:

1. Speech Challenge to be let through.
2. With the Cannibal Perk you'll be let through.
3. Bribe him with 100 Caps.
4. Show Lucy's Sealed Envelope.

Go through the gate and check for a [TUMBLERS TODAY] on the table. The rest of the items you shouldn't take due to The Family turning hostile on you. Proceed to the next area.

**Meresti Metro Station:**

Head over to the south area and talk to the following people:

Alan: He won't give you any info regarding the password.  
Brianna: If you have the Lady Killer Perk she can give you more info (password).  
Justin: You can Speech Challenge him for a password you need.  
Karl: This white-haired man will only give you the password if you have the Black Widow Perk (assuming you're female) or if you have high STR.  
Holly: Vance's Wife can be charmed by Charisma or the Scoundrel Perk.

If you got the password by now there is no need to talk to Vance, the handsome man with long brown coat upstairs. Instead, head upstairs and go south to the door near a security terminal. The password allows you to open up the door and speak with Ian.

No matter what his decision is, talk to Vance afterwards and chat about Arefu. Fix up a deal, then talk about Ian. You'll be given the Shishkebab Schematics as a reward. Fast travel back to Arefu once you reach the worldmap.

The quest is now at an end, but there is one more reward for you to fetch back at The Family. Talk to Vance and have him learn the ways of The Family. You'll gain the Hemotophage Perk which allows you to consume Blood Packs for 20 HP instead of 1 HP. You can also sell Blood Pack to Vance for 15 Caps a piece.

**Note:** There is one final thing for you to do, that is, if you don't mind stealing a very rare melee weapon. You can either unlock the Sword Cabinet (which requires a 75 Lockpick Skill), or you can steal the key from Vance.

The best way to get {VANCE'S SWORD CABINET KEY} is to pickpocket it from him. Save your game and use a Stealth Boy when you attempt to do so, and reset if you get caught. Travel to his private quarters south of the higher level and open up the cabinet in his bedroom so you can steal the {VAMPIRE'S EDGE}.

## Fallout 3 Guide - Miscellaneous Quests

### Oasis

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HOW TO UNLOCK: Approach Oasis and talk to Tree Father Birch.

ITEMS: [] Stealth Boy, [] Cherry Bomb x2, [] 10mm Round x2, [] Darts x20,
        [] Mini Nuke, [] Blood Pack, [] RadAway, [] Missile, [] Purified Water.

QUEST REWARD: One of the following:
(300 EXP)  1. Barkskin Perk ( 5 DR).
           2. Druid's Outfit  Missile Launcher & Missiles.
           3. Brotherhood Outcast Power Armor  Villager's Hood.

ENEMIES:  o Mirelurk      o Mirelurk Hunter      o Mirelurk King
    
```

Head over to Oasis, which is easier said than done. It's all the way up north, somewhere around the middle of the latitude. You'll have to follow the highway tracks until you get to a valley-like landscape. Look around for a small path between the rocks, which should be a block away from a large road on your map, a block on the right that is. How vague can I be? This vague, apparently. It's best to use a map for this.

Once you've found the place you're quickly hailed as a savior - although you don't really know what's going on at all. Hear their story and follow Tree Father Birch inside after agreeing to help. Proceed the story by continuing the conversation until it becomes clear you must undergo a ritual first. Drink the Sap from the Basin of Purification and you can continue.

In the next area, find the talking tree (a little too much Oblivion inspiration here so it seems..) and hear him out. He wants you to kill him, we'll have to see about that. Return to Oasis and find Tree Father Birch and his wife to the south. Overhear their conversation, then get an additional two optional objectives. You'll now have three choices. First of all, get the key from Branchtender Cypress, who should be nearby.

Now you can enter the cavern on the west. Prepare for a cavern full of Mirelurk enemies - you may even encounter a Mirelurk King if your level is high enough. Make your way through the extremely straightforward tunnels until you get to a pool. Dive in and go through the southern tunnel. Emerge and make your way through another straightforward cave tunnel until you reach a door that leads to the Cavern Tunnels.

Head west at the intersection to find a pile of rubbish. Inspect the trash to find a [STEALTH BOY], [CHERRY BOMB x2], [10MM ROUND x2], [DARTS x20], plus a bed for resting. Make your way through the cavern until you get to a small pool. Destroy the Mirelurk and dive in the pool. You can find a [MINI NUKE] underwater.

In the next cave, curve around the center and find a skeleton on the north among his supplies: [BLOOD PACK], [RADAWAY], [MISSILE], [PURIFIED WATER], [STIMPAK]. Waste the two Mirelurks in this room, then proceed to the southern area and find your mission's objective: Harold's Heart. You now have three choices:

1. Destroy Harold's Heart.
2. Apply Birch's Sap to stop his growth.
3. Apply Laurel's Liniment to accelerate the growth.

The best reward lies in destroying the heart, for it will grant you the Barkskin Perk that adds an instant 5 DR. The

other two will grant you a unique outfit, but more about this in a minute.

Head south and find the door to the Damp Cave. Follow the straight path and drop down in a large cave with two Mirelurk Kings and a Mirelurk. Waste them and check the skeleton on the right (east) to find an [AMMO BOX], [STIMPAK], [MED-X], [RADAWAY] and a [SNIPER RIFLE] (I guess it didn't help him). Dive in the water and swim through the underground tunnel on the NW to reach the Grove. Find Tree Father Birch near the former Harold. Speak with him and the quest will end.

**Note:** If you had chosen Birch's option you will be rewarded with a Missile Launcher and Missiles, plus the unique Druid's Outfit. If you instead would have chosen to help his wife Laurel, you'll be rewarded with a Brotherhood Outcast Power Armor and a Villager Hood. The Armor gives 10 Rad Resist, 5 Big Guns, 1 STR, -1 AGL. Overall it's not better than Ranger Armor.

## Fallout 3 Guide - Miscellaneous Quests

# Tenpenny Tower

```

HOW TO UNLOCK: Speak to Gustavo and/or Roy Philips at Tenpenny Tower.

ITEMS: [] First Aid Box, [] 3x Railway Spikes, [] Ammo Box x2, [] First Aid
        Box x2, {} Lying, Congressional Style, [] Love Letter, {} Tales of
        a Junkytown Jerky Vendor.

QUEST REWARD: One of the following:
(300 EXP)  1. If you killed Roy Philips: [] 200 or 400 Caps.
           2. Any other option: [] Ghoul Mask   [] Store Discount at
                Bessie Lynn and Michael Masters.

ENEMIES:  o Feral Ghoul      o Feral Ghoul Roamer    o Glowing One
    
```

It's difficult to not find Tenpenny Tower easily, because you can see it from miles distance. It's the pretty robust tower on the southwest side of the wasteland. When you approach the entrance you'll find a Ghoul named Roy Philips who's having an argument with the chief of security, Gustavo. Sounds like quest material, and it is.

Head inside by speech challenging Gustavo over the intercom, or, if that doesn't work for you, by bribing him with 100 Caps. Talk to Gustavo and he'll tell you all about Tenpenny Tower's problem. Try to go for the non-violent solution, unless you're really evil and simply want to kill one side or the other.

### You have the following four options:

1. Kill all Ghouls.
2. Kill all Humans.
3. Give the Ghouls access to Tenpenny Tower, allowing them to take over.
4. Find a way to make things as convenient as possible for both sides.

This walkthrough will now describe option 4 in detail.

If Roy Philips, the Ghoul outside the gate (who is gone now) didn't talk to you, the first thing you should do when you get the quest is to head to the Metro Tunnels. Head to the NW and follow your marker until you reach the Warrington Trainyard. Enter the tunnels from here.

### Warrington Tunnels:

Head down the tunnel and kill any Feral Ghouls that stand in your way. Feral Ghouls have lost the ability to reason, and these are not the Ghouls you want to try reason with either - they'll just end up clawing and eating you. When you reach a door head inside the room and find a [FIRST AID BOX] and [3x RAILWAY SPIKES x20] on your left. Kill the two Feral Ghouls here and check the cabinet for two [AMMO BOXES], one of them with a very easy lock.

It doesn't matter much which door you take to continue, since both lead to the same room. Another happy Ghoul bunch awaits for their limbs to be blasted off. Continue down the tunnel up ahead until you reach another walkway complex. Head east and find two [FIRST AID BOXES] in the room ahead, but not before killing the Ghouls nearby. The rest of the walkways only connects to where you've already been, so head through the door on the south and enter Warrington Station.

**Warrington Station:**

Move to the east and a Ghoul named Michael Masters will halt you. Head up the escalator and stay friendly. Continue your search for Roy Philips by going back down and proceeding through the gate. Make your way through the tube until you find lots of rubbish in the main tunnel. Look around for a door on your right.

Here you'll find several non-feral Ghouls including Roy Philips. Talk to him and tell him you'll talk to Tenpenny. Of course you can also choose any of the previous options I mentioned earlier on.

**Tenpenny Tower; Convincing harmony for everyone:**

Head back to Tenpenny Tower. The fastest way is to head up the escalator where you met Michael Masters, head south, and exit to the Wasteland. This opens up a shortcut to Roy Philips as well.

Go up with the elevator and check the Penthouse Suite on your left to find Tenpenny. If you've never been here before you'll have to get past the guard first; You can either Speech Challenge him, wait for him to stretch his legs and pick the door, or grab the key from the socket nearby. You can also attempt to pickpocket the key from him, but that's the trickiest of scenarios.

Tenpenny doesn't seem to like the idea of letting Ghouls live in his tower at first, but he'll make you a proposal anyway. If you can convince the residents of the tower the deal will be sealed. While you're there, grab a copy of the {LYING, CONGRESSIONAL STYLE} from Tenpenny's desk, back in the Suite.

Lydia Montenegro and Anthony Ling can be dealt with in two different ways. First of all you can try to locate them and Speech Challenge them - but if that does not work you'll have to take care of things differently. In the night, when no one's around in the shops, check out the Boutique Le Chic and the New Urban Apparel stores. Be sure that no one is watching when you open up their safes and grab the decent amounts of Caps in them. The Safe has a 'Hard' lock, but the terminal has an 'Average' lock. If security is in the same room, use the wait function and wait an hour or two.

As soon as they discover they've been robbed, they promptly leave Tenpenny Tower for good. Don't worry about their stores though, they'll be taken over by others shortly, very shortly indeed..

The other three residents can be dealt with by nosing in their business. Let's do this right away. Head up to the Suites Floor by going upstairs and enter Susan Lancaster's Suite. Grab the [LOVE LETTER] from her desk on the right. You can also steal the {TALES OF A JUNKYTOWN JERY VENDOR}, but only attempt this when you're done with the quest already - Susan can be a pest at times.

Note: You may want to have started 'Strictly Business' to make an extra profit.

Whenever Susan is alone in her room with the door closed, grab your Mesmetron and Slave Collar to send her over to Paradise Falls. Two more residents to go.

Instead you may do the below right away, and Susan will be killed.

Read the Love Letter from your Pip-Boy and locate Millicent, the wife of Edgar. Tell her about the letter you found and she promptly kills her husband. She immediately leaves the tower herself. Wonderful!

Leaves Michael Hawthorne, Doctor Banfield, Margaret Primrose, Herbert 'Daring' Dashwood, Irving Cheng, and Tiffany Cheng to talk with - although these give in to your needs without any trouble, and they might not even be important.

**Note:** Sometimes Tenpenny doesn't allow you to turn in the quest. This is a damn annoying bug, and your best bet is to either kill or pickpocket Chief Gustavo, go around the back of the building, to the basement, and let the Ghouls inside. Alternatively you can just kill Roy Philips, but that will not net you the Ghoul Mask. Note: If the unfortunate above 'Note' happens to you, there is a solution. Head away from Tenpenny Tower and start doing other things. Complete the Strictly Business Quest, do various random events and quests, then return to Tenpenny Tower. You

should be able to talk to Tenpenny now, and he'll hand you 500 Caps.

**Note:** If Tenpenny is already dead, speak to Security Chief Gustavo and deal with matters, then fill in Roy back at the metro tunnels. When Tenpenny tells you it's O.K, fill in Roy Philips who is likely still in the metro tunnels. You're rewarded with the [GHOUL MASK], which allows you to walk among Feral Ghouls without being attacked.

**Fallout 3 Guide - Miscellaneous Quests****Head of State**

HOW TO UNLOCK: Speak to Hannibal Hamlin in The Temple of the Union.

ITEMS:  Nuka-Cola Quantum,  First Aid Box,  Safe,  First Aid Box,  
 Med-X,  Jet x2,  Nuka-Cola Quantum,  Lincoln's Dairy,  
 Stimpak,  Action Abe Action Figure,  10mm Rounds,  Gun Cabinet  
 Ammo Box x2,  Grenade Box,  First Aid Box,  Safe,  10mm  
Round x2,  10mm Rounds,  Lincoln's Head,  John Wilkes Booth  
Wanted Poster,  Civil War Draft Poster,  Lincoln Memorial Poster  
 Lincoln's Voice,  Lincoln's Repeater,  Chinese Army: Spec. Ops.  
Training Manual,  Antique Lincoln Coin Collection.  Ammo Box.

QUEST REWARD: One of the following:

- (300 EXP)    1. Help the Abolitionists:  Dart Gun Schematics  
                  2. Help the Slavers:  200 Caps.

ENEMIES:     Slaver             Feral Ghoul             Feral Ghoul Roamer             Glowing One

You can find The Temple of the Union northwest of Canterbury Commons, if that rings any bells. It's basically in the northeastern section of the wasteland but not all the way up north. It's more around the middle.



When you attempt to enter, stay polite to be allowed inside. Find Hannibal Hamlin on the first floor to initiate the quest. You have two main options to go from here. Either you stay on the side of Hannibal, or you team up with the Slavers that you'll soon meet. This guide focuses on staying with Hannibal, simply because he offers the better reward of the two.



Next, talk to Caleb Smith downstairs and make your way to the Mall after you've searched and looted the place.

Head downstairs and look around for Caleb Smith. Talk to him, then set foot for your next destination. Fast-travel to The Mall or a destination nearby, such as the Washington Monument, then head all the way west to discover the Lincoln Memorial. One of the slaver guards, Silas, will let you know that the memorial is off limits. Be polite and follow him to the back entrance, or simply start killing all the slavers right away.

Instead, stay on your guard and have a chat with the Slaver leader Leroy first. Don't tell him anything about the slaves you met, stay friendly, and he'll make you an offer: If you find any artifacts you can bring them to him and he'll make it worth your while. Search his room for a [NUKA-COLA QUANTUM] bottle. Head back outside and enter the Memorial - Yes, that means killing slavers alright.

Waste any slaver around and inside the memorial to complete one of your objectives. Your second objective involves getting a picture of the memorial. What you need to do is to head inside the Museum of History, go inside the Main Hall and take a left (west).

**Museum of History: Lower Halls:**

This video will quickly instruct you to the Lincoln Memorial Poster. The hissing sound in my neck are the various Ghouls that roam the place – their breath keeps my back warm.

Wipe out any Ghouls in sight and head for the small room to the east before anything else. Snatch the items from the desk, the [FIRST AID BOX] and the averagely locked [SAFE], then go back to the hall.

Move into the cafeteria on the south and make your way into the ladies restroom on your right (west). Search the former Wastelander for items here. You can find a [FIRST AID BOX] in the eastern room behind the counter. Continue your ransacking by moving through the nearby hall, and make your way to the SE. Loot the Wastelander and look on the table for a [MED-X] and [JET x2]. Don't forget to grab the [NUKA-COLA QUANTUM] from under the table.

Head back and go upstairs. You'll find a secured room to your right - a Mark V Turret has gone frenzy - but you can leave the room alone altogether or use the terminal to shut the turret down. Waste any Ghouls in the next room and check your right for [LINCOLN'S DAIRY], one of the artifacts you're looking for. Clear the area of Ghouls and go through the door at the end of the room to reach the Museum of History Offices. Boring? I don't think so!

#### **Museum of History Offices:**

Make your way upstairs and spot the many red dots on your compass. A number of Ghouls have hid themselves in the next hallway on your left. Carefully tread into the first room on your right and open up the Eat'o'tronic to find a possibly much needed [STIMPAK]. The door on the opposite has a Very Hard lock.

Head into the next room on your left, which is filled with ruined books and cases. Move into the adjacent room and look for the [ACTION ABE ACTION FIGURE] on the desk. Also find that the Very Hard locked from just now only leads to this room. Find [10MM ROUNDS] on the floor, check the [GUN CABINET], [AMMO BOXES x2], [GRENADE BOX] and [FIRST AID BOX] for supplies and unlock the Average [SAFE]. Use the terminal (Average Secured) to shut down any Turrets, then exit the room.

The desk near the cell door has [2x 10MM ROUNDS] on top of it. You can go through the western rooms, deal with more Ghouls, just to find a similar cell door and desk. Grab the [10MM ROUNDS] lying behind the desk, then go through either one of the cell doors, because the rest of the floor holds surprisingly little - nothing but [LINCOLN'S HEAD] in the caved-in room all the way north.

When you enter the archives, check the western bookcase for the [JOHL WILKES BOOTH WANTED POSTER]. Now move to the SE corner of the room and check the case to your right thoroughly to find the [CIVIL WAR DRAFT POSTER] on the top shelf.

Head upstairs and glance at the wall. Hanging behind the desk is nothing other than the [LINCOLN MEMORIAL POSTER]. You can now return to Hannibal, but it's better to explore some more. Waste any Ghouls that you may have brought to your attention, then search the nearby desk for the [LINCOLN'S VOICE] artifact.

The walkways to your south yield nothing but ruined books, so head into the ruined room to your north instead. Search any cabinets and desks for caps or ammo and more importantly, grab medical supplies from the [FIRST AID BOX] on the wall. Explore the NW corner of the room and open up the display case to treasure another artifact: [LINCOLN'S REPEATER]. While you're here, don't leave the [CHINESE ARMY: SPEC. OPS. TRAINING MANUAL] on the desk.

Head through the hall and start exploring the eastern rooms. In the SE room you can find the [ANTIQUE LINCOLN COIN COLLECTION] artifact in a bookcase. You can find an [AMMO BOX] in the room all the way northwest of the second floor, but beware of the gaps in the floor. The western rooms hold nothing of interest which means you can now head back to Hannibal.

Back at the Temple of the Union, hand over the memorial poster to Caleb, then find Hannibal on the second floor. He'll head over to Lincoln's Memorial right away when he hears about Caleb being ready. Fast travel to Mall Northwest and wait 6 hours or so - Hannibal & co. will show up. Talk to him and sell him any of the artifacts you've found; Be sure to apply Speech Challenges all the time and try to increase your Caps. The quest will be over; You'll receive the [DART GUN SCHEMATICS] for a job well done.

## Fallout 3 Mothership Zeta Guide

# FALLOUT 3

This DLC takes you to an alienship called Mothership Zeta. Expect a lot of hostile aliens, robots and nasty surprises during your abduction. You'll want to get out of there and kick some alien butt while grabbing their great loot in the progress, of course!

Following this walkthrough will ensure that you don't miss any of the Alien Captive Recording Logs due to precise and timed descriptions. If you don't collect all 25 during your first visit to the ship, some might never be acquired again, so search well. Good luck to you!

Shortly after downloading this DLC you'll get a notice (after you've at least escaped from Vault 101):

A new radio broadcast has been heard across the Capital Wasteland. While completely unintelligible, it sounds ominous...

Travel towards the Alien Crash Site (check the North/Middle Map: LAT 031LON 22, location '1'). Here you'll get abducted to Mothership Zeta. Let's kick some alien butt, shall we?

## Fallout 3 Mothership Zeta Guide

# Not of This World

### Cell Block:

When you approach the Crashed Anomaly you'll be beamed up by Mothership Zeta.

By the time you wake up you're in a cell together with a woman named Somah. Inquire about what the hell just happened, although she doesn't know much more than the obvious: You've been abducted by aliens!

[video to follow]

After watching a man being transported by a giant crane arm, talk to Somah and come up with a plan: Hit each other so the Aliens will come in and try to stop you from killing each other. Guess what? The plan actually works and two Aliens step inside the cell.

Quickly punch the heck out of them (which should not be too hard) and grab their weapon: A Shock Baton.

*Tip: Exploring the Alien ship is much easier when you know that switches are marked by a blue holographic field, while exits are marked by orange holographic fields. This helps you familiarize the area quickly.*

Proceed to the east and check the round Control tubes to find [ALIEN CAPTIVE RECORDED LOG 15] and [ACRL 22], which I'll name ACRL's from now on. Also grab the [ACRL 14] from this room. The cells don't hold much in particular, although you can strip a dead Enclave Officer of their clothes for some extra defense - he's lying in one of the cells.

When you're all ready, move through the Archway to the west. These restore a little health and reduce your radiation as you pass through them. In this room, check your immediate left to find [ACRL 3] and [ACRL 1], and check the SW corner to find [ACRL 12].

The door to the west is sealed, so move through the one on the south.

*Tip: You can inspect Archways and modify them to fully restore your health (if your Science skill is high enough, I suspect). The modified archway can only be used several times before breaking down completely, however.*

You'll have reached another cell block, and a girl named Sally asks you for help from one of the locked cells. Flip the controls to the south and activate all the Core Coolant Switches - make sure to stand back a good distance when the device explodes. With Sally freed, bring her along and head back to the previously locked door. Sally will crawl through a vent (very 'Aliens' and 'RE2'ish) and unlock it for you.

Waste the Alien in the room on your left (south) and loot him - sometimes they hold Alien Worm Food, a new food that restores 5 HP. Flip the switch inside the room and check the three [CONTAINERS] to retrieve all of your equipment, and loot the other two for a few more items. Make your way through the door on the west and travel to the Steamworks.

Note: Aliens with helmets have considerably more defense than Aliens without, as they have some sort of force field surrounding them.

### Steamworks:

You'll be given the choice to hand Sally a grenade and have her throw it at the group of three Aliens, but you can also handle them yourself. Travel through the tunnels until you reach quite a big group of Aliens in a long tunnel leading west. You'll also pass a locked door, although an Alien can open this for you if they spot you.

They'll mostly attack with Alien Atomizers, a much weaker weapon than the Alien Blaster, and it uses Alien Power

Modules as ammunition. In either case, destroy the Alien group and travel through either door on your left (south) side to access a hallway with a restorative archway and a [CONTAINER]. Continue down the main hallway and head through the door.

Dispatch a few more Aliens and check the [CONTAINER] on the right for a few more goodies from outer space, possibly also an Alien Disintegrator. The doors to the north lead to a steamworks hall, while the northwest stairs simply lead you to the upper balcony of the hall. Expect to encounter several Aliens here, along with a new type of enemy called Support Drones. These aren't too tough, so turn them into scrap metal and be on your way.

From the balcony, explore the western tunnel to find two [ALIEN EPOXIES], and search the NW room for a [CONTAINER]. There's not much else in this area, so proceed through the doorway on the ground floor leading northwest.

*Tip: An Alien Epoxy is an item accessed under 'Aid' in the PipBoy, and will repair about 25% of the weapon you currently have equipped.*

You'll encounter two Alien Workers here, but they aren't meanies and killing them results in a loss of Karma. At the end of the walkway, dispatch of another Alien and a Turret. Travel through the door, make use of the archway on your left and proceed inside the next hall. Dispatch three more Aliens and head up the stairs on the northwest of the hall.

Make your way over the balcony walkway and look around for another [CONTAINER]. Dispatch around three Aliens, then enter the door on the north and destroy the Turret. Walk through the archway, go downstairs and move through the hallway where Sally informs you that she's back again.

Dispatch a couple of Aliens in the upcoming hall, along with a ceiling turret, and make your way through the door on the north. Waste two more Aliens upstairs and Sally joins you in physical form again. The room she came from houses two [CONTAINERS], an archway, and several items on some shelves: [LARGE ALIEN CRYSTAL x2], [SMALL ALIEN CRYSTAL], [ALIEN BIOGEL] and [ALIEN POWER CELL x4].

Sally will wisely wait "until everything's safe", so proceed over the catwalk and explore the far east section of the area to find some Alien Worm Food and two [SMALL ALIEN CRYSTALS] on some tables. The southern room doesn't contain any items, so follow the catwalk southwest and destroy the turret before exiting to the Engineering Core.

### Engineering Core:

The core is located on your left (east), but this path only leads to the middle level. Nonetheless, search the area around the core to loot two [CONTAINERS].

Follow Sally inside the other room afterwards. Search the desks for [SMALL ALIEN CRYSTAL x2] and a [LARGE ALIEN CRYSTAL], [ALIEN EPOXY x2], [SMALL ALIEN CRYSTAL x4], [LARGE ALIEN CRYSTAL x2], and search the shelves next to the stairs for another [SMALL ALIEN CRYSTAL] and [LARGE ALIEN CRYSTAL].

Upstairs you'll find that the Aliens have shut down power to the Airlock Door leading to the Decompression Chamber, and that the Teleportation Matrix leading to the Observation Deck has also been shut down. Head south instead and search the shelves to your left for an [ALIEN EPOXY].

This is the ship's core room. Although everything's shut down, it doesn't hurt to go over the entrances/exits of other areas. To the west you'll find the Teleportation Matrix to the Maintenance Level, a door leading to Robot Assembly and a smaller door leading to the Engine Room. To the east is the door leading to the Hangar, and another door leading to the Cargo Hold.

**WARNING:** Explore the optional areas first (Maintenance Level, Engine Room, and Cargo Hold). When you finish the main quest these doors will be locked.

Ignore all locked doors and follow Sally south. Inquire about the people in cryostasis and agree to free the

spaceman. This ends the first quest. Make sure you check the four controls in this room to find [ACRL 5, 6, 7, 8], then fiddle with the Stasis Controls to unlock the pods.

## Fallout 3 Guide - Miscellaneous Quests

## You Gotta Shoot 'Em In The Head

HOW TO UNLOCK: Speak to Mr. Crowley in Underworld at Carol's Place.

ITEMS: []

QUEST REWARD:

ENEMIES: 0

Head over to the Museum of History, located at The Mall, and go to Underworld. Head upstairs and find Mr. Crowley at Carol's Place. This man wants four people dead, and he wants you to do it like a pro: A bullet straight through the head. You're given the list with people he wants dead, and you're sent off on duty.



Find Mr. Crowley in Underworld, Carol's Place.

Alternatively, Mr. Crowley may be sitting in The Ninth Circle Bar, so you may also need to look there depending on the time your visit Underworld. Wherever you contact Mr. Crowley, you're given a [SNIPER RIFLE] and [.308 CALIBER ROUNDS] for your job in advance.

**Optional:** Does Mr. Crowley really just want to kill these people because he hates them, or is there more than meets the eye? You can talk to various people around Underworld and find out that it's not all about hatred. The best way to do so is by talking to Greta who is in the same room as Crowley. Head back to Crowley, confront him with your findings and he'll throw in an additional 100 Caps to seal the deal.

### Getting the Keys:

If you're lucky, Dukov won't even notice you pickpocketing him. If you're unlucky however, he'll turn against you – usually resulting in a bullet through his brains.

Head over to Dukov's Place, which is nearby Tepid Sewers. When you enter, a drunk guy with a Russian accent comes up and greets you - meet Dukov. You have several options to obtain his key:

1. Speech Challenge him by threatening in order to receive the key.
2. You can pickpocket Dukov (use a Stealth Boy to ensure success).
3. Talk to Cherry and Speech Challenge her to steal his key, however she wants you to escort her to Rivet City (which you can just neglect to do).
4. If you're male and have the Lady Killer Perk, Fantasia offers to steal the key for you without asking anything in return.
5. If you're female and have the Black Widow Perk then Dukov will hand over his co.. Key to you. That's right.
6. Of course, you can also just kill Dukov and grab his key.

If you're a drug lover, check out the restroom to the west and find a crapload of {JET x8} on the floor.

Next, head over to Dave's Republic, which is in the NE corner of the wasteland. It's a long trek, so come prepared. The Temple of the Union might quite possibly be the closest, so fasttravel and head from there.

When you finally arrive, make your way into the house by staying polite and friendly. Find Dave: You now have several options again.

1. If your LCK stat is high enough, Dave can hand over the key without problems.
2. You can Speech Challenge Dave several times to make him hand over the key.
3. You can kill Dave and take the key from his body.
4. Pickpocket the key from Dave (use a Stealth Boy for a sure success).

Now continue your quest to Rivet City. You've probably been here before, it's the large 'city-on-a-boat' in the southwest corner of the Wasteland. Head to the Middeck and enter the Common Room. Look around for Ted Strayer.

1. With the Toughness Perk, which you most likely have, you can convince Ted to hand over the key immediately. That means NOW, Ted.
2. You can Speech Challenge Ted into giving you the key with ease.
3. Paying Ted 25 Caps is also a way of obtaining the key.
4. You can pickpocket Ted, but I'd certainly advise using a Stealth Boy.
5. Killing poor Ted is also an option; You can take the key from his carcass afterwards. Just make sure you don't attract any of the guards, or else.

**Optional:** Now that you have the three keys, you can optionally go to Tenpenny Tower in the southwest and meet Tenpenny. You can then either kill Tenpenny (for a measly 100 Caps), or get a 200 Caps (300 with Speech) from Tenpenny if you kill Crowley instead. Whatever your choice, I recommend being done with the Tenpenny Tower Quest already before killing Tenpenny (unless he's already dead-which figures for itself).

You can now return to Crowley and give him the keys. You'll be rewarded with Caps, depending on if you really killed them or not you get 25 or 100 Caps, but it's possible to trick Crowley with a Speech Challenge. When you've ended the quest you have two options:

1. Sneak after him and steal the three keys back from him. This is highly recommended, but you should save your

game before attempting.

2. Kill him when he's out of Underworld, and grab the keys back.
3. (Leave him be - not recommended)

These keys will be of use in a Freeform Quest: Fort Constantine. It's worth the trip, not in the least place because you can find the Big Guns Bobblehead and the unique T-51b Power Armor. Find more info at the Freeform Quests.

## Fallout 3 Guide - Miscellaneous Quests

### Stealing Independence

```

HOW TO UNLOCK: Speak with Lincoln Washington in Rivet City at the Capitol
                Preservation Center, nearby the Science Lab, Mid Deck.

ITEMS: [] Archives Prize Voucher, [] Special Mentats, [] Frag Mines,
        [] Sydney's 10mm "Ultra" SMG, [] Safe, [] Archives Prize Voucher x6,
        [] Ammo Box x2, [] Safe, [] First Aid Box, [] Darts x 20, [] Ammo
        Box x2, [] Frag Grenade x3, [] Pulse Grenade, [] Shotgun Shells x2,
        [] First Aid Box, [] Ammo Box x2, [] Mentats, [] Grenade Box x2,
        [] First Aid Box, [] Mine Box x2, [] RadAway, [] Sheet Music Book,
        [] Ammo Box, [] Grenade Box, [] Mine Box, [] Stimpak, [] Ammo Box x3,
        [] First Aid Box, [] Laser Rifle, [] Mini Nuke, [] Stealth Boy,
        [] Duck and Cover!, [] Metal Armor, [] Metal Helmet, [] Mine Box,
        [] Microfusion Cell x2, [] Stimpak, [] First Aid Box, [] Ammo Box,
        [] Mine Box, [] Ammo Box x5, [] Grenade Box, [] Mine Box, [] First Aid
        Box, [] Lying, Congressional Style, [] Bill of Rights, [] Ammo
        Box x3, [] Grenade Box, [] Mine Box, [] Magna Carta, [] Stronghold
        Security Terminal Password, [] Button's Wig, [] Safe x2,
        [] Declaration of Independence.

QUEST REWARD: [] Schematic: Railway Rifle.
               (300 EXP) [] 400 Caps (if you come alone).

ENEMIES: o Super Mutant      o Super Mutant Brute      o Super Mutant Master
          o Centaur
    
```

Talk to Lincoln Washington at the Capitol Preservation Center on board of Rivet City. He'll tell you that the Declaration of Independence is missing in his collection, and he'd like you to fetch it from the National Archives. Head over to The Mall by fast traveling somewhere nearby. You can go inside by front or by the back door.

#### National Archives Front Door:

Head through the hall and find two terminals on the back of the wall. One terminal holds 8 questions and claims that you can win fabulous prizes. Let's try it, shall we? If you always were a lamer at history, check for the answers below. Otherwise, try the questions yourself: You can back out of the terminal at any given time to try again.

Answer #1: Second Continental Congress.

Answer #2: Thirteen.

Answer #3: John Hancock.

Answer #4: 56.

Answer #5: Ratification.

Answer #6: King George III.

Answer #7: Happiness.

Answer #8: Thomas Jefferson.

Claim the [ARCHIVES PRIZE VOUCHER] and collect your prize, one out of three special mentats (a weird prize for a Museum if you ask me - drugs?).

Glamorously Grape = 5 CHR.

Brilliantly Berry = 5 INT.  
Observantly Orange = 5 PER.

These Mentats are unique, so use them extremely sparingly - or not at all.

Head into the Rotunda to the north and lay several mines at the entrance, then move in and beware of tons of mines yourself. Move over to Sydney, the woman who looks like a ranger, then prepare for two waves of Super Mutants. The first wave will mostly be taken care of by any mines, but the second wave has a mutant with a Missile Launcher. Kill this one ASAP and make sure Sydney survives the fight. Talk to her when it's over.

After teaming up with Sydney, head over to her terminal nearby her initial position and use the 'Unlock Rotunda Cargo Lift' option. This reveals a secret elevator leading to the Archival Secure Wing East. Disarm all [FRAG MINES] in the Rotunda, then choose from a number of paths.

**Note:** If Sydney is killed before you had the chance to use her terminal, you'll have to make your way through the eastern door from the main hall, follow the path downstairs to an 'easy' locked door (beware of a cow-head-trap when going downstairs) and go from there.

**Note:** It's not necessary to keep Sydney alive at all costs. If she dies, be sure to keep her unique [SYDNEY'S 10MM "ULTRA" SMG] safe. We wouldn't want it to get lost, right?

**Note:** If you want to do a small Freeform Quest with Sydney (with as reward the aforementioned machine gun), you'll need to keep her alive.

**Note:** Also head through the east door from the main hall and head upstairs and locate the wall [SAFE] in this office room. This always holds [ARCHIVES PRIZE VOUCHER x6], which you can exchange for special Mentats at the terminal in the main hall. Tip: If you have a near-perfect/allround built it may be wise to grab as much as you can from the Glamorously Grape Mentats, since these increase your low-as-hell CHR. The Brilliantly Berry flavour can also be useful if you want temporary max stats.

**Note:** You can also explore the western area and look for useful items (but also Super Mutants). Feel free to glance at the 'Entering from the back' section and use it backwards to find all the items.

#### **Entering from the back:**

You'll come across several Super Mutants and a Centaur along this route. Beware of Frag Mines on your right (west). Head left (east) and look for two [AMMO BOXES] between two bookcases. Also check this area for an 'Average' [SAFE], and look for a [FIRST AID BOX] on the ground near the destroyed cabinets.

The rest of the eastern path leads to several rooms with nothing but junk. It also leads to a locked door which is an optional path soon. Either way, from the back entrance it's better to explore the western area. Don't bother with the southern door - it only has a trap behind it. The classrooms to the very west contain [DARTS x20] on a desk in the first room, and two [AMMO BOXES], [FRAG GRENADE x3] and a [PULSE GRENADE] in the second room, marked with an 'A'.

Head upstairs at the end of the hall and check the bookcase on your left to find [2x SHOTGUN SHELLS] and a Combat Shotgun. Clear the area from mutants and check both restrooms for a [FIRST AID BOX] in each. Explore the southern room and look for two [AMMO BOXES] and [MENTATS] in the NW corner, but also loot any filled cabinets for caps or ammo. The elevator to the Archival Storage is locked, so head back to the previous room adjacent to the restrooms and go up the stairs by moving through the SE hall.

Waste a few more mutants and make your way in the room upstairs. You'll be able to find a [GRENADE BOX x2] and a [FIRST AID BOX] on a desk, two [MINE BOXES] of which one is averagely locked, and a [RADAWAY] in one of the corners. Make your way east to the main hall of the building - where you would end up going through the front door.

**Going by the Locked Door:**

If you use the secret elevator you can skip these paragraphs. The locked door leads to the Archives Sub-Basement. Head downstairs and search this messy storage room for a [SHEET MUSIC BOOK] on the lowest shelf of a case against the western wall, and a [GRENADE BOX], [AMMO BOX] and [MINE BOX], plus a [STIMPAK] on top of a bookcase.

The area on your south is engulfed with gas, so it's best to roll a grenade inside and keep your distance to keep from getting fried. There are several other mutants roaming the room, so do your duty and get rid of them. Search the southern room to find three well packed [AMMO BOXES] and a [FIRST AID BOX]. Now head downstairs (or carefully jump down) and proceed through the northern hallway, once again filled with highly flammable gas.

Tread with caution, grab the [LASER RIFLE] from the skeleton - should you need it, he/she won't miss it - and head upstairs. The gate on your left is locked and is 'Very Hard' to unlock, meaning 100 Lockpick Skill. If you have this by now you can trespass to find a [MINI NUKE], [STEALTH BOY], [DUCK AND COVER!], [METAL ARMOR] and [METAL HELMET]. If you don't, remember this location for later. Head for the Archival Secure Wing East.

**Archival Secure Wing East:**

The elevator from the Rotunda leads here, which grants you a significant short-cut over the other route. You can still collect the items there if you're interested. If you're not, or if you came from there, proceed north and deal with a Mister Gutsy robot.

You once again have two options: If your Science Skill is high enough you can open the Utility Gate and skip the western walkway. If you can't open it, make your way through the western hall instead. You are granted a secondary shortcut by means of an averagely locked door and a walkway filled with gas that leads to the same room the utility gate led to. However, you may want to explore some more, so leave it alone for now. Find a [MINE BOX], [MICROFUSION CELL x2], [STIMPAK] and Laser Rifle near the skeleton in the first room to your left. Check the Cash Registers for loads of Pre-war money altogether.

The second room to your left contains a [FIRST AID BOX] and [AMMO BOX]. Go around the corner and find a [MINE BOX] in one of the metal cases. Don't forget to ransack all Cash Registers. Dispose of the Sentry Bot and continue east. Dispose of any Mister Gutsy or Protectron standing in your way and head down when you reach the large room (this is where the Utility Gate led to as well). Go through the door and enter another walkway.

You'll find an average locked door on the west, two of them upon closer inspection, and they lead to a storage with loads of supplies. Destroy the two Mark IV Turrets in the storage room itself and grab all of the following: [AMMO BOX x5], [GRENADE BOX], [MINE BOX], [FIRST AID BOX], [LYING, CONGRESSIONAL STYLE] and the [ARCHIVES SECURITY SAFE - with the BILL OF RIGHTS].

Back at the hallway, the 'Hard' locked door to your right only represents a shortcut. Funny thing by the way: The storage being locked by two average doors and a regular hallway door being 'Hard'. Don't mind me, I like nitpicking. :)

Continue north but be warned: This area has three Sentry Bots and a Mister Gutsy patrolling the rooms. Use Pulse Grenades and Mines, because these are tough foes your messing with. The western stairs lead down to a dead-end room with a dead Mercenary and a Sentry Bot.

The eastern storage room, accessed by going through the northern hallway first, looks similar to the previous: One averagely locked door and two more Mark IV Turrets guard the goods. Find [AMMO BOXES x3], [GRENADE BOX], [MINE BOX] and the [MAGNA CARTA] from the safe. Now make your way through the northernmost door of the area that leads to the Archival Strongroom.

**Archival Strongroom:**

You're promptly greeted by a protectron who thinks he's Button Gwinnet. He holds the [STRONGHOLD SECURITY TERMINAL PASSWORD], and you need it. How to resolve this?

1. Use Speech Challenge to ensure Gwinnet that you are one of the good guys, in fact you're either Thomas Jefferson

or his agent!

2. Fetch the Ink Container for Gwinnet, if you haven't gotten it already from the Arlington Public Library. Check out 'Librarians are not boring', the 9th part of the Wasteland Survival Guide quest for details on where to find this.
3. Kill him and grab it off him.

Search the room and the various cabinets. Also grab the unique [BUTTON'S WIG] from the ground. It has some uses, but foremostly adorable. Ahem.

With the password in hand, use the terminal and unlock all Strongroom and East Wing doors. Search the storage room for two [SAFES] and the [DECLARATION OF INDEPENDENCE] in the main safe. Head through the western maintenance area for a shortcut, make your way east to the main hall, and set foot for Rivet City.

Locate Abraham Washington and claim your reward: [RAILWAY GUN SCHEMATICS]. If you arrive without Sydney, you also get to claim 400 Caps.

## Fallout 3 Mothership Zeta Guide

### Among the Stars

ITEMS: [] Samurai Helmet, [] Samurai Armor, [] Paulson's Revolver,  
 [] Paulson's Outfit, [] Sheriff's Hat, [] Spacesuit, [] Container,  
 [] Small Alien Crystal x4, [] Large Alien Crystal, [] Alien Epoxy,  
 [] Container x3, [] ACRL 4, [] 5.56mm Rounds, [] 10mm Rounds,  
 [] Container x2, [] ACRL 2, [] Small Alien Crystal, [] Small Alien  
 Crystal x2, [] Large Alien Crystal, [] Alien Biogel, [] Chinese  
 commando Hat, [] Frag Grenade, [] Alien Epoxy x2, [] Buffout,  
 [] Jet x2, [] .32 Caliber Rounds, [] Flamer Fuel, [] Railway Spikes,  
 [] Container x2, [] Container x2, [] Ammo Box, [] Stimpak x2,  
 [] Med-X x3, [] RadAway, [] Frag Grenade x2, [] Psycho, [] Railway  
 Spikes, [] Microfusion Cell, [] Jet, [] Mentats, [] .44 Rounds,  
 [] Psycho, [] Microfusion Cell, [] Electron Charge Pack, [] Rad-X x2,  
 [] Shotgun Shells, [] ACRL 11, [] ACRL 17, [] ACRL 25, [] Container x2,  
 [] Alien Epoxy, [] Container, [] Alien Epoxy x2, [] ACRL 16.

#### Robot Assembly:

-----  
 [] Small Alien Crystal x4, [] Small Alien Crystal x3, [] Container,  
 [] Alien Epoxy x3, [] Alien Power Cell x3, [] Small Alien Crystal x3,  
 [] Large Alien Crystal, [] Alien Power Module x2, [] Large Alien  
 Crystal x3, [] Alien Epoxy, [] Container, [] Alien Biogel x4,  
 [] Container, [] Alien Epoxy x3, [] Alien Biogel x2, [] Container,  
 [] Large Alien Crystal x4, [] Alien Epoxy, [] Container, [] Small  
 Alien Crystal x 13.

#### Hangar:

-----  
 [] Container, [] Container x2, [] Small Alien Crystal x2, [] Large  
 Alien Crystal, [] Small Alien Crystal x2, [] Small Alien Crystal x2,  
 [] Container x2, [] Alien Power Module x4, [] Small Alien Crystal x10,  
 [] Large Alien Crystal x4.

#### Cargo Hold:

-----  
 [] Container x3, [] Frag Mine x5, [] Plasma Grenade x3, [] Ammo Box,  
 [] Railway Spikes x6, [] 5mm Rounds (x100), [] Missile x6, [] Shotgun  
 Shells x5, [] BB Ammo x3, [] Jet x2, [] Med-X x2, [] Rad-X,  
 [] Psycho, [] Stimpak x9, [] RadAway x3, [] Med-X x3, [] Mentats x4,  
 [] Buffout x5, [] Rad-X x2, Ammo Box x5, [] Flamer Fuel x3,  
 [] Mini Nuke, [] Ammo Box x12, [] MPLX Novasurge, [] Frag Grenade x6.

#### Research Lab:

-----  
 [] ACRL 13, [] ACRL 21, [] Pulse Grenade x3.

#### Engine Room:

-----  
 [] Container, [] Alien Epoxy x2, [] Alien Biogel, [] Electro-Supressor,  
 [] Container x2, [] Alien Biogel, [] Small Alien Crystal x2,

[ ] Container, [ ] Small Alien Crystal x2, [ ] Large Alien Crystal x2,  
 [ ] Alien Epoxy x5, [ ] Alien Biogel.

Maintenance Level:

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[ ] Container x2.

Waste Disposal:

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[ ] Safe x2, [ ] First Aid Box, [ ] Safe, [ ] Anchorage Quartermaster  
 Shipment Holotape, [ ] General Chase's Overcoat, [ ] First Aid Box,  
 [ ] Buffout, [ ] Stimpak, [ ] Safe, [ ] First Aid Box, [ ] Container,  
 [ ] ACRL 19, [ ] Container x2, [ ] First Aid Box x8.

Decompression Chamber:

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[ ] Container x2, [ ] Alien Biogel x4.

ENEMIES: o Aliens                    o Ghouls    o Raiders    o Mutants    o Support Drone  
           o Guardian Drone

QUEST REWARD: 300 EXP.

Elliot Tercorion can make Adapted Biogels out of regular Alien Biogel. While the regular biogel only heals for 23 HP, the Adapted ones heal for a whopping of 115 HP.

Toshiro Kagu wears Samurai Armor, and you can't make out what he's saying.

[SAMURAI HELMET] gives 5 DR, has a weight of 3, and is worth 300 caps. [SAMURAI ARMOR] gives 30 DR, weights 20 and is worth 999 caps, plus it gives a Melee Weapons 10, and Melee Damage 10 bonus.

Paulson can tell you more about his abduction if you can convince him to with the Black Widow Perk or pass the Speech Challenge. You can also ask him to join you and lend a hand - or rather, a gun. This makes him a new follower. [PAULSON'S OUTFIT] is a unique equipment, as is his gun, [PAULSON'S REVOLVER] and his [SHERIFF'S HAT].

Note: Killing either of them doesn't result in a Karma Loss, and allows you to acquire their unique equipment. Of course, Sally is invincible. Don't kill Elliot as he'll be valuable to you later as well.

In either case, grab the [SPACESUIT] off the dead Colonel Hartigan and be on your way. Enter the Cryo Labs to the south.

### Cryo Labs:

[video to follow]

Explore the northern area to find a [CONTAINER], and take note of the powered down teleporter here, which leads to the Cryo Storage otherwise. Go downstairs, dispatch the Alien and look underneath the stairs for [SMALL ALIEN CRYSTAL x4], a [LARGE ALIEN CRYSTAL] and an [ALIEN EPOXY]. The southern door leads to a room with an archway, [CONTAINER x3], [ACRL 4], [5.56MM ROUNDS] and [10MM ROUNDS].

Head back upstairs and activate the release mechanism located under the blue hologram. Proceed west and check the two Support Drones located on either side. If your Science skill is high enough you can realign their sensors and activate them to turn them into allies.

Search the room for two [CONTAINERS] and deal with any hostile Aliens you come across. Flipping the switches on either side of the room releases a hostile Raider and Feral Ghoul from the adjacent rooms, but they'll join in the fight against any Aliens. Check the southern room for [ACRL 2] and the northern room for a [SMALL ALIEN CRYSTAL] on one of the desks. Lastly, use the archway in the center room to heal up before continuing through the tunnel on the west.

At the end of the tunnel, slip in the control room to the west by going through the smaller door. Hitting the switch below the hologram releases several ghouls and raiders once more, who will take it up against the Aliens. The control panel allows you to remotely overload the turret circuitry, or to rewire it for a proximity explosion. Shutting down turrets is always useful, so do this if you're given the option.

The other control panel activates the door, and this adjacent room contains [SMALL ALIEN CRYSTAL x2], [LARGE ALIEN CRYSTAL], [ALIEN BIOGEL], [CHINESE COMMANDO HAT], a [FRAG GRENADE], [ALIEN EPOXY x2], [BUFFOUT], [JET x2], [.32 CALIBER ROUNDS], [FLAMER FUEL], [RAILWAY SPIKES] and two [CONTAINERS].

In the main hall of the cyro labs you can find an archway and two [CONTAINERS]. Head downstairs and check the northern shelves to find an [AMMO BOX], Power Armor, [STIMPAK x2], [MED-X x3], [RADAWAY], [FRAG GRENADE x2] and several outfits.

The shelves in the southwest corner of this area contains a [PSYCHO], [RAILWAY SPIKES] and a [MICROFUSION CELL], along with some Combat Armor. Lastly, the southern shelves contain a [JET], [MENTATS], [.44 ROUNDS]. [PSYCHO], [MICROFUSION CELL] and an [ELECTRON CHARGE PACK]. Head back upstairs and proceed north.

At the end of the walkway you'll reach an experimenting room. Muwahahaha! Oh, yeah. Flip that switch in the middle of the control panel and it'll release cryo fluid, freezing everything in the experimenting room rock solid. Loot their corpses and check the eastern bench for [RAD-X x2], [SHOTGUN SHELLS] and an Advanced Radiation Suit. Before heading through the door, check the controls on either side of the doorway to collect the [ACRL 11] and [ACRL 17]. Head through the door on the far north to enter the Cryo Storage section.

#### **Cryo Storage:**

Check your immediate left to find [ACRL 25], and search the room for two [CONTAINERS]. Proceed to the enormous cryo storage hall through either the east or west doorway. This area is roaming with Aliens and there's about a dozen here. At the end of the eastern walkway you'll find a switch with a hologram - this one releases two Super Mutant Overlords that can help you dispose of the Aliens. Of course, they're hostile towards you as well.

The western side has the exact same switch, which also releases two Muties. These switches aside, you can find an [ALIEN EPOXY] and a [CONTAINER] in one of the interconnection walkways on the lower level.

Check the far south-western side of this enormous hall to find two [ALIEN EPOXIES] and the [ACRL 16]. Exit the area to the far north to reach your destination.

Destroy the generator by flipping the switch and activating the three coolant switches afterwards. Step back and the first generator will be blown to pieces. The other switch in this room activates a teleporter that brings you back to the entrance of the cryo labs, saving you time backtracking.

Return to the main engineering core room and head for the Robot Assembly area, west of the area.

#### **Robot Assembly:**

[video to follow]

Collect four [SMALL ALIEN CRYSTALS] lying on top of a metal crate nearby, and three more [SMALL ALIEN

CRYSTALS] nearby a lantern of some sorts. A [CONTAINER] is located in the southern section behind some crates - head down after looting it.

In this area you'll first encounter Guardian Drones. These come equipped with the Drone Cannon, an insanely powerful weapon that fires bouncing balls of energy that explode upon second impact. It easily does 126 Damage when in good condition, so grab one from the defeated Drones.

Near the spawn point of several drones you can find three [ALIEN EPOXIES]. A [CONTAINER] and another [ALIEN EPOXY] are found nearby, and [ALIEN POWER CELLS x3 - 20 12 12 respectively] can be found nearby the shelves, as well as three [SMALL ALIEN CRYSTALS], a [LARGE ALIEN CRYSTAL], two [ALIEN POWER MODULE (50)]. Continue and search the structures to find [LARGE ALIEN CRYSTAL x3].

More drones will spawn, so dispatch them as you press onward. There's a healing archway at the end of the hall, as well as some shelves that contain an [ALIEN EPOXY]. Loot the [CONTAINER] nearby the hallway before you proceed.

In the next hall, explore the southern area to find four [ALIEN BIOGEL] in some shelves. Make your way to the north and destroy two Turrets in advance. Look for the hologram that locates an Electronics Access Panel. You can cause it to overload, but if you have less than 75% Repair it will pretty much blow up in your face, causing some damage. Make sure you're healed up and you should be fine.

With the conveyor belt shut down, proceed down the next hall and expect heavy resistance from Guardian Drones and Aliens. This is an excellent area to pull out your Drone Cannon and wildly fire around - there's plenty to hit.

Search the northern area for a [CONTAINER], then go upstairs and search around for three [ALIEN EPOXIES], two [ALIEN BIOGELS] and another [CONTAINER]. East of this hall lies the next, but if you turn around you'll get a chance to heal up with an archway in the small room.

Head down the generator room and destroy it in the same fashion you did with the previous. Go through the walkways behind the stairs and search the rooms to find several items: [LARGE ALIEN CRYSTAL x4], [ALIEN EPOXY], [CONTAINER], and [SMALL ALIEN CRYSTAL x13].

The teleporter matrix brings you back to the first hall of the robot assembly area. Travel back to the engineering core and be on your way to the third and final generator, located in the Hangar on the east.

### Hangar:

[video to follow]

Loot the [CONTAINER] in this room and proceed down the hall. In the hangar, search around for two [CONTAINERS] and two [SMALL ALIEN CRYSTALS]. A [LARGE ALIEN CRYSTAL] and two more [SMALL ALIEN CRYSTALS] can be found in the shelves on the wall to your right.

Head downstairs. The doorway to the east only leads to a few Aliens. Instead you'll want to head for the stairs on the other side of the hangar (and the shelves nearby those stairs contain two [SMALL ALIEN CRYSTALS]).

You can find three [LARGE ALIEN CRYSTALS] and an Alien Atomizer on the small table, while the switch to the west deactivates the nearby force field. This hall leads to a small control center with two healing archways. Fiddle with the Pylon Controls if you'd like, and check the room for two [CONTAINERS].

Using the controls on the west next to the force field will sound an alarm. At least two dozen Aliens and several drones are now alarmed and will flood the hangar. Dispatch all of them and the alarm will finally cease. Head back to the switch you flipped and enter the generator room. You know what to do.

You can also find four [ALIEN POWER MODULES], an Alien Disintegrator, [SMALL ALIEN CRYSTALS x10], and

[LARGE ALIEN CRYSTAL x4] on the shelves in this room. After destroying the third and last generator, return to the engineering core and speak with Sally. Put on the Spacesuit you grabbed from the dead colonel in the southern cryo chamber, and enter the decompression chamber on the north.

### OPTIONAL EXPLORATION:

This is the right time to start exploring the other optional areas, as these will become inaccessible when the main Mothership Zeta quest ends.

#### Cargo Hold:

[video to follow]

This is located southwest from the Engineering Core.

Inside, check the room for three [CONTAINERS] and make your way over the long catwalk to the far east. Dispatch a few aliens and drones here, then hop down. Head north first: The conveyor belt contains several items - including [FRAG MINE x5], a small wooden crate with [PLASMA GRENADE x3], an [AMMO BOX], [RAILWAY SPIKES x6 (20)], [5MM ROUNDS (100)], [MISSILE x6], [SHOTGUN SHELLS x5], (here you'll cross a disposal area), [BB x3 (100)], [JET x2], [MED-X x2], [RAD-X], [PSYCHO] (all in the small wooden crate), [STIMPAK x9].

In the southwest corner of the area you'll find a large supply of food and medicine: [RADAWAY x3], [MED-X x3], [MENTATS x4], [BUFFOUT x5], [RAD-X x2]. The door nearby leads to the Research Lab, but we'll get to that in a moment.

Head west/northwest and check the shelves thoroughly to find five [AMMO BOXES] of which one is averagely locked, [FLAMER FUEL x3 (50)], and a ton of weapons. Continue exploring the conveyor belt and you'll find a [MINI NUKE] on it, located next to shelves with a whopping of [12x AMMO BOXES].

One of the terminals in the nearby room can be hacked (Hard). It appears the guy that once owned this terminal stole a weapon from Area 51 and placed it in an indestructible safe. Backtrack to the large trash heap with the hole in the ceiling dropping things and look for the safe in the SE corner. Inside is the [MPLX NOVASURGE] and a note on this unique Plasma Pistol.

You've pretty much explored the cargo hold by now. A bucket with six [FRAG GRENADES] is lying on the conveyor belt nearby where you started to explore. Enter the Research Lab by the door on the southwest.

#### Research Lab:

Head downstairs and enter the large hall - dispatch any aliens and turrets before you start exploring. There's surprisingly little in this hall either way except the [ACRL 13] to the southwest. Continue by going through the SE door, and should you need any Toy Cars, this is definitely the time to grab any!

Proceed through the walkway until you reach the next chamber. There's not much useful to grab in this toy-horse-creating factory, but the center of the room contains the controls for the [ACRL 21] nearby some horses. You'll find an archway on the right, and if you head all the way east, head downstairs, then turn right (south) and explore the southwest corner you'll find three [PULSE GRENADES].

Head back upstairs, turn left and go through the southern door. At the end, simply use the teleporter to return to the entrance of the cargo hold, allowing you to easily head back to the Engineering Room.

#### Engine Room:

This is accessed by the southeast door. Head downstairs, make your way through the walkway and cross the archway. Inside the engine room, immediately turn left and go through the doorway on the southeast. In the room at the far end you'll find a [CONTAINER], two [ALIEN EPOXIES], an [ALIEN BIOGEL] and a unique Shock Baton, the [ELECTRO-SUPPRESSOR].

Back in the engine room, fiddle with the controls to overload the turret systems and continue down the western hall. Dispatch a few more little green men, drones and turrets until you reach a room with stairs. Destroy any nearby drones and explore the eastern section first to find two [CONTAINERS], an [ALIEN BIOGEL] and two [SMALL ALIEN CRYSTALS].

Head downstairs and continue through the northern chambers, dispatching drones and aliens along the way. When you reach another walkway, use the archway to heal up and collect loot from the [CONTAINER] near the stairs. In the next room, defeat the drones and alien, then look for two [SMALL ALIEN CRYSTALS], two [LARGE ALIEN CRYSTALS], [ALIEN EPOXY x5], and an [ALIEN BIOGEL]. Make your way through the halls and you'll end up in the first engine room, making the circle round, the ball round, the engine room round, you're done - whatever you call it, get your ass back to the Engineering Room for more exploration in this shiny maze called Mothership Zeta.

**Maintenance Level:**

[video to follow]

The teleporter on the southwest of the Engineering Room leads here. Head west and make your way through the rooms until you reach a larger one. Look around for two [CONTAINERS], then find Sally in a trash elevator on the other side.

The thing quickly starts moving, and you'll come across several Aliens during the ride. When you fall out in a big heap of trash, heal up any broken legs and be on your way. Head through the door that leads to the Waste Disposal.

**Waste Disposal:**

The southeast part of this area contains a lot of disposal tubes in progress, but if you dare run through them you'll find two [SAFES] - one with a hard lock, one with a very easy lock, as well as a [FIRST AID BOX] to heal your wounds.

Head through the door to the southwest and loot the averagely locked [SAFE] you'll come across on your right. Proceed through the rubbish until you reach several chambers - destroy the drone here.

In the large room with the circular catwalk, watch your back and check the higher ground to dispatch two aliens trying to ambush you. Also check your immediate right (east) and open the footlocker to find the [ANCHORAGE QUARTER-MASTER SHIPMENT] holotape and the unique [GENERAL CHASE'S OVERCOAT].

Head through the door at the other end of the catwalk. This room contains a [FIRST AID BOX], [BUFFOUT] and a [STIMPAK] near the crates on your left, but you'll also be assaulted by a few more aliens in the other room.

Continue and head through the chamber while Sally unlocks them for you. In the first interconnecting walkway between the chambers, unlock the hard [SAFE] and loot the [FIRST AID BOX]. In the next two chambers you'll be attacked by a few aliens while Sally unlocks the force field. Dispatch them and go through the large hatch at the end of this area.

Expect heavy resistance in this room, and waste all aliens quickly while taking shelter behind rubbish. There's a [CONTAINER] in the northeast room, and another nearby the archway on the left (south). Don't forget to collect the [ACRL 19] from the immediate right of the entrance hatch you entered through! You'll never be able to get it after you leave this area!

The small room up ahead has two more [CONTAINERS]. Go through the door, head upstairs, waste one last alien and meet up with Sally again. The western storage cabin contains eight [FIRST AID BOXES], your only reward for doing this section.

This concludes the OPTIONAL EXPLORATION.

**Decompression Chamber:**

Put on the Spacesuit if you hadn't already, then flip the switch and go through the doors. Go all the way upstairs

and check the doorway to your right (south) before entering through the main hatch. You can find two [CONTAINERS] and four [ALIEN BIOGEL] here.

Outside, make sure you don't fall off the saucer or it'll be game over. Look around for three panels with red led displays - after activating all three of them, step in the middle of the saucer and you're automatically beamed up.

## Fallout 3 Guide - Miscellaneous Quests

### Reilly's Rangers

HOW TO UNLOCK: Talk to Reilly at the Underworld Hospital Chop Shop.

ITEMS:  Ammo Box,  .44 Magnum Rounds x16,  Scoped .44 Magnum,  Rad-X x2,  RadAway x2,  .32 Caliber Rounds x15,  10mm Rounds,  Frag Grenade,  First Aid Box,  Stimpak x2,  Med-X,  Ammo Box x2,  Ammo Box x3,  First Aid Box x2,  Ammo Box x2,  3x Microfusion Cell,  Hidden Stash Note,  2x Ammo Boxes,  Mine Box,  Grenade Box,  Ammo Box,  First Aid Box,  First Aid Box,  Buffout,  Jet,  First Aid Box,  Mentats,  Safe,  2x Frag Grenade,  3x Ammo Boxes,  Pre-war Book,  Stimpak,  Mentats,  Safe,  First Aid Box,  Ammo Box,  Psycho,  First Aid Box,  First Aid Box,  Stimpak,  100x 10mm Rounds,  200x 5.56mm Rounds,  200x 5mm Rounds,  4x Frag Grenade,  First Aid Box,  First Aid Box,  First Aid Box,  2x Mine Box,  10mm Rounds x10,  First Aid Box,  Chinese Army: Spec. Ops. Training Manual,  Ammo Box,  First Aid Box x2,  First Aid Box,  Nuka-Cola Quantum,  2x Ammo Box,  2x Frag Grenade,  Shotgun Shells x12,  Grogak the Barbarian,  First Aid Box,  Fission Battery,  First Aid Box,  Safe,  Tales of a Junktown Jerky Vendor,  2x 5.56mm Rounds x24,  Jet x2,  Geomapper Module.

QUEST REWARD: Choose one of two rewards:

- (300 EXP)
1.  Ranger Battle Armor.
  2.  Eugene Minigun.

ENEMIES:  Super Mutant       Super Mutant Brute       Super Mutant Master  
 Talon Comp. Merc

#### Locating Reilly:

Head to Underworld, which is accessed from the Museum of History. This in turn can be accessed by traveling somewhere near the Washington Monument. You'll find the building somewhere on the east.

Once inside, head to the very south of the ground level and enter the Chop Shop, the hospital around here. Talk to the woman lying on a bed, and it appears she is in a coma. You have two options here:

1. Wake her up if your Medicine Skill is high enough.
2. Speech Challenge Doctor Barrows and have him wake her up.

You can also meet Reilly at the Statesman Hotel, in the Ranger Compound if you choose to directly go there, but if you perform these options you'll get a lot of markers and quest info right here, right now.

Agree to help her team and hear her out for useful information. When you've heard all dialog let her rest and set out for the Ranger's Compound first.

#### Finding the Ranger's Compound:

The fastest way is to go through the Capitol Building up north. Head through the entrance, immediately head through the door on your remote right that leads to the eastern sections of the room, and go through the hallway on your right until you reach the double doors that lead to the worldmap area called Seward Square.

Needless to say, all of this doesn't go without a fight, and you'll face many Super Mutants and Talon Comp Mercs along the way.

Continue south/southeast and head under a viaduct. Head all the way SE, past many gore bags, past the Broadway cinema, until you see a metro sign. This is in front of the Cornucopia Fresh Groceries building. From here head north and at the end of this street look on your right to see a sign with two crossing swords. Head east until you get to a square with a statue. Left from the statue is the entrance of the Ranger Compound - about time, really.

### **The Ranger's Compound:**

The radio room is to the right and you can gather information regarding the rangers from here. Head left and check out the storage room in the back first to find a case with loads of alcohol and an [AMMO BOX]. More of your interest is probably the door to your left that leads to the storage room with loads of goodies:

Check the cabinet shelves for: [.44 ROUNDS x16], [SCOPED .44 MAGNUM], [RAD-X x2], [RADAWAY x2], [.32 CALIBER ROUNDS x15], [10mm ROUNDS x12], [FRAG GRENADE]. Find a [FIRST AID BOX], [STIMPAK x2] and [MED-X] on the table. Also loot the two [AMMO BOXES] next to this table.

Exit the building and head up the nearby stairs outside. At the second floor you'll find three more [AMMO BOXES] on some shelves, one of them averagely locked. Explore the area further to find two [FIRST AID BOXES] and two more [AMMO BOXES] of which one of each is also averagely locked. These are crammed with goods.

Make sure you have Reilly's Rangers set as active quest, and check out the mark on your map. It is close to the Metro Station and the marker pinpoints the Sewers, one of the ways to get to your next destination: Vernon Square.

### **Sewers:**

Head through the Sewer tubes, kill the Super Mutants you'll soon meet, and switch to the other metro tube. Enter through the nearby door and go upstairs to find [3x MICROFUSION CELL] and a [HIDDEN STASH NOTE] nearby the skeletons.

Read the note, then walk down the dead-end south-eastern tunnel. Waste the Super Mutant, then look around for the hidden stash under some debris.. and voila! You can find [2x AMMO BOXES], a [MINE BOX] and a [GRENADE BOX] here. It looks like there are five boxes, but I think there's one you can't open.

Backtrack slightly, then go into the other tube and track along the metro. Head east when you can, waste another mutant, and look around for an [AMMO BOX] next to the couch. You can also sleep in the makeshift beds here. Head up the ladder to Pennsylvania Avenue and make your way through the street, heading west for the marker on your map. Discover Pennsylvania Avenue North's Metro Station, otherwise known as Freedom Street Station, and head inside.

### **Freedom Street Station:**

Proceed but be cautious of three nasty Bear Traps - either disarm or avoid them. Go through the northern walkway and blast the two Feral Ghouls. Check the generator room to the east, kill the ghoul and search for a [FIRST AID BOX] on the structure pillar. Go through the other generator room and you'll find a Scavenger upstairs, willing to trade supplies.

Head back to the previous hallway with the T-junction and head west. Disarm the three Bear Traps in this room, then proceed through the door and hallway with the radioactive logo next to it.

In the next tube, ignore the nearby door (leading to a small flooded room) and make your way through the tube itself, blasting any ghouls in your way. At the end, make your way upstairs to the higher levels of the subway, go over some walkways that are above the previously mentioned flooded room, and continue your way upstairs. Make your way across another walkway and kill any ghouls that reside here. Cross the crates and rubbish, head up another stairs and exit to Vernon Square at the end of the hall.

### **Vernon Square:**

Make your way past the wrecked buses and head south until you reach the Our Lady of Hope Hospital. If you're

looking for more (medical) supplies, head more to the west. Find a [FIRST AID BOX] on a little table in the corner of this area, and some [BUFFOUT] and [JET] in little crates on top of the truck. You'll find one last [FIRST AID BOX] on the truck as well. Head into the hospital now.

**Our Lady of Hope Hospital:**

You'll now be at the entrance lobby. Head through the double doors on the SW, and proceed through this hallway. Kill the centaur that roams this area, then open the Eat'o'tronic on the structure pillar to find some [MENTATS].

A pack of Super Mutants is blocking your way in the upcoming hall. Although blocking may be saying too much

Before you proceed in the large hall, check out the room directly to your north, which is an other entrance of the hospital. Unlock the easy [SAFE] here.

The large hall up ahead usually houses a Super Mutant or 4. Either waste them with grenades or missiles, otherwise lure them to the smaller room you're coming from. The SE corner in this large hall has a desk with [2x FRAG GRENADE] and [3x AMMO BOXES] on it. You can find a [PRE-WAR BOOK] on the counter near the skeleton hanging over it. When you proceed upstairs, be cautious of a mine at the top of the stairs. Head to the next area.

**Our Lady of Hope Hospital 2nd Floor:**

Go down the hall and check the two Eat'o'tronics for a [STIMPAK] and [MENTATS]. Also unlock the averagely locked [SAFE] at the end of the hall. Having done so, go through the double doors on the north and dispose of two mutants. There is nothing of value in both the dining hall nor the kitchen, so proceed through these areas and kill another two mutants.

Use the adjacent hall and stairs to bring you at the higher levels outside of the hospital. Once outside, check around the corner to find a [FIRST AID BOX] and an [AMMO BOX]. You can also find a [PSYCHO] in a little wooden crate near the edge of the building.



Head over to the Statesman Hotel where the Rangers are located.

Cross the walkway, drop down a level and make your way into the Mid-levels of the Statesman Hotel.

**Statesman Hotel Mid Level:**

Drop down to the floor below and make your way through the hall. Grab supplies from the [FIRST AID BOX] next to the firehose box. Make your way through more halls and rooms until you reach a central hall. Find yet another [FIRST AID BOX] near the firehose box in this hall. The mini cafeteria with Cola Vending Machine and an Eat’o’tronic holds a [STIMPAK] in the latter. Take the western stairs and find Theo - or what’s left of him anyway.

Theo’s Ammo Box holds a crapload of goodies: [100x 10MM ROUNDS], [200x 5.55MM ROUNDS], [200x 5MM ROUNDS], and [4x FRAG GRENADES]. It’s too bad that Theo was stripped of his Ranger Armor Suit, or we would already have the best armor in the game. Oh well, let’s carry on then, shall we?

Proceed upstairs but beware of a trap. Enter the next hall and open the door to your right. Blast another mutant and make your way through the rooms, looting the dead mutants that the Ranger Squat must’ve already taken care of. Head through the northern passage and kill another mutant or two. From this complex, head east to reach a stairwell. You can’t go down, and you can’t go up more than one level, so that leaves us the fairly easy choice to go through the one door leading to a hallway with a sneaky Centaur.

You can safely ignore the rooms on the west because they hold absolutely nothing. Instead, grab the supplies from the [FIRST AID BOX] near the firehose box, what else, and find yet another [FIRST AID BOX] at the end of the hall. How very generous!

The (easy) locked door on the east of this hall holds, you wouldn't have guessed it, another [FIRST AID BOX]! Fortunately it also holds two [MINE BOX] (of which one is averagely locked) and some [10MM ROUNDS x10] on the shelves.

Continue to the NW area and wipe out the mutants here. You got two options now:

1. If your repair skill is decent enough you can fix the elevator here and skip the next two paragraphs.
2. Take the longer path, read on.

Grab any supplies from the [FIRST AID BOX] up ahead and walk down the hall. Waste another mutant, head upstairs, waste another mutant (wait, do I see a pattern here?) and explore the storage room for a [CHINESE ARMY: SPEC. OPS. TRAINING MANUAL] lying on one of the shelves. Before you go upstairs take a right first and unlock the easy door. Inside this room you'll find an [AMMO BOX] and two [FIRST AID BOXES]. Head upstairs but beware of another 'Falling Grenade Trap'.

#### **Statesman Hotel Restaurant:**

Loot the [FIRST AID BOX] on your left and make your way through the halls. Head east, ignoring the west area. You'll now be at the elevator. In this room, unlock the averagely locked door through the means of lockpicking.

If you can't, you'll have to go around the other way, but this is preferred. Prepare yourself to kill a mutant or 4 in the area up ahead. When you have done so, check the inner counters for a [NUKA-COLA QUANTUM], [2x AMMO BOX], [2x FRAG GRENADE], [SHOTGUN SHELLS x12], and a [GROGNAK THE BARBARIAN] Skill Book. Check the western upstairs flank to find a [FIRST AID BOX].

#### **Checking Out:**

Once you've made it to the roof, team up with the Rangers and help them escape through the .. well, umm .. like ... 6 Super Mutants or so downstairs. Err. Yeah.

Be SURE to check out the storage room behind the stairs to find a [FISSION BATTERY] on the broken Maintenance Protectron. This will come in handy soon, in case you're wondering. Exit the place by going upstairs and make it to the roof. Once on the roof, search around for the Rangers. You can give them some of your ammo if you want their help in the upcoming fight, but it's far from necessary.

Give the Fission Battery to Donovan and follow the Rangers. In this area, gun down all mutants ASAP so the Rangers can make a run for the elevator. Once they make it, search the area for goodies. There's a [FIRST AID BOX] and an averagely locked [SAFE] at the entrance counter. If you head upstairs and check out the rooms to the east you can find a [TALES OF A JUNKTOWN JERY VENDOR] on one of the desks. Explore the nearby restroom to find [2x 5.56MM ROUNDS x24] and [JET x2] on some shelves.

Exit the place and fast travel to the Ranger's Compound. Find Reilly and talk to her about your reward. I suggest you go for the armor. It is possible to kill the Rangers, but you can do useful Freeform quests.

Talk to Reilly again and talk about mapping. For every location you discover on the Pip-Boy you receive 20 Caps. If you've done some avid exploring so far, you're rewarded with several thousand caps right away! She'll also hand you the [GEOMAPPER MODULE]. Be careful with it, if you lose it or sell it, there are only two spares she can give you. Tops.

Equip your new armor. Why is it so good? Well it has a reasonably weight compared to Power Armor (27 versus 45), and its DR (at max) is only 6 points under Power Armor (39 versus 45). It also gives excellent bonuses: 5 AP, LCK 1 and Small Guns 10.

If the Ranger Armor needs tweaking you can repair it by using Talon Mercenaries Combat Armor - there's plenty of those around.

**Fallout 3 Mothership Zeta Guide****This Galaxy Ain't Big Enough...**

ITEMS:  Container x2,  Large Alien Crystal x4.

**Weapons Lab:**  
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Container,  Small Alien Crystal x4,  Large Alien Crystal x3,  
 Alien Biogel x2,  Alien Epoxy x2,  Container,  Alien Epoxy x6,  
 Alien Biogel x3,  Alien Power Module x2,  Atomic Pulverizer x2,  
 Alien Power Cell x4 (12),  Buttercup Toy,  Container x2,  
 Container,  Container,  ACRL 24,  Container,  Alien Power  
Cell x7,  Frag Mine x6,  Container,  Alien Epoxy x7,  
 Alien Biogel x2,  Plasma Mine x4,  Pulse Grenade x3,  
 Microfusion Cell x4,  Energy Cell x4,  Container.

Xenotech Perk.

**Experimentation Lab:**  
-----

Container x2,  ACRL 20,  Alien Biogel x2,  Alien Epoxy,  
 Small Alien Crystals,  Large Alien Crystal x4,  Alien Biogel x7,  
 Container,  ACRL 10,  Container,  Alien Biogel x2, ACRL 9.

**Biological Research:**  
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Alien Epoxy x3,  Alien Epoxy x2,  Alien Biogel x2,  Large  
Alien Crystal x2,  ACRL 18,  Large Alien Crystal,  Small  
Alien Crystal x2,  Alien Epoxy x4,  Alien Power Cell x8,  
 Large Alien Crystal,  Container,  Alien Epoxy x3,  Alien  
Biogel x2,  Small Alien Crystal x2,  Alien Biogel.

**Death Ray Hub:**  
-----

Container,  Container,  Container x2,  Alien Epoxy,  Alien  
Biogel x3,  Alien Epoxy,  Container.

**Living Quarters:**  
-----

Container,  Alien Epoxy,  Container,  Container,  Alien  
Biogel,  ACRL 23,  Small Alien Crystal x4,  Large Alien  
Crystal x3,  Container,  Alien Epoxy,  Small Alien Crystal x3,  
 Large Alien Crystal x2,  Container,  Alien Epoxy.

**The Bridge:**  
-----

Captain's Sidearm.

ENEMIES:  Aliens             Guardian Dromes             Abomination             Turrets  
 Alien Captain

QUEST REWARD: 600 EXP    Captain's Sidearm.

Hit the switch to start the decompression sequence and go through the hatch. In this room, activate the teleporter which allows your friends and Sally to join the fun. Also loot the two [CONTAINERS] in this room while Sally unlocks the door.

Stand in awe at the planet and 'listen' to the angry alien hologram. Looks like they got a trick up their sleeve, and you'd better destroy their Death Ray before it can do any harm to the planet.

Head down the hall and you'll find that the Aliens have shut down yet another teleporter. Check this room for [LARGE ALIEN CRYSTAL x4], then head through the door.

**Weapons Lab:**

[video to follow]

In this hall, destroy the turrets and search your left for a [CONTAINER]. As you proceed, an Alien and Guardian Drone will attack you from behind (they spawn from the teleporters). Dispatch them and return to the shelves, which hold four [SMALL ALIEN CRYSTAL], three [LARGE ALIEN CRYSTAL], two [ALIEN BIOGEL] and two [ALIEN EPOXY].

Go through the hall and activate the door with the panel. Inside you'll find a [CONTAINER], six [ALIEN EPOXY], [ALIEN BIOGEL x3], [ALIEN POWER MODULE x2], [ALIEN POWER CELL x4 (12)], two [ATOMIC PULVERIZERS] - which are unique Alien Atomizers, and the [BUTTERCUP TOY], a rare misc. item.

As you continue, the southern side of the walkway is blocked by a force field, so head the in the other direction. At the far end of the walkway, feel free to make use of the archway and flip the switch, then go downstairs. Loot the two nearby [CONTAINERS] and defeat the spawned Alien and Guardian Drome.

Go through the eastern doorway and you'll reach another big hall. Loot a [CONTAINER] on the right, then head up the stairs to the east. Before proceeding through the southern doorway, loot the [CONTAINER] next to it.

In what appears to be another control center, look around for the [ACRL 24] and a [CONTAINER]. Flip the western switches and check the room on the west. The Expiremental Weapons Drones can be destroyed to obtain the unique drone cannon [DRONE CANNON EX-B].

Explore the entire southern wall to find [ALIEN POWER CELL x7], [FRAG MINE x6], a [CONTAINER], Tesla Armor and Combat Armor, [ALIEN EPOXY x7], [ALIEN BIOGEL x2], [PLASMA MINE x4], [PULSE GRENADE x3], [PLASMA GRENADE x3], a Gatling Laser, [LARGE ALIEN CRYSTAL x3], [MICROFUSION CELL x4], [ENERGY CELL x4], a Plasma Rifle, Plasma Pistol and Metal Armor.

**Getting the Xenotech Perk and Destabilizer:**

Head to the north and you'll be at some sort of shooting range. You can find the [DESTABILIZER], a unique Alien Disintegrator on the right (south) of this shooting range.

Press the switch and kill the targets that come through the teleporter (Brahmins). Also loot the nearby [CONTAINER]. At the far north is another shooting range. Activate the switch, kill everything that comes through the teleporters and you'll get the Xenotech Perk: 20% Damage with Alien Weapons.

Head back to the previous hall, and make your way to the doorway on the northeast. Head upstairs and go through the door to access the Experimentation Lab.

**Experimentation Lab:**

Explore the room with the actual experimentation chairs to the north (which look brutal to say the least) and search around for two [CONTAINERS] and the [ACRL 20]. Proceed down the western hallway and explore the first room on your right for two [ALIEN BIOGEL]. The door to your left leads to a small room with an [ALIEN EPOXY], four [SMALL ALIEN CRYSTALS] and four [LARGE ALIEN CRYSTALS].

The last door on your left requires the panel to open. Inside you can find [ALIEN BIOGEL x7], a dead wastelander (read: loot), and a healing archway. Inside the western hall, look to your left to spot a [CONTAINER]. Activate the controls in the NW corner to find [ACRL 10].

Hit the controls in the middle of the room and do your thing - this'll disable the force field that was blocking the SW doorway. Explore the hall, loot a [CONTAINER] and make your way to the lab where you'll need to dispatch a new type of enemy called Abomination. They're not tough and need to come up close to deal any damage, so dispatch them quickly.

Search the lab with the Abominations to find two [ALIEN BIOGEL] on the ground, along with two [CONTAINERS] and the controls for the [ACRL 9]. Exit the area by the southwest door that leads to the Biological Research area.

**Biological Research:**

[video to follow]

Activate the door controls and grab three [ALIEN EPOXIES] in the small room. The large hall contains surprisingly little, but a few Abominations are good for a little scare in the dark. Head upstairs, where you'll find an archway. Check the northern side of this area to find two [ALIEN EPOXY], two [ALIEN BIOGEL] and two [LARGE ALIEN CRYSTAL]. Also flip the controls in this area to collect the [ACRL 18]. The shelves to the NW contain another [LARGE ALIEN CRYSTAL] and two [SMALL ALIEN CRYSTALS].

Enter the southern room from here and dispatch two Aliens inside. This room has no loot, so deactivate the force field and be on your way. Proceed over the catwalk and head downstairs. The shelves to the east contain four [ALIEN EPOXY], [8x ALIEN POWER CELL - 7x12 and 1x25], a [LARGE ALIEN CRYSTAL] and a [CONTAINER] nearby. The other shelves nearby the stairs contain [ALIEN EPOXY x3], [ALIEN BIOGEL x2] and two [SMALL ALIEN CRYSTALS]. You should also be able to find a loose [ALIEN BIOGEL] on the ground near some crates.

Head back upstairs and activate the only currently active teleporter to reach the Death Ray Hub.

**Death Ray Hub:**

Explore the northern area and unlock the door on the NW with the panel to find a [CONTAINER]. You can also rewire the Support Drone to become an ally. The room to the SW has another [CONTAINER] and a Support Drone. Head south and unlock the first door to your left to find two [CONTAINERS], an [ALIEN EPOXY] and three [ALIEN BIOGEL]. Make your way to the next hub and fiddle with the controls on your right to disable any turrets. Go downstairs, proceed east, dispatch another Alien and explore the room with the two force fields to find an [ALIEN EPOXY].

Activate the switch to deactivate the force field and go down the long walkway, dispatching a few more Aliens along the way. You'll also come across a room that holds a [CONTAINER] and an archway. All the way downstairs, head through the door to Death Ray Control.

**Death Ray Control:**

In the control room, dispatch the Aliens and press the left control button to have another generator submerge on the left. Destroy it and do the same with the second generator. You'll then be assaulted by a group of Aliens - dispatch them and destroy the other two generators afterwards.

After destroying all four generators, exit the area by the western teleporter, which brings you to the Living Quarters.

**Living Quarters:**

Proceed through the hall and wait until the forcefield goes down - destroy the turret and Abomination afterwards. Before heading upstairs, search this room for a [CONTAINER]. In the next room, dispatch several aliens and turrets and hop downstairs.

The room to your right (west) with two Statis Chambers contains an [ALIEN EPOXY] while the room to your left (east) contains nothing. There's also an archway on the right side. Head upstairs and destroy the forcefield beamers by shooting them from a fair distance - their explosion radius is fairly big.

The room on the west contains a [CONTAINER], and the other western room - previously blocked by the force fields - contains another [CONTAINER]. The eastern room doesn't hold anything, so proceed down either stairs behind the southern doors.

Head east first, waste two aliens and destroy the forcefield beamer. At the far end of the halls you'll find reach a room with the samurai you released earlier, Toshiro Kago, and a large pile of alien bodies to loot. You can find an [ALIEN BIOGEL] on the ground amongst the bodies.

Return to the intersection and head west - activate the support drone as you walk by. Continue west and dispatch a group of aliens as you head inside a recreation room. Destroy the turrets ASAP, then collect the [ACRL 23] from this room. The adjacent western room is guarded by another turret, but contains [SMALL ALIEN CRYSTAL x4] and [LARGE ALIEN CRYSTAL x3].

Continue north, loot the [CONTAINER] there, and look around for an [ALIEN EPOXY], [SMALL ALIEN CRYSTAL x3] and [LARGE ALIEN CRYSTAL x2] on a small table. You'll now be on the other side of the force field beamer. Head left (north) upstairs - activate the drone if you'd like - and waste an Abomination and two Turrets in this room.

The large hall is home of another few Abominations. Head upstairs, dispatch any of them, then explore the eastern room for a [CONTAINER] and [ALIEN EPOXY]. Proceed west when you're ready and you'll cross another archway. The teleporter at the end finally takes you to the bridge.

**The Bridge:**

[video to follow]

Here, simply take out the crew and the Alien Captain, who holds the unique [CAPTAIN'S SIDEARM]. Your team storms in (along with two Aliens - waste them). After securing the bridge, the attacking spaceship needs to be destroyed fast!

Click on the 'Fire Control' button on the right to fire. You can't continuously fire, but in the meantime there's plenty to do: Aliens will keep assaulting the bridge. Make sure you waste them every now and then to keep things under control. The Samurai will make his entrance too, but you'll have to flip all four switches on the west and east side of the bridge first to unlock the door to his teleporter.

Meanwhile, battling the spaceship isn't all that hard. The button on the left, the 'Power Distribution', indicates where the ship's power is going to.

Left Button = Shields at full power, Death Ray at minimum power.

Middle Button = Shields at medium power, Death Ray at medium power.

Right Button = Shields at minimum power, Death Ray at maximum power.

Try and raise the shields when you think you're about to get hit, and always flip the switch to power the Death Ray when you're about to fire. Keep this up until you've destroyed the alien ship. Meanwhile, also keep dispatching any aliens that enter the bridge. When the ship blows up, the aliens have been defeated!

By now, Elliot will come to the bridge and tell you that a beacon was fired near DC - you can now go home! Head inside the southern room. The Weapons Workbench here allows you to create custom weapons if you have the required items. Of course, the teleporter brings you back to earth, while the other teleporter leads back to the

Engineering Core, allowing for any unfinished exploration.

You can return to Mothership Zeta any time you'd like, but many areas will be blocked off, so there's not much point in going back other than looting some generic alien items from the main halls.

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**Fallout 3 Guide - Miscellaneous Quests****Trouble on the Homefront**

HOW TO UNLOCK: Listen to the emergency frequency (nearby Vault 101).

ITEMS: [] Frag Grenades x2, [] First Aid Box.

QUEST REWARD: [] Modified Utility Jumpsuit  
If you side with the Overseer:  
[] Stealth Boy, [] Radiation Suit, [] Chems.

ENEMIES: o Officer Wilkes

The emergency frequency becomes available when you progress the Main Quests beyond 'The Waters of Life'. Head anywhere nearby Vault 101, such as Megaton, and hear the distress signal. Listen to it carefully. Looks like your chick is in need of some help!

When you enter Vault 101, check the bodies of Jim Wilkins and Steve Armstrong (he's on the east). Talk to Officer Gomez in the next room, who gives you the opportunity to escort you to either the Overseer or Amata. Instead, go explore for yourself and head for the Atrium, west.



Supposedly, no one ever enters or leaves Vault 101. But you've just done both!

Have a chat with Taylor, then go left, upstairs and make your way to the cell where the Overseer was hearing Amata out the last time. Check all weapon lockers to find the password to the terminal. Inside the cell you can talk to your former teacher.

You can have Taylor lead the way, as he can take you to the Overseer or Amata, whichever you prefer. Well, do you .. prefer .. the Overseer or Amata?

You can head north, talk the Overseer out of everything by a Speech Challenge, then head down the stairs to the lower level and locate Amata (and you'll bump into Butch here too) who will tell you to leave the Vault forever, even if you just saved it. She'll also give you the [MODIFIED UTILITY JUMPSUIT]. Wait, did I just explain it all in one sentence? Either way, feel free to explore the area. There's not much to find, but you can find [FRAG GRENADES x2] and a [FIRST AID BOX] at the reactor level.

**Note:** You can also side with the Overseer, which grants you a somewhat better reward because he'll throw in a Stealth Boy and Rad. Suit, plus some Chems. Then there's the siding with Butch option, where you need to do some 'tweaking' in the Reactor Room.

Either way, they all lead to your unfortunate departure. No happy homecoming!

If you're interested, check the lab for your father's books, a unique item which doesn't do much but fill up your inventory. At any case, there just isn't much to do in Vault 101, so it's not a big deal that you have to leave it

forever. Say buh-bye to everyone, grab everything you need, whatever it may be, and complete the quest.

## Fallout 3 Mothership Zeta Guide

### Exclusive Equipment

Mothership Zeta Exclusive Weapons:

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Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG	Weapon Type
Alien Atomizer	500	2	20	20	35	NO		0	YES	75	Energy
Alien Disintegrator	300	7	100	30	65	NO		1	YES	115	Energy
Atomic Pulverizer	500	2	20	12	40	NO		0	YES	80	Energy
Captain's Sidearm	500	2	30	20	35	NO		3	YES	75	Energy
Cryo Grenade	50	0.5	---	24	*	NO	----		NO	----	Explosives
Cryo Mine	25	0.5	---	35	*	NO	----		NO	----	Explosives
Destabilizer	1200	7	100	25	162	YES		1.5	YES	182	Energy
Drone Cannon	2000	18	1	30	40	NO		0.5	YES	90	Big Guns
Drone Cannon Ex-B	2000	18	1	30	40	NO				90	Big Guns
Electro-Supressor	70	2	---	15	28	NO			YES	32	Melee
MPXL Novasurge	850	6	16	21	80	NO		0.5	YES	155	Energy
Paulson's Revolver	300	4	6	32	55	NO		3	YES	90	Small Guns
Samurai's Sword	75	3	---	19	36	NO	----		YES	76	Melee
Shock Baton	70	2	---	19	20	NO	----		YES	24	Melee

Notes:

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- o Captain's Sidearm uses Alien Power Modules and uses three rounds per shot.
- o The Drone Cannon Ex-B's energy spheres don't bounce upon impact, but immediately explode. With regular Drone Cannons, the spheres bounce one time before exploding upon second impact.
- o MPXL Novasurge uses up two rounds per shot.
- o Paulson's Revolver has no scope and can only be obtained by killing Paulson.

Mothership Zeta Exclusive Equipment:

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Name:	VAL	WGT	HEALTH	DR	Added Effects:
General Chase's Overcoat	150	25	250	20	CHR 1, Small Guns 10, Speech 5.
Paulson's Outfit	35	3	150	5	CHR 1, Small Guns 10, Speech 5.
Sheriff's Hat	35	1	40	1	PER 1
Samurai Armor	1000	20	500	30	Melee DMG 10, Melee 10
Samurai Helmet	300	3	100	5	
Spacesuit	60	5	10 Mil	1	
Winterized Medic Armor	390	25	400	32	Medicine 10
Winterized Medic Helmet	50	3	50	5	

Mothership Zeta Exclusive Items:

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Name:	VAL	WGT	ADDICTION	Added Effects:
Alien Power Module	5	---	-----	Ammo
Adapted Biogel	25	---	-----	*
Alien Biogel	25	---	-----	*
Alien Squid Food	1	---	-----	HP 5
Alien Worm Food	1	---	-----	HP 5
Buttercup Toy	150	2	-----	
Alien Epoxy	25	---	-----	Repairs Equipped Weapon **
Drone Control Device	300	3	-----	Befriends contained drones
Large Alien Crystal	20	---	-----	
Small Alien Crystal	10	---	-----	

- Adapted Biogel restores between 90 and 150 HP based on your Medicine Skill.
- Alien Biogel restores 30 HP.
- Both Biogels can cause side effects [One per Biogel, Randomly chosen, and the effects can be paired, Effects last 30 seconds]: INT -1, PER -1, END -1, AGL -1, Rads 5 per second, Rads -10 per second, HP 5 per second, AP 10, STR 2, AGL 2.

Alien Epoxy repairs your equipped weapon by a certain %, depending on how good your repair skill is:

- Repair Skill = 0% - 24%, Epoxy repairs 15%
- Repair Skill = 25% - 49%, Epoxy repairs 20%
- Repair Skill = 50% - 74%, Epoxy repairs 25%
- Repair Skill = 75% - 100%, Epoxy repairs 30%

## Fallout 3 Guide - Miscellaneous Quests

### Agatha's Song

HOW TO UNLOCK: Speak with Agatha in Agatha's House.

ITEMS: [] Ammo Box, [] Mini Nuke, [] Energy Cell x3, [] Blood Pack, [] First Aid Box x2, [] Pre-war Book, [] Audio 01, [] Microfusion Cell, [] Energy Cell x5, [] Darts x2, [] Ammo Box x2, [] Safe, [] Tales of a Jerkytown Jerky Vendor, [] Audio 02, [] Ammo Box x3, [] Stealth Boy, [] Pre-war Book, [] Darts, [] Stimpak x2, [] Railway Spikes, [] Darts, [] Jet x2, [] Psycho, [] Stealth Boy, [] Cherry Bomb, [] Ammo Box x2, [] Microfusion Cell x4, [] Energy Cell x2, [] Safe, [] Nikola Tesla and You, [] Audio 06, [] Soil Stradivarius, [] Safe, [] Pre-war Book, [] Pre-war Book, [] Stimpak x2, [] Audio 05, [] First Aid Box, [] Darts, [] First Aid Box, [] Music Sheetbook, [] Darts, [] Cherry Bomb x3, [] Nuka-Cola Quantum, [] Ammo Box, [] Grenade Box, [] Pulse Grenade x3, [] Pulse Mine x3, [] Railway Spikes x2, [] Ammo Box, [] RadAway x3, [] Stimpak x2, [] Bloodpack, [] Energy Cell x3, [] Ammo Box x2, [] Audio 04, [] First Aid Box, [] Ammo Box, [] Grenade Box.

QUEST REWARD: [] Agatha's Station Signal  
(300 EXP) [] Blackhawk (ask for a reward)

ENEMIES: o Bloatfly o Deathclaw o Mirelurk o Mirelurk Hunter  
o Mirelurk King

Agatha's House can be found east from the Meresti Trainyard. Look for a small wooden ropebridge and cross it to find the house. Inside, an old woman greets you and tells you all about herself - and her violin. Steer the conversation so that you get to know all about her motives and try one of the Challenges to obtain the key to the [AMMO BOX] in this very room, which holds a ton of ammo and even a [MINI NUKE].

With this information in hand, make your way to Vault 92 (the headquarters is an optional exploration and is not required to complete this quest). It lies in the Northwest sector of the wasteland, and Deathclaws may be found in the surrounding areas, so be warned. A Dart Gun to cripple their legs is highly recommended.

#### Vault 92:

When you've found Vault 92, enter the cave and go inside. Search the table near the entrance for [ENERGY CELL x3], [BLOOD PACK], [FIRST AID BOX x2] and a Laser Pistol. Check the desk on the east for a [PRE-WAR BOOK] and the [PROFESSOR MALLEUS AUDIO LOG V92-01]. Head through the door and disarm the nearby mine, then quickly waste a Bloatfly.

#### You can go in three directions from here:

The averagely locked door on the east has a frag mine right behind it, and this path leads to the Sound Testing area, but we'll get there soon.

The door on the west also has a frag mine planted behind it, and this area leads to a the Living Quarters and the Reactor Room.

Leave the other two areas alone for now and go through the southern door, deactivate the rigged shotgun, head through the next door and go downstairs. This will lead you to a large hall with several Bloatflies. To your left is a short hall that leads to the Sound Testing area - we'll get there in a second - and to the south is a door that leads you to the upper walkways of this hall.

When you reach the upper walkways, locate the NE door (averagely locked) and go inside the storage room. You can find a [MICROFUSION CELL] and [ENERGY CELL x5] on the shelves to your left, [2x DARTS x20] on the bottom shelves behind the counter, along with two more [AMMO BOXES]. You can unlock the averagely locked [SAFE] under the counter by using the terminal or lockpicking it. Last but not least, don't miss the [TALES OF A JUNKTOWN JERKY VENDOR] on the bottom shelf near the safe.

#### **Overseer's Office:**

Go to the Overseer Office Area by heading through the SE room. Here, explore the SW apartment to find the [PROFESSOR MALLEUS AUDIO LOG V92-02] on the desk. Follow the hallway behind the western door to reach the Overseer's Office. [PROFESSOR MALLEUS AUDIO LOG V92-03] lies on the desk, and three [AMMO BOXES] are waiting to be looted nearby. Lastly, grab the [STEALTH BOY] from the circular counter.

Return to the large hall, locate the NE door on the ground level and enter the Sound Testing area.

#### **Sound Testing:**

Move around the corner and go downstairs. At the intersection, head right (north) and waste a Mirelurk King. Grab the [PRE-WAR BOOK] from the table and [DARTS] from the chair. Back at the intersection, open the averagely locked door to the west in order to raid the storage room behind it. Find [STIMPAK x2], [RAILWAY SPIKES], [DARTS], [JET x2], [PSYCHO], [STEALTH BOY], [CHERRY BOMB], [AMMO BOX x2], [MICROFUSION CELL x4], [ENERGY CELL x2] and a [SAFE].

Explore the SE hall, waste another Mirelurk King and search the desks in the room ahead for a [NIKOLA TESLA AND YOU] skill book and [PROFESSOR MALLEUS AUDIO LOG V92-06]. Use the Studio Terminal to unlock the Studio door on the SW. Enter this room and find the [SOIL STRADIVARIUS] on a table. There's also an easily opened [SAFE] here. Head back upstairs and head east. Kill any Mirelurks here (there may be four or so).

Start exploring the classrooms to the NE. Grab a [PRE-WAR BOOK] from the book-case, then continue to the rooms on the SE. The eastern room holds a terminal (Zoe Hammerstein's) and a [PRE-WAR BOOK] and two [STIMPAKS] next to this PC. You can find the [PROFESSOR MALLEUS AUDIO LOG V92-05] in the western room. This concludes this area. Head back to the hall and go through the northern door with the Utility board above it. This brings you back in the Vault 92 area you first entered, but now you're in the east section.

Move all the way to the west until you get to some stairs leading down to the Living Quarters. This is an optional exploration but can yield you some decent goodies; Especially finding the Sheet Music Book is worth the effort.

#### **Living Quarters:**

Immediately take a left (east) and hack the terminal ASAP. Select the option Noise Flush and all Mirelurks roaming the Living Rooms will be executed on spot! There are 8 or so, which saves you a lot of trouble.

The room to the north of this terminal holds a [FIRST AID BOX] on the left wall, and the NE room is a storage area with several metal boxes and other junk. Unfortunately most of it has been looted already. You can also sleep in any Bunk Bed in the adjacent room.

From the hall, enter the southern rooms and check the area on your left in order to find [DARTS] in on some shelves. Enter the Men's Dorm rooms to the west. Find a [FIRST AID BOX] on the ground under a desk and explore the restroom to the NW afterwards. Carefully search the NE corner to find a [MUSIC SHEETBOOK].

Back in the main hall, head south, go downstairs and follow the walkway until you reach a complex consisting of several rooms. Check the room immediately to your west and look around for [DARTS] and [CHERRY BOMB x3] on the shelves, and a [NUKA-COLA QUANTUM] next to the Security Terminal. Hack this and select the unlock option.

In the room-connecting hall, look for an [AMMO BOX] in the cabinet, and a [GRENADE BOX] next to the cabinet. The NE room holds [PULSE GRENADE x3] and [PULSE MINE x2] on the tables. The SE room can be unlocked by either picking the Very Hard door or hacking the Terminal (Hard). Inside you'll find [RAILWAY SPIKES x2], an averagely locked [AMMO BOX], [RADAWAY x3], [STIMPAK x2], [BLOODPACK], [ENERGY CELL x3], and two more [AMMO BOXES] on the shelves. Lastly grab the [PROFESSOR MALLEUS AUDIO LOG V92-04] from the desk in the connecting hall, and grab medical supplies from the [FIRST AID BOX] in the southern room. With this area fully explored, head back the way you came.

Make your way to the generator room nearby the entrance of the Vault. From here you can either leave or do another optional exploration of the Reactor Room.

**Reactor Room:**

From the generator room head east, through the tunnel, then open the Reactor Door on the north. Head downstairs and kill a Mirelurk. Wade through the rooms and tunnels with water until you reach a door. Kill another Mirelurk in the next room and proceed west until you reach a room with a Mirelurk King. Waste it and look for an [AMMO BOX] and [GRENADE BOX] in the corner.

Continue north, open another door, kill the Mirelurk and head through the door on your left (west) so you can go upstairs and head back to the rest of Vault 92.

**Your Reward:**

**Note:** You can sell the violin to Abraham Washington in Rivet City for 200 Caps, or 300 Caps with Speech Challenge. You can also sell the violin to a Ghoul in the Underworld: Azhrukhal. He'll make you the same deal as Abraham does. In both cases, I'd say it isn't quite worth the time. Return to Agatha and give her the violin. In return you may now tune in to Agatha's Radio Signal at any given time. Also hand her the Music Sheet and ask for a reward. You will now be rewarded with the [BLACKHAWK], a powerful unique .44 Magnum in perfect mint condition!

## Fallout 3 Guide - Freeform Quests

# Freeform Quests

This section is still being worked on and most likely will feature more in-depth text and videos and screenshots for each quest. But until then we have decided to place them all on one page for convenience.

Our Freeform Quests guide includes:

Fixing Pipes in Megaton  
Three Dog's Cache  
Doctor Lesko Likes Nectar  
Vance & Blood Packs  
Brotherhood Holotags  
Conserving Pre-War Books  
The Nuka-Cola Clear Formula  
Escorting Sticky to Big Town  
Super Mutant Attack on Big Town  
Grady's Storage  
Angela and Diego  
Kidnap Order  
Caravan Investments

Just scroll down to read up on the one you are interested in.

### Fixing Pipes in Megaton

You can look around for a character called Walter. He's either at the Saloon during nights, or can be found in or nearby the Water Processing Plant. He tells you that several pipes are leaking and need fixing. Help him out, will you? There are three pipes that need fixing, and you need a Repair skill of at least 30 to do this - which you should have by now.

1. The first pipe is on the main path when you enter Megaton and head downwards.
2. The second pipe is more to the southeast of the area, following the main path and taking a bend to the left upwards. If you look at your map, it looks like you're just below the Women's Restroom, except on a lower level.
3. The third pipe is a little more tricky to find on your own. Locate the Children of the Atom building and take the stairs to climb its roof. Look around and you should be able to find a third squirting leak.

Head back to Walter ( 100 EXP, 200 Caps) who'll make you a Scrap Metal proposition that you can't refuse. Well, you can, but better take it anyway.

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### Three Dog's Cache

Instead of activating the signal for Three Dog, head for Rivet City on your own and continue the search for your dad. When you've finally found your dad, head back to Three Dog.

Fast Travel to the GNR Building Plaza before anything. Talk to Three Dog and tell him you found your dad. He'll throw in an addition reward. Fast Travel to the Washington Monument, go inside and ride the bronze elevator up. Fix the Relay and head back to Three Dog. Tell him you felt it kinda was a waste of time and he'll hand you the [THREE DOG'S CACHE KEY].

The Hamilton's Hideaway marker is placed on your worldmap. Fast Travel to Vault 101 (perhaps fetch Dogmeat, too?) and head from there. Go through the iron door in the walls and search the place. There are a few Raiders and Radscorpions here. Get the loot from the Northeastern part of the area, then get out of there. Also see [EXP5.1].

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### Doctor Lesko Likes Nectar

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During the Misc. Quest: Those, be sure to pick up Fire Ant Nectar from the large Ants you're battling. You can later on sell these to Doctor Lesko for 40 Caps a piece.

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### **Vance & Blood Packs**

When you've put the Misc. Quest: Blood Ties to an end you can sell Blood Packs to Vance (the leader of The Family). He pays 15 Caps a piece.

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### **Brotherhood Holotags**

When you reach the Citadel during the Main Quest: Picking Up The Trail, you can find Scribe Jameson in Ring A of the area. She can tell you all (and much more) about Holotags. In fact, she'll offer you 100 Bottle Caps for every single Holotag you give her.

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### **Conserving Pre-War Books**

Find Scribe Yearling of the Brotherhood at the Arlington Public Library. She'll make you an offer: Since it is of high importance that Pre-War Books are spared she can give you 100 Caps per Pre-War Book you bring to her. You'll likely run into Scribe Yearling during the Misc. Quest: The Wasteland Survival Guide: Librarians are not boring.

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### **The Nuka-Cola Clear Formula**

First of all, complete the instructions at the Misc. Quest section for The Nuka-Cola Challenge. When you have the formula you can start this Freeform Quest.

If you search for the Red Racer Factory, located close to the city perimeter, northeast from the Nuka Factory, you can come across three mercenaries. Their leader, Goalie Ledoux, offers 250 Caps for your freshly found formula. Try to increase this to 400 Caps and sell it to him.

As the other two mercenaries take off, kill Ledoux in cold blood. This does not lead to any Karma loss, but it does allow you to loot the [LEDOUX'S HOCKEY MASK] from his body, which is quite possibly one of the best masks in the game due to its unique and awesome 25 AP giving ability. You can also grab your formula back from him.

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### **Escorting Sticky to Big Town**

Once you make it in Little Lamplight, talk to the kid who's being kicked out due to age restrictions; He just turned 16 and he has to scam to Big Town. You can help him accomplish this but it'll take quite some time and he dies quickly.

When you reach Big Town, you can then start a Misc. Quest there.

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### **Super Mutant Attack on Big Town**

When you've completed the Misc. Quests: Big Trouble In Big Town, stay a little longer and you'll find that several Super Mutants are on their way to Big Town. Lay a crapload of mines on the path before the bridge and some on the rope-bridge itself, and waste any other Mutants that get past this.

Talk to Timebomb (a kid that you can heal in Red's Clinic - but only if your Medicine is 40) and he'll give you the [LUCKY 8 BALL] which increases your LCK by 1 whenever you have it in your inventory!

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### **Grady's Storage**

First of all, follow the instructions at the Misc. Quest: Those! until you find the key to Grady's Storage.

You can now start looking for Grady's Storage, but this is best done after you have gotten the Mesmerizer during your Rescue From Paradise Quest. If you must know where the storage is, check your map: In the tube where the

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Queen Ant's Hatchery is at the very south, hug the eastern wall and look for a flashing light.

Before anything, save your game.

Unlock the safe, grab the Naughty Nightwear (equip it immediately for a 10 in Speech). A thug named Lug-Nut will show up and demands you hand over the Naughty Nightwear. Don't, and do the Speech Challenge. If successful, he let's you walk away. If not successful, it results in a battle. Later in the game, you can enslave Lug-Nut and sell him for a decent 200 Caps or so. You might want to wait with getting this, or ensure he lives.

Inside the storage you can also find two Ammo Boxes, a Mine Box and a Ripper.

Head to Ronald Laren (who you meet during the Nuka-Cola Challenge Misc. Quest) and sell the Naughty Nightwear for 300 Caps by using Speech Challenge.

### Angela and Diego

Find Angela Staley in the Marketplace at Rivet City and talk about the men in Rivet City. She'll mention something about a Diego - who is a priest - and that she has a crush on him. You can now do two things:

1. Buy some Ant Queen Pheromones from the Quick Fix Shop (also Marketplace) and give them to Angela.
2. Alternatively it's also possible to speak with Father Clifford and tell him that Diego and Angela are already together. He'll kick Diego out of church allowing him to start a relationship.

Either way, come back after a while and talk to Gary Staley (shop owner at the Marketplace, and Angela's father) who can tell you when the wedding is planned.

Head over to the church and wait a few hours before the time has come for the ceremony. Take a seat, wait some more (without using the wait function) and enjoy. There's not much of a reward to the quest.

### Kidnap Order

Talk to Eulogy in Paradise Falls and bring up the subject of the kids at Little Lamplight. He's interested in one of those kids and he already has a buyer. Tell you what, he'll send one of his best Slavers to the cave after you lure a young kid out.

If you can deal with your conscience and the Bad Karma - or if you need a quick buck - go over to Little Lamplight and look around for a little girl named Bumble. She wears white Blast Off Pajamas and is usually found in the school building on the right of the entrance.

Tell her to come outside (this is a difficult Speech Challenge, and you may need to reload several times) and she'll follow you. Lead her to the Child Slaver and she'll put on the Slave Collar herself. Head back to Eulogy, who can often be found at the Cutter's Clinic at Paradise Falls. He'll reward you with the [BOOGEYMAN'S HOOD], a unique scarecrow-like mask with a good DR of 8.

### Caravan Investments

Speak with Uncle Roe in Canterbury Commons about this. He'll let your do two investments, the first costs 200 Caps, the second costs 500 Caps. Investing in a particular trader increases their inventory, their Repair Skill, and you will be rewarded with a present the next time you see the merchant you invested in. You only get a present when you invest the 700 Caps in total, and you only get these presents once. See below for the gifts:

Trader's Name:	Investment Present:	Max Repair:	Schematics:	Type of Items
Doc Hoff	Stimpak x5	65	Nuka Grenade	Chems
Crazy Wolfgang	Stealth Boy x5	75	Rock-It Launcher	Misc./Junk
Crow	Crow's Eyeboy Helmet	65	---	Armor

Lucky Harith	Mini Nuke	70	Shiskebab	Weapons
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The traders use a fixed route. They travel from location to location, and they only stop at the places listed below. They always visit them in the order listed, and they follow after each other: Doc Hoff, then Crazy Wolfgang, Crow, Lucky Harith. If you meet Doc Hoff in Megaton you'll know you can meet Crazy Wolfgang if you wait 2 hours (with the wait-function).

Ask Uncle Roe about the Map that pinpoints how the Caravan Traders trek.

Caravan Trader Route:

- o Canterbury Commons
  - o Temple of the Union
  - o Agatha's House
  - o Paradise Falls
  - o Arefu
  - o Evergreen Mills
  - o Megaton
  - o Rivet City
- 

### 'Republic' of Dave Elections

Head to the Republic of Dave which is located on the far NE of the wasteland. Find Dave and ask him about the elections. If you need the key from him for the Misc. Quest: You Gotta Shoot 'Em In The Head, do that first.

You have to talk to four people, Jessica, Shawna, Rosie and Bob. Only the latter two can be talked into running for president. Have everyone vote and talk to Dave again. He'll hand you 25 Caps as reward. It's possible to rig the election from this point onward. Simply put on a Stealth Boy, head over to the Ballet Box and wait for Dave to open it (keep trying to open it until you can). Remove all votes except for either Rosie or Bob. Dave will be upset and he leaves immediately. Talk to Rosie (or Bob) and they'll give you the code to Dave's [SAFE], which holds the Unique [OL' PAINLESS] Hunting Rifle.

I think it's also possible to unlock the Safe by simply using Dave's Key, so it isn't really necessary to take part in the election. Don't forget to steal the {NUKA-COLA QUANTUM} on top of the safe at any rate!

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### Trading in Little Lamplight

Find Zip, the kid that talks really fast, and ask him about (regular) Nuka-Cola. He'll trade a Crunchy Mutfruit for a bottle, but only one per day. Zip can often be found nearby Eclair, thus nearby the food store.

Also talk to Eclair, the food shop owner, and Lucy, the doctor of Little Lamplight. Lucy can be found in the Office Building near the entrance. Both mention the radiation removing fungus that's growing in Little Lamplight. If you talk to McCready he'll allow you to trade with them. Eclair trades Strange Meat for Cave Fungus and Lucy trades Buffout for Cave Fungus.

Unfortunately, McCready only allows the trading to take place if you have the Child at Heart Perk (and you most likely don't). If your Speech is high enough (certainly higher than 74 - I don't know the exact amount, do you?) you can Speech Challenge him into giving you his private stack of Cave Fungus. This is probably not recommended because after this you are no longer allowed to trade with any of the Little Lamplighters.

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## Fallout 3 Point Lookout Guide

# FALLOUT 3<sup>®</sup>

Are you ready for a tale that is told in a horrific, desolated, swampy landscape, where the inhabitants are not about to welcome you with anything but violence in the form of bloodshedding by chopping you up with rather blunt axes and weapons you wouldn't dare dreaming of in your filthiest, scariest nightmares.

Well, are you ready? Welcome to Point Lookout.

## Fallout 3 - Point Lookout Guide

# Point Lookout

Shortly after buying the Point Lookout DLC, the game gives you the following information, provided you've exited Vault 101 already.

A riverboat has docked at the mouth of the Potomac, carrying trade distant peninsula of Point Lookout.

The captain offers passage to Point Lookout for any mercenary, treasure hunter, or adventurer looking to explore the new land.

An easy way to get to the boat is by fast-travelling to Jefferson Memorial and swim south, crossing the (irradiated) river. You'll get a quest offer right away from a mother in distress - her orange-haired daughter Nadine is missing.

Talk to Tobar the Ferryman and inquire about Point Lookout first. He'll make up all kinds of wonderful stories about how treasure rich the place is, and closes with the conclusion that it can be a damn dangerous place as well. Buy a ticket and some of the new Punga Fruit, then head inside the cabin and 'activate' the green Passenger Cot to sail away with The Duchess Gambit.

Note: Any followers will not be able to accompany you to Point Lookout.

## Fallout 3 - Point Lookout Guide

### The Local Flavor

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ITEMS: [] .308 Caliber Rounds x24 (x2), [] Sniper Rifle, [] First Aid Box,
        [] Ammo Box, [] Mine Box, [] Frag Grenade x3, [] Ammo Box x3,
        [] Assault Rifle x3, [] 10mm Pistol, [] Silenced 10mm Pistol, [] Frag
        Grenade, [] 10mm Submachine Gun, [] Assault Rifle, [] Stimpak x5,
        [] Dirty Water x3, [] RadAway, [] Rad-X, [] Missile x3, Med-X x2,
        [] First Aid Box, [] First Aid Box, [] First Aid Box, [] Ammo Box x2,
        [] Stimpak x5, [] Ammo Box x2, [] Ammo Box x2, [] First Aid Box,
        [] First Aid Box, [] Ammo Box, [] Ammo Box x2, [] First Aid Box,
        [] First Aid Box, [] Ammo Box x2, [] Ammo Box, [] Grenade Box,
        [] First Aid Box.
    
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ENEMIES: o Bruiser      o Tracker      o Bloatfly      o Mirelurk Types
          o Tribal
    
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QUEST REWARD: Superior Defender (Perk).
    
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When you arrive, inform about the local sights with Tobar, which are added on your Map. It's possible to start exploring the swampy lands of Point Lookout right away, but this walkthrough will first go over the Main Quest.

Follow your quest marker, which leads you straight to Calvert Mansion. As you approach the wooden doors from the northern side, a ghoulish voice is quick to summon you inside.

#### Calvert Mansion:

Your first quest has you kick the crap out of the Tribals roaming this mansion. This video takes you on a tour and shows how to deal with all obstacles in the entire mansion. Oh, and equip a good weapon and armor, will ya? The Tribals pack a punch.

When you enter the mansion hall, a Ghoul in a white suitcase is fighting off several Tribals. He is aided by two Mark VII Turrets and his two dogs - and you're on his side, so that makes things a little easier. Waste the tribals, and follow Desmond - the Ghoul - into the western room, helping him deal with another batch of Tribals.

Before proceeding, take your time to search the mansion hall for items. Head upstairs in order to scavenge [.308 CALIBER ROUNDS x24 x2], a [SNIPER RIFLE], [FIRST AID BOX], [AMMO BOX] and [MINE BOX]. Ignore the locked doors on the east side for now and head back downstairs. The monitor room south of the main hall is loaded with supplies as well. Search for [FRAG GRENADE x3], [AMMO BOX x3], [ASSAULT RIFLE x2], [10MM PISTOL], [GRENADE BOX], [MINIGUN], [FIRST AID BOX], and another supply of goodies on the table in the corner that contains [AMMO BOX x2], [FLAMER], [10MM PISTOL], [SILENCED 10MM PISTOL], [FRAG GRENADE], [10MM SUBMACHINE GUN] and an [ASSAULT RIFLE]. The last table near the sandbags contains [STIMPAK x5], [DIRTY WATER x3], [RADAWAY], [RAD-X], [MISSILE x3] and [MED-X x2]. If you activate the Punga Experiment you'll notice that the lamp somehow begins shining very bright. Hmm..

After getting the load of items, proceed into the western chamber and loot the [FIRST AID BOX] near the fireplace. Continue through the dining hall and defeat the four tribals that assault you from the left. Loot another [FIRST AID BOX] in the NE corner of the dining hall before heading upstairs.

When you get to the hole in the ground, defeat two tribals in the nearby room first, then explore the room adjacent to the hole (the room is on the west). Look around for a [FIRST AID BOX] and two [AMMO BOXES]. The wardrobes contain a ton of pre-war clothes.

Continue through the mansion and explore the baby room in which you can find five [STIMPAKS] and two [AMMO BOXES] in the suitcase next to the baby carriage. The music room doesn't contain anything of interest, so proceed through the hall and waste two more tribals.

When you get to the large chamber, defeat three more tribals, loot the two [AMMO BOXES] and [FIRST AID BOX] in the southwest corner, and speak with Desmond on the intercom between the blocked-off doors on the western wall. You should be able to spot a red canister in the room on the left. If you shoot it from a distance, the explosion causes the room to collapse, effectively blocking access.

Desmond unlocks the nearby door at the end of the hall which leads back to the main hall. Follow him to the eastern section of the mansion and help him defeat three more tribals - he'll join the fight along with his dogs Freki and Geri.

### **Calvert Mansion (Eastern Section):**

From here, first explore the northwestern room to find a [FIRST AID BOX] and an [AMMO BOX]. Make your way south and you'll drop to several floors down below. Check the iron shelves for two [AMMO BOXES] and a [FIRST AID BOX], then make your way to the cellar. As one would expect, you can find an enormous amount of wine and whiskey here. Carefully approach the door on the north and dispose of the three tribals.

Head upstairs and make your way through the halls and defeat two more tribals at the blocked intersection. Cross through what once might have been called a library and search the table in the middle of the large chamber for a [FIRST AID BOX]. Going north, mind the hole in the ground through which you fell, and dispatch three more tribals that rush inside the kitchen.

While you're here, make sure you check the supply room adjacent to the kitchen and search for a [FIRST AID BOX], [AMMO BOX x2] and some food and beverages in the refrigerators. Make your way upstairs and clear out the room with the pool table. Look for an [AMMO BOX] in one of the corners of this room. In the next hall, dispatch one last tribal and loot the [GRENADE BOX] and [FIRST AID BOX] on your right.

Now peek through the cracks of the wall to spot another red canister. This entire room is filled with gas however, so you might want to take a few steps back and shoot it from a distance with a Plasma Rifle to complete the objective.

Head through the door which Desmond will open for you and wait until several tribal groups assault the main hall. Laying (bottlecap) mines can help, but with the help of Desmond, his dogs and turrets you should do just fine. When you've dispatched the last one of them, talk to Desmond and he'll teach you a thing or two about combat. You'll now have learnt the Superior Defender Perk, which grants 10 DR and 5 Damage as long as you're standing still! He'll also give you the next main quest for Point Lookout.

## Fallout 3 - Point Lookout Guide

### Walking with Spirits

ITEMS: [] Wild Punga Fruit x2, [] Wild Punga Fruit x3, [] Stimpak, [] Wild Punga Fruit x3, [] Wild Punga Fruit x2, [] Wild Punga Fruit x2, [] Wild Punga Fruit x40, [] Punga Seeds, [] First Aid Box, [] Sack, [] Fertilizer Shovel, [] RadAway x2, [] Rad-X, [] Stealth Boy.

ENEMIES: o Mirelurk Types      Swamplurk

QUEST REWARD: 300 EXP      Punga Power! (Perk).

Make your way to The Ark & Dove Cathedral, which is located to the far north of Calvert Mansion. Speak with one of the tribals through the intercom and they'll tell you that you need to collect seeds from a giant Punga plant located on the far west of Point Lookout. Your quest marker leads you to the entrance of the Sacred Bog, a mini map on its own.

#### The Sacred Bog:

The Sacred Bog is an entirely new map, and the swampy mist might make it difficult to see which direction you're supposed to go. This video shows you the exact way, deals with all enemies, and reveals how to get out of the bog alive and well after an unpleasant surprise!

Travel through the small cave and you'll be inside the Sacred Bog. Exit the small canyon and explore your left to find two [PUNGA FRUIT], as well as a few Mirelurks. If you want to stock up on some Mirelurk Food, check the island right in front of you for Mirelurk Egg Clutches, as well as the breeding area on the southwest. Wade through the northern river afterwards.

After dispatching two more Mirelurks, loot three [WILD PUNGA FRUIT] from the plants to the west, then head up the hill instead of wading further through the river. You'll soon encounter another Swamplurk nearby the body of a Smuggler. Check the loot nearby the small wooden box to find a sole [STIMPAK].

At the end of the trail, continue northeast and carefully tread through the passage with a burning campfire. Be aware of three Bear Traps lying in this path and disarm them as you proceed to the next section of the Sacred Bog.

This looks like a more open-ended area, but as we'll all find out some time in our lives, looks can be deceiving. The western isles hold around three [WILD PUNGA FRUIT] and some Mirelurk Egg Clutches, but that's it. Stay on the trail and dispatch Mirelurks as you continue over a hill to the southeast.

Grab two more [WILD PUNGA FRUIT] from your left as you descend the hill and waste a two more Swamplurks as you wade through another swampy area. There's not a whole lot to this swamp either, and you can find two more [WILD PUNGA FRUIT] on the right side of the river. At the end of the river you'll find the Punga Plant you've been looking for, along with a grand total of 40 [WILD PUNGA FRUIT] Plants scattered over the place. Activate the Punga Seed Pods to acquire the [PUNGA SEEDS], and the plant will spray a hallucinogenic in your face.

Make your way out of the Sacred Bog while tripping out of your mind. You'll "find" Schmault-Tec Bobbleheads, see a red transparant saw, exploding Nuka Cola Quantum Bottles, Ghostly Ghouls, a needle, your mom and several bodies. At the end, talk to Mister Break (who looks like Burke from Megaton) and the trip ends.

Back on the world map of Point Lookout you may be attacked by enemies that have been lurking around the exit (such as Bloatflies). Dispose of them and loot the [FIRST AID BOX] and [SACK] next to the entrance before fast travelling back to the Cathedral. Check back with the intercom and the tribal Jimson welcomes you in the courtyard.

The quest now ends and you receive the Punga Power! Perk, which improves the radiation decrease from eating Punga Fruits. The improvement is considerable:

Wild Punga normally reduces Rad -1; With the perk it's -5. Refined Punga normally reduces Rad -2; With the perk it's -15!

Tip: There are many Wild and Refined Punga Fruits literally ripe for the taking in the courtyard. Talk to the Tribal named Croatoa and ask him about his secret. If you pass the speech challenge (or have the Child at Heart perk) he'll give you the [FERTILIZER SHOVEL].

Enter the church and look for a red-haired girl called Nadine. This is the girl whose mom was looking for and told you to search for her. She can remove your scar, give you more information about the tribals and Jackson, and even gives you a key. There are a ton of Refined Punga Fruits in here as well, and you can find [RADAWAY x2], a [RAD-X] and a [STEALTH BOY] on the desk at the end of the church.

## Fallout 3 - Point Lookout Guide

# Hearing Voices

ITEMS: [] Pre-War Money x13, [] Shotgun Shells x2 (x3).

ENEMIES: o Mirelurk Types Swamplurk

QUEST REWARD: 300 EXP.

Inquire with Desmond again to figure out what to do next. He wants you to find the tribal leader, Jackson, and get more information. As Nadine told you earlier, you may want to check out the Wrecked Seatub on the northeast end of the map. She's handed you the key as well, so be on your way.

The Sea Cave is accessed by a wrecked boat. This video brings you right to the cave and deals with any threats along the way.

Descend the cliffs and deal with a large family of Mire- and Swamplurks. Open the hatch to a sea cave on top of the wrecked seatub.

### Sea Cave:

When you reach the large chamber, dispatch a few Mirelurks and check the small boat to find [PRE-WAR MONEY x13] and [SHOTGUN SHELLS x2 (x3)], then head back up to the ledge leading west. There not much else to this cave, and you'll soon find Jackson up a high cliff in a large chamber, speaking with some sort of projection of a brain. Speak with the brain and it'll tell you more about its motives. It appears you're speaking with Professor Calvert, and it seems that Desmond has some kind of interference device in the mansion that blocks the transmission of the brain. Climb the ladder located on the northwest of this chamber to find yourself nearby the cathedral again. Return to Desmond with the information you've obtained.

## Fallout 3 - Point Lookout Guide

# Thought Control

```

-----
| ITEMS: [] Cogwave Jammer, [] Ammo Box x2, [] Scoped .44 Magnum, [] Combat
|         Armor, [] Shotgun Shells x42, [] .44 Rounds x12 (x3), [] Nuka Cola
|         Quantum, [] Wild Punga Fruit x2.
|
| ENEMIES: ---
|
| QUEST REWARD: 300 EXP.
|
-----

```

Desmond hands you the [COGWAVE JAMMER] and tells you to head for the Ferris Wheel at the fairground and place it on there. When it reaches the highest destination, Professor Calvert's transmission will be blocked.

This video goes over the possible options you have when doing this mission. Also see the walkthrough for the possibilities.

When you walk around the boardwalk, Calvert will start speaking to you, asking you to not place the jammer but instead dump it in a trash compactor nearby the Ferris Wheel. This leaves you with two choices:

1. Destroy the jammer by dumping it in the trash compactor. This doesn't affect anything big yet, so you might want to consider doing this.
2. Placing the jammer on the Ferris Wheel. This will turn any tribals hostile near the cathedral, although any tribals with names will only attack you if they see you fighting with other tribals.

In either case, the Calvert Mansion blows up when you arrive. Check for the Panic Room hatch among the ruins to scavenge the following things inside:

[AMMO BOX x2], [SCOPED .44 MAGNUM], [COMBAT ARMOR], [SHOTGUN SHELLS x42], [.44 ROUNDS x12 (x3)] and a [NUKA COLA QUANTUM]. There are also two [WILD PUNGA FRUITS] on the desk. Make your way to the lighthouse for the final showdown.

## Fallout 3 - Point Lookout Guide

### A Meeting of the Minds

```

ITEMS: [] First Aid Box x3, [] Gatling Laser, [] Laser Rifle, [] Laser Pistol,
[] Pulse Mine, [] Mesmetron Power Cell x5, [] Microfusion Cell x2,
[] Pulse Grenade x2, [] Electron Charge Pack x20 (x6), [] Energy
Cell x20 (x3), [] Microfusion Cell x20 (x2), [] Ammo Box x2,
[] Flamer Fuel x12 (x2), [] Microfusion Cell x20, [] Ammo Box,
[] Laser Pistol, [] Pre-War Book x3, [] Safe, [] Energy Cell x20,
[] Microfusion Cell x20, [] Ammo Box x2, [] Mesmetron Power Cells x5,
[] Mesmetron Power Cells x3, [] Ammo Box x2, [] Microfusion Cells x3,
[] Energy Cells x2, [] Psycho x2, [] Stimpak, [] Rad-X x2, [] Buffout,
[] RadAway x2, [] Psycho, [] Purified Water, [] First Aid Box x2,
[] Blood Pack, [] Med-X x3, [] Safe, [] Gatling Laser, [] Ammo Box,
[] Energy Cell x3, [] Pulse Mine, [] First Aid Box, [] Pulse Grenade,
[] Microfusion Cell x3, [] Microwave Emitter, [] Flamer Fuel x2,
[] Energy Cell x5, [] Electron Charge Pack x6, [] Mesmetron P. Cell x2,
[] Microfusion Cell x7, [] First Aid Box x2, [] Ammo Box x2, [] Safe,
[] Ammo Box x3, [] Ammo Box, [] First Aid Box, [] Safe.
    
```

```

ENEMIES: o Robobrain Sentry      o Turrets      o Protectron
    
```

```

QUEST REWARD: Microwave Emitter      storage stash.
    
```

This lengthy video reveals the conclusion of Point Lookout's main quests. The entire Underground Lab is covered, so enjoy the ride.

Make your way to the lighthouse and go inside. Check your immediate right and activate the Wanted Poster for a little information.

#### The Underground Lab:

Don't go up, instead enter the underground laboratory where you'll meet Desmond once again. If you didn't side with him, tell him that you wanted him to be more friendly and keep it cool. This postpones your choice a little longer. You can find three [FIRST AID BOXES] (one of which has a Very Easy lock), a [GATLING LASER] and a [LASER RIFLE] in the room Desmond was in.

Head downstairs and look around the counter to find a [LASER PISTOL], [PULSE MINE], [MESMETRON POWER CELL x5], [MICROFUSION CELL x2] and [PULSE GRENADE x2]. The first terminal is rigged with a bomb, but the second averagely secured terminal can deactivate the turrets.

Head through the door and the alarm rings. Destroy the Robobrain Sentry in the hallway and scavenge the storage room to your left to find [ELECTRON CHARGE PACK x20 (x6)], [ENERGY CELL x20 (x3)], [MICROFUSION CELL x20 (x2)], [AMMO BOX x2] and [FLAMER FUEL x12 (x2)].

You can find two more [MICROFUSION CELLS x20] on the desk in the next room on your left, while the room on the right has an [AMMO BOX] and a [LASER PISTOL] lying under the desk, plus there are three [PRE-WAR BOOKS] and an averagely locked [SAFE] here.

Two more [ENERGY CELLS x20] can be found on the surgical table in the room on the left, further down the hall. The office on the opposite side contains three [MICROFUSION CELLS x20], two [AMMO BOXES] (locked easy and very easy), and five [MESMETRON POWER CELLS x5] in total (one is lying on the mainframe).

Beware of the Mark VII Turret in the circular room downstairs, and grab three [MESMETRON POWER CELLS x5] from the left. It might not be possible to loot the two [AMMO BOXES] on the left side in this room, but they're worth mentioning either way.

The room to the south of this circular room contains three [MICROFUSION CELLS x20] and two [ENERGY CELLS x20]. A Robobrain Sentry will likely pop out its closet and attack you - it holds the Level Alpha Security Badge.

Head down east and destroy another Mark VII Turret and a Robobrain that holds the Level Beta Security Badge. You can find two healthy [PSYCHO'S] in the toilets on the left, and a [STIMPAK], [RAD-X x2], [RADAWAY x2], [BUFFOUT], [PSYCHO], [PURIFIED WATER] and a [FIRST AID BOX x2], [BLOOD PACK], [MED-X x3] and a duplicate Level Beta Security Badge in the nursery room.

Open the door to a locker room and loot the [SAFE]. This room also contains a [GATLING LASER], [AMMO BOX], [ENERGY CELL x20 (x3)], [PULSE MINE] and a Laser Pistol/Rifle. Continue down the stairs, loot the [FIRST AID BOX] from the wall and destroy two more turrets in the next chamber. Now proceed to the area in which the brain resides.

If Desmond is still alive, he and the brain will have a chat. It doesn't really matter who you choose to aid, and you can kill both without any karmic differences. In either case, destroy the brain's tube and a door will unlock. Hop down the chamber and explore the last room of the area for a [PULSE GRENADE] and [MICROFUSION CELL x20 (x3)] in a cabinet.

Lastly, the door in the mainframe room nearby has opener up, in which you can find quite a large supply of goodies: [MICROWAVE EMITTER], [FLAMER FUEL x2], [ENERGY CELL x5], [ELECTRON CHARGE PACK x6], [MESMETRON POWER CELL x2], [MICROFUSION CELL x7], [FIRST AID BOX x2], [AMMO BOX x2], an averagely locked [SAFE] and a workbench. The ladder in this room leads back to Point Lookout.

The Microwave Emitter is basically the same kind of weapon as the Mesmetron, except it doesn't enslave people and it uses Microfusion Cells. It deals a good amount of damage, and ignores defense ratings altogether, making it a powerful weapon against - for example - Mirelurks or Enclave Soldiers.

Note: There's a big chance you'll be attacked by a sniper located on the island far south. If you swim over there quickly you should be able to take her down smoothly, looting her stack of three [AMMO BOXES] (one of which is averagely locked) in the progress. The small wrecked boat on the western side of this isle contains a [FIRST AID BOX].

Tip: The buoy nearby the lighthouse marks a treasure on the bottom of the sea.

Look around for an [AMMO BOX], [FIRST AID BOX], [SUITCASE] and an averagely locked [SAFE]. Keep an eye out for other buoys as well - they all pinpoint treasure locations.

## Fallout 3 - Point Lookout Guide

# Point Lookout Side Quests

### A Spoonful of Whiskey

ENEMIES: o Swampfolk

QUEST REWARD: 50 EXP, 300 Caps, 6 Moonshine.

100 caps for repairing the still (200 caps with speech).

Head towards Marguerite's Shack, location 12 on the map (see the map section).

This is a Moonshiner Shack in the swampy area of Point Lookout. You can find a Shotgun and [SHOTGUN SHELLS] on the table next to the entrance. Inside you can steal a {JET}, {MED-X}, {MENTATS}, and you'll find a sick lady named Marguerite inside (who would've guessed). She's faking a sickness (and you can find out that she's faking by using your medicine and speech skills), but she wants you to look for ingredients for the Moonshine she's brewing either way.

This starts the quest 'A Spoonful of Whiskey', for which you need the following:

- 3 Yeast
- 6 Fission Batteries
- 10 Refined Punga Fruit OR 20 Wild Punga Fruit

You can also offer to repair her Moonshine Still and she'll pay you either 100 or 200 caps depending on your success with speech.

You can find Punga Fruit all over Point Lookout, so it shouldn't be any problem finding that. For the Yeast and Fission Batteries, visit Blackhall Manor and loot the entire place - which should yield you enough of both.

Otherwise, check the Trapper's Shack for some more, or try the Panic Room of Calvert Mansion (if you've progressed far enough into the main quests that you're able to access it).

Your reward isn't so great: 50 EXP, 300 caps and six Moonshine.

### An Antique Land

ENEMIES: o Ghouls o Swampfolk

QUEST REWARD: 50 EXP Safe Contents (including 10 Bio-Gas Canisters).

Explore the USS Ozymandias (location 21 on the map) to find a locked safe that can only be opened if you have three authorisation codes. These are all found in excavated muck holes in the northwestern section of Point Lookout's Map. For their specific locations, refer to the map in this guide.

#### s1. Excavated Muck Hole

Contains a [BIO-GAS CANISTER], an [ADVANCED RADIATION SUIT], and the [SOIL SURVEY TAPE #1].

s2. Excavated Muck Hole

Holds the [SOIL SURVEY TAPE #2].

s3. Excavated Muck Hole

Contains two [BIO-GAS CANISTERS], two [STIMPAKS] and the [SOIL SURVEY TAPE #3].

After collecting all three soil survey tapes, head back to the USS Ozymandias and unlock the safe. Inside you'll find two [ADVANCED RADIATION SUITS], rare [BIO-GAS CANISTERS x10], [PRE-WAR MONEY x3], [RAD-X x3], [RADAWAY], a [RADIATION SUIT] and a [STIMPAK].

**Plik's Safari**

```

-----
| ENEMIES:  o Ghouls
|
| QUEST REWARD: 100 EXP   The Dismemberer
|
-----

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Head towards the Coastal Grotto (Location 9 on the map - see the map section).

Inside this cave, enter the small bedroom and read [PLIK'S JOURNAL] to instantly gain the Ghoul Ecology Perk, which allows you to deal 5 damage to any ghoul. Also grab the [MINI NUKE] and several bottle caps from this desk.

Talk to Plik, who's running some sort of a ghoul arena behind the big doors. If you want to participate (and activate/finish the quest 'Plik's Safari'), pay him 1000 caps and enter the arena.

Hit the switch in the middle of the chamber and around thirty ghouls are released. After wasting all of them, check back with Plik and he'll hand you [THE DISMEMBERER], a unique axe that belonged to one of his previous customers. The 'Plik's Safari' quest will now have ended as well.

**The Dark Heart of Blackhall**

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| ENEMIES:  o Swampfolk      o Mercenaries
|
| QUEST REWARD: 1000 Caps OR Good Karma.
|
-----

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Travel to Blackhall Manor (see the maps) and this video will explain all the rest. Essentially, collect a book for Obadiah and make your ethical decision later during the quest.

**Blackhall Manor**

Travel to Blackhall Manor (location 17 on the map). You'll find old geezer Obadiah Blackhall in the main hall, and he'll ask you to retrieve a his family book for him. This triggers the quest 'The Dark Heart of Blackhall'. As you head back outside, a woman confronts you with the truth about Obadiah. You still need to retrieve the book before you can make any choices, so do this first.

**The Ritual Site**

Now travel to the Ritual Site (which is location 20 on the map). You'll find several Trackers and Scrappers roaming the area. Head through the hatch to enter the Burned-Out Basement, which leads to a cave.

Head down the straightforward cave until you get to an intersection, marked by a few mushrooms that emit a green glow. Explore the right (east) section of the cave first, and you'll find an opened safe with a [STEALTH BOY] past the muck.

The western path leads to another intersection, but there's little of interest at the left (southwest) fork. The western path leads to a ritual chamber in which you can find three [STIMPAKS], [RITUAL KNIFE] and activate the Ceremonial Lectern from which you can take the [KRIVBEKNIH]. This book is closely linked to the quest 'The Dark Heart of Blackhall'. Once you take the book, 5 swampfolk will immediately attack you afterwards, which can be a fairly tough fight if you get cornered. Grab out your best gun, pop some Psycho/Yao Guai Meat/Med-X and dispatch them one by one.

**Helping Obadiah:**

Travel back to the mansion and hand him the book for a 1000 caps reward. He'll head down his basement where he starts praying - which doesn't seem to work one bit. Tough luck for him.

**Helping Marcella:**

With the book in your hands, travel to the Disaster Relief Outpost (location 24 on the map).

If you've already found the book she was looking for, Marcella's dead body can be found in her tent, and she holds [MARCELLA'S SAFE KEY]. Also listen to [MARCELLA'S LAST WORDS] on the Holotape. With the safe key, unlock {MARCELLA'S MEDICAL SUPPLIES} and grab whatever you find useful inside.

In order to destroy the book you must place it against the obelisk in Dunwich Building (back in the actual Wastelands). Dunwich Building is found in the far southwest section of The Wasteland, and is roaming with Ghouls unless you cleared it out before, so the Ghoul Mask is recommended. Placing the book against the obelisk destroys it, ending this quest.

**The Velvet Curtain**

```

|-----|
| ENEMIES:  o Swampfolk      o Ghouls      o Sentry Bot  o Turrets    |
|-----|
| QUEST REWARD: 350 EXP   Backwater Rifle.          |
|-----|
  
```

Head inside Room 1D of the Homestead Motel and access the terminal. Read all entries and this quest will start. Grab the key from the briefcase on the bed and be on your way. (Note: Alternatively you can start this quest by reading entries on the terminal in the Turtledove Detention Camp).

At Point Lookout's Pier, collect the [BOX 1207 - SPY'S AUDIO PASSWORD] from one of the locked lockers and play this tape at the People's Bank of Point Lookout, located in the boardwalk nearby Pilgrim's Landing. Inside the deposit box you will get to listen to a debriefing of a mission.

Now head for the Recruitment Station and activate the DIA Officer's Terminal. You'll find that Yang, the agent you're looking for, has been captured and is located at Turtledove Detention Camp.

**The Morgue**

Enter the morgue through the shack doors, located to the south of the larger, stone Administration Building. Inside you'll find [MED-X], [BUFFOUT], a [FIRST AID BOX], [BLOOD PACK], [RADAWAY], [STIMPAK x5], [RAD-X x2], [MENTATS] all over the place. More importantly you've found the remains of agent Yang in one of the Remains Lockers. Retrieve the self-destruct codes for the submarine and exit the place.

You can exit the Morgue by the northern room as well, by going through the manhole under the switch. This leads

to the Septic Tunnel, in which you can find a [PERSONAL FOOTLOCKER] and a [FIRST AID BOX]. The tunnel just leads back to the world map, just outside Turtledove Detention Camp.

Locate the sunken submarine (location 30) and head inside. You can find a [PERSONAL FOOTLOCKER] near the beds, and a [STEALTH BOY] on the mainframe panel. Access the Submarine Operations Terminal and grant yourself access to destroying the sub, then flip the switch at the back of the sub and get the hell out of there.

Head back to the Homestead Motel Room 1D and read the new entry. It gives you more information and directs you to the toilet .. from which you can grab the [CRYPTOCHROMATIC SPECTACLES], a special kind of glasses that allows you to see hidden color rings.

Head for the Calvert Mansion's iron greenhouse and equip the glasses. You'll find four vases here, each with a different amount of rings on it. These rings represent numbers (three rings = 3, for example). You need to activate the vases in the following order: 1, 3, 2, 3, 4, 4, 2.

A nearby hatch opens to a well-hidden chinese bunker. Inside is an incredible amount of loot: [16x AMMO BOX], a Work Bench and [BOTTLECAP MINE], and the shelves on the west hold a [MINI NUKE], [STEALTH BOY],[CHINESE OFFICER'S SWORD], [FRAG MINE], [RAD-X x2], [10MM ROUND x4] and [SHOTGUN SHELLS x3], as well as several Chinese Assault Rifles and Chinese Pistols.

Follow the Protectron downstairs, flip the switch, head into the next room and grab the [BACKWATER RIFLE], [10MM AMMO], [.32 CALIBER ROUNDS], [MENTATS], and the contents of the [FOOTLOCKER] before using the terminal.

The terminal says you've done well, and then releases a nasty radio-active gas into the room. You have a few options: If your repair is 30 you can just shut down the valve, if your repair is 71 you can unlock the door by the panel hidden behind the planks, and if you don't have either of those, pop some Rad-X and RadAway, then make your way to the upper pipes of the room by the ladder and container to reach a hatch. In the pipe leading back outside you'll find a skeleton - presumably a dead chinese agent - along with a [STIMPAK], [10MM ROUNDS] and [RADAWAY x2]. The quest is now over.

## Unmarked Point Lookout Quests

### Finding Nadine

You'll find Nadine in the Ark & Dove Cathedral during the course of the main Point Lookout quests. She'll agree to meet you at the pier of Point Lookout when she has an idea on who might've cut a piece of your brain out.

At the boat you'll find out it was Tobar the Ferryman. Head inside the engine room and waste his sorry ass. Loot his body for the [DUTCHESS GAMBIT KEY], [GRIFTER'S FIT] and [ROVING TRADER HAT]. Grab your piece of brain back from this room too, even if it's just a souvenir from Point Lookout.

Nadine will now be the ship's captain. Back at the Wasteland, talk to Catherine and she'll hand you 300 caps and 10 Refined Punga Fruit.

### Lighting the Lighthouse

If you head all the way up you'll find that the light isn't working. You can find the Lighthouse Bulb at the truck wreckage (location 3). After retrieving it, activate the Lighthouse Mechanism to place the bulb, then flip the beacon switch and the lighthouse will be working again!

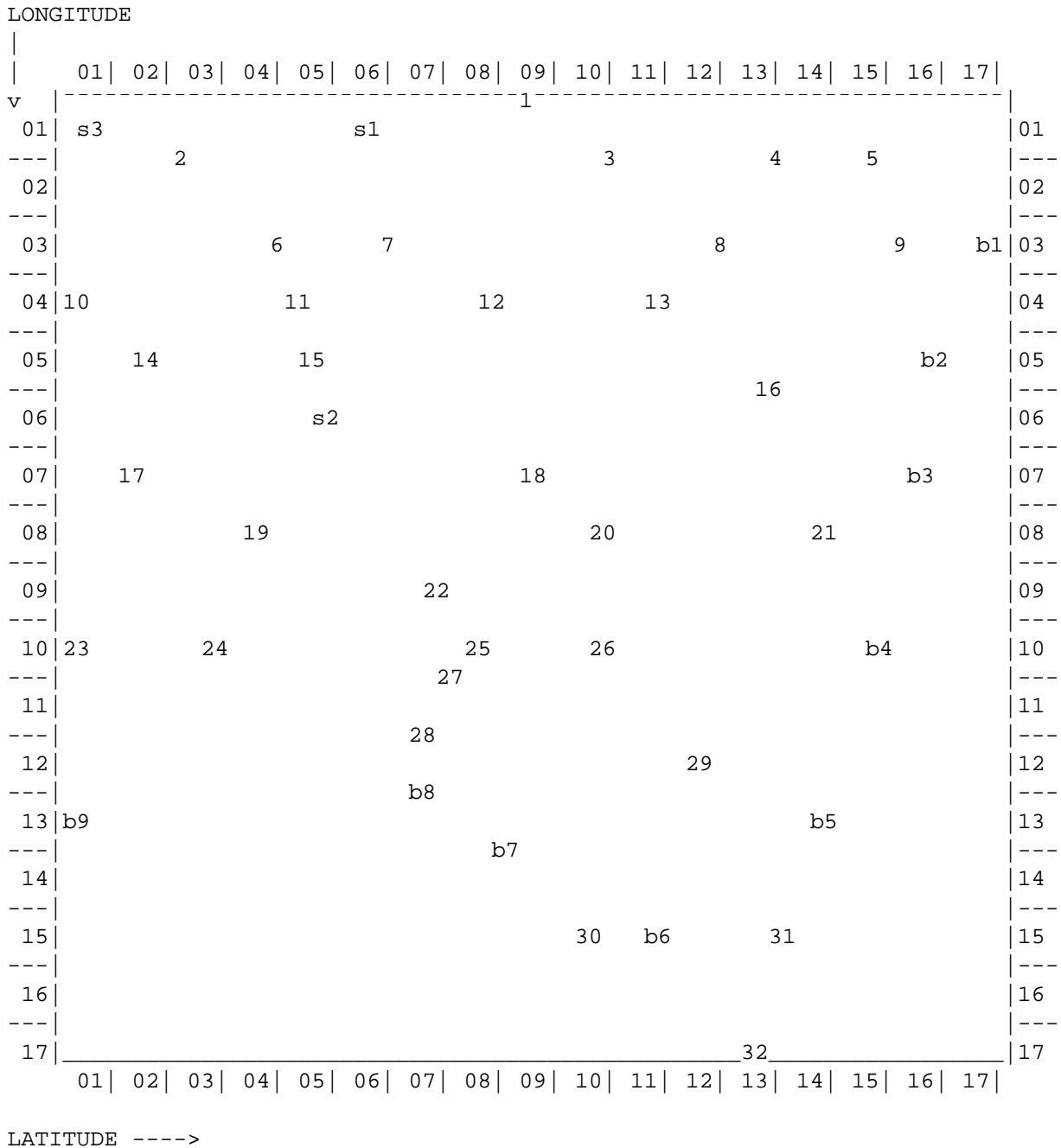
### Buoy Treasure

Refer to the map section for this unmarked quest.

Fallout 3 - Point Lookout Guide

# Point Lookout Map

This map should provide you with a rough guidance as where to find all the locations in Point Lookout. Each map tile represents the same tiles as on the in-game map, except I've given them a number on here for your convenience. Skip ahead to the paragraph linked to each location below. I recommend that you do all of Point Lookout's main and side-quests first.



LOCATIONS :  
=====

- 1 = Turtledove Detention Camp (LAT 09 | LON 01)
- 2 = Jet Crash Site ..... (LAT 03 | LON 02)
- 3 = Truck Wreckage ..... (LAT 10 | LON 02)
- 4 = Ark & Dove Resting Ground (LAT 13 | LON 02)
- 5 = Wrecked Seatub ..... (LAT 15 | LON 02)
- 6 = Trapper's Shack ..... (LAT 04 | LON 03)
- 7 = Trash Heap ..... (LAT 06 | LON 03)
- 8 = Ark & Dove Cathedral ..... (LAT 12 | LON 03)
- 9 = Coastal Grotto ..... (LAT 16 | LON 03)
- 10 = Sacred Bog Entrance ..... (LAT 01 | LON 04)
- 11 = Flooded Sinkhole ..... (LAT 05 | LON 04)
- 12 = Marguerite's Shack ..... (LAT 08 | LON 04)
- 13 = Kenny's Cave ..... (LAT 11 | LON 04)
- 14 = Grower's Shack ..... (LAT 02 | LON 05)
- 15 = Lil' Tyke Playhouse ..... (LAT 05 | LON 05)
- 16 = Herzog Mine ..... (LAT 13 | LON 05)
- 17 = Blackhall Manor ..... (LAT 02 | LON 07)
- 18 = Haley's Hardware ..... (LAT 09 | LON 07)
- 19 = Ofie Clan Plot ..... (LAT 04 | LON 08)
- 20 = Ritual Site ..... (LAT 10 | LON 08)
- 21 = USS Ozymandias ..... (LAT 14 | LON 08)
- 22 = Homestead Motel ..... (LAT 07 | LON 09)
- 23 = Dove Delta ..... (LAT 00 | LON 10)
- 24 = Disaster Relief Outpost .. (LAT 03 | LON 10)
- 25 = House of Wares ..... (LAT 08 | LON 10)
- 26 = Beachview Campsite ..... (LAT 10 | LON 10)
- 27 = Pilgrim's Landing ..... (LAT 07 | LON 10)
- 28 = Point Lookout Pier ..... (LAT 07 | LON 11)
- 29 = Calvert Mansion ..... (LAT 12 | LON 12)
- 30 = SSN-37-1A Sunken Submarine (LAT 10 | LON 15)
- 31 = Point Lookout Lighthouse (LAT 13 | LON 15)
- 32 = Smuggler's Shack ..... (LAT 17 | LON 13)

LOCATIONS OF MUCK HOLES:

=====

- s1 = Excavated Muck Hole (#1) (LAT 06 | LON 01)
- s2 = Excavated Muck Hole (#2) (LAT 05 | LON 06)
- s3 = Excavated Muck Hole (#3) (LAT 01 | LON 01)

BUOYS MARKING TREASURE:

=====

- b1 = Buoy (#1) ..... (LAT 17 | LON 03)
- b2 = Buoy (#2) ..... (LAT 16 | LON 05)
- b3 = Buoy (#3) ..... (LAT 16 | LON 07)
- b4 = Buoy (#4) ..... (LAT 15 | LON 10)
- b5 = Buoy (#5) ..... (LAT 14 | LON 13)
- b6 = Buoy (#6) ..... (LAT 12 | LON 15)
- b7 = Buoy (#7) ..... (LAT 09 | LON 14)
- b8 = Buoy (#8) ..... (LAT 07 | LON 12)
- b9 = Buoy (#9) ..... (LAT 00 | LON 13)

## EXPLORATION OF LOCATIONS:

### 1. Turtledove Detention Camp

This former military camp is now overrun by ghouls - lots and lots of them. Then there's the turret and two Sentry Bots as well (who do attack ghouls), and you're in for quite a fight.

You can find a [STIMPAK] in Interrogation Room A. Inside Interrogation Room B are [MENTATS], [MOONSHINE] and another [STIMPAK]. Bunkhouse A contains a [STEALTH BOY] lying on the locker as you enter, and you can loot the averagely locked [FIRST AID BOX] on your immediate right. The two footlockers on each side of the house may hold things of interest, but that's all. Bunkhouse B holds very little to nothing of interest.

The outpost to the northeast contains three [AMMO BOXES] - one of them is averagely locked. The outpost next to the truck also holds three [AMMO BOXES] with one hard lock, and an Assault Rifle.

Enter the Administration building as that's where the big loot is. The restroom contains a [PSYCHO], and the filing room on your left (south) contains four [AMMO BOXES], three [FIRST AID BOXES], [FRAG GRENADE x4], [10MM ROUNDS x2], a [MINI NUKE], [SHOTGUN SHELLS x2], [5.56MM ROUNDS x3], [.308 CALIBER ROUNDS x2], a Sniper Rifle and two Assault Rifles.

The office on the other side houses an averagely locked wall [SAFE], two [AMMO BOXES], a .44 Scoped Magnum and [.44 ROUNDS], as well as a Combat Helmet and Armor. Power on the terminal to and check all entries to start the quest 'The Velvet Curtain'.

### 2. Jet Crash Site

A jet has crashed in the swampy area of Point Lookout. There are usually a couple of ghouls roaming the nearby areas, so tread carefully. You can find a [FIRST AID BOX x2], [BUFFOUT], [10MM ROUNDS x12 (x4)], [COMBAT HELMET], [STIMPAK], a few axes and the [BLACKBOX RECORDING HOLOTAPE], from which you learn the origins of the plane. There's an [AMMO BOX] sitting in the cockpit, and that's the last loot for this place.

### 3. Truck Wreckage

Inside this wrecked truck you can find the [LIGHTHOUSE BULB] that you need in order to fix the Lighthouse's light. There are also several Pilot Lights scattered around here.

### 4. Ark & Dove Resting Ground

You can encounter groups packs of ghouls here, including powerful reavers if you also have the Broken Steel DLC. Other than encountering enemies around this graveyard there's nothing of interest here.

### 5. Wrecked Seatub

This entrance to a small cave is part of the main quest of Point Lookout. The key to the hatch can be acquired by talking to Nadine inside the Ark & Dove Cathedral. Refer to the main walkthrough for this.

### 6. Trapper's Shack

This shack is guarded by several Scrappers and a handful of bear traps. You can find three packs of [SHOTGUN SHELLS] on the table near the entrance, as well as a [DOUBLE-BARREL SHOTGUN].

Inside the shack is one last Scrapper. As for loot, the cabinet in the corner is rigged with a grenade bouquet - just so you know. You can find a [JET] on the counter with bear traps and the other room contains [10MM ROUNDS x24] and a [CHINESE PISTOL] lying on the floor. A [STEALTH BOY] can be found next to the lantern on the nightdesk, and the [TRUNK] may hold several minor things of interest.

### 7. Trash Heap

This irradiated trash heap contains a few things of interest. There's a [SAFE] with a hard lock that contains considerably loot, and you can find a [FIRST AID BOX] around the junk as well. An other (already opened) safe contains a [MINI NUKE], [PRE-WAR MONEY x8] and [BOTTLE CAP x15]. Some of its contents may be spread nearby the opened safe.

#### 8. Ark & Dove Cathedral

Main location where the tribals are located at. Refer to the main walkthrough for more information regarding this area and how to get inside.

#### 9. Coastal Grotto

Inside this cave, enter the small bedroom and read [PLIK'S JOURNAL] to instantly gain the 'Ghoul Ecology' Perk, which allows you to deal 5 damage to any ghoul. Also grab the [MINI NUKE] and several bottle caps from this desk.

Talk to Plik, who's running some sort of a ghoul arena behind the big doors. If you want to participate (and activate/finish the quest 'Plik's Safari'), pay him 1000 caps and enter the arena.

Hit the switch in the middle of the chamber and around thirty ghouls are released. After wasting all of them, check back with Plik and he'll hand you [THE DISMEMBERER], a unique axe that belonged to one of his previous customers. The 'Plik's Safari' quest will now have ended as well.

#### 10. Sacred Bog Entrance

This leads to the Sacred Bog. Refer to the main Point Lookout quest walkthrough for more information on this.

#### 11. Flooded Sinkhole

Nearby a camper is a deep pond which is the flooded sinkhole. As you swim down, only make short trips and head back to the surface as your O2 bar is depleted more than halfway. You can find two floating [NUKA COLA QUANTUMS] in the pond after swimming down, and at the very bottom you can find two [SAFES] (one of which is averagely locked, one very easy) and a [FIRST AID BOX]. Remember to get some air at the surface occasionally!

#### 12. Marguerite's Shack

This is a Moonshiner Shack in the swampy area of Point Lookout. You can find a Shotgun and [SHOTGUN SHELLS] on the table next to the entrance. Inside you can steal a {JET}, {MED-X}, {MENTATS}, and you'll find a sick lady named Marguerite inside (who would've guessed). She's faking a sickness (and you can find out that she's faking by using your medicine and speech skills), but she wants you to look for ingredients for the Moonshine she's brewing either way.

This starts the quest 'A Spoonful of Whiskey', for which you need the following:

- 3 Yeast
- 6 Fission Batteries
- 10 Refined Punga Fruit OR 20 Wild Punga Fruit

You can also offer to repair her Moonshine Still and she'll pay you either 100 or 200 caps depending on your success with speech.

#### 13. Kenny's Cave

Exit of the Herzog Mine that leads to Kenny's Cave/Miner's Rest.

#### 14. Grower's Shack

The backyard of this run-down shack contains 23 [WILD PUNGA FRUITS]. Inside the shack is a Tracker you'll want to dispatch first. As for loot, you can find a [JET] on the small table with a lantern, and one of the kitchen cabinets holds a [RAD-X]. The bedroom contains a [MINI NUKE] and the [BOX 1213 - BERN'S VOICE] holotape.

#### 15. Lil' Tyke Playhouse

Located nearby an excavated muck hole, this place doesn't hold much of interest. You can find a [RED RACER JUMPSUIT] here, as well as an [LEVER-ACTION RIFLE] and a makeshift bed to sleep inside the shack.

#### 16. Herzog Mine

The mine cart next to a lit lantern contains a [TEDDY BEAR]. Proceed west and a while pile of rubbish comes gushing out of the wall. Grab a [BUFFOUT] from the cabinet further down, and inspect the two [MINE BOXES] - one is lying on the ground and the other is hidden in a mine cart.

As you head around the upcoming corner, very carefully disarm all bear traps and watch the pitcher machine that will hurl baseballs at you from after a bright flash. Here, check your right to find a [FIRST AID BOX], and continue

down the other way to witness another event.

Turn right (north) at the first lantern and go up the small steps to find a cabinet that contains two [MINE BOXES] and some other miscellaneous items. As you proceed west, keep your eyes out for another [MINE BOX] along the tracks, and a mine cart that holds five [PRE-WAR MONEY] bills. The door at the end of the tracks leads to a new cave called Miner's Rest.

#### Miner's Rest

You'll find a kid named Kenny here. He's the one who set up several traps throughout the area, and he can give you some background information regarding the mines. If your speech challenge fails, agree to retrieve his teddy bear and he'll let you stay (which allows you to dump some items here, although it's not very useful either way). Enter the Blackdamp Shaft on the right (north).

#### Blackdamp Shaft

[KENNY'S BEAR] is located at the bottom of the mine shaft right at the start, but this will drop you inside a Mirelurk nest. Follow the straight path back the exit and return the teddy bear to Kenny. Exit to Point Lookout by the ladder in Kenny's room after snatching the [PINT-SIZED SLASHER MASK] from around here.

#### 17. Blackhall Manor

You'll find old geezer Obadiah Blackhall in the main hall, and he'll ask you to retrieve a his family book for him. This triggers the quest 'The Dark Heart of Blackhall'.

Upstairs are many wardrobes that contain yeast or pre-war clothes. The very easily locked [FOOTLOCKER] in the halls usually contains bottle caps and a Stealth Boy. A [TEDDY BEAR] may also be found in the halls, and the bathroom's cupboard has a [BUFFOUT], [PSYCHO] and [MED-X x2] laying on it. Lastly, the big bedroom contains an averagely locked [SAFE].

#### 18. Haley's Hardware

In the shelves outside this house you can find [RAILWAY SPIKES x20 (x5)] and [BUFFOUT x3]. Inside you'll find Haley, pretty much the local store of Point Lookout. There's are a few items you could steal around here if you wanted to, but the most notable thing here is the Work Bench.

#### 19. Ofie Clan Plot

A very small cemetery with an open grave of a deceased kid. The only potential things of interest here are a [TEDDY BEAR], a [TOY CAR] and six [WILD PUNGA FRUITS] on the northern side of the hill.

#### 20. Ritual Site

You'll find several Trackers and Scrappers roaming the area. Head through the hatch to enter the Burned-Out Basement, which leads to a cave.

Head down the straightforward cave until you get to an intersection, marked by a few mushrooms that emit a green glow. Explore the right (east) section of the cave first, and you'll find an opened safe with a [STEALTH BOY] past the muck.

The western path leads to another intersection, but there's little of interest at the left (southwest) fork. The western path leads to a ritual chamber in which you can find three [STIMPAKS], [RITUAL KNIFE] and activate the Ceremonial Lectern from which you can take the [KRIVBEKNIH]. This book is closely linked to the quest 'The Dark Heart of Blackhall'. Once you take the book, 5 swampfolk will immediately attack you afterwards, which can be a fairly tough fight if you get cornered. Grab out your best gun, pop some Psycho/Yao Guai Meat/Med-X and dispatch them one by one.

#### 21. USS Ozymandias

Belowdecks you'll find a [FIRST AID BOX] and a locked safe with the [EXPEDITION SUPPLIES], which can only be unlocked by using the Bysshe Co. Terminal. It looks like you need three authorisation codes to do this. See the section 'The Antique Land' quest on where to find these codes and return here to claim your reward.

#### 22. Homestead Motel

You can only enter Room 1D, 1G, 1K, and the Office. Inside Room 1D you can find [10MM ROUNDS], a [CHINESE PISTOL], and a Locker Key from the Luggage Case. There's a [STEALTH BOY] next to the terminal. Check this Safehouse Terminal to find information regarding 'The Velvet Curtain' quest.

Inside the Office you can find several Fissure Batteries (which may be of good use to you during the 'A Spoonful of

Whiskey' quest), and you can find [JET x2] next to the TV. You can also find the [HOMESTEAD ROOM 1G KEY] in front of the TV and the [HOMESTEAD ROOM 1K KEY] next to the cash register, along with some [SHOTGUN SHELLS] and an [AMMO BOX] under the counter. Lastly, the averagely locked [SAFE] under the TV also holds a few items.

Room 1G is averagely locked and contains 11 [PRE-WAR MONEY] bills. The suitcase contains a bunch more. Looks like these skeletons were bank robbers once..

Room 1K is also averagely locked and is entered by the northern side of the hotel. Inside it looks like someone performed some sort of horrible, bloody ritual on several people. Snag the [PINT-SIZED SLASHER MASK] from the bathtub and be on your way.

### 23. Dove Delta

This is a series of islands to the far west of Point Lookout with piles of dirt on them. One of the islands has a skeleton with a shovel lying nearby, as well as a holotape. Use the shovel on the dirt heap on the island with one single tree to uncover a [FOOTLOCKER] with minor loot. All other piles of dirt contain nothing but .. dirt. Don't even bother.

### 24. Disaster Relief Outpost

This small outpost usually has a few smugglers on guard, so be careful around here. The Administration Tent contains two [AMMO BOXES], two [FIRST AID BOXES], one of which has as hard lock, and a [STEALTH BOY] next to the terminal. Feel free to read the entries and find out some background information about the place.

Marcella's Tent is the home of a woman named Marcella, who is part of a quest called 'The Dark Heart of Blackhall'. If you've already found the book she was looking for, Marcella's dead body can be found in this tent, and she holds [MARCELLA'S SAFE KEY]. Also listen to [MARCELLA'S LAST WORDS] on the Holotape. With the safe key, unlock {MARCELLA'S MEDICAL SUPPLIES} and grab whatever you find useful inside.

The Medical Tent contains a [FIRST AID BOX] and three bags of yeast (which is helpful to know for the quest 'A Spoonful of Whiskey'). The other Medical Tent contains two more [FIRST AID BOXES].

### 25. House of Wares

This is Panada's shop. She sells quite a lot of uncommon ammunition, so she may be worth your time.

Unfortunately, sometimes she gets into fights with a passing Smuggler and dies. It's not much to worry about, since you can then loot her body, grab the key to her stash, then loot that as well. Hey, it's a rough world out there, and she no longer needs her stuff by then.

### 26. Pilgrim's Landing

The famous boardwalk of Point Lookout. There are various places to explore that aren't pinpointed on your World Map, but you can view their exact locations by checking your Local Map.

#### People's Bank

The Loan Officer's Desk in the southwest contains the [BOX 1191 PASSWORD BACKUP] Holotape. The two [SAFES] behind the counter - which have a hard and average lock - contain several items. Last, if you play any of the password holotapes you have found (including the one you just grabbed), you'll be able to unlock deposit boxes as long as you're in the deposit box room. They don't have much contents, but there's usually a decent stash of Pre-War Money inside, along with [BUFFOUT], [SEXY SLEEPWEAR], etc. One of the boxes contains a a quest item [ESPIONAGE DEBRIEFING], used in 'The Velvet Curtain' quest.

#### Recruitment Station

You can find some [SHOTGUN SHELLS x3] behind the counter, and a [MINI NUKE] and [FIRST AID BOX] in the eastern office. The DIA Officer's Terminal contains info that is useful during 'The Velvet Curtain' sidequest. Lastly, the restroom only houses two hungry Radroaches.

#### Warehouse

This place is absolutely PACKED with baby carriages, some of which are obviously rigged with bombs. Grab some [BUFFOUT] from the small wooden crate in the NE corner, then loot the [FIRST AID BOX] on the wall and be careful around the rigged carriages.

There are four rigged carriages in total, and the shelves on the west contain [.308 CALIBER ROUNDS], a [MINI NUKE], [BUFFOUT] (in a small wooden crate), [MISSILE x5] and an [AMMO BOX].

The blue truck just outside the entrance of the warehouse contains three [AMMO BOXES], and you can also find two [STIMPAKS] and two [FRAG GRENADES] inside nearby the flipped over road blockade.

**27. Beachview Campsite**

A place where Swampfolk occasionally hang out. You can find a [JET] nearby the campfire, but there's not much else to be found here. Try and blowing up their bikes to catch them off guard!

**28. Point Lookout Pier**

Speaks for itself, really. Here's where you arrive, and here's where you can travel back to the Wasteland. There are also a few lockers here; Read below.

**Pier**

One of the locked lockers requires a key. Inside is [BOX 1207 - SPY'S AUDIO PASSWORD] Holotape, which you can use to open up a safety deposit box at the bank. This is part of 'The Velvet Curtain' quest.

**29. Calvert Mansion**

A near-ancient mansion inhabited by a rather unfriendly ghoul named Desmond. Refer to the main walkthrough of Point Lookout to get more information on this location.

**30. SSN-37-1A Sunken Submarine**

This location is never actually added to your map, and isn't required for the 'Bog Walker' achievement. The location does show up on your local map, however. The sunken submarine is located underwater, slightly north of the wrecked ship (under which you can find two [FIRST AID BOXES] and an averagely locked [SAFE]).

**31. Point Lookout Lighthouse**

The secret laboratory is part of the main Point Lookout quests, and I refer you to the walkthrough for it. As for the actual Lighthouse itself, if you head all the way up you'll find that the light isn't working. You can find the Lighthouse Bulb at the truck wreckage (location 3). After retrieving it, activate the Lighthouse Mechanism to place the bulb, then flip the beacon switch and the lighthouse will be working again!

**32. Smuggler's Shack**

This isn't a formal location either, but it's noteworthy either way. A Sniper will fire at you from great distance from this island on the far south, so swim over there quickly and you should be able to take her down smoothly, looting her stack of three [AMMO BOXES] (one of which is averagely locked) in the progress.

**LOCATIONS OF MUCK HOLES:****s1. Excavated Muck Hole**

Contains a [BIO-GAS CANISTER], an [ADVANCED RADIATION SUIT], and the [SOIL SURVEY TAPE #1] for the 'An Antique Land' quest.

**s2. Excavated Muck Hole**

Holds the [SOIL SURVEY TAPE #2] for the 'An Antique Land' quest.

**s3. Excavated Muck Hole**

Contains two [BIO-GAS CANISTERS], two [STIMPAKS] and the [SOIL SURVEY TAPE #3] for the 'An Antique Land' quest.

**BUOYS MARKING TREASURE:****b1. Buoy (#1)**

Located east of Coastal Grotto. Marks a sunken ship. You can find a [FOOTLOCKER], very easy [SAFE] and a [FIRST AID BOX] on the bottom of the sea. There are also two metal boxes here, but they don't always contain something.

**b2. Buoy (#2)**

Located southeast of Coastal, this one marks a dinosaur fossil. You can also find an averagely locked [SAFE], two [AMMO BOXES] and a [LEVER-ACTION RIFLE] near a skeleton on the ocean floor.

**b3. Buoy (#3)**

This one's located northeast of the USS Ozymandias and marks a [FIRST AID BOX], [STIMPAK] (next to the first aid

box), a very easy locked [SAFE], a desk and three metal boxes.

b4. Buoy (#4)

Located south of the USS Ozymandias, this buoy marks a [PERSONAL FOOTLOCKER], two [AMMO BOXES] of which one has an easy lock, a very easy locked [SAFE], and a refrigerator. You'll also spot a cooking pan, and a baseball glove might be floating nearby the buoy in the water.

b5. Buoy (#5)

Located southeast of Calvert Mansion and northeast of the Lighthouse, this buoy marks a wrecked car with several loot lying around it: a [TRUNK], an easy locked [FIRST AID BOX], an averagely locked [SAFE], [RAILWAY SPIKES x20 (x3)], and three metal crates.

b6. Buoy (#6)

This buoy is located west of the Lighthouse. Look around for an very easy locked [AMMO BOX], a [FIRST AID BOX], a [SUITCASE], a locker and an averagely locked [SAFE].

b7. Buoy (#7)

Located northwest of the Sunken Submarine and southeast of Point Lookout Pier, this buoy marks a sunken [GUN CABINET] with an easy lock, a [FIRST AID BOX], a [PERSONAL FOOTLOCKER] with a very easy lock, and three metal boxes. That's all you'll find among the remains of this sunken ship.

b8. Buoy (#8)

This buoy is located south of the Dutchess Gambit/Point Lookout Pier. Search for a [MINI NUKE] inside a half buried bucket, a lawn mower, an averagely locked [SAFE], a [PERSONAL FOOTLOCKER] and two [AMMO BOXES] of which one has a very easy lock.

b9. Buoy (#9)

Located far south of Dove Delta, this marks a sunken ship with a floor [SAFE] that has an easy lock. There's also a [TRUNK] near the ship.

Fallout 3 - Point Lookout Guide

## Point Lookout Exclusive Equipment

Point Lookout Exclusive Weapons:

=====

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG	Weapon Type
Axe	60	6	---	30	25	----	----	----	YES	30	Melee
Backwater Rifle	250	7	10	30	45	NO		0.25	YES	220	Small Guns
Bio-Gas Canister	50	0.5	---	24	---	----	----	----	----	----	Explosives
DoubleBarrel Shotgun	175	6	2	35	80	NO		5	YES		Small Guns
Fertilizer Shovel	55	3	---	20	20	----	----	----	YES	30	Melee
Lever-Action Rifle	200	8	10	30	40	NO		0.25	YES	200	Small Guns
Microwave Emitter	500	8	5	30	60	NO		0.20	YES	100	Energy
Ritual Knife	20	1	---	12	11	----	----	----	YES	18	Melee
Shovel	55	3	---	20	17	----	----	----	YES	20	Melee
The Dismemberer	55	6	---	30	30	----	----	----	YES	40	Melee
Toy Knife	20	1	---	10	6	----	----	----	YES	10	Melee

Point Lookout Exclusive Equipment:

=====

Name:	VAL	WGT	HEALTH	DR	Added Effects:
Confederate Hat	8	1	15	1	PER 1
Cryptochromatic Spectacles	8	0	150	1	
Desmond's Eyeglasses	25	0	150	1	Explosives & Small Guns 5
Grifter's Fit	6	2	100	2	CHR 1, Small Guns 5
Pint-Sized Slasher Mask	16	2	15	1	PER -1, Melee 5
Tribal Garb	75	5	100	12	
Workman's Coveralls	6	2	100	2	Repair 10
Handyman Jumpsuit	6	1	100	2	Repair 5

Point Lookout Exclusive Items:

=====

Name:	VAL	WGT	ADDICTION	Added Effects:
Cogwave Jammer	0	7	---	
Fishing Pole	20	1.5	---	
Kenny-Bear	0	1	---	
Krivbeknih	15	0	---	
Lab Access Card	1	0	---	
Lighthouse Bulb	60	5	---	
Lump of Brain	0	0	---	
Moonshine	50	2	YES	CHR 2, INT -2, STR -2

Plik's Journal	1	1	---	
Punga Seeds	25	0	---	
Refined Punga Fruit	30	1	---	HP 15, Rad -2 (-15 w/perk)
Riverboat Ticket	300	0	---	
Submarine Self-Destruct Codes	0	0	---	
Wild Punga Fruit	10	1	---	HP 10, Rad -1 (-5 w/perk)
Yeast	21	4	---	

**Fallout 3 Guide - Wasteland Map****Wasteland Map**

NORTH/ WEST 1 _____	NORTH/ MIDDLE 2 _____	NORTH/ EAST 3 _____
MIDDLE/ WEST 4 _____	MIDDLE/ MIDDLE 5 _____	MIDDLE/ EAST 6 _____
SOUTH/ WEST 7 _____	SOUTH/ MIDDLE 8 _____	SOUTH/ WEST 9 _____

The map has been cut in 9 Sectors as seen left. The following sectors have Latitude (<-->) and Longitude (v^) as seen on the in-depth maps. These were held intact and the same as many maps circulating for Fallout 3, simply to refrain from confusion and adding user-friendliness.

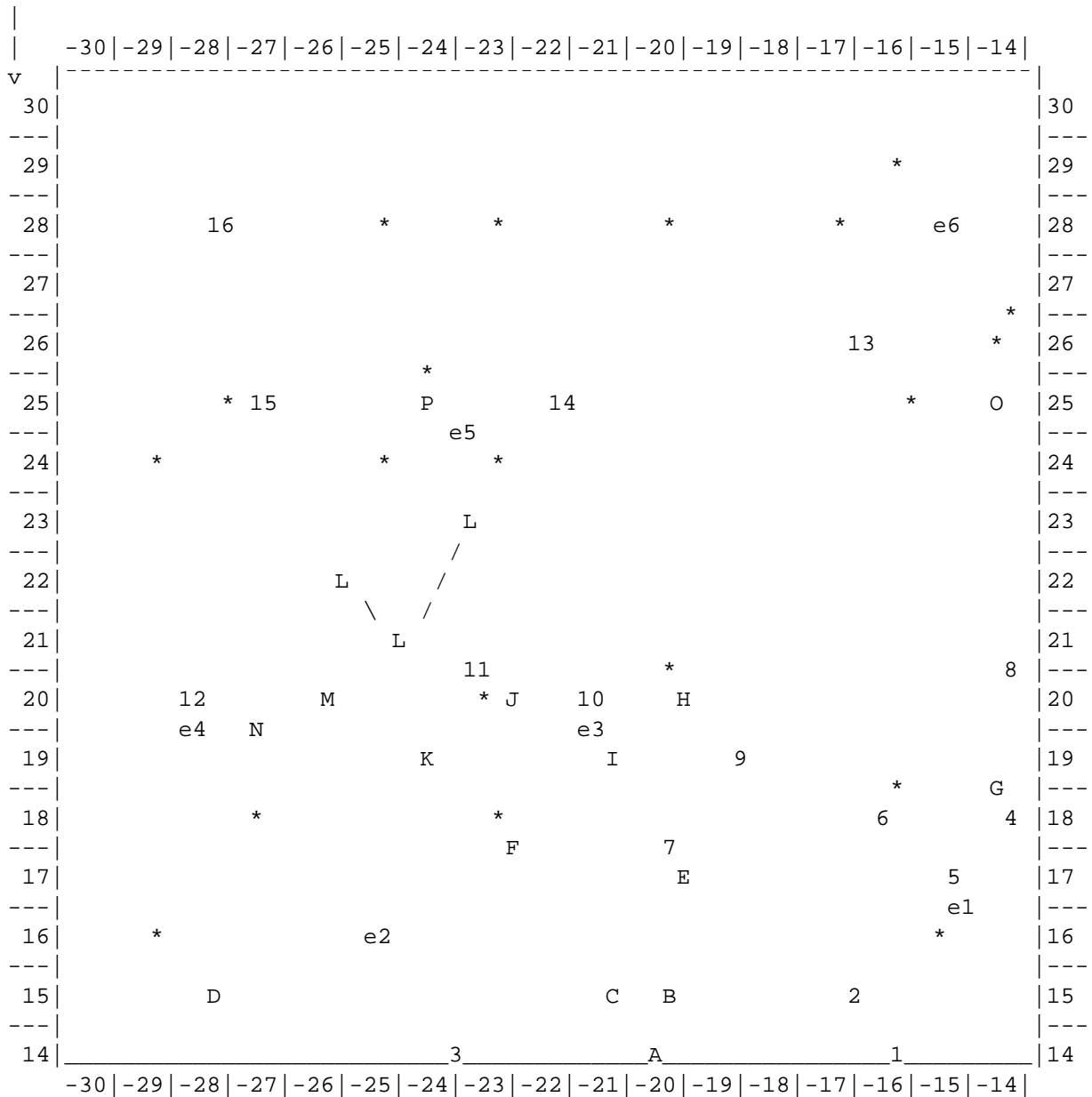
- o In-depth maps go over the locations from lower right to upper left, as if exploring 'from the southeast to the to the northwest' of the Wasteland.

Fallout 3 Guide - Wasteland Map

**Sector 1: North-West**

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS:

=====

1 = Roosevelt Academy ..... (LAT -17|LON 14)

2 = Faded Pomp Estates ..... (LAT -17 | LON 15)  
 3 = Abandoned Car Fort ..... (LAT -24 | LON 14)  
 4 = Drowned Devil's Crossing .. (LAT -14 | LON 18)  
 5 = The Silver Lining Drive-In (LAT -15 | LON 17)  
 6 = WKML Broadcast Station .... (LAT -17 | LON 18)  
 7 = Mount Mable Campground .... (LAT -21 | LON 17)  
 8 = Mason Dixon Salvage ..... (LAT -14 | LON 21)  
 9 = Dickerson Tabernacle Chapel (LAT -19 | LON 19)  
 10 = Deathclaw Sanctuary ..... (LAT -22 | LON 20)  
 11 = Broadcast Tower KB5 ..... (LAT -23 | LON 20)  
 12 = SatCom Array NW-07c ..... (LAT -28 | LON 20)  
 13 = Fort Constantine ..... (LAT -17 | LON 26)  
 14 = SatCom Array NW-05a ..... (LAT -22 | LON 25)  
 15 = MDPL-05 Power Station ..... (LAT -27 | LON 25)  
 16 = Raven Rock ..... (LAT -28 | LON 28)

**SECONDARY LOCATIONS:**

=====

A = Vehicle Wrecks ..... (LAT -20 | LON 14)  
 B = Blocked Tunnel Entrance (LAT -20 | LON 15)  
 C = Truck ..... (LAT -21 | LON 15)  
 D = Monorail Train Wreck .... (LAT -28 | LON 15)  
 E = Wrecked Caravan ..... (LAT -20 | LON 17)  
 F = Blocked Tunnel Entrance (LAT -23 | LON 17)  
 G = Truck ..... (LAT -15 | LON 19)  
 H = Shack ..... (LAT -20 | LON 21)  
 I = Mutie Gorge ..... (LAT -21 | LON 19)  
 J = Drainage Channel ..... (LAT -22 | LON 20)  
 K = Raider Fortifications ... (LAT -24 | LON 19)  
 L = Raider Shack ..... (LAT -25 | LON 21)  
 M = Truck ..... (LAT -26 | LON 20)  
 N = Truck ..... (LAT -27 | LON 20)  
 O = Brotherhood Outcast Shaft (LAT -14 | LON 25)  
 P = Raider Wharf ..... (LAT -24 | LON 25)

**20 RANDOM ENCOUNTER SPOTS (\*)**

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**ENCLAVE CAMPS:**

=====

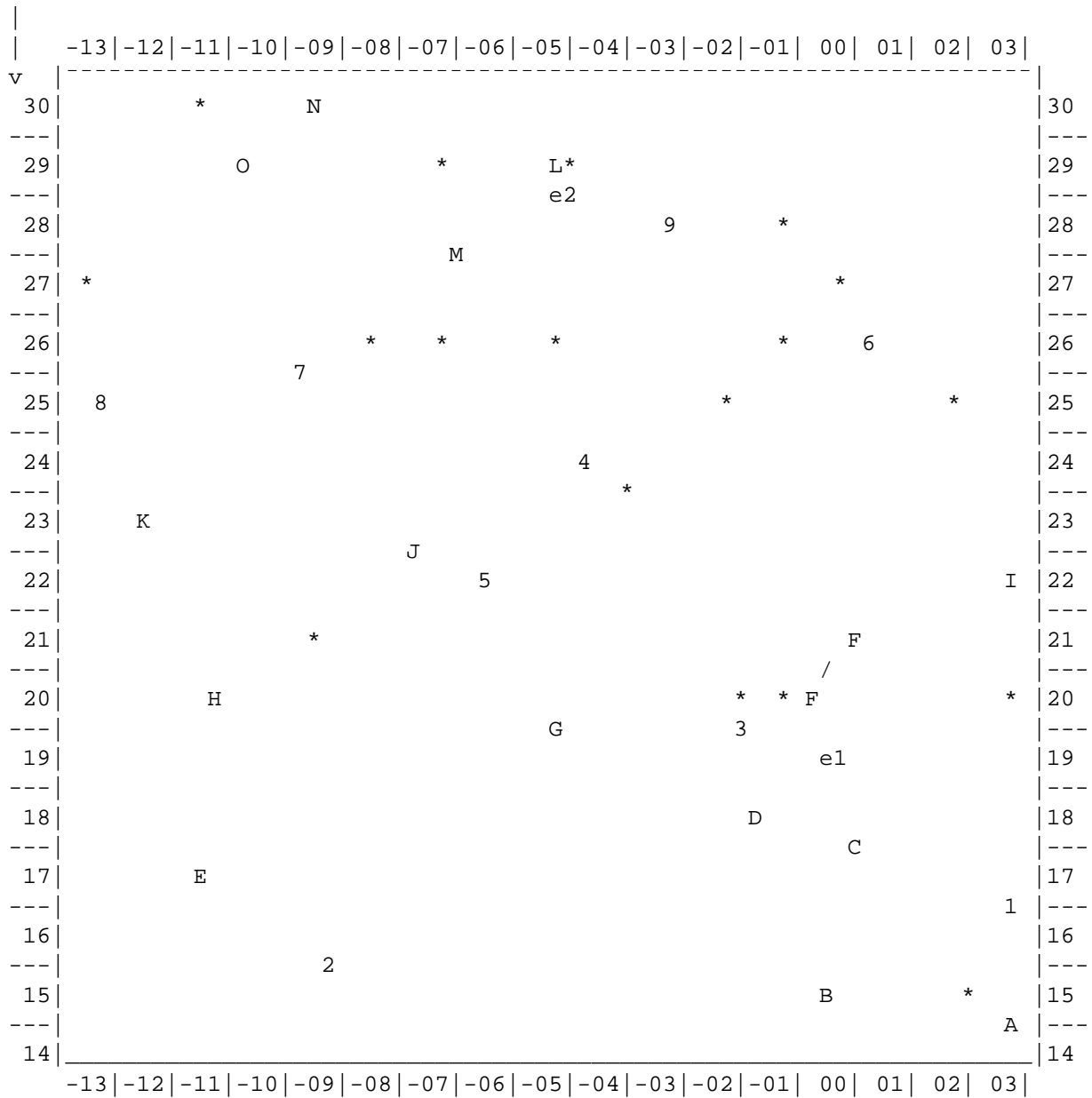
e1 = (LAT -15 | LON 17)  
 e2 = (LAT -25 | LON 16)  
 e3 = (LAT -22 | LON 20)  
 e4 = (LAT -28 | LON 20)  
 e5 = (LAT -23 | LON 25)  
 e6 = (LAT -15 | LON 28)

Fallout 3 Guide - Wasteland Map

## Sector 2: North-Middle

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS:

=====

1 = MDPL-13 Power Station ..... (LAT 02|LON 17)

- 2 = Paradise Falls ..... (LAT -09 | LON 16)
- 3 = Countryside Houses ..... (LAT -02 | LON 20)
- 4 = Broadcast Tower ..... (LAT -04 | LON 24)
- 5 = Montgomery County Reservoir (LAT -06 | LON 22)
- 6 = Clifftop Shacks ..... (LAT 00 | LON 26)
- 7 = MDPL-21 Power Station ..... (LAT -10 | LON 26)
- 8 = SatCom Array NN-03d ..... (LAT -13 | LON 25)
- 9 = Oasis ..... (LAT -03 | LON 28)

### SECONDARY LOCATIONS:

=====

- A = Minefield Water Tower . (LAT 03 | LON 14)
- B = Train Wreck ..... (LAT 00 | LON 14)
- C = City Liner ..... (LAT 00 | LON 18)
- D = Wood Plank to Warren .. (LAT -02 | LON 18)
- E = Traffic Line ..... (LAT -11 | LON 17)
- F = Silo and Barn ..... (LAT 00 | LON 20)
- G = Military Checkpoint ... (LAT -05 | LON 20)
- H = Ant Tunnel/Musty Cavern (LAT -11 | LON 20)
- I = Crashed Anomaly ..... (LAT 03 | LON 22)
- J = Silo & Buildings ..... (LAT -07 | LON 23)
- K = Tent ..... (LAT -12 | LON 23)
- L = Oasis Entrance ..... (LAT -05 | LON 29)
- M = Monorail Wreck ..... (LAT -06 | LON 28)
- N = Toxic Pond ..... (LAT -09 | LON 30)
- O = Rope Bridge ..... (LAT -10 | LON 29)

### 18 RANDOM ENCOUNTER SPOTS (\*)

=====

### ENCLAVE CAMPS:

=====

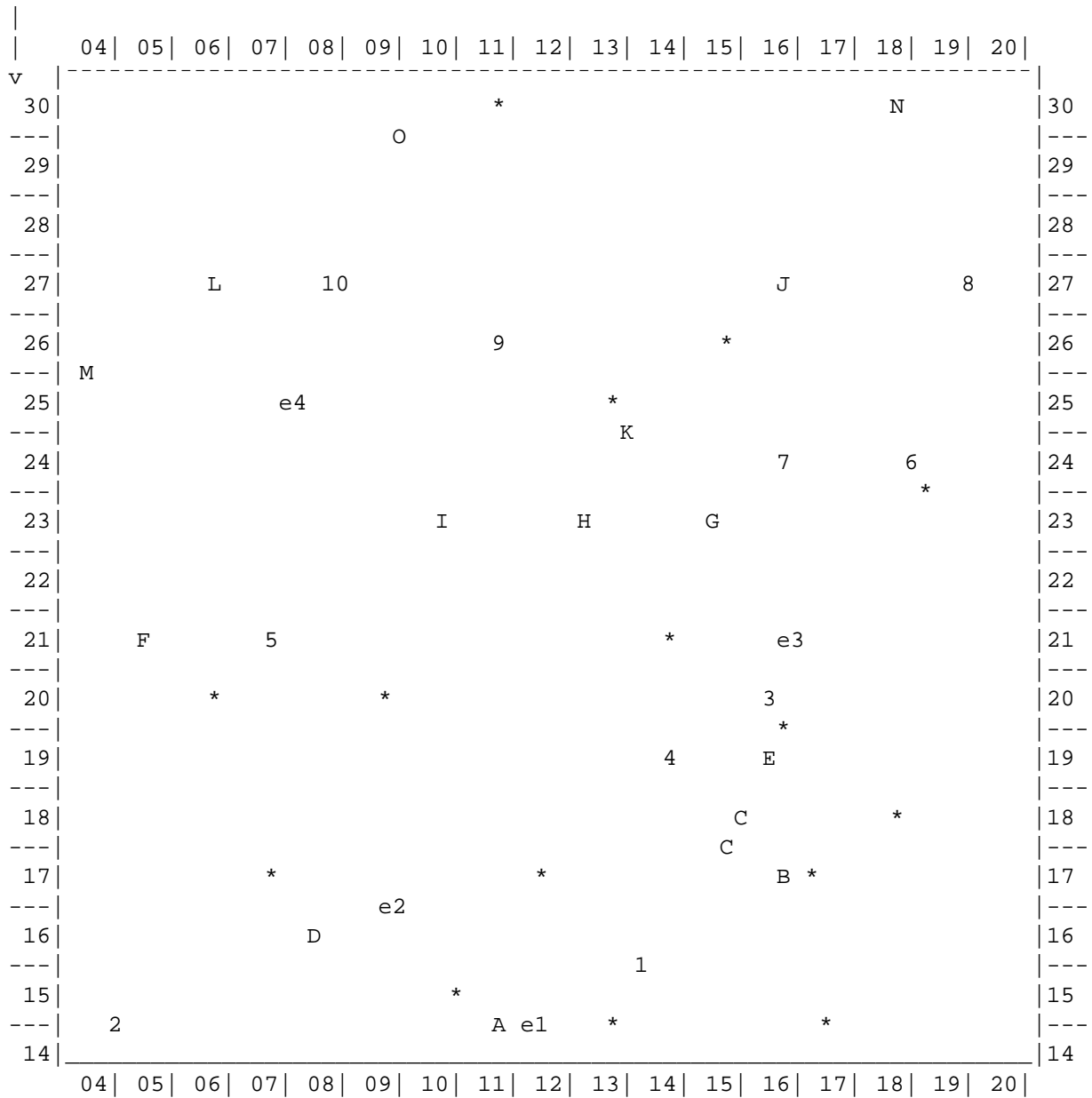
- e1 = (LAT -05 | LON 29)
- e2 = (LAT 00 | LON 19)

Fallout 3 Guide - Wasteland Map

**Sector 3: North-East**

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS:

=====

1 = Temple of the Union ..... (LAT 13|LON 15)

2 = Minefield ..... (LAT 04 | LON 14)  
 3 = Relay Tower ..... (LAT 15 | LON 20)  
 4 = Grisly Diner ..... (LAT 13 | LON 20)  
 5 = Greener Pastures Disposal Site (LAT 07 | LON 21)  
 6 = MDPL-16 Power Station ..... (LAT 18 | LON 24)  
 7 = Chaste Acres Dairy Farm ..... (LAT 15 | LON 24)  
 8 = The Republic of Dave ..... (LAT 19 | LON 27)  
 9 = Old Olney ..... (LAT 10 | LON 26)  
 10 = Vault 92 ..... (LAT 08 | LON 27)

SECONDARY LOCATIONS:

=====

A = Shacks ..... (LAT 11 | LON 14)  
 B = Hilltop Farm Ruins ..... (LAT 16 | LON 17)  
 C = Drainage Outlets ..... (LAT 15 | LON 18)  
 D = The Roach King ..... (LAT 08 | LON 16)  
 E = Drainage Chamber ..... (LAT 16 | LON 19)  
 F = Destroyed Bridge ..... (LAT 04 | LON 21)  
 G = House ..... (LAT 15 | LON 23)  
 H = Truck ..... (LAT 13 | LON 23)  
 I = Old Olney Outskirts ..... (LAT 10 | LON 23)  
 J = Destroyed House ..... (LAT 16 | LON 27)  
 K = Red Rocket Gas Station & Truck (LAT 13 | LON 25)  
 L = Destroyed Farmstead ..... (LAT 06 | LON 27)  
 M = Shack ..... (LAT 04 | LON 26)  
 N = City Liner ..... (LAT 18 | LON 30)  
 O = Three Destroyed Houses ..... (LAT 09 | LON 29)

15 RANDOM ENCOUNTER SPOTS (\*)

=====

ENCLAVE CAMPS:

=====

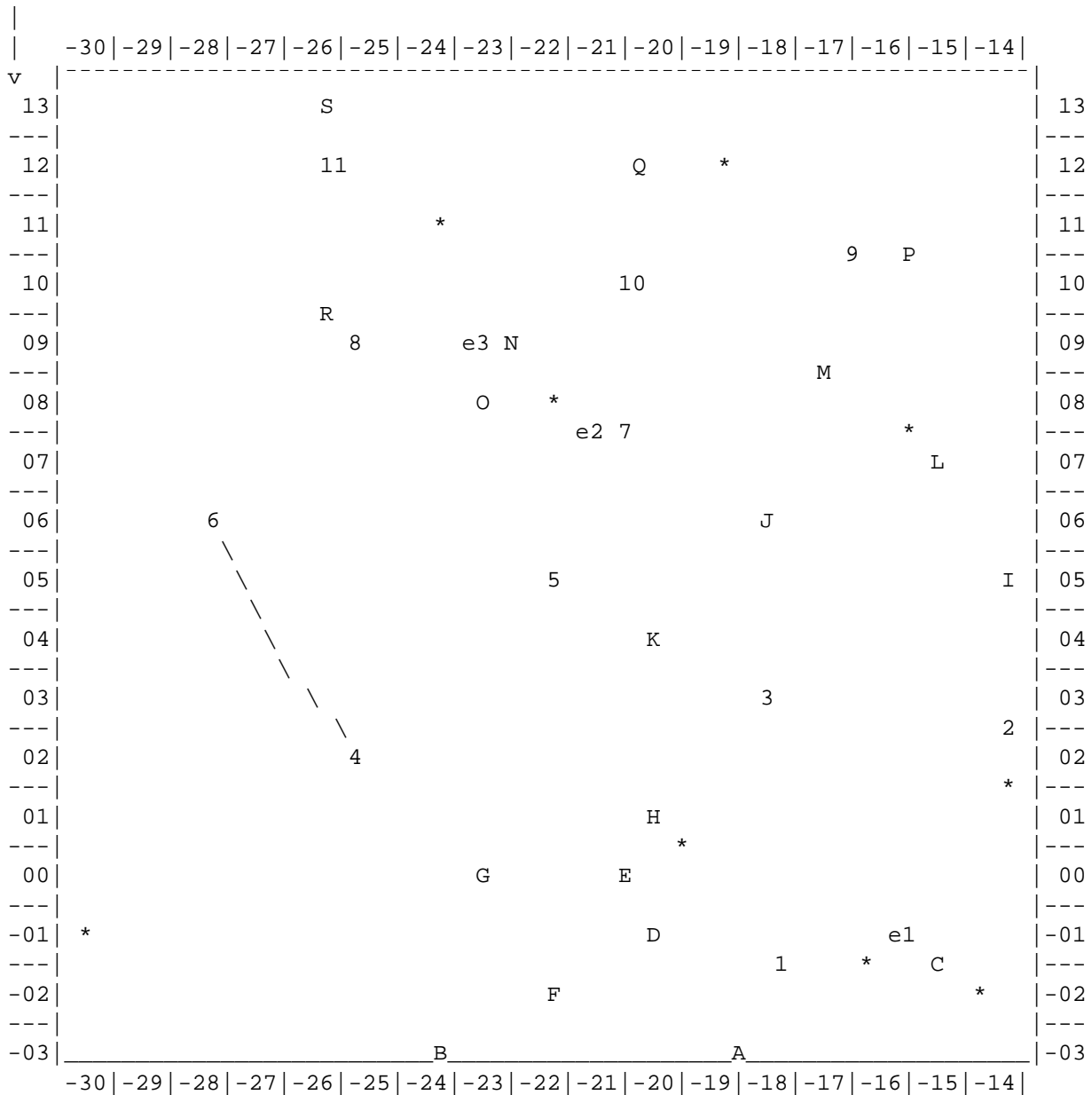
e1 = (LAT 11 | LON 14)  
 e2 = (LAT 09 | LON 17)  
 e3 = (LAT 17 | LON 21)  
 e4 = (LAT 07 | LON 25)

Fallout 3 Guide - Wasteland Map

**Sector 4: Middle-West**

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS:

=====

1 = Fort Bannister ..... (LAT -18 | LON -01)

2 = VAPL-58 Power Station ..... (LAT -14 | LON 03)  
 3 = Jalbert Brothers Waste Disposal (LAT -18 | LON 03)  
 4 = Little Lamplight ..... (LAT -26 | LON 02)  
 5 = Everglow National Campground .. (LAT -23 | LON 05)  
 6 = Vault 87 ..... (LAT -28 | LON 06)  
 7 = Rockbreaker's Last Gas ..... (LAT -21 | LON 08)  
 8 = Broadcast Tower KT8 ..... (LAT -26 | LON 09)  
 9 = MDPL Mass Relay Station ..... (LAT -17 | LON 10)  
 10 = Five Axles Rest Stop ..... (LAT -21 | LON 10)  
 11 = Shalebridge ..... (LAT -26 | LON 12)

## SECONDARY LOCATIONS:

=====

A = Crater Pool ..... (LAT -18 | LON -03)  
 B = Drainage Chamber ..... (LAT -24 | LON -03)  
 C = Bannister Crater ..... (LAT -14 | LON -01)  
 D = Broadcast Tower ..... (LAT -20 | LON 01)  
 E = Captain Cosmos Board .. (LAT -20 | LON 00)  
 F = Scavenger Ruin ..... (LAT -22 | LON -02)  
 G = Orange Truck Debris ... (LAT -23 | LON 00)  
 H = Shack ..... (LAT -20 | LON 01)  
 I = Wastelander Pylon ..... (LAT -14 | LON 05)  
 J = Wasteland Gypsy Village (LAT -18 | LON 06)  
 K = Truck ..... (LAT -20 | LON 04)  
 L = Destroyed House ..... (LAT -15 | LON 07)  
 M = Fishing Hole ..... (LAT -17 | LON 09)  
 N = Container ..... (LAT -23 | LON 09)  
 O = Shack ..... (LAT -23 | LON 08)  
 P = Beached Boat ..... (LAT -15 | LON 10)  
 Q = Truck ..... (LAT -20 | LON 12)  
 R = Drainage Chamber ..... (LAT -26 | LON 10)  
 S = Shalebridge Ant Hill .. (LAT -26 | LON 13)

## 9 RANDOM ENCOUNTER SPOTS (\*)

=====

## ENCLAVE CAMPS:

=====

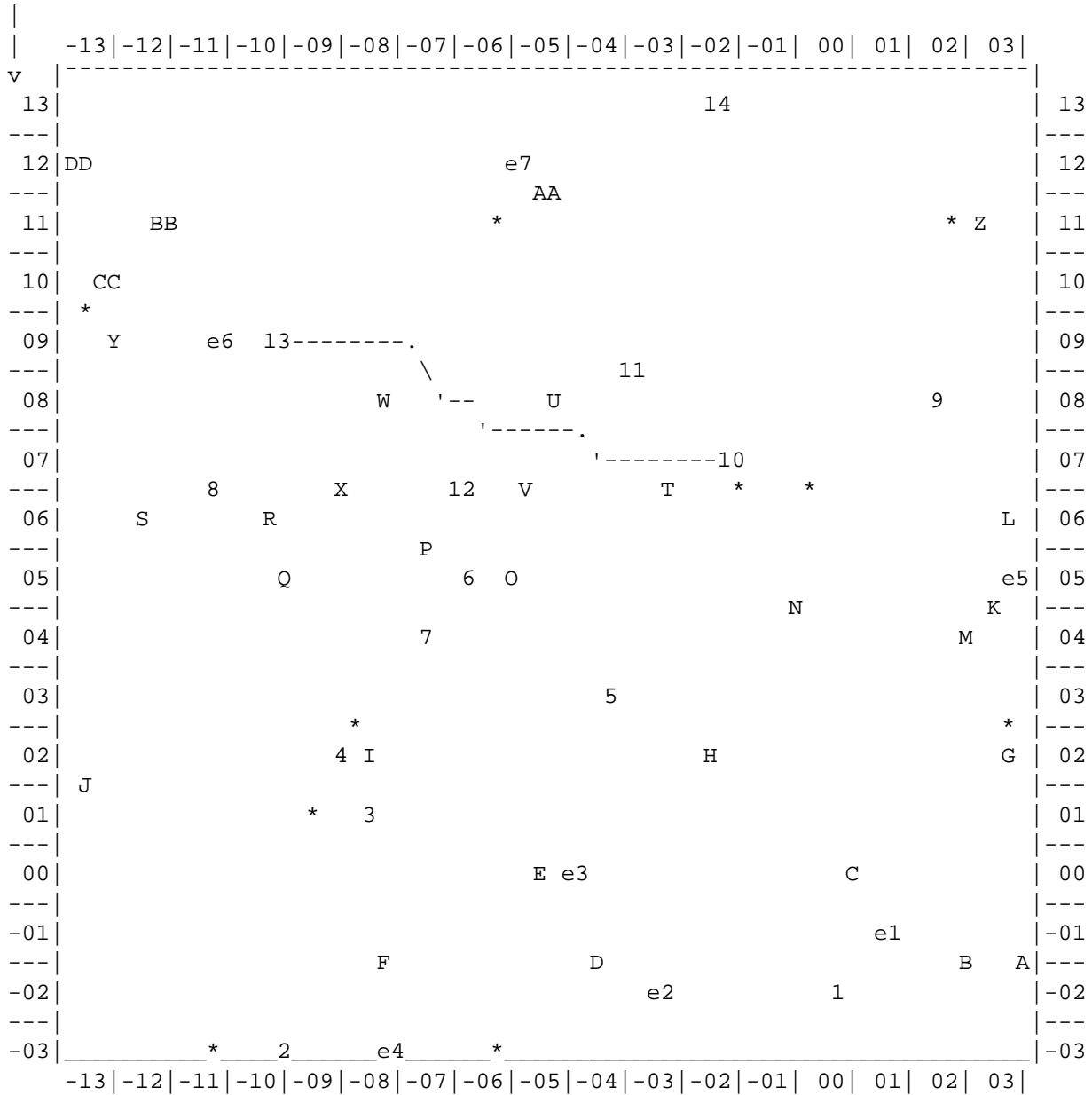
e1 = (LAT -15 | LON -01)  
 e2 = (LAT -21 | LON 07)  
 e3 = (LAT -23 | LON 09)

Fallout 3 Guide - Wasteland Map

**Sector 5: Middle-Middle**

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS:

=====

1 = Springvale School ..... (LAT -10 | LON -01)

2	=	Jury Street Metro Station	....	(LAT -10   LON -03)
3	=	Vault 106	.....	(LAT -09   LON 01)
4	=	Kaelyn's Bed & Breakfast	....	(LAT -09   LON 02)
5	=	Big Town	.....	(LAT -04   LON 03)
6	=	Moonbeam Outdoor Cinema	.....	(LAT -08   LON 05)
7	=	Fordham Flash Memorial Field	.	(LAT -08   LON 04)
8	=	Arefu	.....	(LAT -11   LON 06)
9	=	Agatha's House	.....	(LAT 01   LON 08)
10	=	Meresti Trainyard	.....	(LAT -01   LON 07)
11	=	Hallowed Moors Cemetary	.....	(LAT -04   LON 09)
12	=	Hamilton's Hideaway	.....	(LAT -07   LON 07)
13	=	Northwest Seneca Station	....	(LAT -10   LON 09)
14	=	Germantown Police Headquarters		(LAT -02   LON 13)

## SECONDARY LOCATIONS:

=====

A	=	North Pier	.....	(LAT 03   LON -01)
B	=	Rusty Tub	.....	(LAT 02   LON -01)
C	=	Lakeside Ruin.s	.....	(LAT 01   LON 00)
D	=	Freeway Raider Camp	.....	(LAT -05   LON -01)
E	=	Ruined Farmstead	.....	(LAT -05   LON 00)
F	=	Patriotic Picnic Area	.....	(LAT -08   LON -01)
G	=	Truck	.....	(LAT 03   LON 02)
H	=	Shack, Pier, Rusty Tub	.....	(LAT -02   LON 02)
I	=	Drainage Outlet	.....	(LAT -08   LON 02)
J	=	Brahmin Skull Shack	.....	(LAT -13   LON 02)
K	=	Radiated Pool	.....	(LAT 03   LON 05)
L	=	Caravan	.....	(LAT 03   LON 06)
M	=	House	.....	(LAT 02   LON 05)
N	=	Cratered Hamlet	.....	(LAT -01   LON 05)
O	=	Truck	.....	(LAT -05   LON 05)
P	=	Dry Pier	.....	(LAT -07   LON 06)
Q	=	South Arefu Pier	.....	(LAT -10   LON 05)
R	=	North Arefu Pier	.....	(LAT -10   LON 08)
S	=	Rusty Tub	.....	(LAT -12   LON 06)
T	=	Raider Shacks	.....	(LAT -03   LON 07)
U	=	Shack	.....	(LAT -05   LON 08)
V	=	Tub and Bridge	.....	(LAT -05   LON 07)
W	=	Bowling Board	.....	(LAT -08   LON 09)
X	=	Shack	.....	(LAT -09   LON 07)
Y	=	Boats	.....	(LAT -12   LON 09)
Z	=	Power Transformers	.....	(LAT 02   LON 11)
AA	=	House	.....	(LAT -05   LON 12)
BB	=	Wrecked Monorail Carriage Hat		(LAT -12   LON 11)
CC	=	Military Track	.....	(LAT -13   LON 10)
DD	=	Wrecked Vehicles	.....	(LAT -13   LON 12)

## 10 RANDOM ENCOUNTERS

=====

## ENCLAVE CAMPS :

=====

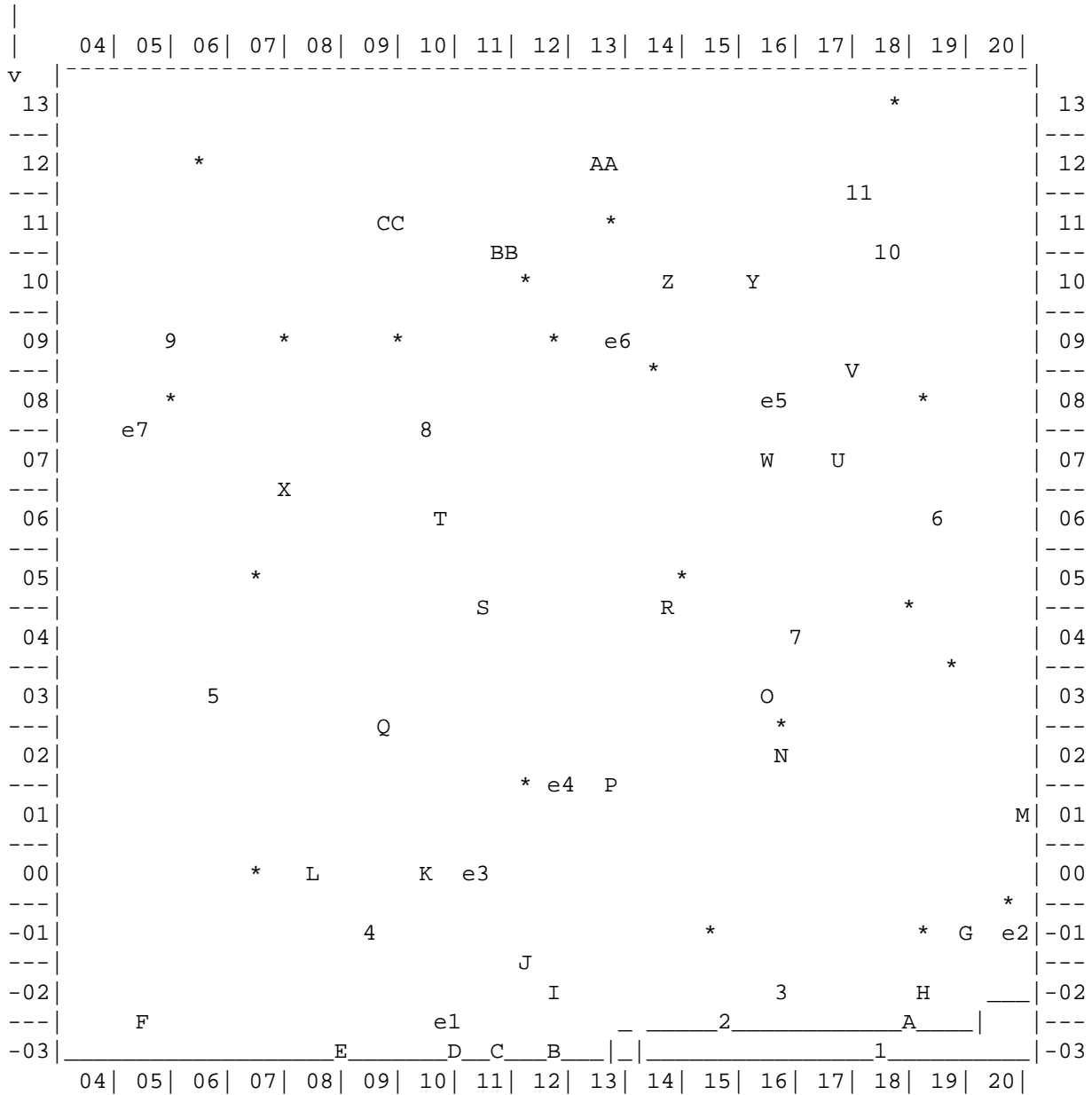
e1 = (LAT -03 | LON -02)  
e2 = (LAT -05 | LON 00)  
e3 = (LAT -08 | LON -03)  
e4 = (LAT -08 | LON -03)  
e5 = (LAT 03 | LON 06)  
e6 = (LAT -11 | LON 09)  
e7 = (LAT -05 | LON 12)

Fallout 3 Guide - Wasteland Map

**Sector 6: Middle-East**

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS:

=====

1 = National Guard Depot ..... (LAT 18|LON -03)

- 2 = Friendship Heights Metro Station (LAT 14 | LON -03)
- 3 = Rock Creek Caves ..... (LAT 16 | LON -02)
- 4 = Chrysler Building ..... (LAT 08 | LON -01)
- 5 = Bethesda Ruins ..... (LAT 05 | LON 03)
- 6 = Vault 108 ..... (LAT 18 | LON 06)
- 7 = Corvega Factory ..... (LAT 16 | LON 05)
- 8 = Wheaton Armory ..... (LAT 10 | LON 08)
- 9 = Scrapyard ..... (LAT 05 | LON 09)
- 10 = Canterbury Commons ..... (LAT 18 | LON 11)
- 11 = AntAgonizer's Lair ..... (LAT 17 | LON 12)

### SECONDARY LOCATIONS:

=====

- A = National Guard Trucks ..... (LAT 18 | LON -03)
- B = Courtyard Fountain ..... (LAT 12 | LON -03)
- C = Super Mutant Fire ..... (LAT 11 | LON -03)
- D = Shelter Entrance ..... (LAT 10 | LON -03)
- E = Truck ..... (LAT 09 | LON -03)
- F = Wastelander Mine Trap ..... (LAT 05 | LON -03)
- G = Rock Creek Roundabout ..... (LAT 20 | LON -01)
- H = Rock Creek Ruins ..... (LAT 19 | LON -01)
- I = Red Rocket Gas Station ..... (LAT 13 | LON -01)
- J = Truck ..... (LAT 12 | LON -01)
- K = Bethesda Coach Station ..... (LAT 10 | LON 00)
- L = Chrysler Baseball Field ..... (LAT 08 | LON 00)
- M = Wrecked Monorail Carriage .... (LAT 20 | LON 01)
- N = Truck ..... (LAT 16 | LON 02)
- O = Red Rocket Gas Station ..... (LAT 15 | LON 03)
- P = Bethesda Roundabout  
    Gas Station ..... (LAT 13 | LON 02)
- Q = Bethesda Suburbs ..... (LAT 09 | LON 03)
- R = Corvaga Township ..... (LAT 14 | LON 05)
- S = Coach Liner Wreckage ..... (LAT 11 | LON 05)
- T = Wheaton Armory Truck ..... (LAT 10 | LON 06)
- U = Truck ..... (LAT 17 | LON 07)
- V = Robot Repair Center ..... (LAT 17 | LON 09)
- W = Radio Mast Yankee Bravo ..... (LAT 16 | LON 07)
- X = Wrecked Monorail Train ..... (LAT 07 | LON 07)
- Y = Canterbury Commons Water Tower (LAT 15 | LON 10)
- Z = Brahmin Pastures ..... (LAT 14 | LON 10)
- AA = Military Truck Checkpoint .... (LAT 13 | LON 12)
- BB = Freeway Truck ..... (LAT 11 | LON 10)
- CC = Regulator Headquarters ..... (LAT 09 | LON 11)

### 20 RANDOM ENCOUNTERS

=====

### ENCLAVE CAMPS:

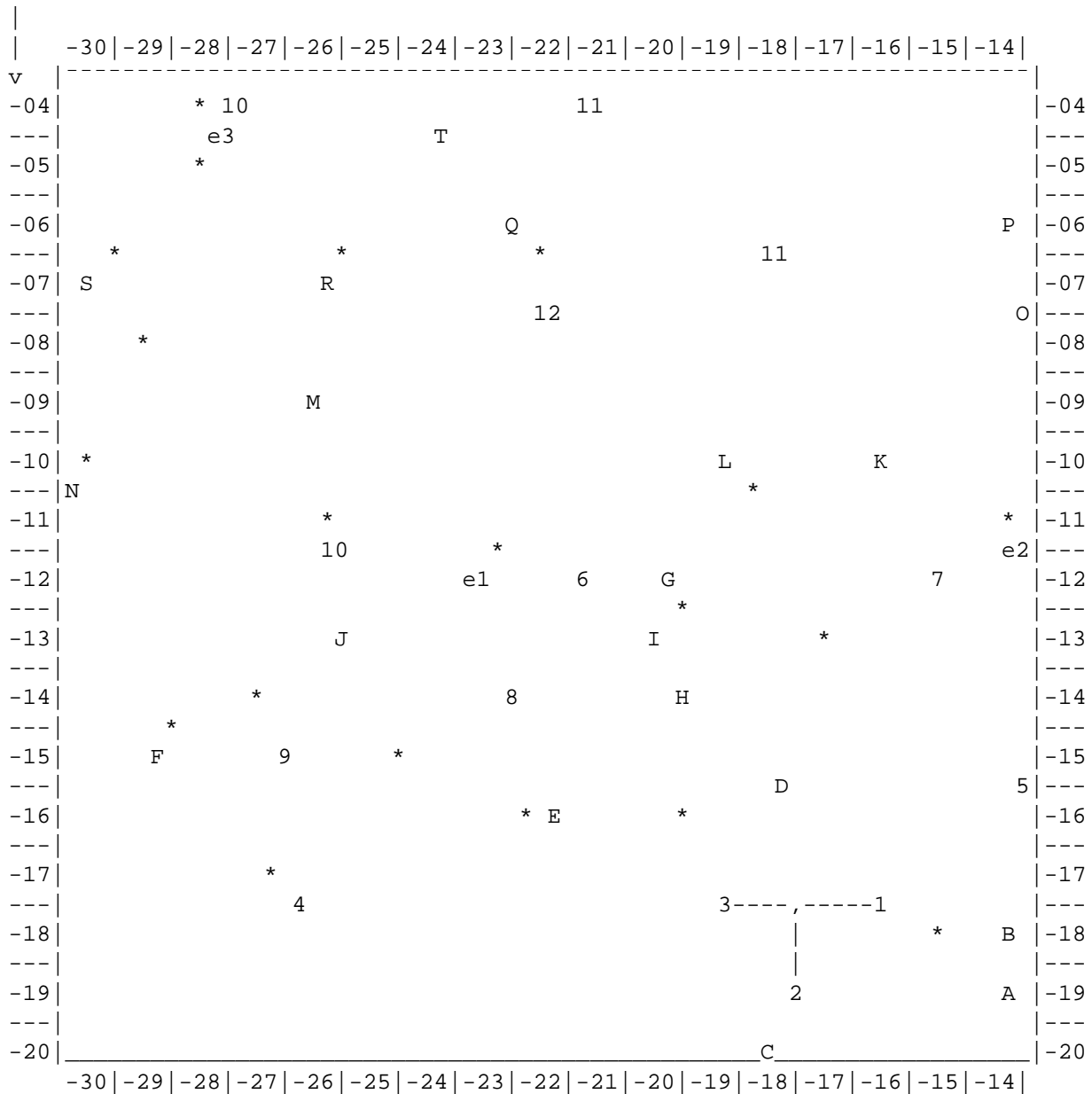
```
=====
e1 = (LAT 09 | LON -03)
e2 = (LAT 20 | LON -01)
e3 = (LAT 10 | LON 00)
e4 = (LAT 12 | LON 02)
e5 = (LAT 16 | LON 08)
e6 = (LAT 13 | LON 09)
e7 = (LAT 05 | LON 07)
```

Fallout 3 Guide - Wasteland Map

**Sector 7: South-West**

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS:

=====

1 = Tenpenny Tower ..... (LAT -16 | LON -17)

2	=	Warrington Station	.....	(LAT -18   LON -19)
3	=	Warrington Trainyard	.....	(LAT -20   LON -17)
4	=	Dunwich Building	.....	(LAT -26   LON -18)
5	=	RobCo Facility	.....	(LAT -14   LON -15)
6	=	F.1 Scott Key Trail & Compound		(LAT -27   LON -15)
7	=	VAPL-84 Power Station	.....	(LAT -15   LON -12)
8	=	VAPL-66 Power Station	.....	(LAT -23   LON -14)
9	=	Jacka's Pop & Gas Stop	.....	(LAT -22   LON -12)
10	=	Girdersshade	.....	(LAT -26   LON -11)
11	=	Evergreen Mills	.....	(LAT -18   LON -07)
12	=	Smith Casey's Garage	.....	(LAT -22   LON -08)
13	=	Charnel House	.....	(LAT -21   LON -04)
14	=	Yao Guai Tunnels	.....	(LAT -28   LON -04)

**SECONDARY LOCATIONS:**

=====

A	=	Ruined Office Building	.	(LAT -14   LON -19)
B	=	Willy's Gracer	.....	(LAT -14   LON -18)
C	=	Lucky's Gracer	.....	(LAT -18   LON -20)
D	=	Warrington Township	....	(LAT -18   LON -16)
E	=	Dot's Dunwich Diner	....	(LAT -22   LON -16)
F	=	Chinese Pilot's Shack	..	(LAT -29   LON -12)
G	=	Captain Cosmos Board	...	(LAT -20   LON -12)
H	=	Drainage Chamber	.....	(LAT -20   LON -13)
I	=	Broadcast Tower	.....	(LAT -20   LON -13)
J	=	Destroyed House	.....	(LAT -26   LON -13)
K	=	Shack	.....	(LAT -16   LON -10)
L	=	Captain Cosmos Board	...	(LAT -26   LON -10)
M	=	Radiated Pond	.....	(LAT -26   LON -10)
N	=	Overturned City Liner	..	(LAT -30   LON -10)
O	=	Ruined Calverton Village		(LAT -14   LON -07)
P	=	Ruined Chapel	.....	(LAT -14   LON -06)
Q	=	Military Checkpoint	....	(LAT -22   LON -06)
R	=	Rockopolis	.....	(LAT -26   LON -07)
S	=	Wastelander Tent	.....	(LAT -30   LON -07)
T	=	Broadcast Tower PN	.....	(LAT -24   LON -04)

**20 RANDOM ENCOUNTERS**

=====

**ENCLAVE CAMPS:**

=====

e1	=	(LAT -23   LON -12)
e2	=	(LAT -14   LON -11)
e3	=	(LAT -28   LON -04)

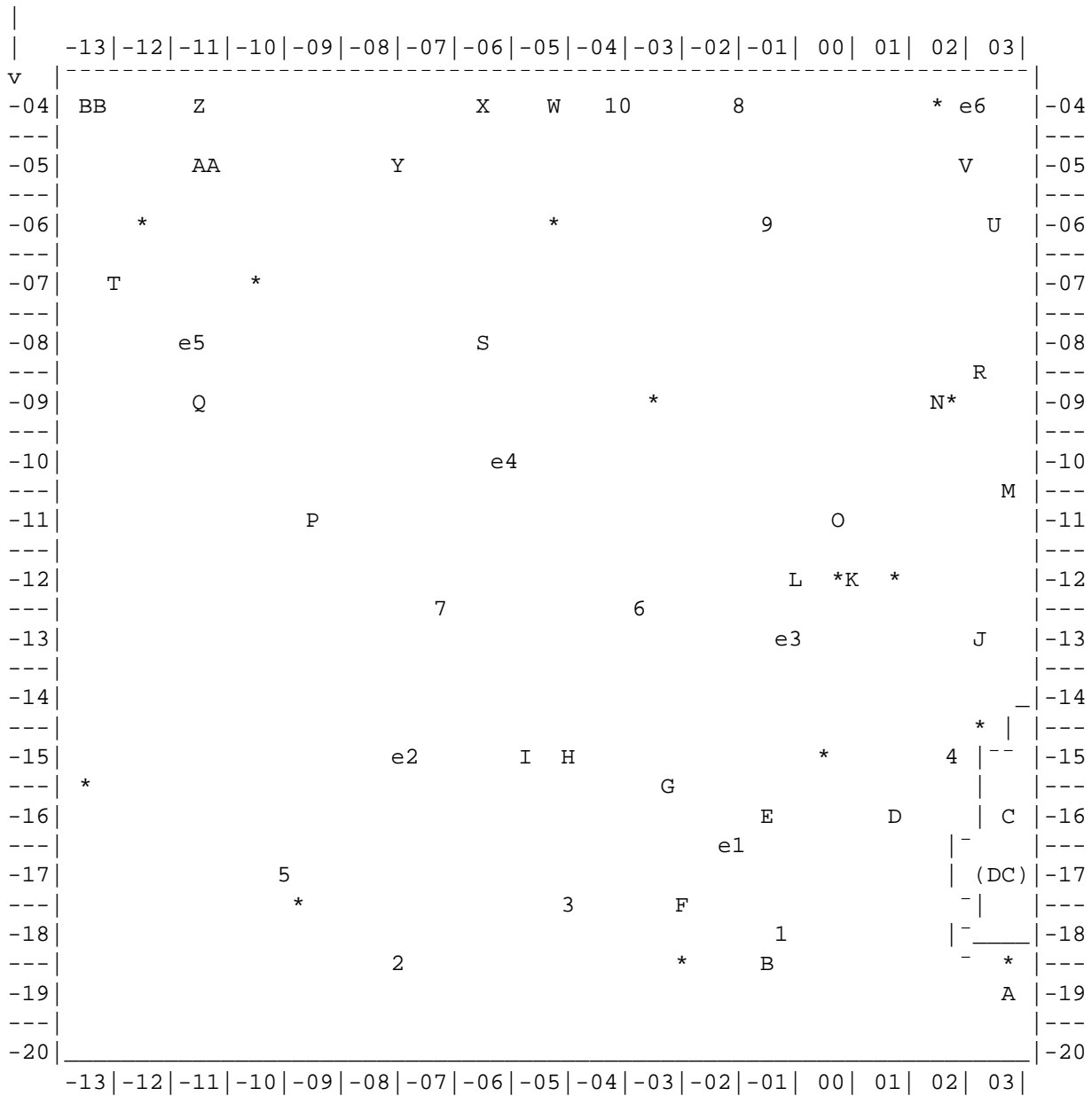


Fallout 3 Guide - Wasteland Map

**Sector 8: South-Middle**

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS:

=====

1 = Nuka-Cola Plant ..... (LAT -01|LON -19)

2 = The Overlook Drive-in (LAT -08 | LON -18)  
 3 = Andale ..... (LAT -05 | LON -17)  
 4 = Red Racer Factory ... (LAT 02 | LON -15)  
 5 = Cliffside Cavern .... (LAT -10 | LON -17)  
 6 = Fairfax Ruins ..... (LAT -04 | LON -12)  
 7 = Fort Independence ... (LAT -06 | LON -13)  
 8 = Springvale ..... (LAT -02 | LON -04)  
 9 = Megaton ..... (LAT -01 | LON -06)  
 10 = Vault 101 ..... (LAT -04 | LON -04)

## SECONDARY LOCATIONS:

=====

A = Traffic Pile ..... (LAT 03 | LON -19)  
 B = Parked Nuka-Cola Trucks  
     Drainage System ..... (LAT -02 | LON -19)  
 C = Raider Camp ..... (LAT 03 | LON -16)  
 D = Red Racer Trucks ..... (LAT 01 | LON -16)  
 E = Dot's Diner ..... (LAT -01 | LON -16)  
 F = Jackknifed Truck ..... (LAT -03 | LON -17)  
 G = The Concrete Treehouse ..... (LAT -03 | LON -15)  
 H = Overturned Truck ..... (LAT -05 | LON -15)  
 I = Freeway Wreckage ..... (LAT -06 | LON -15)  
 J = Scavenger's Bridge ..... (LAT 02 | LON -13)  
 K = Red Rocket Gas Station ..... (LAT 00 | LON -12)  
 L = Cars Dealership ..... (LAT -01 | LON -12)  
 M = Raider Passage ..... (LAT 03 | LON -10)  
 N = Talon Merc Company Camp ..... (LAT 02 | LON -09)  
 O = Wrecked House ..... (LAT 00 | LON -10)  
 P = Independence Ruins ..... (LAT -09 | LON -11)  
 Q = Independence Hamlet ..... (LAT -11 | LON -09)  
 R = Statue ..... (LAT 03 | LON -08)  
 S = Captain Cosmos Board ..... (LAT -06 | LON -08)  
 T = Truck ..... (LAT -12 | LON -07)  
 U = Water Tower ..... (LAT 02 | LON -05)  
 V = Ruined House ..... (LAT 02 | LON -04)  
 W = Freeway Drain ..... (LAT -05 | LON -04)  
 X = Wrecked House ..... (LAT -06 | LON -04)  
 Y = Military Track Checkpoint ..... (LAT -07 | LON -05)  
 Z = Drainage Chamber ..... (LAT -11 | LON -04)  
 AA = Radio Mast Oscar Tango and Hamlet (LAT -11 | LON -05)  
 BB = Jury Street Tunnels ..... (LAT -13 | LON -04)

## 14 RANDOM ENCOUNTERS

=====

## ENCLAVE CAMPS:

=====

e1 = (LAT -02 | LON -16)  
 e2 = (LAT -08 | LON -15)

e3 = (LAT -01 | LON -13)

e4 = (LAT -06 | LON -10)

e5 = (LAT -11 | LON -08)

e6 = (LAT 02 | LON -04)

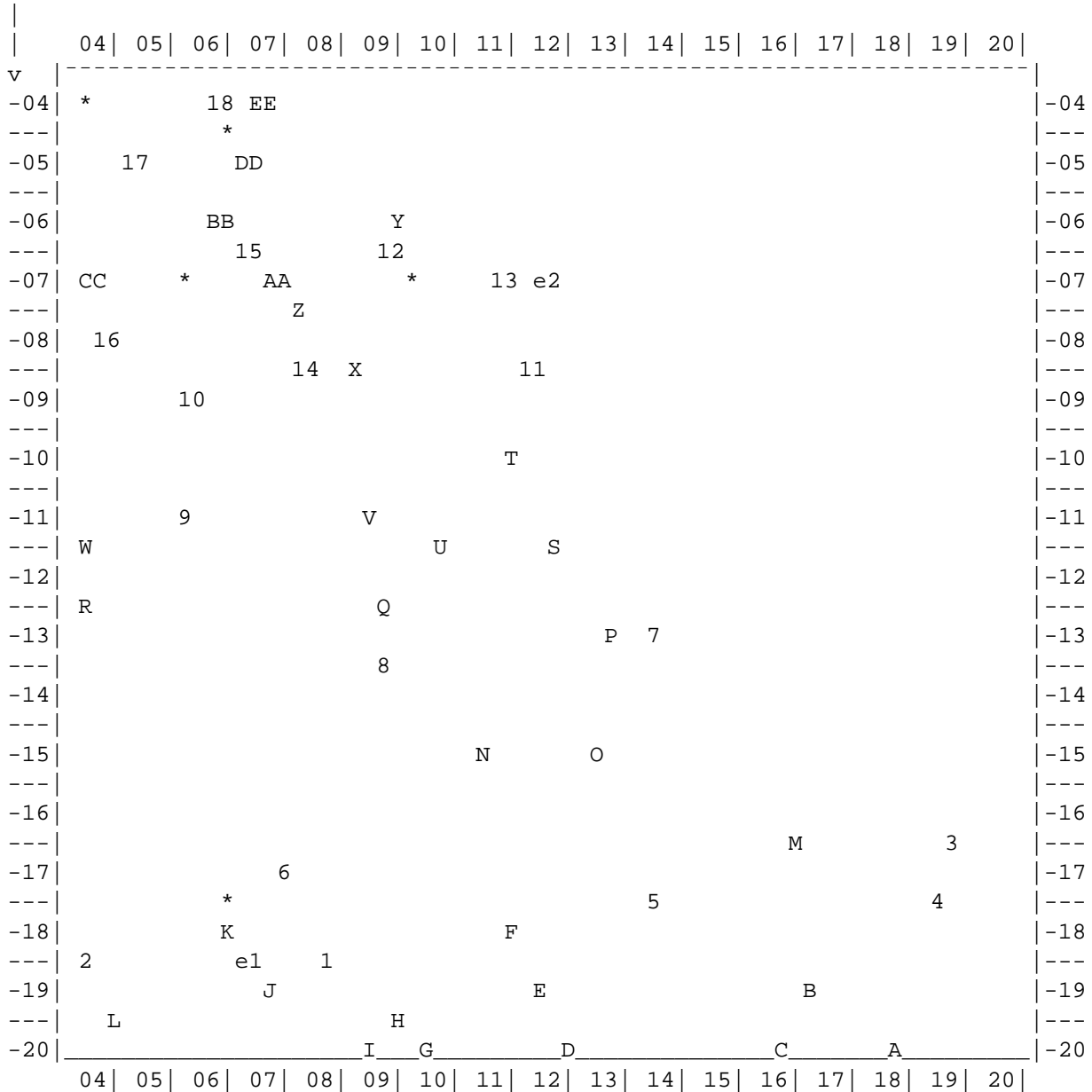
Fallout 3 Guide - Wasteland Map

**Sector 9: South-East**

Please see our [map reference page](#) for details on where this map fits into the wider area of the Wasteland.

Note: Does not contain DC City Locations (such as Washington Memorial).

LONGITUDE



LATITUDE ----->

IMPORTANT LOCATIONS :

- =====
- 1 = Arlington Library ..... (LAT 08 | LON -19)
  - 2 = Flooded Metro ..... (LAT 04 | LON -18)
  - 3 = Anacostia Crossing ..... (LAT 19 | LON -16)
  - 4 = Rivet City ..... (LAT 18 | LON -17)
  - 5 = Jefferson Memorial ..... (LAT 13 | LON -17)
  - 6 = Alexandria Arms ..... (LAT 07 | LON -17)
  - 7 = Irradiated Metro ..... (LAT 13 | LON -13)
  - 8 = The Citadel ..... (LAT 08 | LON -14)
  - 9 = Marigold Station ..... (LAT 06 | LON -11)
  - 10 = Grayditch ..... (LAT 05 | LON -09)
  - 11 = Dukov's Place ..... (LAT 11 | LON -08)
  - 12 = Anchorage Memorial ..... (LAT 10 | LON -07)
  - 13 = Tepid Sewers ..... (LAT 11 | LON -07)
  - 14 = Flooded Metro ..... (LAT 08 | LON -08)
  - 15 = Wilhelm's Wharf ..... (LAT 07 | LON -07)
  - 16 = Sewer Waystation ..... (LAT 04 | LON -08)
  - 17 = Super Duper Mart ..... (LAT 04 | LON -04)
  - 18 = Farragut West Metro Station (LAT 07 | LON -04)

SECONDARY LOCATIONS:

- =====
- A = Highly radiated Tub ..... (LAT 18 | LON -20)
  - B = Broken Bow ..... (LAT 17 | LON -19)
  - C = Rivet City Junk ..... (LAT 16 | LON -20)
  - D = Red Speedboat ..... (LAT 12 | LON -20)
  - E = Rusty Tub ..... (LAT 12 | LON -19)
  - F = Mirelurk Jetty ..... (LAT 11 | LON -18)
  - G = Truck ..... (LAT 10 | LON -20)
  - H = Small Sewer ..... (LAT 09 | LON -20)
  - I = Talon Company Recon Camp ..... (LAT 08 | LON -20)
  - J = Truck ..... (LAT 07 | LON -19)
  - K = Office Raider Camp ..... (LAT 06 | LON -18)
  - L = Flooded Metro Raider Camp ..... (LAT 04 | LON -19)
  - M = Super Mutant Fire ..... (LAT 16 | LON -16)
  - N = Sunken Boat and Jetty ..... (LAT 11 | LON -15)
  - O = Boats ..... (LAT 13 | LON -15)
  - P = Super Mutant Office Ruins ..... (LAT 13 | LON -13)
  - Q = Sewer Entrance Manhole ..... (LAT 04 | LON -13)
  - R = Sewer Grate ..... (LAT 09 | LON -13)
  - S = Scavenger Shack ..... (LAT 12 | LON -11)
  - T = Raider Camp ..... (LAT 12 | LON -10)
  - U = Potomac Bridge ..... (LAT 10 | LON -11)
  - V = Sewer Grate ..... (LAT 09 | LON -11)
  - W = Outpost ..... (LAT 04 | LON -11)
  - X = Scavenger's Jetty ..... (LAT 09 | LON -08)
  - Y = Military Tent ..... (LAT 10 | LON -06)
  - Z = Anchorage Bridge ..... (LAT 07 | LON -07)
  - AA = Road Signs ..... (LAT 08 | LON -07)
  - BB = Sewer Grate ..... (LAT 07 | LON -07)
  - CC = Traffic Accident ..... (LAT 04 | LON -07)
  - DD = Statue ..... (LAT 07 | LON -05)
  - EE = Statue ..... (LAT 07 | LON -04)

### 5 RANDOM ENCOUNTERS

=====

#### ENCLAVE CAMPS:

=====

e1 = (LAT = 07 | LON -19)

e2 = (LAT = 12 | LON -07)

## Fallout 3 Guide - Exploring the Wasteland

# Wasteland Unique Encounters

There are a number of unique encounters in Fallout 3, there is not too much explaining to be done for each one so we've bunged them all onto one page for convenience. The index below lists each unique encounter, just scroll down to find the one you are interested in.

Amata Encounter  
Merchant from Oasis  
The Thirsty Man  
Radscorpion Guard  
Help, it's a Deathclaw!  
Little consequences in Big Town (1)  
Little consequences in Big Town (2)  
Superhero or Superzero?  
Burke's Mercenaries  
Wastelander Revenge  
Laszlo Radford: Railway Rifle Maniac  
Malfunctioning Robot  
U.F.O.  
Lock, Stock and Mock the Mugger  
The Chinese Signal  
Yes! It's a Savaged Deathclaw!  
Looking for Cheryl  
The four arguers  
Scrapyard Treasure  
Serious Sydney  
Susie from Vault 101  
Sharpshooting Sniper Sam  
Cannibal Hunters (1)  
Cannibal Hunters (2)  
Mine or your mine?  
Attack of the Brahmin  
Greeting..BOOM!  
The new Raider  
Ranger Danger?  
Away from Grayditch

---

### Amata Encounter

This only happens if you forced everyone to leave Vault 101 during the Misc. Quest: Trouble On The Homefront. In this encounter, Amata will be confronted by an Enclave Officer who asks her where Vault 101 is. She tells them and is executed afterwards. It's possible to prevent this, causing Amata to run away.

---

### Merchant from Oasis

This merchant comes from Oasis and has drunk the Sap of Purification. The Sap went to his head and now he's dying. Check his body for a note on Oasis' Location and [TRADING CARAVAN LOG].

---

### The Thirsty Man

You come across a thirsty man in need of Purified Water. Give him some and get good karma in return.

---

### **Radscorpion Guard**

This Giant Radscorpion is guarding a fire hydrant from a couple of Wastelanders who are desperately trying to get to it. Slay the beast for them.

---

### **Help, it's a Deathclaw!**

Several Wastelanders are being chased by a Deathclaw. Help them out and you'll get the Rock Creek Caverns location marked on your map (which leads to the Mirelurk King's Treasure Chamber).

---

### **Little consequences in Big Town (1)**

This only happens if the residents of Big Town died during that Misc. Quest. You'll meet a Scavenger who's looking to score some goods there.

---

### **Little consequences in Big Town (2)**

This only happens if you had the residents of Big Town survive that Misc. Quest. You'll meet a salesman ready to make his fortune there, so to speak.

---

### **Superhero or Superzero?**

This can only occur if you're wearing either the Mechanist's or AntAgonizer's costume. You'll be approached by a young boy asking for your autograph!

---

### **Burke's Mercenaries**

If you refused to blow up Megaton and disarmed the bomb (or even killed Mr. Burke), a group of hired Mercs will ambush you. They have been hired to kill you and usually show up nearby Metro Stations. One of them has a contract with your name on it.

Note: Although technically a unique encounter, you'll see this one repeating a lot of times, and the Mercs just seem to keep hunting you.

---

### **Wastelander Revenge**

If you blew up Megaton you'll randomly stumble on a group of Wastelanders who want to take revenge and will do anything to kill you.

---

### **Railway Rifle Maniac**

You get attacked all of a sudden by a madman who shoots .. What is he shooting exactly? Waste him and grab the custom Railway Rifle off his crazy dead body.

---

### **Malfunctioning Robot**

You come across a technician trying to fix his broken robot. If your repair skill is high enough you can help him out.

---

### **U.F.O.**

An explosion from the sky sounds nearby. Check your surroundings well and find the unique ["FIRELANCE" ALIEN BLASTER] and some ammunition.

---

### **Lock, Stock and Mock the Mugger**

A Wastelander will try to rob you. Instead of you getting robbed, you kill him.

---

---

### The Chinese Signal

A radio signal sounds. Pinpoint the broadcast location to find a Chinese Pilot with some loot.

---

### Yes! It's a Savaged Deathclaw!

A wounded Deathclaw has just killed a Wastelander. Waste the Deathclaw and find the [DEATHCLAW GAUNTLET SCHEMATIC] on the Wastelander. Perhaps that explains why the Deathclaw was wounded (or why the guy was dead).

---

### Looking for Cheryl

---

### The four arguers

Four Wastelanders are having an argument over some water. You can try to find a solution for both parties.

---

### Scrapyard Treasure

You'll find a dead Wastelander who holds the map to 'John's Treasure Box'. This is located in the Scrapyard. Three skill books can be found in this box.

---

### Serious Sydney

If you claim the whole reward in the Misc. Quest: Stealing Independence, there's a chance that you'll be attacked by Sydney the relic hunter. Kill her and grab her [SYDNEY'S 10MM "ULTRA" SMG] from her dead body.

---

### Susie from Vault 101

If you forced everyone to leave Vault 101 during the Misc. Quest: Trouble On The Homefront, you may meet Susie. If you're nice to her she'll hand you some water and food.

---

### Sharpshooting Sniper Sam

Sam Warrick, douchebag, sniper and mercenary randomly kills anything that moves, including NPC's that hand out quests. You can enslave him with the Mesmetron and send his sorry ass to Paradise Falls, but that's no reason to keep him alive - at all. If you meet him early in-game nearby Farragut Station, feel free to waste him and grab the Sniper Rifle off his dead body.

---

### Cannibal Hunters (1)

A group of hunters are hunting.. a Wastelander. They'll even eat his meat. Hmm .. They'll also come after you soon enough, so kill them quickly.

---

### Cannibal Hunters (2)

A group of hunters offers you some [STEXPGE MEAT]. What's so strange about it? You finished eating it yet? Well, it's human meat. Enjoyed your meal?

---

### Mine or your mine?

A few Wastelanders are trying to disarm a mine - and fail horrible.

---

---

**Attack of the Brahmin**

A group of maniacally Brahmins attacks you. And you attack back, wasting their sorry cow asses.

---

**Greeting..BOOM!**

Raiders send out a Wastelander with a bomb to greet you - who explodes quickly enough. Kill the Raiders afterwards or die trying (didn't think so).

---

**The new Raider**

A Raider is being beat up as an initiation procedure. Waste the Raiders and grab the ["STABHAPPY" COMBAT KNIFE] from one of them.

---

**Ranger Danger?**

When you've completed the Misc. Quest: Reilly's Rangers and had the Rangers survive and escape the building, you may randomly come across one of them. You must have the Geomapper Module in your inventory. If you help the Ranger you'll be rewarded with a [MINI NUKE].

---

**Away from Grayditch**

A man is running away from the village Grayditch. Talk to him and get the location of Grayditch pinpointed on your Pip-Boy.

Fallout 3 Guide - Statistics Explained

## Stats - SPECIAL Explained

S.P.E.C.I.A.L. stands for Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. These are your primary stats, and they will have influence on your skills and thus your gameplay. One may argue that the one basic stat is more important than the other, and this is most likely true.

This section describes the basic stats in detail, allows you to review them one by one, and comes with a final judgment on how a well balanced character should distribute his stats.

Strength:

=====

Strength:	Max Carry Weight:	Melee Damage:	Skill Modifiers:
=====	=====	=====	=====
1	160	0.5	Melee Weapons 2%
2	170	1.0	Melee Weapons 4%
3	180	1.5	Melee Weapons 6%
4	190	2.0	Melee Weapons 8%
5	200	2.5	Melee Weapons 10%
6	210	3.0	Melee Weapons 12%
7	220	3.5	Melee Weapons 14%
8	230	4.0	Melee Weapons 16%
9	240	4.5	Melee Weapons 18%
10	250	5.0	Melee Weapons 20%

Strength allows you to hold more items in your inventory and increases your melee damage.

Associated Skills:

1. Melee Weapons.
2. Carry Weight.

Associated Perks:

1. Little Leaguer (Minimum of 4 STR, LVL 2)
2. Iron Fist (Minimum of 4 STR, LVL 4)
3. Strong Back (Minimum of 5 STR, LVL 8)

Perception:

=====

Perception:	Skill Modifiers:
=====	=====
1	Energy Weapons & Lockpick & Explosives 2%
2	Energy Weapons & Lockpick & Explosives 4%
3	Energy Weapons & Lockpick & Explosives 6%
4	Energy Weapons & Lockpick & Explosives 8%
5	Energy Weapons & Lockpick & Explosives 10%
6	Energy Weapons & Lockpick & Explosives 12%

7	Energy Weapons & Lockpick & Explosives	14%
8	Energy Weapons & Lockpick & Explosives	16%
9	Energy Weapons & Lockpick & Explosives	18%
10	Energy Weapons & Lockpick & Explosives	20%

The better your perception, the quicker you'll spot enemies on the compass.

Associated Skills:

1. Energy Weapons.
2. Explosives.
3. Lockpick.

Associated Perks:

1. Thief (Minimum of 4 PER, LVL 2)
2. Sniper (Minimum of 6 PER, LVL 12)
3. Light Step (Minimum of 6 PER, LVL 14)
4. Contract Killer (Minimum of 6 PER, LVL 14)
5. Lawbringer (Minimum of 6 PER, LVL 14)
6. Better Criticals (Minimum of 6 PER, LVL 16)
7. Infiltrator (Minimum of 7 PER, LVL 18)

Endurance:

=====

Endurance:	Max HP:	Poison Resistance:	Rad. Resistance:	Skill Modifiers:
=====	=====	=====	=====	=====
1	120	0%	0%	Big Guns & Unarmed 2%
2	140	5%	2%	Big Guns & Unarmed 4%
3	160	10%	4%	Big Guns & Unarmed 6%
4	180	15%	6%	Big Guns & Unarmed 8%
5	200	20%	8%	Big Guns & Unarmed 10%
6	220	25%	10%	Big Guns & Unarmed 12%
7	240	30%	12%	Big Guns & Unarmed 14%
8	260	35%	14%	Big Guns & Unarmed 16%
9	280	40%	16%	Big Guns & Unarmed 18%
10	300	45%	18%	Big Guns & Unarmed 20%

Endurance increases max health, and your resistance to poison and radiation.

Associated Skills:

1. Big Guns.
2. Unarmed.

Associated Perks:

1. Toughness (Minimum of 5 END, LVL 6)

- 2. Lead Belly (Minimum of 5 END, LVL 6)
- 3. Strong Back (Minimum of 5 END, LVL 8)
- 4. Rad Resistance (Minimum of 5 END, LVL 8)
- 5. Size Matters (Minimum of 5 END, LVL 8)
- 6. Life Giver (Minimum of 6 END, LVL 12)
- 7. Solar Powered (Minimum of 7 END, LVL 20)

Charisma:

=====

Charisma:	Skill Modifiers:
=====	=====
1	Barter & Speech 2%
2	Barter & Speech 4%
3	Barter & Speech 6%
4	Barter & Speech 8%
5	Barter & Speech 10%
6	Barter & Speech 12%
7	Barter & Speech 14%
8	Barter & Speech 16%
9	Barter & Speech 18%
10	Barter & Speech 20%

Charisma makes talking to people much easier.

Associated Skills:

- 1. Barter.
- 2. Speech.

Associated Perks:

- 1. Scoundrel (Minimum of 4 CHR, LVL 4)
- 2. Child at Heart (Minimum of 4 CHR, LVL 4)
- 3. Impartial Mediation (Minimum of 5 CHR, LVL 8)
- 4. Animal Friend (Minimum of 6 CHR, LVL 10)
- 5. Master Trader (Minimum of 6 CHR, LVL 14)

Intelligence:

=====

Intelligence:	Skill Points per LVL Up:	Skill Modifiers:
=====	=====	=====
1	11	Medicine & Repair & Science 2%
2	12	Medicine & Repair & Science 4%
3	13	Medicine & Repair & Science 6%
4	14	Medicine & Repair & Science 8%
5	15	Medicine & Repair & Science 10%
6	16	Medicine & Repair & Science 12%
7	17	Medicine & Repair & Science 14%
8	18	Medicine & Repair & Science 16%
9	19	Medicine & Repair & Science 18%

| 10 | 20 | Medicine & Repair & Science 20% |

Intelligence increases the amount of Skills Points you are allowed to give your skills when you gain a Level.

Associated Skills:

1. Medicine.
2. Repair.
3. Science.

Associated Perks:

1. Swift Learner (Minimum of 4 INT, LVL 2)
2. Gun Nut (Minimum of 4 INT, LVL 2)
3. Daddy's Boy (Minimum of 4 INT, LVL 2)
4. Educated (Minimum of 4 INT, LVL 4)
5. Entomologist (Minimum of 4 INT, LVL 4)
6. Comprehension (Minimum of 4 INT, LVL 6)
7. Nerd Rage! (Minimum of 5 INT, LVL 10)
8. Computer Whiz (Minimum of 7 INT, LVL 18)

Agility:

=====

Agility:	AP/Action Points:	Skill Modifiers:
1	67	Small Guns & Sneak 2%
2	69	Small Guns & Sneak 4%
3	71	Small Guns & Sneak 6%
4	73	Small Guns & Sneak 8%
5	75	Small Guns & Sneak 10%
6	77	Small Guns & Sneak 12%
7	79	Small Guns & Sneak 14%
8	81	Small Guns & Sneak 16%
9	83	Small Guns & Sneak 18%
10	85	Small Guns & Sneak 20%

Agility increases your APS in VATS combat mode.

Associated Skills:

1. Small Guns.
2. Sneak.

Associated Perks:

1. Gun Nut (Minimum of 4 AGL, LVL 2)
2. Thief (Minimum of 4 AGL, LVL 2)

- 3. Silent Running (Minimum of 6 AGL, LVL 12)
- 4. Sniper (Minimum of 6 AGL, LVL 12)
- 5. Light Step (Minimum of 6 AGL, LVL 14)
- 6. Action Boy (Minimum of 7 AGL, LVL 16)

Luck :

=====

Charisma:	Skill Modifiers:
1	Critical Hit 1%, All Skills 1%
2	Critical Hit 2%, All Skills 1%
3	Critical Hit 3%, All Skills 2%
4	Critical Hit 4%, All Skills 2%
5	Critical Hit 5%, All Skills 3%
6	Critical Hit 6%, All Skills 3%
7	Critical Hit 7%, All Skills 4%
8	Critical Hit 8%, All Skills 4%
9	Critical Hit 9%, All Skills 5%
10	Critical Hit 10%, All Skills 5%

Luck increases your critical hit rate, plus increases all skills.

Associated Perks:

- 1. Fortune Finder (Minimum of 5 LCK, LVL 6)
- 2. Scrounger (Minimum of 5 LCK, LVL 8)
- 3. Finesse (Minimum of 6 LCK, LVL 10)
- 4. Mysterious Stranger (Minimum of 6 LCK, LVL 10)
- 5. Better Criticals (Minimum of 6 LCK, LVL 16)

## Fallout 3 Guide - Statistics Explained

# Derived Statistics

### Action Points (AP)

Agility:	AP/Action Points:	
1	67	<p>AP are the points you expend when you use the VATS mode to ridden your enemies. The advantage of VATS is that it allows you to easily target specific body parts and every attack your perform in VATS has an additional 15% chance on doing a critical hit.</p> <p>It is probably one of the less important derived stats, mainly because there simply isn't much variation between 67 AP and 85 AP.</p>
2	69	
3	71	
4	73	
5	75	
6	77	
7	79	
8	81	
9	83	
10	85	

### Point Cost:

1. Crouch/Stand: 10 AP Cost
2. Fire with most Weapons: 10 AP Cost
3. Fire with a Rifle: 25 AP Cost
4. Fire with a Big Gun: 75 AP Cost

### Permanently Increasing Perks:

1. Action Boy/Girl: 25 AP

### Temporary AP Increases:

1. UltraJet Action: 40 AP
2. Jet Action: 30 AP
3. Nuka-Cola Quantum: 20 AP
4. NukaLurk Meat: 20 AP
5. Fire Ant Nectar: 8 AP

### Temporary AP Decreases:

1. Alcohol Addiction: Agility -1 = AP -2
2. Jet Addiction: Agility -1 = AP -2
3. Med-X Addiction: Agility -1 = AP -2
4. Radiation Poisoning (400 Rads): Agility -1 = AP -2
5. Radiation Poisoning (600 Rads): Agility -2 = AP -4
6. Radiation Poisoning (800 Rads): Agility -3 = AP -6

### Carry Weight (CW)

Strength:	Max Carry Weight:	
		Carry Weight is the statistic that allows you to

1	160	hold a certain amount of items, equipment, food, weapons, etc. Everything has a weight which you can easily check when you pick something up, or when you look the item up in the menu.
2	170	
3	180	
4	190	
5	200	
6	210	
7	220	
8	230	
9	240	
10	250	

**Permanently Increasing Perks:**

1. Strong Back: 50 Carry Weight
2. Solar Powered: (In Sunlight) STR 2 = 40 CW

**Temporary CW Increases:**

1. Alcoholic Drinks: STR 1 = CW 20
2. Mississippi Quantum Pie: STR 1 = CW 20
3. Buffout: STR 1 = CW 20

**Temporary CW Decreases:**

1. Nectar Withdrawal: STR -2 = CW -40
2. Buffout Withdrawal: STR -1 = CW -20
3. Radiation Poisoning (600 Rads): STR -1 = CW -20
4. Radiation Poisoning (800 Rads): STR -2 = CW -40

**Critical Chance**

Charisma:	Skill Modifiers:	Critical Hits usually means double damage to the target being hit by a critical hit. Your Luck increases your critical hit chance, but simply going into VATS mode also increases your chance by 15%.  If you kill an enemy with a critical hit while using an energy weapon, the enemy will be vaporized to a little heap of ashes. You can still search it for drops, though.
1	Critical Hit 1%	
2	Critical Hit 2%	
3	Critical Hit 3%	
4	Critical Hit 4%	
5	Critical Hit 5%	
6	Critical Hit 6%	
7	Critical Hit 7%	
8	Critical Hit 8%	
9	Critical Hit 9%	
10	Critical Hit 10%	

**Permanently Increasing Perks:**

1. Finesse: 5% Critical Chance
2. Ninja: 15% Critical Chance (Only when Unarmed or using Melee Weapons)

**Damage Resistance**

This statistic is your defense. If you have a Damage Resistance of 30, then you will receive 30% less damage when hit. This statistic is capped at 85% so if you see a number higher than that, keep in mind it's not your true resistance. Wear Armor and Helmets for a better defense.

**Permanently Increasing Perks:**

1. Toughness: 10 Damage Resistance
2. Cyborg: 10 Damage Resistance
3. Nerd Rage: 50 Damage Resistance (Only when health is low)

Temporary Increases: 1. Med-X: 25 Damage Resistance

**Health**

Endurance:	Max HP:	
1	120	Health is obviously essential - lose it all and you'll die.
2	140	Endurance is of direct relevance to your health as the
3	160	table on the left shows.
4	180	Enemies have health too, but the precise values are not
5	200	shown in-game. You can refer to the enemy encyclopedia
6	220	section of this Guide to find the Max HP values of your
7	240	enemies. You can use the Health Bars in-game to get a
8	260	good estimate of how much an enemy is weakened.
9	280	The table below shows the difference between body parts of
10	300	a regular enemy and your own body parts.

Body Part:	Player Health:	NPC Health:	
Head	75%	20%	o Head Shots often means double damage.
Torso	255%	60%	o The %'s in the table to the left are
Right Arm	100%	25%	estimates of how much health a
Left Arm	100%	25%	specific body part resembles. The
Right Leg	150%	25%	head is the obvious weak spot, but
Left Leg	150%	25%	for enemies the limbs are also weak
			spots that are easy to cripple.

Permanently Increasing Perks: 1. Life Giver: 30 Health

Temporary Increases: 1. Buffout: END 3 = Health 60

### Melee and Unarmed Damage

Strength:	Melee Damage:	
1	0.5	Melee Damage is applicable when you attack enemies with weapons such as a Baton or a Lead Pipe, while Unarmed Damage is strictly anything related to your fist, and no holding weapons. Knuckles count as Unarmed. Your Unarmed Damage is 1/4th of your Unarmed Skill. With a 40 Skill, you'll be able to inflict 10 damage.
2	1.0	
3	1.5	
4	2.0	
5	2.5	
6	3.0	
7	3.5	
8	4.0	
9	4.5	
10	5.0	

### Permanently Increasing Perks:

1. Iron Fist: 5 Unarmed Damage
2. Nerd Rage: STR set to 10 = 5.0 Melee Damage (Only when health is low)

### Temporary Increases:

1. Alcoholic Drinks: STR 1 = 0.5 Melee Damage
2. Mississippi Quantum Pie: STR 1 = 0.5 Melee Damage
3. Buffout: STR 1 = 0.5 Melee Damage

### Temporary Decreases:

1. Nectar Withdrawal: STR -2 = -1 Melee Damage
2. Buffout Withdrawal: STR -2 = -1 Melee Damage
3. Radiation Poisoning (600 Rads): -1 STR = -0.5 Melee Dmg
4. Radiation Poisoning (800 Rads): -2 STR = -1.0 Melee Dmg

### Poison & Radiation Resistance

Endurance:	Poison Resistance:	Rad. Resistance:	
1	0%	0%	This is your resistance against radiated pools and barrels, plus the effects when being intoxicated.
2	5%	2%	
3	10%	4%	
4	15%	6%	
5	20%	8%	See the table below how Radiation Exposure can severely decrease your stats, or in the worst case even kill you.
6	25%	10%	
7	30%	12%	
8	35%	14%	Both resistances are capped at 85%: Any number above this will be essentially worthless.
9	40%	16%	
10	45%	18%	

RAD Exposure:	Effects:
0	---
200	-1 Endurance
400	-2 Endurance, -1 Agility
600	-3 Endurance, -2 Agility, -1 Strength
800	-3 Endurance, -2 Agility, -2 Strength
1000	Death

**Permanently Increasing Perks:**

1. Rad Resistance: 25% Radiation Resistance
2. Cyborg: 10% Poison & Radiation Resis.

**Movement Speed**

Three factors determine how fast you're able to move around:

**1. How much weight you're holding.**

If you hold more than your Maximum Carry Weight your encumbrance will not like it, and you can count on your movements to be very slow. Repair some weapons/armor or dispose of some items you no longer need.

**2. Equipped Armor.**

The heavier your armor, the slower you move around.

**3. Unarmed/Armed makes a difference.**

If you're constantly having a heavy weapon equipped this will certainly decrease your speed, so simply holster your weapon unless you think you'll need it soon.

**Fallout 3 Guide - Statistics Explained**

**Skills**

A Skill is derived from one of your SPECIAL Statistics, and can further be increased through the use of Skill Points and Bobbleheads.

Intelligence increases the amount of Skill Points you can distribute per level by 1 per Intelligence, starting at 11 points at 1 INT, ending with 20 points at 10 INT.

**Barter:**

Statistic: Charisma

Skill Use: Allows you to buy cheaper and sell higher.

Unlocks Perk: Master Trader (Minimum 60 Points in Barter, LVL 14)

**Big Guns:**

Statistic: Endurance

Skill Use: Increases effectivity of Flamer, Gatling Laser, Fat Man, Minigun, Missile Launcher, Rock-It Launcher.

Unlocks Perk: Concentrated Fire (Minimum 60 Points in Big Guns, LVL 18)

**Energy Guns:**

Statistic: Perception

Skill Use: Increases effectivity of Mesmetron, Laser Pistol/Rifle, Plasma Pistol/Rifle, Alien Blaster.

Unlocks Perk: Concentrated Fire (Minimum 60 Points in Energy Guns, LVL 18)

**Explosives:**

Statistic: Perception

Skill Use: Increases success when disarming mines, and also enhances your accuracy when throwing explosives.

Unlocks Perk: 1. Demolition Expert (Minimum 60 Points in Explosives, LVL 6)

2. Pyromaniac (Minimum 60 Points in Explosives, LVL 12)

**Lockpick:**

Statistic: Perception

Skill Use: Allows you to pick certain locks of a rating between Very Easy and Very Hard (see table below). Also, the higher your lockpick skill, the easier the actual lockpicking will be.

Unlocks Perk: Infiltrator (Minimum 80 Points in Lockpick, LVL 18)

Difficulty:	Required Skill:
=====	=====
Very Easy	0
Easy	25
Average	50
Hard	75
Very Hard	100

**Medicine**

Statistic: Intelligence

Skill Use: Increases the effects of medicine (Stimpak, RadAway, Rad-X...) At Skill Level 100, initial medicine effects

are doubled.

Unlocks Perk:

1. Cyborg (Minimum 60 Points in Medicine, LVL 14)
2. Chem Resistant (Minimum 60 Points in Medicine, LVL 16)

### Melee Weapons

Statistic: Strength

Skill Use: Increases effectivity of melee weapons (Chinese Officer's Sword, Combat Knife, Ripper, Rolling Pin, Police Baton, Tire Iron, Sledgehammer, Shishebab, etc..)

Unlocks Perk: Ninja (Minimum 80 Points in Melee Weapons, LVL 20)

### Repair

Statistic: Intelligence

Skill Use: Increases your ability to repair your weapons and armor. You can initially repair anything to about 50% of it's best condition, but with 100 points in Repair you can fix everything to the max.

Unlocks Perk: ---

### Science

Statistic: Intelligence

Skill Use: Science is used for hacking, but it also unlocks many perks. See the table below for the required Science Skill to hack.

Unlocks Perk:

1. Entomologist (Minimum 40 Points in Science, LVL 4)
2. Nerd Rage (Minimum 50 Points in Science, LVL 10)
3. Robotics Expert (Minimum 50 Points in Science, LVL 12)
4. Cyborg (Minimum 60 Points in Science, LVL 14)
5. Computer Whiz (Minimum 80 Points in Science, LVL 20)

Difficulty:	Required Skill:
Very Easy	0
Easy	25
Average	50
Hard	75
Very Hard	100

Note: Hacking is made easy if you look for the whole words in the clutter of characters. When you are running out of attempts, simply use the power button and exit the terminal, then try again. The passwords will be reset but you have a few fresh tries again.

### Small Guns:

Statistic: Agility

Skill Use: Increases effectivity of small guns (Pistol to Assault Rifles to

Shotguns to Sniper Rifles)

Unlocks Perk: Concentrated Fire (Minimum 60 Points in Small Guns, LVL 18)

**Sneak:**

Statistic: Agility

Skill Use: Increases your ability to stay hidden from enemies when crouching and pickpocketing. Attacking while hidden counts as a Sneak Attack Critical Hit (2x damage or more).

Unlocks Perk: 1. Mister Sandman (Minimum 60 Points in Sneak, LVL 10)

2. Silent Running (Minimum 50 Points in Sneak, LVL 12)

3. Ninja (Minimum 80 Points in Sneak, LVL 20)

**Speech:**

Statistic: Charisma

Skill Use: Raises your chance for succeeding Speech Challenges. Don't bother with it, since you can always save your game and keep reloading the conversation until you get the desired result.

Unlocks Perk: ---

**Unarmed:**

Statistic: Endurance

Skill Use: Increases damage when fighting bare handed (or with knuckles).

Also decreases the damage taken when blocking with your hands.

Unlocks Perk: 1. Paralyzing Palm (Minimum 70 Points in Unarmed, LVL 18)

2. Ninja (Minimum 80 Points in Unarmed, LVL 20)

## Fallout 3 Guide - Statistics Explained

### Perks

#### Level 2 Perks

Intense Training: 10 Ranks

Requirements: ---

Useful: YES

This perk allows the player to increase their SPECIAL stats by 1. This can be very useful, especially if you need to have a certain value of a stat in order to learn an other useful perk.

Black Widow/Lady Killer: 1 Rank

Requirements: ---

Useful: MAYBE

If you are male you can get the Lady Killer perk, if you are female you can get the Black Widow perk. This grants you 10% damage on targets of the opposite gender, so if you're female you do 10% damage on all male raiders, etc. Needless to say, Black Widow is much more useful than Lady Killer, simply cause there aren't many female NPC's in the game. You also get additional dialogue options here and there. Even so, the usefulness of this perk must be questioned and in any case, only the Black Widow perk has a good use.

Daddy's Boy/Girl: 3 Ranks

Requirements: INT = 4

Useful: NO

This perk has limited usefulness because it increases skill points. Any skill point bonuses can also be gotten by levelling up and distributing skill points, as well by reading Skill Books are by getting bonuses from more useful perks.

This perk adds 5 Science and 5 Medicine per rank.

Gun Nut: 3 Ranks

Requirements: AGL = 4

Useful: NO

This perk has limited usefulness because it increases skill points. Any skill point bonuses can also be gotten by levelling up and distributing skill points, as well by reading Skill Books are by getting bonuses from more useful perks.

This perk adds 5 Small Guns and 5 Repair per rank.

Little Leager: 3 Ranks

Requirements: STR = 4

Useful: NO

This perk has limited usefulness because it increases skill points. Any skill point bonuses can also be gotten by levelling up and distributing skill points, as well by reading Skill Books are by getting bonuses from more useful perks.

This perk adds 5 Melee and 5 Explosives per rank.

Swift Learner: 3 Ranks

Requirements: INT = 4

Useful: NO

This perk has limited usefulness because it only gets you faster to Level 20, while you can get to Level 20 in due time

anyway. This perk takes up valuable space for other perks.  
This perk increases your earned EXP by 10% every rank.

Thief: 3 Ranks

Requirements: AGL = 4 , PER = 4

Useful: NO

This perk has limited usefulness because it increases skill points. Any skill point bonuses can also be gotten by levelling up and distributing skill points, as well by reading Skill Books are by getting bonuses from more useful perks.

This perk adds 5 Sneak and 5 Lockpick per rank.

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#### Level 4 Perks

Child at Heart: 1 Rank

Requirements: CHR = 4

Useful: MAYBE

This perk makes you good with children, which can lead to much more pleasant conversations. Unfortunately it's only useful in a few places, most prominently Little Lamplight.

Comprehension: 1 Rank

Requirements: INT = 4

Useful: YES/MUST-HAVE

You should get this perk no matter what you do. It doubles the amount of skill points you gain from reading Skill Books. Normally you get 1 point by reading a Skill Book, now you get 2. This allows you to get 50 points per skill by just reading Books, instead of the regular 25!

Educated: 1 Rank

Requirements: INT = 4

Useful: NO/MAYBE

This perk adds a 3 Skill points to be distributed every Level Up. This may seem much over the course of time, but even then we're only talking about 48 extra skill points. I highly suggest you do NOT take this perk.

Entomologist: 1 Rank

Requirements: INT = 4 , Science = 40

Useful: YES/MAYBE

This perk increases your damage by 50% against any type of insect. This may seem futile at first, but just wait until you encounter Giant Radscorpions! Even though those may be a pest at times, it's worth wondering if this is really a perk worth investing in.

Affected creatures (all types) are: Radroach, Giant Ants, Radscorpions.

Iron Fist: 3 Ranks

Requirements: STR = 4

Useful: MAYBE

This perk boosts your Unarmed Damage by 5 every rank. I don't know if this is worth investing in. Naturally, if you don't bother with Unarmed fighting, you should leave this alone. But even if you are in love with your fists, this requires a whopping of 3 perks to get any use out of it, and it pretty much also requires you to give up the most useful perk in the game at Level 20 (Grim Reaper's Sprint) so you can take the Ninja perk. That's a lot of sacrifices.

Scoundrel: 3 Ranks

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Requirements: CHR = 4

Useful: NO

This perk has limited usefulness because it increases skill points. Any skill point bonuses can also be gotten by levelling up and distributing skill points, as well by reading Skill Books or by getting bonuses from more useful perks.

This perk adds 5 Speech and 5 Barter per rank.

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### Level 6 Perks

Bloody Mess: 1 Rank

Requirements: ---

Useful: YES

This perk grants you a permanent 5% damage on any target, and sometimes blows up a target (with gory blood and limbs all over the place). You can still search any of your targets, and your loot isn't affected. A useful perk, although the animation bores many after a while.

Demolition Expert: 3 Ranks

Requirements: Explosives = 50

Useful: MAYBE

This perk increases your Grenades, Mines and Missiles damage by 20% per rank. It's quite a lot, but it is also unlikely that you will spend three ranks on this perk, and it's often not necessary to invest in this perk. If you are playing on Very Hard you may want to put a rank (read: ONE) in it, otherwise no.

Fortune Finder: 1 Rank

Requirements: LCK = 5

Useful: NO

This perk increases the amount of Bottle Caps you find in desks, cabinets, and so on. Sounds useful, isn't useful. Especially not later on when you have various sources for making much more money much quicker.

Gunslinger: 1 Rank

Requirements: ---

Useful: MAYBE

This perk increases your accuracy in VATS by 25% whenever you're using a Small Gun. Weapons that fall under this category are: .32 Pistol, Scoped .44 Magnum, (Silenced) 10mm Pistol, 10mm Submachine Gun, Chinese Pistol, Sawed-Off Shotgun, Dart Gun, Laser Pistol, Plasma Pistol, Alien Blaster, Mesmetron.

You may think, 'WOW', a 25% increase in accuracy with all those guns, but be careful. If you have an initial 10% hit chance, this perk will bring it up to 12.5%. Besides, many of those pistols are worthless later in-game. Magnums are still useful, but to justify this perk only for those ..

Lead Belly: 1 Rank

Requirements: END = 5

Useful: NO

This perk decreases your radiation poisoning by 50% when drinking from sinks, using toilets, drinking outside water, etc. Doesn't sound very useful, and well, it's not useful either. You can always drink the water anyway and deal with the radiation later - or even use a RadAway. It's no big deal - at all.

Toughness: 1 Rank

Requirements: END = 5

Useful: YES!

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This instantly grants you an additional 10 Defense Rating (DR). Take it!

---

### Level 8 Perks

Commando: 1 Rank

Requirements: ---

Useful: YES

This is much alike the Gunslinger perk, except this perk increases your accuracy in VATS by 25% for Rifles. These are much more powerful and much more used in later combat than guns, which makes this an excellent perk to take. Rifles are considered to be: Assault Rifle, Chinese Assault Rifle, Hunting Rifle, Sniper Rifle, Laser Rifle, Plasma Rifle, Railway Rifle.

Impartial Mediation: 1 Rank

Requirements: CHR = 5

Useful: NO

This perk gives a 30% increase in chance when you attempt Speech Challenges. Keep in mind that you can always save your game beforehand and do several attempts if you find something truly important, or you can distribute a few extra skill points to Speech to ensure a decent Speech Skill. This just isn't very useful.

Rad Resistance: 1 Rank

Requirements: END = 5

Useful: NO

This increases your Radiation Resistance by a permanent 25%. This isn't too shabby, but it's not really all that useful. If you're facing radiation trouble you can snack some Rad-X and boost your resistance by 45% instantly. Combined with radiation suits and quest perks, this can easily add up to 95%. There's no need for additional protection. Besides, radiation doesn't kill, bullets do. (Well, OK, Radiation can kill, but only when you reach 1000!)

Scrounger: 1 Rank

Requirements: LCK = 5

Useful: MAYBE

Where Fortune Finder focused on increasing Caps whenever you open up cabinets and such, Scrounger increases your ammunition found in Ammo Boxes, Mine Boxes and every variation of boxes where you can find ammo. I personally took this perk while having in mind to sell loads of ammo for money, and never running out of ammo either.

The truth is, money and ammo won't be your biggest problems later on. It's best leaving this perk so you can take a more useful one.

Size Matters: 3 Ranks

Requirements: END = 5

Useful: NO

This perk has limited usefulness because it increases skill points. Any skill point bonuses can also be gotten by levelling up and distributing skill points, as well by reading Skill Books or by getting bonuses from more useful perks.

Note: You can get infinite Big Guns Skill Books by respawning the raider with a flamethrower in Bethesda Ruins East. Just wait three days and a few hours and re-enter the building. This may get removed with later patches. Please notify me when it is removed.

This perk adds 15 to Big Guns Skill.

Strong Back: 1 Rank

Requirements: STR = 5 , END = 5

Useful: YES

This perk increases your Carry Weight by 50! I don't see why this perk gets completely hammered by people, because it's much better than most perks. While it's true you can do without this, its usefulness makes things so much more convenient. You can carry a wider arsenal of weapons, drag those extra goodies to a nearby merchant, equip heavy armor more easily, etc.

---

### Level 10 Perks

Animal Friend: 2 Ranks

Requirements: CHR = 6

Useful: MAYBE

Rank 1: Animals don't attack you.

Rank 2: Animals help you in combat against non-animal enemies.

Animals are: Dogs, Brahmin, Mole Rats and Yao Guai.

Fact is, this perk is quite useful because Yao Guai are fierce enemies. Help from those nasty bears would surely be appreciated by anyone. However, the thing is that it's generally not very wise to have such high Charisma as is required to get this perk, simply because all the other stats have a priority. Therefore, many will have to skip this perk. Don't worry though, I don't think putting two ranks in this would be worth it anyway - there's so many other great perks at this point!

Finesse: 1 Rank

Requirements: ---

Useful: YES!

This increases your Critical Chance by 5% (equal to 5 LUCK). Very, very useful.

Here and Now: 1 Rank

Requirements: ---

Useful: NO

This instantly allows you to gain another Level. However, you will reach Lvl 20 anyhow if you play consistently, so there's no point in speeding things up, especially not because you're sacrificing other great perks.

Mister Sandman: 1 Rank

Requirements: Sneak = 60

Useful: MAYBE

Allows you to sneak up on sleeping adult humans and instantly kill them. Sounds wicked, and is perhaps a little wicked, but there are not many instances where you will really get a use out of this.

Note: You can however use this perk to receive infinite EXP by performing it continuously on the kid in Andale, Smith's House, Bedroom upstairs.

Aside from that glitch (which is likely to be removed soon), there is absolutely no reason to pick this perk. And even the glitch only gets you faster to Lvl 20 where you'll get in time anyway.

Mysterious Stranger: 1 Rank

Requirements: LCK = 6

Useful: NO

If, when VATS ends and your opponent lives with 150 HP or less, there is a 10% chance that the Mysterious Stranger finishes him off. Sounds awesome, is cool, but it can interfere with the greatest perk in the game: Grim Reaper's Sprint, so I naturally advise against it. Sorry, Mr. Stranger!

Nerd Rage: 1 Rank

---

Requirements: INT = 5 , Science = 50

Useful: NOT REALLY

When your HP drops below 20% (and there you already have the con of this perk), your STR is raised to 10 and you receive an increase of 50 Defense Rating (DR).

While the added bonuses are insane (50 DR, WOW!), you get the itchy feeling you really should heal when your health bar is at like 15% away from death. Since there usually is a good reason to heal in a tough battle, the effects of Nerd Rage never last very long, which makes it a perk that isn't all that useful.

Besides, with a good character build you can easily have a natural 10 STR, and your DR will be no less than 16 away from the maximum DR (max is 85). In this case that means that the added bonus is actually only a DR of 16 at most.

Night Person: 1 Rank

Requirements: ---

Useful: NO

You gain a bonus of 2 INT and 2 PER whenever the sun is down (18.00 - 06.00). This is absolutely garbage, because if you need temporary increases you might as well use chems, and the increase won't do you much good in general, as in, you're not going to see any significant increases during gameplay.

---

### Level 12 Perks

Cannibal: 1 Rank

Requirements: ---

Useful: NO

This allows you to feed on corpses: You gain 25 Health and lose 1 Karma every time you feast on the flesh of the deceased. If you're caught in the act there is a good chance you'll be attacked by people. Useful? Meh. No.

Fast Metabolism: 1 Rank

Requirements: ---

Useful: NO

Increases Stimpak efficiency by 20%. That's nice, but do we really need it?

Life Giver: 1 Rank

Requirements: END = 6

Useful: MAYBE

Instantly raises your Max HP by 30. Needless to say this is a unique bonus that can't be gotten through other means, but if your END is already at max you can see this as a mere 10% increase. It's useful, yes, but at this point the game requires you to make tough choices between perks. Do you really need this 30 extra health, or are you better off picking a different perk?

Pyromaniac: 1 Rank

Requirements: Explosives = 60

Useful: MAYBE

This perk increases fire-based weapons their damage by 50%. That's a big damage boost, but first let's go over the weapons that fall in this category:

Flamer, Nuka-Grenade, Shiskebab, 'Firelance' Alien Blaster and Zhu-Rong v418 Chinese Pistol.

That's a tiny group of weapons, so decide for yourself if you plan on using one of them. The Shiskebab becomes one of the best Melee Weapons with the perk, but that's about it.

Robotics Expert: 1 Rank

Requirements: Science = 50

Useful: MAYBE

Increases damage versus robotic enemies by 25%, and allows you to deactivate any robot when you have successfully sneaked up on them.

Sounds useful, especially and mainly against Sentry Bots, but there aren't many Sentry Bots in the game. Pulse Grenades can often be found nearby or in areas that rely on robotic security, and those work great on their own. I don't think the 'sneaking' up on a robot is that much of a bonus either, because if you can sneak up on a robot, you might as well put a few 'sneaky bullets' or grenades through its circuits.

Silent Running: 1 Rank

Requirements: AGL 6 , Sneak = 60

Useful: YES

With this perk you'll make no noise when running at full speed while crouching. This makes it much, much easier to go for stealth kills, even when you're not a stealth expert (yet). I highly recommend taking this.

Sniper: 1 Rank

Requirements: PER 6 , AGL 6

Useful: YES

Increases your accuracy in VATS for headshots by 25%. In other words, you gain 25% in accuracy when you select a target's head. Since you'll be relying a lot on headshots, especially lethal headshots from great distances, this is a great perk to pick.

---

#### Level 14 Perks

Adamantium Skeleton: 1 Rank

Requirements: ---

Useful: NO

Your limbs only take 50% of the regular damage. Sounds useful, but disappoints. The main use in this lies not in when you get bitten or shot by enemies, because that rarely cripples a limb, but rather when you fall from very high or when you step on a mine. In both cases this is a result of recklessness, and you will want to reload a previous save game. Or if you aren't all that reckless, this perk doesn't have much use either, because limbs don't represent your vital health - at all.

Chemist: 1 Rank

Requirements: Medicine = 60

Useful: YES

Chems last twice as long with this perk! This affects the following items:

Buffout, Jet, Mentats, Med-X, Rad-X, Psycho, RadAway, Stealth Boy, Ultrajet, Ant Queen Pheromones, Yao Guai Meat.

This is a very useful perk, but it is best combined with the Chem Resistant perk. I suggest you only take this perk if you take that one as well. There are many other useful perks at that point, however, so pick wisely.

Contract Killer: 1 Rank

Requirements: ---

Useful: NO

With this perk you can loot ears from good characters. There are not many good characters, and if there are you wouldn't want to kill them anyway. Besides, even if you would, you can only trade their ear for a measly 5 caps.

Cyborg: 1 Rank

---

Requirements: Science 60 , Medicine = 60

Useful: YES/MUST-HAVE

Adds 10 Damage Resistance (DR), 10 Poison & Radiation Resistance, and add a 10 Skill Points to Energy Weapons. It's like four perks in one.

Lawbringer: 1 Rank

Requirements: ---

Useful: NO

The same principle applies as with the Contract Killer, except you loot fingers from evil characters now (of which more exist). You can sell these fingers for 5 Caps to a special vendor. In short, it's worthless.

Light Step: 1 Rank

Requirements: AGL 6 , PER 6

Useful: NO

With this perk, you never set off any Mines or Traps. Eh, would you normally set off many traps? Have you encountered many annoying traps? Would you start over or save many times nearby difficult passageways with mines and traps? This perk doesn't have a lot of added value, and it's generally regarded as useless.

Master Trader: 1 Rank

Requirements: CHR = 6 , Barter = 60

Useful: NO

This reduces all bought items by 25%. Money is no longer an issue at this point of the game, besides, this perk is not worth it to raise Charisma to 6 points. Not at all, actually. The other way around, you'll likely won't even be able to choose this perk because of your low CHR.

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## Level 16 Perks

Action Boy/Girl: 1 Rank

Requirements: AGL = 6

Useful: YES

Increases your VATS Action Points by 25. This is an enormous increase and basically allows you to fire an additional shot in VATS. Worth it.

Better Criticals: 1 Rank

Requirements: PER = 6 , LCK = 6

Useful: YES

This perk increases the damage of Critical Hits by 50%! That is a huge bonus and is a complete powerhouse combination with high Luck and Critical Chance. This perk is highly recommended.

Chem Resistant: 1 Rank

Requirements: Medicine = 60

Useful: MAYBE

With this perk you have 50% less chance to become addicted to a drug. In combination with Chemist this can be a powerful trick, but keep in mind that you can only become addicted to a drug if you take two of the same within a 30 hours span. You can often wait and quickly speed up time to pass this span, ready to pump new Chems. Also, the reduction is hardly a secure way to deal with Chems - you can still get addicted.

It's a good perk, but there are many other great perks around at this point.

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Tag!: 1 Rank  
Requirements: ---  
Useful: NO

Allows you to tag any skill ( 15 points). Completely worthless by this time.

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**Level 18 Perks**

Computer Whiz: 1 Rank  
Requirements: INT = 7 , Science = 70  
Useful: NO

Whenever you get locked out of a PC (ever had that happen? Ever?) you get a 2nd chance. I'd say this is completely worthless, because you never get locked out anyway, or you would reload your savegame.

Concentrated Fire: 1 Rank  
Requirements: Small Guns = 60 , Energy Weapons = 60  
Useful: NO

With this perk you gain a 5% accuracy chance every time you select a specific limb of a target again. So if you select one arm three times, the accuracy for hitting the limb the first time is your normal accuracy, the second time it is increased by 5%, and the third time it is increased by 10%.

Sounds lame, is lame. Use the Dart Gun at this point onward to cripple both enemy legs, and be done with it. A 5% increase in accuracy is really, really low, especially with the mechanics above.

Infiltrator: 1 Rank  
Requirements: PER = 7 , Lockpick = 70  
Useful: NO

This is the counterpart of Computer Whiz. If you for some reason break a lock and get locked out, this perk gives you a second chance. Yay! Nay! One of the most worthless perks at this point.

Paralyzing Palm: 1 Rank  
Requirements: Unarmed 70  
Useful: YES

When unarmed, you can perform a VATS palm strike that paralyzes your opponent for 30 seconds. Deathclaw or Knuckles also count as unarmed. 30 seconds is a long time and gives you plenty enough time to kill your opponent. In other words, if you're facing a tough opponent from nearby (Deathclaw, Yao Guai) then this comes in handy.

Even if you're not an Unarmed person, you can easily switch from armed to unarmed in a mere second, perform the palm strike, switch back, and kill your enemy.

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**Level 20 Perks**

Explorer: 1 Rank  
Requirements: ---  
Useful: YES, but..

This pinpoints every location on the worldmap of your Pip-Boy. A great advantage for any explorer, but at a very high cost of ignoring other Lvl 20 perks. This alone gives you good reason to leave it alone. Besides, you can explore it all on your own in time.

Ninja: 1 Rank  
Requirements: Sneak = 80 , Melee = 80  
Useful: YES

Increases your Critical Chance by 15% whenever you attack with Melee Weapons or Unarmed. Sneak Attack Critical Hits do 25% more damage. Needless to say this is a good perk, especially if you are a Melee Character. If you are more of a gunman, read on..

Grim Reaper's Sprint: 1 Rank

Requirements: ---

Useful: YES!

When you kill an opponent in VATS, all your Action Points are restored, allowing you to instantly target a new enemy. Needless to say this magnificent perk allows you to drop enemies with significant more ease than usual. This makes it quite possibly the best perk of the game.

Solar Powered: 1 Rank

Requirements: END = 7

Useful: MAYBE

All Lvl 20 perks are useful, no doubt about it. This perk allows you to regain 1 HP every 10 seconds you are exposed in sunlight, and an increase of 2 STR when you are in sunlight.

This perk is the least of the Lvl 20 perks. You get a 2 STR increase, but only when in the open Wasteland, at day, and you regain 6 HP per minute. That's not all that much, even though it's nice. If this could be gotten earlier, then perhaps it would be picked more often, but the Reaper devastates this by a mile.

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### Quest Related Perks

Power Armor Training: 1 Rank

Requirements: Proceed with the story and go through the Main Quests until you have completed 'The Waters of Life' Main Quest. Talk to Elder Lyons and ask him for permission. Now locate Paladin Gunny in the Citadel.

Useful: YES

Allows you to wear any kind of Power Armor. The stuff is heavy, though!

Dream Crusher: 1 Rank

Requirements: Tell Moira in Megaton to stop wasting her time on her Guide.

Useful: MAYBE, but..

This decreases the chance to be hit by a critical attack by 50%. However, you aren't often hit by critical hits anyways, making this perk not all that handy. Besides, if you complete the Guide you get access to a much better perk.

Rad Limb Healing: 1 Rank

Requirements: Achieve Advanced Radiation Poisoning (600 Rads) while doing the 'Get Radiated' quest for Moira and the Wasteland Guide.

Useful: MAYBE

This perk is a little extra that you won't often see in use, but it heals any crippled limbs when you suffer from Advanced Radiation Poisoning (400 ).

Junior Survivor: 5 Variations

Requirements: Don't do your best during the Wasteland Survival Guide quest.

Useful: YES, but..

This perk always gives 2% Poison & Radiation Resistance. Depending on your answers, it also gives on of the following bonuses:

Standard: 5 HP

Smart: 2 Medicine, 2 Science

Tough: 2 Damage Resistance

Sly: 2 Sneak, 2 Speech

Snide: 1 Critical Chance

The 'Tough' responses (require STR or END) are usually the best to take, because of the unique DR bonus you can get.

Survivor Expert: 5 Variations

Requirements: Not all optional requirements were completed during the Wasteland

Survival Guide quest.

Useful: YES, but..

This perk always gives 4% Poison & Radiation Resistance. Depending on your answers, it also gives on of the following bonuses:

Standard: 10 HP

Smart: 4 Medicine, 4 Science

Tough: 4 Damage Resistance

Sly: 4 Sneak, 4 Speech

Snide: 2 Critical Chance

The 'Tough' responses (require STR or END) are usually the best to take, because of the unique DR bonus you can get.

Survivor Guru: 5 Variations

Requirements: All optional requirements were completed during the Wasteland Survival Guide quest.

Useful: YES

This perk always gives 6% Poison & Radiation Resistance. Depending on your answers, it also gives on of the following bonuses:

Standard: 15 HP

Smart: 6 Medicine, 6 Science

Tough: 6 Damage Resistance

Sly: 6 Sneak, 6 Speech

Snide: 3 Critical Chance

The 'Tough' responses (require STR or END) are usually the best to take, because of the unique DR bonus you can get. The Survivor Guru is the best of all the perks you can get from The Wasteland Survival Guide quest.

Ant Might: 1 Rank

Requirements: Complete 'Those!' quest objectives for Doctor Lesko.

Useful: YES

You gain 25% resistance to fire, and gain a permanent 1 in STR.

Ant Sight: 1 Rank

Requirements: Complete 'Those!' quest objectives for Doctor Lesko.

Useful: YES

You gain 25% resistance to fire, and gain a permanent 1 in PER.

Which to choose? Depends on which of the two stats (STR or PER) you are aiming to max out at the moment. It doesn't really matter much, you should be able to get both to 10.

Wired Reflexes: 1 Rank

Requirements: Complete 'The Replicated Man' and head to Dr. Zimmer.

Useful: YES

Increases VATS accuracy by 10%!

Hematophagy: 1 Rank

Requirements: Complete 'Blood Ties'.

Useful: YES

Allows you to gain 20 HP from Blood Packs instead of 1. You can also sell them for 15 Caps.

Barkskin: 1 Rank

Requirements: Do the 'Oasis' quest.

Useful: YES

Damage Resistance is increased by 10, and END is increased by 1. Both are permanent increases.

## Fallout 3 Guide - Statistics Explained

# Creating a Grand, Great All-Round Character

No character is truly perfect, and choices must always be made, but this build is one of the better ones you can have.

Keep in mind, there is NO definitive way of creating a character. This is merely advice, and perhaps you can use it as a starting plan. Feel free to deviate from it.

Get the best result from 'The Wasteland Survival Guide' Quest by doing all optional requests, and never answer with the smart or sneaky answers. Instead go for the standard answer, act tough, or sarcastic. You'll have to choose, though:

**Standard: 15 Health**

**Tough: 6 DR**

**Sarcastic: 3% Critical Chance**

### SPECIAL

#### o Starting Stats:

STR: 8, PER: 5, END: 7, CHR: 1, INT: 5, AGL: 7, LCK: 7.

Boosts: 2 2 2 1 1 2 3

#### Optional:

You can also put INT at 3, but this will require you to swim to Rivet City early on, getting the INT Bobblehead. In the end, the extra points in CHR are not worth much. PER & AGL can use the extra points, but it'll be a little bit more tricky.

The Lucky 8 Ball can increase your Luck by 1, as can a Bobblehead. Ranger Armor gives 1 Luck as well. o The quest 'Those!' can give you either 1 STR or 1 PER (choose PER). o 3x Intense Training: 1 STR, 1 AGL, 1 END.

#### o Ending Stats:

STR: 10, PER: 7, END: 9, CHR: 2, INT: 6, AGL: 9, LCK: 10.

### Skills

o As for Skills, with help from Dwovar: o There are 13 skills, and 100 pts/skill gives you 1300 total skill points necessary.

o There are 25 skill books per skill (maybe 24 for Barter), and Comprehension gives you double points.  $2 \times 13 \times 25 = 650$  (648 if there's only 24 for Barter). That leaves 652 to reach.

o The bobbleheads for skills give you 130 points. The SPECIA bobbleheads give you a 26 points (2 per skill, increased as their respective attribute is increased). That's a total of 156 from bobbleheads, leaving 496 to reach.

o Luck gives you the luck score to 'all skills'. So if you raise luck to 8, get the bobblehead, AND the lucky 8-Ball, you'll get 5 to all skills. So  $5 \times 13$  is 65. That leaves 431 to reach.

o With the initial SPECIA statistics above, you'll gain 16, 30, 28, 4, 30, 32 = 140 Skill Points. Leaves 291 to reach.

o With 5 INT = 15 Skill Points to Level 6 (5 Levels) =  $15 \times 5 = 75$  Points.

With 6 INT = 16 Skill Points at Level 6-20 (15 Levels) =  $16 \times 15 = 240$  Points.

Total = 315

(Note: You can swim to Rivet City when you leave the Vault, when you are LVL 3.

This grants you only 2 points extra over getting it at, say, LVL 5)

With the total of 315, we are already successful! We now have 24 points extra.

Besides, there are other small bonuses as well:

o You can tag 3 Skills from the GOAT test: 45 Points. Total points left:

$45 - 24 = 69$ .

o Cyborg Perk gives 10 Energy Weapons, Silent Running 10 Sneak. That's 20 free points.  $69 - 20 = 90$  Points.

o You don't need to boost any skills into Big Guns when levelling up because it's possible to get infinite skill books for it from the respawning raider with the flamethrower in Bethesda East Office, upstairs. This saves roughly 30 extra points again.  $90 - 30 = 120$ .

o Keep in mind you don't want to boost any skill too high after levelling up. You can use the 120 spare points to boost Lockpick and Science so you can easily get treasures during your quest - because playability matters too.

#### **Closing Advice:**

o Don't level Skill Boosting Perks.

o At LVL 4, go for Comprehension.

o Get the INT Bobblehead ASAP

o Get 6 PER before Level 12 or so.

o Don't be too hard on yourself with Lockpick and Science. You have a margin of points you can 'waste', so raising these to 70 - 75 should do no harm.

o Never take the 'Here and Now' and 'Tag' Perks. That's a waste.

#### **Perk Levelling Advice:**

Level 2: Intense Training -> STR 1

Level 3: Intense Training -> END 1

Level 4: Comprehension (You can now read any Skill Book safely; 2 Points)

Level 5: Intense Training -> AGL 1

Level 6: Toughness

Level 7: Bloody Mess

Level 8: Strong Back

Level 9: Commando

Level 10: Finesse

Level 11: Demolition Expert

Level 12: Sniper

Level 13: Silent Running

Level 14: Cyborg

Level 15: Pyromaniac

Level 16: Action Boy

Level 17: Better Criticals

Level 18: Paralyzing Palm

Level 19: [choice]

Level 20: Grim Reaper's Sprint

#### **Level 2 & 3**

At Level 2 you can choose from Intense Training, Black Widow/Lady Killer, Daddy's Boy/Girl, Gun Nut, Little Leager, Swift Learner and Thief. The latter five give a skill boost which is essentially worthless because you can max your skills out later. With the exception of Swift Learner, which gives an EXP bonus. However, we're going to make it to LVL 20 without it, and time is not an issue. Lady Killer is bad because there simply aren't many female opponents in the game, and Black Widow is so-so. Therefore, it's best to go with the Intense Training Perk.

#### Level 4 & 5

This needs little clarification. Comprehension doubles the effects of skill books, and if you follow the character building plan in this guide, you won't need Educated. Another Intense Training session to boost your stats.

#### Level 6 & 7

The competition gets tougher. From Level 4 we left a few skills behind, so let us go over them: Child at Heart makes you good with kids, but there are only a few places this will really benefit you, and you can almost always do Speech Challenges and reset. We already took Comprehension. Entomologist is actually a pretty decent Perk, but it's main use will be when you're fighting the bigger bugs such as Giant Radscorpion. The 50% damage can come in handy then. The Scoundrel Perk raises Skill Points, so we can ignore it. Iron Fist is for Unarmed users and can be useful if you're in love with that, but only then.

That means we 'keep' one Perk in mind from Level 4, which is Entomologist.

Let's go over LVL 6 & 7. Bloody Mess isn't just all visuals, it actually causes an extra 5% damage - ALWAYS. Demolition Expert boosts Mines, Grenades and the Missile Launcher damages by 20%. Fortune Finder allows you to find more Caps whenever you do find caps. This isn't very useful later on, when you can sell loot from bodies for a lot of caps (this includes ammo). Gunslinger increases VATS accuracy by 25% when firing single-handed weapons - needless to say very nice. Lead Belly allows you to drink from radiated sinks, use toilets, etc.. with a 50% decrease in radiation poisoning. Absolutely useless. Toughness will increase your Defense Rating by a permanent 10. Absolutely Great.

So Toughness is one we'll pick regardless. Leaves one, the choice between:

- Entomologist
- Bloody Mess <--
- Demolition Expert
- Gunslinger

#### Level 8 & 9

Commando increases VATS accuracy by 25% for rifles. Quite useful, actually. Impartial Mediation is worthless - you can reset Speech Challenges if you really want the benefits, and besides, you need to have neutral Karma for this to work. Rad Resistance isn't very useful as you can always use Rad-X and RadAway. The Scrounger Perk can be very useful, but only if you're an Ammo waster. Of course it can also bring in extra caps.. Size Matters is about skill points, so we can ignore it. The Strong Back is a unique Perk which gives 50 weight allowance. Then again, you can also use your weight sparingly and store things in your house.

Leaves the choice between:

- (Any 3 Unpicked Perks from LVL 6 & 7)
- Commando <--
- Strong Back <--

#### Level 10 & 11

Ah, Animal Friend. The thing is, it's actually quite decent if you put two ranks in this (because they will help you in

fighters against non-animals), but that's asking a bit much, and only one rank in it causes animals to simply not attack. Therefore it's not worth it. Finesse increases your Critical Chance by 5%. Very, very useful. Here and Now increase a level automatically - which is a worthless effort since we'll make it to LVL 20 either way. Mister Sandman allows you to instantly, and here it comes, kill any ADULT HUMAN, while they are SLEEPING. That's a lot of factors..Let's see, Human check, Adult check, Sleeping check. You won't find this useful very often. The Mysterious Stranger Perk allows for the Mysterious Stranger to finish off an opponent when they have less than 150 HP, with a 10% chance. It will interfere with The Grim Reapers Sprint at LVL 20, so that's a reason to not pick it. Nerd Rage would be good if it was only activated a little higher than 20% or less than your Max Health. STR to 10 and Damage Resistance 50. Sounds attractive, but when you see your Health Bar blinking at 15%, what are you going to do? Exactly, use a Stimpak. Night Person is quite useless; It grants 2 INT and 2 PER at night.

We will pick Finesse from this list, and leave the rest alone. Now we can choose a Perk from one of the previous levels:

If you picked Bloody Mess, Commando and Scrounger, pick a choice from these:

- Entomologist
- Demolition Expert <--
- Gunslinger

### Level 12 & 13

Cannibal allows you to eat corpses for 25 Health and -1 Karma. Eh, yeah. There are better ways to heal or stack up negative karma. Fast Metabolism gives a 20% boost to a Stimpak. Handy, but not more than that. You'll come across plenty of Stimpaks and with your Medicine Skill maxed in the end you won't need this at all. Life Giver gives, well, 30 Life. Can't argue that it's not useful, because it is. Pyromaniac gives 50% damage to Flamethrower, Firelance Alien Blaster, Zhu-Rong v418 Chinese Pistol, Nuka-Grenade and Shiskebab. Its usefulness is fair to good. Robotics Expert allows for a 25% to robots which is never bad. Silent Running is the ultimate sneak perk - it allows you to sneak at full speed without making any sound. Sniper gives 25% chance to hit your enemy's head in VATS - very useful as well.

This is a tough round with choices to be made from:

- (Any 2 Unpicked Perks from before)

- Life Giver
- Pyromaniac
- Robotics Expert
- Silent Running <--
- Sniper <--

### Level 14 & 15

With Adamantium Skeleton, limbs receive 50% less damage. Sounds very useful, isn't very useful. If your limbs get crippled, you'll often reload anyway. Chemist doubles the duration of Chems. Handy? Yes. Contract Killer and Lawbringer allow you to loot ears or fingers and sell them for 5 Caps. Compared to the other Perks around, not very shiny. Cyborg is no contest, really. It gives 10 Damage Resistance, Poison Resistance, Rad Resistance and even Energy Weapons Skill. Light Step makes it so you never set off any traps or mines. Handy, but you can also be more careful. Master Trader gives you a discount of 25% at all traders. Handy, but not all that useful later on. Cyborg is a surefire pick. Leaves us with:

- (Any 5 Unpicked Perks from before): Pyromaniac <--
- Chemist

### Level 16 & 17

Action Boy/Girl is great, really. An additional 25 VATS AP! Better Criticals is also great: 50% Damage for Critical Hits, that slaughters enemies! Chem Resistant is useful in combination with Chemist only, but can be a very powerful combi. It reduces the chance to get addicted by 50%. Tag grants 15 Skill Points to any skill, and is the most worthless Perk in the whole higher level range.

Thus you'll want to choose Action Boy/Girl and Better Criticals. Leaves:

- (Any 5 Unpicked Perks from before)

### Level 18 & 19

Computer Whiz is decent when hacking, but .. not worth passing up other great Perks. Concentrated Fire isn't bad, but Sniper is much better. Infiltrator is like a Computer Whiz but with Lockpicks. Its usefulness can be questioned. Paralyzing Palm freezes an enemy for 30 seconds, but you have to be unarmed.

That doesn't have to be a problem however, just unequip/equip your weapons! Leaves us with the following:

- (Any 5 Unpicked Perks from before)

· Paralyzing Palm <--

You must leave 4 fairly useful perks behind, which is a shame, but it has to be done. This choice is mainly up to you - I can only tell you what I would do, and why:

### Choose From

**Entomologist:** You'll squash those bugs without the extra damage.

**Gunslinger:** Aside from the .44 Magnum and Dart Gun .. will you really be using Pistols on enemies later on? You can live with the few less Acc%.

**Life Giver:** Health is nice, but 30 points on 300 HP is only 10%, and you can literally live without the bonus. Besides, the other Perks y'know.. **Robotics Expert:** 25% extra damage to robots is nice, but there are Perks that have a much wider bonus that can help with all enemies.

**Chemist:** The Chemist Boosts are temporary, can get you addicted, and they are great on their own already. This also needs the Chem Resistant perk. You can also pick another Intense Training session, to make things even more difficult.

### Level 20

Grim Reaper's Sprint. Seriously.

Fallout 3 Guide - Useful Lists

## Level Up / Karma

LVL:	EXP:	NEUTRAL KARMA TITLE:	EVIL KARMA TITLE:	GOOD KARMA TITLE:
1	0	Vault Dweller	Vault Delinquent	Vault Guardian
2	200	Vault Renegade	Vault Outlaw	Vault Martyr
3	550	Seeker	Opportunist	Sentinel
4	1050	Wanderer	Plunderer	Defender
5	1700	Citizen	Fat Cat	Dignitary
6	2500	Adventurer	Marauder	Peacekeeper
7	3450	Vagabond of the Wastes	Pirate of the Wastes	Ranger of the Wastes
8	4550	Mercenary	Reaver	Protector
9	5800	Urban Ranger	Urban Invader	Urban Avenger
10	7200	Observer	Ne'er-do-well	Exemplar
11	8750	Capital Councilor	Capital Crimelord	Capital Crusader
12	10450	Keeper	Defiler	Paladin
13	12300	Vault Descendant	Vault Boogeyman	Vault Legend
14	14300	Pinnacle of Survival	Harbinger of War	Ambassador of Peace
15	16450	Urban Myth	Urban Superstition	Urban Legend
16	18750	Strider of the Wastes	Villain of the Wastes	Hero of the Wastes
17	21200	Beholder	Fiend	Paragon
18	23800	Wasteland Watcher	Wasteland Destroyer	Wasteland Savior
19	26550	Super-Human	Evil Incarnate	Saint
20	29450	Paradigm of Humanity	Scourge of Humanity	Last, Best Hope of Humanity
	Maxed			

### Karma

Indication:	Karma Value:	
Very Evil	-1000 to -750	In Fallout 3, your Karma value defines how good or bad you are. The value is invisible to you, but you can estimate it by the indication given to you at your PipBoy's Menu, under Stats -> General.  Karma ranges from -1000 to 1000.
Evil	-749 to -250	
Neutral	-249 to 250	
Good	250 to 749	
Very Good	750 to 1000	

### Karma Affecting Actions

Action:	Karma Consequence:
Killing a Very Evil Character	100
Killing an Evil Character	---
Murder a Neutral/Good Creature	-25
Murder a Neutral/Good Character	-100

Steal from a Neutral/Good Character	-5 (per/item)
Donate Caps to a church	(x) (Depends on amount)
Do something good in Freeform Quests	50 Karma or higher
Do something evil in Freeform Quests	-50 Karma or less

### Negative Karma Consequences:

When you're considered Evil or Very Evil (thus in the -250 to -1000 range), the following things are affected:

- o The followers Jericho (from Megaton) and Clover (from Paradise Falls) can be hired now.
- o Speech Challenges with evil persons are easier.
- o Characters such as Three Dog will make a remark.
- o Instant access to Paradise Falls.
- o Allowed to buy Dart Gun Schematics from Pronto in Paradise Falls.

### Neutral Karma Consequences

When in the -250 to 250 range, the following is affected:

- o The followers Butch (Rivet City) and Sergeant RL-3 (Tinker Joe near Tenpenny Tower sells him) can now be hired.
- o Good or Evil enemy groups will not attack you automatically.
- o Raiders always attack you.

### Good Karma Consequences

When in the 250 to 1000 range, the following things are affected:

- o Speech Challenges with evil people are more difficult.
- o Raiders always attack you.
- o Characters act differently, such as Three Dog.
- o Fawkes (Vault 87) and Star Paladin Cross (the Citadel) can be made followers.

And only if you are in the 750 to 1000 range:

- o Characters will sometimes award your goodness with presents. This varies from food to caps, ammo to chems, etc. An example is the dark woman in Megaton.

### Karma Related Trophy/Achievement Help

So you want to get those for bragging rights, eh? Well you're in luck, because there is a fairly easy way to get them all in ONE playthrough. It's certainly rather lame - and if you're going for a really good build you'll want to play a second time anyway, but here's how to snatch the Karma Trophy/Achievements in just one playthrough.

Collect as much Purified Water as you can and stock it in your house. You can give these to the beggars in front of Megaton or Rivet City, and you'll get good Karma in return.

Try to stay fairly neutral to make things easier for yourself. At least try to not stick to one extreme or another.

Right before you reach the 'key' levels (8, 14, and 20), save your game on a separate slot and don't overwrite it. This means you'll be at level 7, 13 and 19 respectively in those savegames. Depending on your Karma, you'll now either go on a rampage (start with pickpocketing and stealing things from all the villages), kill good people - simply do really bad stuff. Or you will now play the saint and give Purified waters to the beggars (you can get Purified waters

from your butler robot as well - use the wait function to replenish). You can also do several good acts.

When you've reached the level with all three Karma rankings, Good-Neutral-Bad, you are free to reload your savegame and continue being the asshole or saint that you were pretending to be. Or perhaps really was.

Fallout 3 Guide - Collectibles

## Bobblehead Locations

### SPECIAL Bobbleheads

Name:	Area Location:	Additional Information:
Strength	Megaton [Lat -01 Lon -06]	Lucas Simms' House, in the bedroom on a table
Perception	The Republic of Dave [Lat 19 Lon 27]	In a bookcase at the Museum of Dave
Endurance	Deathclaw Sanctuary [Lat -22 Lon 26]	First room near corpse heap
Charisma	Vault 108 [Lat 18 Lon 06]	On a table in Cloning Lab
Intelligence	Rivet City [Lat 18 Lon -17]	On a table in Science Lab
Agility	Greener Pastures Disposal Facility [Lat 07 Lon 21]	Inside the small building, lying on a table
Luck	Arlington National Cemetery [Lat 07  Lon -09]	Arlington House, lying on a shelf in the cellar

### Skill Points Bobbleheads

Name:	Area Location:	Additional Information:
Barter	Evergreen Mills [LAT -26 LON -07]	Bazaar; John's Alcove, check the shelf behind Work Bench
Big Guns	Fort Constantine [LAT -17 LON 26]	Open Safe at CO Quarters
Energy Guns	Raven Rock [LAT -28 LON 28]	Colonel Autumn's Room(table)
Explosives	WKML Broadcast Station [LAT -17 LON 18]	Nearby the radio
Lockpick	Bethesda Ruins [LAT 05 LON 03]	Office East; Desk Upstairs
Medicine	Vault 101 [LAT -04 LON -04]	Table in the Clinic
Melee	Dunwich Building [LAT -26 LON -18]	Virulent Underchamber;
Weapons		Middle of Maintenance Room
Repair	Arefu [LAT -11 LON 06]	Table in Evan King's House
Science	Vault 106 [LAT -09 LON 06]	Living Quarters; Inside the Medical Bay, eastern shelves
Small Guns	National Guard Depot[LAT 18 LON -03]	Armory; Equipment Storage
Sneak	Yao Guai Tunnels [LAT -28 LON -04]	Den; east of central cave
Speech	Paradise Falls [LAT -09 LON 16]	Table in Eulogy's Pad
Unarmed	Rockopolis [LAT -26 LON -07]	Near Argyle's body

Fallout 3 Guide - Collectibles

## Custom Weapon Locations

### Worldmap Locations

Schematics Name:	Worldmap Location:
=====	=====
Rock-It Launcher	Crazy Wolfgang Trader
Rock-It Launcher	Vault 101 [LAT -04 LON -04]
Rock-It Launcher	Megaton [LAT -01 LON -06]
Rock-It Launcher	Rivet City [LAT 18 LON 17]
Nuka Grenade	Doc Hoff Trader
Nuka Grenade	Girdershade [LAT -26 LON -11]
Nuka Grenade	Cliffside Cavern [LAT -10 LON -17]
Shishebab	Lucky Harith Trader
Shishebab	Brotherhood Outcast Shack [LAT -14 LON 25]
Shishebab	Meresti Trainyard [LAT -01 LON -11]
Deathclaw Gauntlet	[EXP-1.16] Savaged Deathclaw
Deathclaw Gauntlet	F. Scott Key Trail & Campground [LAT -27 LON -15]
Deathclaw Gauntlet	Rivet City [LAT 18 LON 17]
Dart Gun	MDPL-05 Power Station [LAT -27 LON 25]
Dart Gun	Temple of the Union [LAT 13 LON 15]
Dart Gun	Tenpenny Tower [LAT -16 LON -17]
Bottlecap Mine	Little Lamplight [LAT -26 LON 02]
Bottlecap Mine	Jocko's Pop & Gas Stop [LAT -22 LON -12]
Bottlecap Mine	Tenpenny Tower [LAT -16 LON -17]
Bottlecap Mine	Megaton [LAT -01 LON -06]
Railway Rifle	MDPL-13 Power Station [LAT 02 LON 17]
Railway Rifle	Rivet City [LAT 18 LON 17]
Railway Rifle	The Mall: Museum of History/Underworld

### Specific Locations

Schematics Name:	Specific Location:
=====	=====
Rock-It Launcher	Sold by Crazy Wolfgang Caravan Trader
Rock-It Launcher	Behind mother's bible verse (Trouble on the Homefront)
Rock-It Launcher	Sold by Moira Brown
Rock-It Launcher	Bridge Tower, 3rd floor armory [Very Hard Lock]
Nuka Grenade	Sold by Doc Hoff Caravan Trader
Nuka Grenade	Reward of Misc. Quest: The Nuka-Cola Challenge
Nuka Grenade	Inside Yao Guai Cave near the rock with skeletons
Shishebab	Sold by Lucky Harith Caravan Trader
Shishebab	Nearby a Work Bench, lying on a table
Shishebab	Reward of Misc. Quest: Blood Ties
Deathclaw Gauntlet	Found on the Wastelander
Deathclaw Gauntlet	Inside the caravan
Deathclaw Gauntlet	Reward for Freeform Quest: Council Seat
Dart Gun	Nearby a skeleton on the ground

Dart Gun	Reward of Misc. Quest: Head of State	
Dart Gun	Sold by Lydia Montenegro	
Bottlecap Mine	Sold by Knick Knack	
Bottlecap Mine	Found on the Work Bench inside	
Bottlecap Mine	Dashwood's Safe: Do Freeform Quest: A Manhandled Manservant	
Bottlecap Mine	Reward for Misc. Quest: The Wasteland Survival Guide	
Railway Rifle	Found on the Work Bench	
Railway Rifle	Reward for Misc. Quest: Stealing Independence	
Railway Rifle	Sold by Tulip	

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Fallout 3 Guide - Collectibles

## Fat Man Locations

##	Worldmap Location:	Specific Location:
#1	Galaxy News Radio Square	On the dead Brotherhood Knight
#2	Fort Bannister [LAT -18 LON -01]	Main Storage Room, Averagely Locked
#3	Old Olney [LAT 10 LON 26]	Sewers; SE Storage Room
#4	Fort Constantine [LAT -17 LON 26]	Bomb Storage; On table (Expirement Room)
#5	Germantown Police Quarters [LAT -02 LON 13]	Basement; Storage room near firing range
#6	White House Utility Tunnel	Crater
#7	Capitol Building West Entrance	Rotunda; Search the Talon Mercs
#8	Evergreen Mills [LAT -1 LON -07]	Storage Room in foundry
#9	Dead Man on the Wasteland	Randomly found on the Wasteland

## Fallout 3 Guide

# Trade Caravans

This section briefly covers the four Traders that you may encounter randomly when you pass one of several larger settlements.

Trader's Name:	Investment Present:	Max Repair:	Schematics:	Type of Items
Doc Hoff	Stimpak x5	65	Nuka Grenade	Chems
Crazy Wolfgang	Stealth Boy x5	75	Rock-It Launcher	Misc./Junk
Crow	Crow's Eyebuy Helmet	65	---	Armor
Lucky Harith	Mini Nuke	70	Shishebab	Weapons

## Investing

Speak with Uncle Roe in Canterbury Commons about this. He'll let you do two investments, the first costs 200 Caps, the second costs 500 Caps. Investing in a particular trader increases their inventory, their Repair Skill, and you will be rewarded with a present the next time you see the merchant you invested in. You only get a present when you invest the 700 Caps in total, and you only get these presents once. See above for the gifts.

## Trading Route

The traders use a fixed route. They travel from location to location, and they only stop at the places listed below. They always visit them in the order listed, and they follow after each other: Doc Hoff, then Crazy Wolfgang, Crow, Lucky Harith. If you meet Doc Hoff in Megaton you'll know you can meet Crazy Wolfgang if you wait 2 hours (with the wait-function).

Ask Uncle Roe about the Map that pinpoints how the Caravan Traders trek.

## Caravan Trader Route

- o Canterbury Commons
- o Temple of the Union
- o Agatha's House
- o Paradise Falls
- o Arefu
- o Evergreen Mills
- o Megaton
- o Rivet City

## Fallout 3 Guide

# Radio Frequencies

### o Galaxy News Radio Station

=====

This is Three Dog's Frequency and can be heard over the entire Wasteland when you've extended Three Dog's signal.

### o Recon Craft Theta Beacon

=====

5000 meter radius.

### o Chinese Radio Station

=====

3000 meter radius.

This is a random mini-encounter somewhere on the Wasteland.

### o People's Republic of America Radio

=====

16000 meter radius.

### o Vault 101 Emergency Frequency

=====

25000 meter radius.

You can start the Misc. Quest: Trouble on the Homefront after this.

### o Agatha's Station

=====

All of the Wasteland. If you finish the Misc. Quest: Agatha's Song you can listen to it.

### o Ranger Emergency Frequency

=====

7000 meter radius.

A call for help from Reilly's Rangers who are stuck on the Statesman Hotel. You can start the Misc. Quest: Reilly Rangers without listening to this frequency, but it may be of use to you.

### 9 Radio Tower Signals

=====

These signals are closeby large radio towers.

**Fallout 3 Guide****Behemoths****1. GNR Plaza (near Galaxy News Radio Station)**  
=====

This Behemoth is practically mandatory and you will fight it with the support of about ten Brotherhood members so there's not much that can go wrong. Grab the Fat Men from the dead Brotherhood Knight at the fountain and feel free to test it out on the Behemoth.

**2. Capitol Building (The White House at The Mall)**  
=====

This Behemoth is fighting off several Mercs at the large Rotunda in the Capitol Building. One of the Mercs has a Fat Man which you can use, or you can just hop in the battle and share the fun.

**3. Evergreen Mills**  
=====

Find this Raider camp in the Southwest section of the wasteland. The Super Behemoth is kept behind an electrified gate. You can destroy the generator on the left of the gate to cut off the electricity which will cause the Super Behemoth to escape and attack the Raiders - and then you!

**4. Takoma Park**  
=====

This is an area in DC which you can only access by using the Vernon Square East Metro Station. Travel to the Factory and head to the area on the southwest of here. You'll find the Behemoth among many other Super Mutants and Mercs.'

**5. Super Mutant Camp at Red Wrecked Train**  
=====

You'll find this west of Jury Street Metro Station. Check out the wrecked train and look for a cart with a teddy bear. If you stand here you'll soon enough be attacked from a Behemoth.

## Fallout 3 Guide

# Followers

There are 8 followers in total, and this section goes over each one of them.

Note: These 8 Followers automatically regenerate their health outside battle. That means you only have to be careful during fights themselves; Once the battle is over they'll be healed by the game.

### 1. Butch

=====

[KARMA: NEUTRAL]

Yes, bullyhead Butch can become a follower, that is if you lived through his painstakingly annoying conversations and actions during your youthful adventure.

Finish the Misc. Quest: Trouble on the Homefront and make sure that the Overseer has been killed or has stepped down, or sabotaged the Vault in its entirety. Look for Butch at the Muddy Rudder Bar at Rivet City.

o Karma does not matter when Butch has already joined.

### 2. Fawkes

=====

[KARMA: GOOD]

You meet Fawkes during your main quest when exploring Vault 87. She won't immediately join you, but you can easily recruit him when you get out of Raven Rock. Oh, Fawkes is a woman, by the way. Or at least, she was. Now she's a Super Mutant, and those don't really have a gender either way.

Note: When Fawkes joins for the first time he doesn't seem to take a follower spot. This means you can already have a follower (or even have assembled a small party) before you recruit Fawkes at Raven Rock. Simply avoid her the first time when you get out - and recruit her later - to get the best result.

o Karma does not matter when Fawkes has already joined.

### 3. Sergeant RL-3

=====

[KARMA: NEUTRAL]

You can buy Sergeant RL-3 from a merchant who sells robots. He's named Mr. Tinker and he can be found nearby or around the RobCo Factory. It's a somewhat random encounter, so you may need to use the wait function for him to appear.

o Karma does not matter if Sergeant RL-3 has already joined.

### 4. Jericho

=====

[KARMA: BAD]

Jericho can be found in Megaton. If you have negative karma and willing to pay him 1000 caps for supplies, he's very willing to accompany you to where ever it is you want to go.

o Karma does not matter if Jericho has already joined.

### 5. Star Paladin Cross

=====

[KARMA: GOOD]

You can recruit this Brotherhood Lady in the Citadel, in the same room with Liberty Prime (the large robot). She's on the upper floor and only joins you if your Karma is positive.

o Karma \*does\* matter if Star Paladin Cross has already joined. Keep your Karma positive or she will leave you.

### 6. Charon

=====

[KARMA: NO REQUIREMENT]

This ghoul can be found in Underworld at The Ninth Circle. You can buy his contract from Ahzrukai for 2000 caps (or 1000 with Barter at 50). It's also possible to get his contract by killing Greta at Carol's Place.

o Karma does not matter if Charon has already joined.

### 7. Dogmeat

=====

[KARMA: NO REQUIREMENT]

This lonely dog can be found fighting off raiders in the Scrapyard. Talk to him and he'll be a follower from here on. It doesn't seem like Dogmeat takes up a follower spot, which is a good thing.

o Karma does not matter if Dogmeat has already joined.

### 8. Clover

=====

[KARMA: VERY EVIL]

She can be bought off Eulogy in Paradise Falls for 1000 Caps (or 500 with enough Barter skill).

o Karma does not matter if Clover has already joined.

Fallout 3 Guide

# Weapons

Big Guns:

=====

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG
Flamer	500	15	60	50	16	YES	8	0.5	4	1
Gatling Laser	2000	18	240	30	8	YES	20	0.5	1	6
Minigun	1000	18	240	30	5	YES	20	2	1	5
Fat Man	1000	30	1	65	10	NO	4.5	2	0	---
Missile Launcher	500	20	1	55	20	NO	5.5	0.5	0	---

Unique Big Guns:

=====

NAME:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG
"Burnmaster" Flamer	500	15	60	50	24	YES	8	0.5	4	1
"Vengeance" Gatling Laser	2400	18	240	30	11	YES	20	0.5	1	12
"Eugene" Minigun	1500	18	240	30	7	YES	20	2	1	7
"Experimental MIRV" Fatman	2500	30	8	65	10	NO	4.5	13	0	---
"Miss Launcher" Missile Launcher	400	15	1	55	20	NO	5.5	0.5	0	---

Energy Weapons:

=====

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG
Alien Blaster	500	2	10	20	100	NO	3	0	1	40
Laser Pistol	320	2	30	17	12	NO	6	0	1.5	12
Plasma Pistol	360	3	16	21	25	NO	3	0.5	2	25
Laser Rifle	1000	8	24	17	23	NO	2	0	1.5	22
Plasma Rifle	1800	8	12	25	45	NO	4	0.2	2	44

Unique Energy Weapons:

=====

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG
"Firelance" Alien Blaster	750	2	10	20	80	NO	3	0	3	40
Colonel Autumn's Laser Pistol	420	2	30	17	12	NO	6	0	1	22
"Protectron's Gaze" Laser Pistol	320	3	20	17	24	NO	3	2.5	1	24

"Smuggler's End" Laser Pistol	450	2	30	17	18	NO	6	0	1.5	18
Mesmetron	500	2	5	65	1	NO	1	0	1	0
"Wazer Wiffler" Laser Rifle	900	8	30	17	28	NO	2	0	1.5	28
A3-21's Plasma Rifle	2200	8	12	25	50	NO	4	0.2	2.5	50

Grenades & Mines:

=====

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	CRIT	Notes:
=====	=====	=====	=====	=====	=====	=====	=====	=====	=====
Frag Grenade	25	0.5	1	24	100	NO	---	0	
Plasma Grenade	50	0.5	1	24	150	NO	---	0	
Pulse Grenade	40	0.5	1	24	10/200	NO	---	0	200 DMG to Robots
Frag Mine	25	0.5	1	35	100	NO	---	0	
Plasma Mine	50	0.5	1	35	150	NO	---	0	
Pulse Mine	40	0.5	1	35	10/200	NO	---	0	200 DMG to Robots

Melee Weapons:

=====

Name:	VAL	WGT	AP	DMG	CRIT	CDMG
=====	=====	=====	=====	=====	=====	=====
Police Baton	70	2	25	4	1	4
Chinese Officer's Sword	75	3	28	10	2	15
Combat Knife	50	1	17	7	3	13
Lead Pipe	75	3	24	9	1	18
Ripper	100	6	65	30	0	--
Rolling Pin	10	1	24	3	0	--
Knife	20	1	20	4	1	4
Switchblade	35	1	18	5	2	9
Tire Iron	40	3	27	6	1	6
Baseball Bat	55	3	25	9	1	9
Nail Board	30	4	27	8	0	--
Pool Cue	15	1	27	3	0	--
Sledgehammer	130	12	38	20	1	10
Super Sledge	180	20	38	25	1	25

Unique Melee Weapons:

=====

Name:	VAL	WGT	AP	DMG	CRIT	CDMG	Notes:
=====	=====	=====	=====	=====	=====	=====	=====
"Vampire's Edge" Chinese Officer's Sword	400	1	28	15	3	20	
Occam's Razor" Combat Knife	65	1	17	10	3	13	
"Stabhappy" Combat Knife	65	1	17	10	4	15	~10% Limb Damage

"Jack" Ripper	200	6	65	30	1	15	50% Limb Damage				
"Ant's Sting" Knife	30	1	20	4	1	4	Poison; 40DMG/10sec				
"Butch's Toothpick" Switchblade	50	1	18	10	2.5	13					
"Highwayman's Friend" Tire Iron	75	5	27	10	1	10					
Repellent Stick	120	3	40	1	1	10	Explodes Mole Rats				
"Board of Education" Nail Board	60	4	27	12	1	12					
"The Break" Pool Cue	50	1	27	6	1	6					
"The Tenderizer" Sledgehammer	230	12	38	30	1	15					
Fawkes' Super Sledge	300	18	38	32	1	32	Attacks faster				

Notes: A hit from the Repellent Stick causes a Mole Rat to blow up after five seconds. The Fawkes' Super Sledge attacks faster than regular sledges.

### Guns & Rifles:

=====

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG	Notes:
10mm Pistol	225	3	12	17	9	NO	6	0.5	1	9	
Silenced 10mm Pistol	250	3	12	21	8	NO	6	0.5	2	5	
10mm Submachine Gun	330	5	30	20	7	YES	10	1.5	1	7	
.32 Pistol	110	2	5	20	6	NO	6	0.5	1	6	
Scoped .44 Magnum	300	4	6	32	35	NO	2.25	0.3	2	35	With Scope
Chinese Pistol	190	2	10	17	4	NO	6	1	1	4	
Sawed-Off Shotgun	150	4	2	37	50	NO	2.25	7	0	--	
Chinese Assault Rifle	500	7	24	23	11	YES	8	1.5	1	10	
Assault Rifle	300	7	24	23	8	YES	8	1.5	1	8	
BB Gun	36	2	100	28	4	NO	0.75	0.5	1	4	
Combat Shotgun	200	7	12	27	55	NO	1.5	3	1	27	
Hunting Rifle	150	6	5	25	25	NO	0.75	0.3	1	25	
Sniper Rifle	300	10	5	38	40	NO	1	0	5	40	With Scope

### Unique Guns & Rifles:

=====

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG
Colonel Autumn's 10mm Pistol	325	3	12	17	13	NO	6	0.5	1	13
Sydney's 10mm "Ultra" SMG	430	5	50	20	9	YES	10	1.5	1	9
"Blackhawk" Scoped .44 Magnum	500	4	6	32	55	NO	2.25	0.3	2	45
"Zhu-Rong v418" Chinese Pistol	290	2	10	17	4	NO	4.5	1	2	4
The Kneecapper Sawed-Off Shotgun	350	5	2	37	75	NO	1.9	4	0	--
"Xuanlong" Assault Rifle	400	7	36	23	12	YES	8	1.5	1	12
The Terrible Shotgun	250	10	12	27	80	NO	1.5	6	1	40
"Ol' Painless" Hunting Rifle	250	6	5	23	30	NO	1.1	0	1	30
Lincoln's Repeater	500	5	15	25	50	NO	0.75	0	2	50
"Reservist's Rifle" Sniper Rifle	500	10	3	32	40	NO	1.6	0	5	40
"Victory Rifle" Sniper Rifle	450	10	5	38	40	NO	1	0	3	40

Notes: The "Zhu-Rong v418" Chinese Pistol has a chance to set enemies on fire.

Blackhawk and the Sniper Rifles have a scope on them. Furthermore, the "Victory Rifle" will knock an enemy down when inflicting critical DMG.

Unarmed Weapons:

=====

Name:	VAL	WGT	AP	DMG	CRIT	CDMG
Brass Knuckles	20	1	18	6	1	6
Power Fist	100	6	28	20	1	20
Spiked Knuckles	25	1	19	9	1	20

Unique Unarmed Weapons:

=====

Name:	VAL	WGT	AP	DMG	CRIT	CDMG	Notes:
"Fisto!" Power Fist	100	6	25	25	1.5	25	
"The Shocker" Power Fist	150	6	25	20	1	20	25 DMG to Robots
"Plunkett's Valid Points" Spiked Knuckles	30	1	15	12	2	12	

Custom Weapons:

=====

Name:	VAL	WGT	CPC	AP	DMG	AUTO	ROF	SPR	CRIT	CDMG	Weapon Type:
Rock-It Launcher	200	8	12	32	50	NO	3.33	1	1	25	Big Guns
Nuka-Grenade	50	0.5	---	24	500	----	----	0	0	--	Grenade
Bottlecap Mine	75	0.5	---	35	500	----	----	1	0	--	Mine
Shishkebab	200	3	---	28	35	----	----	0	2	24	Melee/Fire
Dart Gun	500	3	1	25	6	NO	8.33	0	2.5	12	Small Guns
Railway Rifle	200	9	8	24	30	NO	2	0.75	3	30	Small Guns
Deathclaw Gauntlet	150	10	---	26	20	----	----	0	5	30	Unarmed

Note: o Nuka-Grenade has a 20ft. radius and also causes Radiation and Fire.  
o Dart Gun also poisons a target: 64 DMG/8 Seconds, and it cripples legs.  
o Deathclaw Gauntlet ignores the target's defense (DR).

## Fallout 3 Guide

## Creating Custom Weapons

In order to create a customized weapon you will need four specific items and the Schematics for the weapon you want to build. Lastly you need to find one of the 46 Work Benches to assemble and construct the weapon. Below is a chart with all required items for each of the customized weapons.

**Required Items**

Name:	Required Items:
Bottlecap Mine	Lunch Box, Sensor Module, Cherry Bomb, 10 Bottle Caps
Dart Gun	Paint Gun, Toy Car, Surgical Tubing, Radscorpion Poison Gland
Deathclaw Gauntlet	Wonderglue, Leather Belt, Medical Brace, Deathclaw Hand
Nuka-Grenade	Nuka-Cola Quantum, Turpentine, Tin Can, Abraxo Cleaner
Railway Rifle	Crutch, Steam Gauge Assembly, Fission Battery, Pressure Cooker
Rock-It Launcher	Vacuum Cleaner, Leaf Blower, Firehose Nozzle, Conductor
Shishebab	Motorcycle Gas Tank, Pilot Light, Lawnmower Blade, Motorcycle Handbrake

**Custom Weapon Schematics**

There are 23 Schematics in total; 3 for each customized weapon with the exception of Bottlecap Mine and the Rock-It Launcher that have 4 Schematics. The condition of your weapon depends on two things: 1. The amount of Schematics you have in your possession, and 2. Your Repair Level. See below.

1 Schematic: Condition is 50% of your Repair Skill.

2 Schematics: Condition is the same as your Repair Skill.

3 Schematics: Condition is 125% of your Repair Skill (although the condition of the weapon cannot exceed the maximum of 100%)

Fallout 3 Guide

# Armor and Clothes

## Armor

Name:	VAL	P	WGT	HEALTH	DR	Added Effects:
=====	====	=	====	=====	===	=====
Advanced Radiation Suit	100	N	7	25	8	Radiation Resistance 40%
Armored Vault 101	180	N	15	100	12	Energy Weapons 5, Small Guns 5
Jumpsuit (*)						
Combat Armor	390	N	25	400	32	
Talon Combat Armor	275	N	25	300	28	
Enclave Power Armor	780	Y	45	1200	40	Rad. Res. 15%, AGL -1, STR 1
Leather Armor	160	N	15	150	24	
Linden's Outcast Power Armor (*)	740	Y	45	1000	40	Rad Res. 10%, AGL -1, STR 1, Big Guns 5
Merc Adventurer Outfit	50	N	8	100	12	Small Guns 2, Melee Weapons 2
Merc Charmer Outfit	50	N	8	100	12	Small Guns 2, Melee Weapons 2
Merc Cruiser Outfit	50	N	8	100	12	Small Guns 2, Melee Weapons 2
Merc Grunt Outfit	50	N	8	100	12	Small Guns 2, Melee Weapons 2
Merc Troublemaker Outf.	50	N	8	100	12	Small Guns 2, Melee Weapons 2
Merc Veteran Outfit	50	N	8	100	12	Small Guns 2, Melee Weapons 2
Metal Armor	460	N	30	500	36	AGL -1
Outcast Recon Armor	180	N	20	400	28	Sneak 5
Power Armor	740	Y	45	1000	40	Rad. Res. 10%, AGL -2, STR 2
Prototype Medic	1000	Y	45	1000	40	Rad. Res. 25%, AGL -1, Automatically uses Med-X
Power Armor (*)						
Radiation Suit	60	N	5	15	6	Radiation Resistance 30%
Raider Badlands Armor	180	N	15	100	16	
Raider Blastmaster Arm.	180	N	15	100	16	
Raider Painspike Armor	180	N	15	100	16	
Raider Sadist Armor	180	N	15	100	16	
Ranger Battle Armor	430	N	27	1100	39	Small Guns 10, AP 5, LCK 1
Recon Armor	180	N	20	400	28	Sneak 5
Rivet City Security Uniform	330	N	20	100	24	Small Guns 5
T-51b Power Armor (*)	1000	Y	40	2000	50	Radiations Resistance 25%
Tenpenny Security Armor	180	N	20	100	24	Small Guns 5
Tesla Armor	820	Y	45	1500	43	Rad. Res. 20%, Energy Weap. 10
The AntAgonizer's Costume (*)	120	N	15	100	20	AGL 1, CHR -1
The Mechanist's Costume (*)	30	N	15	100	20	END 1, CHR -1
Vault 101 Security Arm.	70	N	15	100	12	
Wanderer's Leather Arm.	160	N	15	150	24	Small Guns 10

Note: (\*) Notifies a Unique Armor.

## Clothes

Name:	VAL	WGT	HEALTH	DR	Added Effects:
Brahmin-Skin Outfit	6	2	100	2	END 1, AGL 1
Brotherhood Scribe Robe	6	2	100	2	
Chinese Jumpsuit	10	2	100	6	Small Guns 5
Colonel Autumn's Uniform (*)	12	3	100	10	Energy Weapons 5, Small Guns 5
Dirty Chinese Jumpsuit	6	2	50	6	Small Guns 5
Dirty Pre-War Businesswear	8	2	100	3	Speech 5
Dirty Pre-War Casualwear	6	2	100	3	AGL 1
Dirty Pre-War Parkstroller Outfit	5	10	100	3	AGL 1
Dirty Pre-War Relaxedwear	6	5	100	3	AGL 1
Dirty Pre-War Spring Outfit	5	2	100	3	AGL 1
Elder Lyon's Robe (*)	8		100	3	
Enclave Officer Uniform	8	3	100	5	Energy Weapons 5, Small Guns 5
Enclave Scientist Outfit	8	2	100	3	Science 5
Environment Suit	100	5	25	6	Rad Res. 30%, Medicine 5
Eulogy Jones' Suit (*)	6	3	100	2	CHR 1
Grimy Pre-War Businesswear	6	2	100	3	Speech 5
Handyman Jumpsuit	6	1	100	2	Repair 5
Lab Technician Outfit	8	2	100	3	Science 5
Lesko's Lab Coat (*)	10	1	100	5	Science 10, Rad Res. 20%
Maple's Garb (*)	6	2	100	4	PER 1, AGL 1
Modified Utility Jumpsuit	30	2	100	1	Repair 5, Rad Res. 10, LCK 1
Naughty Nightwear	30	1	100	1	CHR 1, LCK 1, Speech 10
Neglige	6	1	100	1	CHR 1
Neglige	10	1	100	1	CHR 1
Oasis Robe	30	3	100	4	
Oasis Villager Robe	6	2	100	4	
Pre-War Casualwear	8	2	100	3	AGL 1
Pre-War Parkstroller Outfit	6	2	100	3	AGL 1
Pre-War Relaxedwear	8	2	100	3	AGL 1
Pre-War Spring Outfit	8	2	100	3	AGL 1
Red Racer Jumpsuit	6	1	100	2	Repair 5
Red's Jumpsuit (*)	40	1	100	3	Small Guns 5
Regulator Duster	70	3	150	10	Small Guns 5, CHR 1
RobCo Jumpsuit	6	1	100	2	Repair 5
Roving Trader Outfit	6	2	100	2	Barter 5
Scientist Outfit	8	2	100	3	Science 5
Sherrif's Duster (*)	35	3	150	5	Small Guns 5, CHR 1
Tenpenny's Suit	8	2	100	3	
The Surgeon's Lab Coat (*)	30	1	100	2	Science 5, Medicine 10
Tunnel Snake Outfit	8	2	100	4	Melee Weapons 5
Vance's Longcoat Outfit(*)	100	4	100	10	Small Guns 10, CHR 1, PER 1
Vault Jumpsuit	8	1	100	1	Small Guns 2, Melee Weapons 2
Vault Lab Uniform	6	1	100	1	Science 5
Vault Utility Jumpsuit	10	1	100	1	Repair 5, Lockpick 5
Wasteland Doctor Fatigues	6	2	100	2	Medicine 5
Wasteland Settler Outfit	6	2	100	2	ENG 1, AGL 1
Wasteland Surgeon Outfit	6	2	100	2	Medicine 5
Wasteland Wanderer Outfit	6	2	100	2	END 1, AGL 1

Note: (\*) Notifies a Unique Clothes.

## Helmets

Name:	VAL	P	WGT	HEALTH	DR	Added Effects:
=====	====	=	====	=====	===	=====
Boogeyman's Hood	110	N	3	100	8	
Combat Helmet	50	N	3	50	5	
Talon Combat Helmet	60	N	3	40	4	
Crow's Eyebot Helmet(*)	20	N	10	25	5	PER 1
Enclave Power Helmet	110	Y	5	75	9	Radiation Resistance 5%, CHR -1
Eyebot Helmet	20	N	3	25	5	
Hockey Mask	10	N	1	15	3	Unarmed 5
Ledoux's Hockey Mask(*)	100	N	1	25	4	AP 25
Metal Helmet	70	N	3	50	5	
Motorcycle Helmet	6	N	1	10	5	
Outcast Recon Helmet	40	N	3	40	4	PER 1
Power Helmet	110	Y	5	75	8	Radiation Resistance 3%
Raider Archlight Helmet	20	N	3	15	2	
Raider BlastmasterHelm.	20	N	3	15	2	Explosives 5, Big Guns 5
Raider Psycho-Tic Helm.	20	N	3	15	2	
Raider Wastehound Helm.	20	N	3	15	2	
Ranger Battle Helmet	60	N	5	50	6	
Recon Armor Helmet	40	N	3	40	4	
Rivet City Security Helmet	50	N	3	25	4	
T-51b Power Helmet (*)	120	Y	4	100	10	Radiation Resistance 8%, CHR 1
Tenpenny Security Helm.	50	N	1	25	4	
Tesla Helmet	120	Y	5	100	9	Radiation Resistance 5%, CHR -1
The AntAgonizer's Helmet (*)	60	N	5	50	6	
The Mechanist's Helm(*)	60	N	5	50	6	
Torcher's Mask	20	N	3	15	2	Explosives 5, Big Guns 5
Vault 101 Security Helmet	30	N	3	25	3	

Note: (\*) Notifies a Unique Helmet.

## Hats

Name:	VAL	WGT	HEALTH	DR	Added Effects:
=====	====	====	=====	===	=====
Ballcap with Glasses	6	1	10	1	PER 1
Bandana	6	1	10	2	PER 1
Biker Goggles	6	1	10	2	
Button's Wig (*)	20	1	100	1	Speech 10, Barter 5, INT 1, PER 1
Chinese Commando Hat	6	1	15	1	PER 1
Enclave Officer Hat	6	1	15	1	Energy Weapons 5
Eulogy Jones' Hat (*)	6	1	15	1	CHR 1
Ghoul Mask (*)	50	1	100	3	Feral Ghouls won't attack you
Lincoln's Hat (*)	40	1	50	1	Speech 5, INT 1

Lucky Shades (*)	40	1	150	1	LCK 1
Makeshift Gas Mask (*)	40	2	25	3	
Oasis Druid Hood	6	1	10	2	
Poplar's Hood	6	1	25	2	AGL 1, Sneak 10
Pre-War Baseball Cap	8	1	25	2	AGL 1, Sneak 10
Pre-War Bonnet	8	1	15	1	PER 1
Pre-War Hat	8	1	15	1	PER 1
Red's Bandana (*)	30	1	10	2	PER 1
Roving Trader Hat	6	1	10	1	Barter 5
Shady Hat (*)	40	1	50	1	Sneak 5, PER 1
Sherrif's Hat (*)	35	1	40	1	PER 1
Stormchaser Hat	6	1	10	1	PER 1
Surgical Mask	6	1	10	1	Medicine 5, Poison/Rad.Res. 5%
Takoma Park Little	60	1	15	1	Melee Weapons 5, Explosives 5,
Leager Cap (*)					Melee Damage 5
Three Dog's Head Wrap (*)	200	0	15	2	CHR 1, LCK 1

Note: (\*) Notifies a Unique Hat.

## Fallout 3 Guide

### Items

#### Alcohol

Name:	VAL	WGT	ADDICTION	Added Effects:
Beer	2	1	YES	INT -1, STR 1, CHR 1 (4 mins)
Scotch	10	1	YES	INT -1, STR 1, CHR 1 (4 mins)
Vodka	20	1	YES	INT -1, STR 1, CHR 1 (4 mins)
Whiskey	10	1	YES	INT -1, STR 1, CHR 1 (4 mins)
Wine	10	1	YES	INT -1, STR 1, CHR 1 (4 mins)

#### Chemicals/Drugs

Name:	VAL	WGT	ADDICTION	Added Effects:
Ant Queen Pheromones	75	1	NO	CHR 3, INT -1, PER -3 (4 mins)
Buffout	20	---	YES	STR 2, END 3, Health 30(4 mins)
Jet	20	---	YES	AP 30 (4 mins)
Mentats	20	---	YES	INT 5, PER 5 (4 mins)
Berry Mentats	20	---	YES	INT 5 (4 mins)
Grape Mentats	20	---	YES	CHR 5 (4 mins)
Orange Mentats	20	---	YES	PER 5 (4 mins)
Med-X	20	---	YES	DR 25 (4 mins)
Psycho	20	---	YES	Damage 25% (4 mins)
RadAway	20	---	NO	Removes 50 Rads
Rad-X	20	---	NO	Radiation Resistance 25%(4 mins)
Stealth Boy	100	1	NO	Stealth Field 75, Sneak 100
Stimpak	25	---	NO	Health 30
Ultrajet	50	---	YES	AP 40 (4 mins)

#### Food

Name:	VAL	WGT	ADDICTION	Added Effects:
Ant Meat	4	1	NO	Health 5, Rads 3
Ant Nectar	20	.25	YES	INT 2, CHR 2, STR 4 (4 mins)
Blanco Mac and Cheese	5	1	NO	Health 5, Rads 3
Bloatfly Meat	4	1	NO	Health 5, Rads 3
Blood Pack	5	1	NO	Health 1 ( 20 with Hematophagy)
Brahmin Steak	5	1	NO	Health 5, Rads 3
Bubblegum	1	1	NO	Health 1, Rads 1
Cave Fungus	50	1	NO	Health 5, Rads -10
Cram	5	1	NO	Health 5, Rads 3

Crispy Squirrel Bits	5	1	NO	Health 5, Rads 3
Crunchy Nutfruit	5	1	NO	Health 5, Rads 3
Dandy Boy Apples	5	1	NO	Health 5, Rads 3
Dirty Water	10	1	NO	Health 10, Rads 6
Dog Meat	4	1	NO	Health 5, Rads 3
Fancy Lads Snack Cakes	5	1	NO	Health 5, Rads 3
Fire Ant Nectar	20	1	YES	AGL 4, INT -3, Fire Resis. 25% (2 minutes)
Fresh Apple	5	1	NO	Health 10
Fresh Carrot	5	1	NO	Health 10
Fresh Pear	5	1	NO	Health 10
Fresh Potato	5	1	NO	Health 10
Gum Drops	2	1	NO	Health 1, Rads 1
Hatchling Mirelurk Meat	4	1	NO	Health 5, Rads 3
Human Flesh	0	1	NO	Health 25, Rads 10
Ice Cold Nuka-Cola	2	1	NO	Health 20, Rads 3
Iguana Bits	5	1	NO	Health 5, Rads 3
Iguana on a Stick	5	1	NO	Health 5, Rads 3
InstaMash	5	1	NO	Health 5, Rads 3
Junk Food	5	1	NO	Health 5, Rads 3
Mirelurk Cakes	5	1	NO	Health 5, Rads 3
Mirelurk Meat	20	1	NO	Health 20, Rads 3
Miss. Quantum Pie	20	1	NO	STR 1, INT -1, AP 20, Rads 5 (4 minutes)
Mole Rat Meat	4	1	NO	Health 5, Rads 3
Mole Rat Wonder Meat	5	1	NO	Health 20, Rads 3
Nutfruit	5	1	NO	Health 5, Rads 3
Noodles	5	1	NO	Health 5, Rads 3
Nuka-Cola	20	1	NO	Health 10, Rads 3
Nuka-Cola Quantum	30	1	YES	AP 20, Rads 10 (4 mins)
NukaLurk Meat (4min)	7	1	NO	Health 20, Rads 5, AP 10
Pork N' Beans	5	1	NO	Health 5, Rads 3
Potato Crisps	5	1	NO	Health 5, Rads 3
Purified Water	20	1	NO	Health 20
Radroach Meat	4	1	NO	Health 5, Rads 2
Salisbury Steak	5	1	NO	Health 5, Rads 3
Softshell Mirelurk Meat	30	1	NO	Health 5, Rads 3
Squirrel on a Stick	5	1	NO	Health 5, Rads 3
Squirrel Stew	5	1	NO	Health 5, Rads 3
Strange Meat	2	1	NO	Health 5, Rads 3
Strange Meat Pie	2	1	NO	Health 5, Rads 3
Sugar Bombs	5	1	NO	Health 5, Rads 3
Yao Guai Meat	5	1	NO	Health 10, Rads 10, DMG 10%, (2 minutes)
YumYum Deviled Eggs	5	1	NO	Health 5, Rads 3

## Fallout 3 Guide

# Collectible Items

### **Blood Packs**

When you've completed the Blood Ties Misc. Quest and have gotten the Hematophagy Perk, these Blood Packs will give you 20 Health instead of 1. This makes them a decent way of healing yourself when the need is high. You can also sell Blood Packs to Vance for 15 Caps a piece.

### **Bobbleheads: (20)**

There are 20 Bobbleheads in the wasteland: They either increase one of your SPECIAL stats by 1 permanently, or one of your Skills by 10 permanently.

### **Custom Weapon Schematics: (23)**

You can create 7 different types of Custom Weapons. In order to do so, you'll need the schematics for each of them. The more schematics you have, the better the quality of your weapon.

### **Fat Men: (9)**

These Mini-Nuke Launchers are semi-rare items, as there are only 9 of them to be found in the entire wasteland.

### **Mini Nukes: (71)**

The Fat Man's ammo is scarce as well, and there are only 71 Mini Nukes scattered over the wasteland.

### **Holotags:**

Scribe Jameson at the Brotherhood Capitol will give you 100 Caps for each Holotag you find. Dead members of the Brotherhood will hold these Holotags.

### **Nuka-Cola Quantum: (94 )**

These blue fluorescent bottles of Nuka-Cola are part of the aptly named Misc. Quest: The Nuka-Cola Challenge. There are 94 of them in fixed locations, but you should always check Nuka-Cola Vending machines because there is a 10% chance you'll find an extra Nuka-Cola Quantum in them.

### **Pre-War Books: (98)**

At the Arlington Public Library you'll find Scribe Yearling. She is trying to save what's left of our intelligent culture by treasuring books that date from before the war. Collect these Pre-War Books and she'll give you 100 Caps per book.

### **Skill Books: (324)**

13 Skills, 25 Skill Books for all skills (24 for Barter). Reading these books will increase the corresponding skill by 1, and even by 2 with Comprehension. That makes these Skill Books quite worth the effort.

### **Sugar Bombs:**

A Ghoul Scientist called Murphy can be found in Northwest Seneca Station. He needs Sugar Bombs to complete an experiment he's doing on the Jet chem. Give him some and he'll turn it into an Ultrajet!

Fallout 3 Guide - Appendix

## Xbox 360 Achievements

Achievement Name:	Value:	How to unlock:
Vault 101 Citizenship Award	10	Receive the Pip-Boy 3000
The G.O.A.T. Whisperer	10	Take the G.O.A.T
Escape!	20	Complete this Main Quest
Following in His Footsteps	20	Complete this Main Quest
Galaxy News Radio	20	Complete this Main Quest
Scientific Pursuits	20	Complete this Main Quest
Tranquility Lane	20	Complete this Main Quest
The Waters of Life	20	Complete this Main Quest
Picking up the Trail	20	Complete this Main Quest
Rescue from Paradise	20	Complete this Main Quest
Finding the Garden of Eden	20	Complete this Main Quest
The American Dream	20	Complete this Main Quest
Take It Back!	40	Complete this Main Quest
Big Trouble in Big Town	20	Complete this Side Quest
The Superhuman Gambit	20	Complete this Side Quest
The Wasteland Survival Guide	20	Complete this Side Quest
Those!	20	Complete this Side Quest
The Nuka-Cola Challenge	20	Complete this Side Quest
Head of State	20	Complete this Side Quest
The Replicated Man	20	Complete this Side Quest
Blood Ties	20	Complete this Side Quest
Oasis	20	Complete this Side Quest
The Power of the Atom	20	Complete this Side Quest
Tenpenny Tower	20	Complete this Side Quest
Strictly Business	20	Complete this Side Quest
You Gotta Shoot 'Em in the Head	20	Complete this Side Quest
Stealing Independence	20	Complete this Side Quest
Trouble on the Homefront	20	Complete this Side Quest
Agatha's Song	20	Complete this Side Quest
Reilly's Rangers	20	Complete this Side Quest
Reaver	10	Reach Level 8 with Negative Karma
Mercenary	10	Reach Level 8 with Neutral Karma
Protector	10	Reach Level 8 with Positive Karma
Harbinger of War	20	Reach Level 14 with Negative Karma
Pinnacle of Survival	20	Reach Level 14 with Neutral Karma
Ambassador of Peace	20	Reach Level 14 with Positive Karma
Scourge of Humanity	30	Reach Level 20 with Negative Karma
Paradigm of Humanity	30	Reach Level 20 with Neutral Karma
Last, Best Hope of Humanity	30	Reach Level 20 with Positive Karma
Weaponsmith	30	Create all 7 Custom Weapons
Doesn't Play Well with Others	20	Kill 300 people
Slayer of Beasts	20	Kill 300 creatures
Silver-Tongued Devil	20	Win 50 Speech Challenges
Data Miner	20	Hack 50 terminals
Keys are for Cowards	20	Pick 50 locks
One-Man Scouting Party	20	Discover 100 locations on the worldmap
Psychotic Prankster	10	Place grenade/mine while pickpocketing

The Bigger They Are	20	Kill the 5 Super Mutant Behemoths	
Yes, I Play with Dolls	10	Collect 10 Bobbleheads	
Vault-Tec C.E.O	30	Collect 20 Bobbleheads	
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Fallout 3 Guide - Appendix

## Playstation 3 Trophies

### Bronze Trophies (38)

Achievement Name:	How to unlock:
Vault 101 Citizenship Award	Receive the Pip-Boy 3000
The G.O.A.T. Whisperer	Take the G.O.A.T
Escape!	Complete this Main Quest
Following in His Footsteps	Complete this Main Quest
Galaxy News Radio	Complete this Main Quest
Scientific Pursuits	Complete this Main Quest
Tranquility Lane	Complete this Main Quest
The Waters of Life	Complete this Main Quest
Picking up the Trail	Complete this Main Quest
Rescue from Paradise	Complete this Main Quest
Finding the Garden of Eden	Complete this Main Quest
The American Dream	Complete this Main Quest
Big Trouble in Big Town	Complete this Side Quest
The Superhuman Gambit	Complete this Side Quest
The Wasteland Survival Guide	Complete this Side Quest
Those!	Complete this Side Quest
The Nuka-Cola Challenge	Complete this Side Quest
Head of State	Complete this Side Quest
The Replicated Man	Complete this Side Quest
Blood Ties	Complete this Side Quest
Oasis	Complete this Side Quest
The Power of the Atom	Complete this Side Quest
Tenpenny Tower	Complete this Side Quest
Strictly Business	Complete this Side Quest
You Gotta Shoot 'Em in the Head	Complete this Side Quest
Stealing Independence	Complete this Side Quest
Trouble on the Homefront	Complete this Side Quest
Agatha's Song	Complete this Side Quest
Reilly's Rangers	Complete this Side Quest
Reaver	Reach Level 8 with Negative Karma
Mercenary	Reach Level 8 with Neutral Karma
Protector	Reach Level 8 with Positive Karma
Harbinger of War	Reach Level 14 with Negative Karma
Pinnacle of Survival	Reach Level 14 with Neutral Karma
Ambassador of Peace	Reach Level 14 with Positive Karma
Doesn't Play Well with Others	Kill 300 people
Slayer of Beasts	Kill 300 creatures
Psychotic Prankster	Place grenade/mine while pickpocketing

### Silver Trophies (10)

Take It Back!	Complete this Main Quest
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Scourge of Humanity	Reach Level 20 with Negative Karma	
Paradigm of Humanity	Reach Level 20 with Neutral Karma	
Last, Best Hope of Humanity	Reach Level 20 with Positive Karma	
Weaponsmith	Create all 7 Custom Weapons	
Silver-Tongued Devil	Win 50 Speech Challenges	
Data Miner	Hack 50 terminals	
Keys are for Cowards	Pick 50 locks	
One-Man Scouting Party	Discover 100 locations on the worldmap	
Yes, I Play with Dolls	Collect 10 Bobbleheads	
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**Gold Trophies (2)**

The Bigger They Are	Kill the 5 Super Mutant Behemoths	
Vault-Tec C.E.O	Collect 20 Bobbleheads	
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**Platinum Trophy (1)**

- o Get all other 50 Trophies.

## Fallout 3 Guide

# The Endings Mechanics

This is placed at the end of the file because this section holds SPOILERS. Do not read this if you don't want to spoil the game for yourself if you haven't beaten it. You've been warned. The game claims to have over hundred endings, perhaps even more. This may be true, but it's perfectly possible to view all endings in just a few play-throughs. Read on..

### Prologue Sentence

1.  
The lone wanderer ventured forth from Vault 101, discovering the fate of his father.

### Karma Affected Sentence

1.  
[GOOD KARMA]: The Capital Wasteland proved a cruel, inhospitable place, but the lone wanderer refused to surrender to the vices that had claimed 50 many others. Selflessness, compassion, and honor guided this noble soul.  
Lincoln Memorial Picture: Side with the Slaves in the Misc. Quest: Head of State to get this picture.  
Old Lady with Violin Picture: Don't finish Head of State, but complete the Misc.  
Quest: Agatha's Song.  
Peaceful View Picture: Don't complete Head of State and Agatha's Song.
2.  
[NEUTRAL]: The Capital Wasteland proved a cruel, inhospitable place.
3.  
[EVIL]: The Capital Wasteland praved a cruel, inhospitable place and the lone wanderer ultimately surrendered to the vices that had claimed so many others. Selfishness, greed, and cruelty guided this lost soul. These were the values that guided a lost soul through countless trials and triumphs.  
Remains of Megaton Picture: If you blew up Megaton.  
Burning Tree Picture: Don't finish the Misc. Quest: Power of the Atom, and finish the Oasis Quest by burning Harold to death (for example with a flamer).  
Third Picture: Don't finish Power of the Atom or Oasis (burning Harold, that is).

### A Matter of Life or Death

1.  
[Step into the Control Chamber and activate the Purifier:]  
But it was not until the end of this long road that the Lone Wanderer learned the true meaning of that greatest of virtues - sacrifice. Stepping into the irradiated control chamber of Project Purity, the child followed the example of the father sacrificing life itself for the greater good of mankind.
2.  
[Let the Purifier explode:]  
It was not until the end of this long road that the Lone Wanderer was faced with that greatest of virtues - sacrifice, but the child refused to follow the father's selfless example.
3.  
[Have Elder Lyons step into the Control Chamber and activate the Purifier:]  
It was not until the end of this long road that the Lone Wanderer was faced with that greatest of virtues - sacrifice, but the child refused to follow the father's selfless example, instead, allowing a true hero to venture into irradiated

control chamber of project purity and sacrifice her own life for the greater good of mankind.

### **Siding with the Enclave YES/NO**

1.

[Don't add the FEV:]

Thankfully, when selected by the sinister president to be his instrument of annihilation, the Wanderer refused. Humanity with all its flaws was deemed worthy of preservation. The waters of life flowed at last - free and pure, for any and all. The Capital Wasteland at long last was saved.

2.

[Don't add the FEV and have Raven Rock destroyed:]

Thankfully, when selected by the sinister president to be his instrument of annihilation, the Wanderer refused. Humanity with all its flaws was deemed worthy of preservation. The waters of life flowed at last - free and pure, for any and all. The Capital Wasteland at long last was saved.

3.

[Add the FEV:]

Sadly, when selected by the sinister president to be his instrument of annihilation, the Wanderer agreed. Humanity will be preserved, but only in its purest form. The waters of life flowed at last, but the virus contained within soon eradicated all those deemed unworthy of salvation. The Capital Wasteland, despite its progress, became a graveyard.

### **Male or Female**

Only the picture is different here:

1. Male

So ends the story of the Lone Wanderer, who stepped through the great door of Vault 101 and into the annals of legend. But the tale of humanity will never come to a close, for the struggle of survival is a war without end, and war –war never changes.

2. Female

So ends the story of the Lone Wanderer, who stepped through the great door of Vault 101 and into the annals of legend. But the tale of humanity will never come to a close, for the struggle of survival is a war without end, and war –war never changes.

### **Race & Gender**

1. African American Male
2. African American Female
3. Asian Male
4. Asian Female
5. Caucasian Male
6. Caucasian Female
7. Hispanic Male
8. Hispanic Female

### **In Summary**

3x3x3x2x8 endings = 432 endings. It's a little far-fetched though, because you can easily get to see all endings by playing the game 2 to 3 times.