



Fallout: New Vegas Guide

by Colin Moriarty

You liked Fallout 3, didn't you? Of course you did. Bethesda's smash-hit 2008 action-RPG set gamers across the world back hundreds and hundreds of hours as they explored every nook, cranny, corner, option and choice the vast Capital Wasteland had to offer. Fallout 3 was a gigantic game, and its much-anticipated pseudo-sequel, Fallout: New Vegas, is a game just as big... if not outright bigger. That's right! Fallout: New Vegas is the all-new, latest addition to the Fallout line of games, and if you loved Fallout 3, well, you'll love Fallout: New Vegas, too.

But that love provides you with an all-new set of problems. Fallout 3 was a gigantic game, and Fallout: New Vegas is absolutely, positively no different. The game is huge. If you want to see all the Mojave Wasteland has to offer, then you need to be ready to buckle down for a hell of a time-suck. And that's where our Fallout: New Vegas guide comes in. Our 750,000+ word Fallout 3 guide didn't garner legions of fans for no reason. We're as thorough as they come. Get ready for the same kind of treatment for Fallout: New Vegas, unrivaled anywhere.



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Fallout: New Vegas Basics

The Fundamentals

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What Is Fallout: New Vegas?

Welcome one, welcome all, to the gigantic Basics section to our Fallout: New Vegas strategy guide. Here, you'll learn... well... all of the basics, fundamentals, and things you absolutely must know in order to survive your time in the Mojave Wasteland. Novices and other players new to the Fallout universe will generally want to read this lengthy Basics section from front to back, starting here and working your way sequentially through each Basics section. Intermediates and experts, however, can feel free to jump around at will, as there's no doubt plenty of information here that they already know, sprinkled with plenty of information they don't yet know.



If you're new to Fallout games, Fallout: New Vegas is the second Fallout game of its kind. A direct follow-up to 2008's smash-hit Fallout 3, New Vegas was developed by a different studio, but is essentially Fallout 3's spiritual successor (it's important to note that this *isn't* Fallout 4, which is upcoming in the next couple of years).

The game is intended to be played in first-person, though you can also play in a far clunkier third-person mode as well. Many identify *Fallout: New Vegas* as an RPG -- or more succinctly, a western-style RPG (WRPG) -- though it has shooter and action elements as well. Your lone character in *New Vegas* will be customized at the beginning of your adventure, both statistically and aesthetically, and you'll be stuck with that character moving forward with your experience.



What's most notable about *Fallout: New Vegas* (and *Fallout 3* before it), however, is just how incredibly non-linear it is. There's a main task in the game, to be sure, and you'll follow along with a series of missions to get to the end of the game. But *New Vegas* provides you with so much more than that. The open-world nature of the title means you can explore whatever you want whenever you want (as long as you can survive long enough to do so), and it's easy to get sucked into dozens of hours of simple exploration without doing anything mandatory to get through the game itself. And then there are choices to make, people to meet, and a bunch of other important aspects of the game that we'll discuss in subsequent sections. So let's get to it.

Wandering the Wasteland

At the heart of your Fallout: New Vegas experience will be open-ended exploration. The fully-realized, extremely expansive Mojave Wasteland is quite literally yours to explore as you'd like, so long as you can survive long enough to do so. As we mentioned earlier, there are main tasks to complete to inch closer to the end of the game, but the real meat of the game rests with *everything else*. For when we say that Fallout: New Vegas is a game about doing what you want, treating people however you'd like, and making both easy and complicated choices with lasting implications, well... we meant it.



In Fallout: New Vegas, there are fundamentally two different types of quests. On the one hand, there's main missions that will expand upon the main story, bringing you through the game's string of primary narratives towards its ultimate conclusion. However, on the other hand, you'll run into what really amounts to 95%+ of Fallout: New Vegas' content, and that's side quests. More accurately, however, while there are scores and scores of proper side quests that the game will chronicle for you, there's also a whole lot of other ancillary activity to keep you busy as well.

For instance, just about every person you meet (unless that person is a child) can be killed. Really -- you can just pull out your character's favorite weapon and do in just about anyone you meet. But wait... what happens if you do that? The great thing about *Fallout: New Vegas* is that every choice you make, whether big or small, obvious or subtle, has lasting repercussions. And this isn't only in terms of obvious choices, such as people wanting to kill you for killing one of their friends right in front of you, or stealing something that belongs to them while they're looking at you. Choices you make will also affect your standing with the game's various factions, and your karma (which is an important meter in the game) will also be affected.



Does this sound complicated? Well in a way, it definitely is. If *Fallout: New Vegas* is decidedly *one specific thing*, it's complicated. We're talking about a game that requires a time investment of at least a hundred hours to thoroughly see it all, but much more than that if you're going to deal with everything there is to deal with, explore every nook and cranny of the Mojave Wasteland, complete all tasks, quests and side quests, and more. But as you keep reading our Basics section, more and more will become illuminated for you. So let's keep it going.

Understanding Statistics

A good place to begin understanding Fallout: New Vegas is to quite simply delve into the game's statistical background. Like many RPGs, just about everything that happens in Fallout: New Vegas is determined by numerical statistics, behind-the-scenes dice rolling, and how various numbers match up with one another in order to give advantages or disadvantages to just about every person, action and scenario in the entire game.



Near the beginning of the game, you'll be introduced to the outlying, basic statistical system in New Vegas, which is called S.P.E.C.I.A.L. Obviously, S.P.E.C.I.A.L. is an acronym, and it stands for **S**trength, **P**erception, **E**ndurance, **C**harisma, **I**ntelligence, **A**gility and **L**uck. While there are a more complicated and more expansive set of statistics that live within S.P.E.C.I.A.L. (which we will discuss shortly), S.P.E.C.I.A.L. is, for now, what we will concentrate exclusively on. The brief explanations below are ripped from the game itself, allowing you to understand better just what each statistic directly affects. We'll then discuss the skills in more depth, and talk about why or why not a skill may or may not be important for you.

Strength: "Strength is a measure of your raw physical power. It affects how much you can carry, the power of all melee attacks, and your effectiveness with many heavy weapons."

Even if you don't intend on fighting with melee weapons or your bare fists, there's still something to be said about raising your Strength to a pretty high level in the game. What this all depends on is whether or not you'll be exploring extensively, and whether or not you intend on carrying a lot of equipment at one time. Because if you're not playing with a melee/bare fists slant, your Strength will really only determine your "raw power" strictly in terms of how much equipment you can carry. And as you'll find out sooner rather than later as you begin to experience Fallout: New Vegas, carrying a lot of equipment around with you isn't only beneficial, but actually outright integral to your long-term success. Thus, a high Strength statistic is worth your consideration, even if it comes at the detriment to another S.P.E.C.I.A.L. skill.

Perception: "A high Perception grants a bonus to the Explosives, Lockpick and Energy Weapons, and determines when red compass markings appear (which indicate threats)."

Perception is one of those statistics that you'll want to dump at least some points into without giving it too much credence... at least unless you intent to specialize exclusively in the three realms which Perception will specifically help you master. That's because Perception helps the all-important red threat markers appear on your HUD quickly, which will prove to be extremely useful when you're stalking about unfamiliar or dangerous environments. Without those red compass markers, enemies you're unaware of will be able to sneak up on you and strike at you without much warning time, which could prove to be disastrous, especially later in the game. But again, if you're wanting to use Energy Weapons and have a nice Lockpicking skill, for instance, Perception will also prove to be beneficial.

Endurance: "Endurance is a measure of your overall physical fitness. A high Endurance gives bonuses to health, environmental resistances, and the Survival and Unarmed skills."

Out of all of the S.P.E.C.I.A.L. skills, Endurance is probably one of the more unimportant ones, though it certainly caters to gamers who want to craft characters in a very specific mold. It's true that Endurance's base advantages rest almost entirely in bonuses to health and environmental resistances (so the former allows you to sustain more damage, while the latter will allow you to, for instance, become radiated more slowly), but if you want to play as an unarmed character, relying in totality on your fists to do damage, Endurance might be a good statistic for you to jack-up. Your Survival skill will inherently increase if you do this, too, though most gamers won't find much of an important use for it.

Charisma: "Having a high Charisma will improve people's disposition towards you, and give bonuses to both the Barter and Speech skills."

If you want to see and do everything the game has to offer, you're going to want to concentrate on raising your Charisma skill at least to moderate levels. Charisma's usefulness is easy enough to identify, since high Charisma will give your character significant, permanent bonuses to your Barter and Speech skills. Now, to a novice, Barter and Speech sound like the most boring and unimportant skills imaginable, especially when you compare them to skills like Guns, Explosives, and Sneak. But having a high Speech skill, as you'll find out later, will allow you to use your words to convince people to speak with you, opening up many more options for you. And Barter will allow you to do the same, mostly with merchants, bringing down costs and opening up new conversation trees and higher bounties for work done. So in other words, Charisma is quite, *quite* important, especially if you intend on seeing the game in its entirety. Don't underestimate it!

Intelligence: "Intelligence affects the Science, Repair and Medicine skills. The higher your Intelligence, the more Skill Points you'll be able to distribute when you level up."

Out of all seven S.P.E.C.I.A.L. skills in the game, Intelligence might prove to be the most useful and important. A high Intelligence not only gives you permanent boosts to other skills that are actually quite important in their own right, including Science, Repair and Medicine, but it also gives you a boost to earned skill points. Jacking-up your Intelligence will therefore net you more skill points to spend on each and every other non-S.P.E.C.I.A.L. skill in the game upon leveling up. But let's put this into context to truly stress how important Intelligence is. Let's assume that you start out the game right away with a high Intelligence. The level cap is thirty, so leveling up with a high Intelligence will net you let's say three extra skill points per level. That's around ninety extra skill points you'd have at a high Intelligence level as opposed to a mediocre Intelligence level, which will only make your character much stronger much quicker. Food for thought (pardon the pun)!

Agility: "Agility affects your Guns and Sneak skills, and the number of Action Points available for V.A.T.S."

There are certainly arguments to be made both for and against Agility. On one hand, Agility does give you statistical bonuses of a permanent nature to both Guns and Sneak. The former is going to be a very important skill for most people (the latter not so much, especially with Stealth Boys at your disposal), so that might be reason enough to dump some points into Agility. But for us, a high Agility means much more, since action points available for V.A.T.S. (which stands for Vault-Tec Assisted Targeting System) is determined by how high your Agility is. If you're a gamer who intends on really relying on V.A.T.S. (as opposed to simply running and gunning), Agility might be worth a second look.

Luck: "Raising your luck will raise all of your skills a little. Having a high Luck will also improve your critical chance with all weapons."

Luck is unequivocally the most unimportant of the seven S.P.E.C.I.A.L. stats, and is worth siphoning points out of to distribute anywhere else. Luck may initially sound appealing to you since it will raise all of your non-S.P.E.C.I.A.L. skills a little bit, but that in itself flies against what Fallout: New Vegas seems to stress. Unless you hit the level cap with a high Intelligence level (thus garnering as many skill points as humanly possible from each level-up), and unless you find all of the game's Skill Books, you'll never max-out all of your skills anyway. Instead, you should be concentrating on what's important for your type of character, and what isn't. There's no type of character that needs to max-out every stat-type. As for Luck's caveat with critical damage, it's not nearly important enough to have a high Luck, either. Critical strikes will come on their own regardless, albeit at a much slower clip.



Apart from the seven base skills associated with S.P.E.C.I.A.L., there are thirteen ancillary skills that will more immediately and regularly affect how your character progresses, and how the game plays out for you. Each of these skills, discussed below, have some sort of minor connection with S.P.E.C.I.A.L. (usually in terms of any bonuses they may achieve from S.P.E.C.I.A.L.), but otherwise, they are completely independent. You can level up each skill to 100, which maxes that skill out entirely, but as you'll find out, skill points aren't plentiful. You'll receive some for leveling up, and can distribute them how you'd like. As mentioned earlier, you'll receive more skill points if your Intelligence is higher. But how should you distribute these points? Well, that's entirely up to you. Keep reading to find more information on each skill, and whether or not they're important to pay attention to for your particular character.

Barter: "The Barter skill affects the prices you get for buying and selling items. In general, the higher your Barter skill, the lower your prices on purchased items."

The Barter skill is generally a mid-level skill that most gamers will find somewhat important. The base usefulness of this skill is in terms of money spent and earned; that is to say, you'll be able to sell things for more money and buy things for less money with a considerable Barter skill. However, Bartering will also let your player open up new conversation trees, earn side quests that would otherwise be unattainable, and even raise the bounties and payments for various quests and tasks you take care of for others. Certainly worth considering.

Energy Weapons: "The Energy Weapons skill determines your effectiveness with any weapon that uses Small Energy Cells, Micro Fusion Cells, EC Packs, or Flamer Fuel as ammunition."

Some of the best weapons in the game are energy-type firearms, though there are plenty of weak and mid-level laser weapons in the game, too. It's probably a good idea to distribute at least some of your hard-earned points into Energy Weapons, though how much you do so should solely depend on whether you intend on using standard firearms (governed by the Guns skill), or laser and energy-based weapons (governed by this skill). You could always juggle both skills, too, though doing so will diminish the overall usefulness of both.

Explosives: "The Explosives skill determines the ease of disarming any hostile mines and the effectiveness of any explosive weapon (all mines, all grenades, Missile Launcher, Fat Man, etc.)"

If you're not interested in using explosives-based weapons, then you can all but ignore the Explosives skill and dump your points somewhere else. However, it's important to keep in mind that the Explosives skill is an overarching and far-reaching set of weapons that you will almost certainly have at your disposal from very early in the game. Mines and grenades are considered explosives, of course, but so are weapons that shoot explosives, such as missile launchers. Because of this, and because of the fact that a moderate Explosives skill will allow you to disarm enemy mines and other explosives, you may deem it necessary to put at least *some* points into Explosives, even if only for that very reason.

Guns: "Guns determines your effectiveness with any weapon that uses conventional ammunition (.22 LR, .357 Magnum, 5mm, 10mm, 5.56mm, .308, .45-70 Gov't etc.)"

Dumping skill points into Guns is basically a no-brainer. Unless you're going to depend entirely on unarmed or melee combat, or have a decidedly one-sided slant towards energy weapons, Guns is going to be one of those skills that you'll want to max-out as soon as possible. That's because the Guns skill basically dictates how well you'll be able to wield all bullet-using firearms in the entire game, which will be the bread-and-butter of most people's experience with the title. Unless you're playing as an unusual type of character, don't hesitate to dump lots of points into Guns. It'll inevitably make you all the more of a powerhouse.

Lockpick: "The Lockpick skill is used to open locked doors and containers."

Veterans of Fallout 3 will know damn well that not dumping points into the Lockpick skill from the get-go will prove to be a huge mistake. Your lockpicking skills are obviously determined by Lockpick, and this doesn't sound very glamorous, but indeed the exact opposite is actually true. There are locked doors and locked safes all over the Mojave Wasteland, and without a good lockpicking skill, you simply won't be able to take advantage of any of these locked doors and safes. This will lock you out from exploring new areas (excuse the pun), finding new items, undertaking and completing new side quests, and more. Believe us when we say, by the time you reach level thirty and have found all of the supplementary skill books, you better hope your Lockpick has reached 100. If not, there will still be locked doors and safes around the Wasteland that are locked-up. And you won't be able to do anything about it!

Medicine: "The Medicine skill determines how many Hit Points you'll replenish upon using a Stimpak, and the effectiveness of Rad-X and RadAway."

In many ways, the Medicine skill is in the eye of the beholder. Raising your Medicine skill to the upper reaches towards the number 100 will allow all curative items in your inventory to become more potent. So when you use a Stimpak to recover lost health, you'll recover *even more* lost health than you otherwise would have. The same thing with Rad-X and RadAway, which will work longer and become more potent. It's probably not a bad idea to dump some points into Medicine, but there are certainly other skills that should be more weighted and filled-in more rapidly.

Melee Weapons: "The Melee Weapons skill determines your effectiveness with any melee weapon, from the simple lead pipe all the way up to the high-tech Super Sledge."

This should go without saying, but the Melee Weapons skill will be completely and utterly useless to you unless you intend on using melee weapons with regularity. Melee weapons include things that are held in the hand and are used directly to strike other enemies (like a sword, knife, nightstick or axe, amongst many, many other weapons, both regular and makeshift). Now, you may still want to dump twenty or thirty points into Melee Weapons just to be safe. After all, having a melee weapon with you if you run out of ammunition is probably a good idea. But there's absolutely, positively no reason to dump more points than that into it if you don't intend on using melee weapons more regularly.

Repair: "The Repair skill allows you to maintain any weapons and apparel. In addition, Repair allows you to create items and Guns ammunition at reloading benches."

Having a good Repair skill, as well as plenty of like items in which to make repairs, will be useful when you're out and about exploring, and will also go a long way to saving you potentially tens upon tens of thousands of Bottle Caps in having to pay others to make repairs for you. The Repair skill will allow you to more adequately take like items in your inventory and combine them to make one of those same items, but in better condition. So if you have two 10mm Pistols, both in various states of (ill-)repair, you can combine them with Repair to make one 10mm Pistol that's in better shape than both weapons initially were. How good of shape that 10mm Pistol is in, of course, will depend not only on the condition of both weapons before combining them, but also on your Repair skill in general.

Science: "The Science skill represents your combined scientific knowledge, and is primarily used to hack restricted computer terminals. It can also be used to recycle Energy Weapon ammunition at workbenches."

While the Science skill has multiple uses, including the ability to recycle old Energy Weapon ammo into new, more useful rounds, the Science skill still has only one really important function, identical to its function in Fallout 3. That function governs your ability to hack computers. Even though the world is now a nuclear wasteland, and even though it has been for some two-hundred years (in-game, that is), there are still working Apple II-like computers all over the place. Many of these computers are locked up, and only with a high Science skill will you be able to hack these computers and find their contents. Hacking computers can disable robotic enemies and turrets, net you all sorts of important information, and even unlock a whole slew of side quests. Don't sleep on the Science skill, even if you think it sounds nerdy. It's one of the game's most important overall skills to master.

Sneak: "The higher your Sneak skill, the easier it is to remain undetected, steal an item, or pick someone's pocket. Successfully attacking while undetected grants an automatic critical hit."

The Sneak skill is one of the only skills in the game where the usefulness of it is in the eye of the beholder. Sneaking is super useful, especially in Hardcore Mode, since remaining undetected by enemies will allow you to get the all-important jump on foes during combat (which will give you a critical hit 100% of the time). Sneaking also allows you to stealthily pick pockets and otherwise remain undetected when doing things like stealing. But the somewhat-expensive and rare items called Stealth Boys basically do the same thing for you. So unless you intend on using Sneak-based movements and attacks pretty exclusively throughout the game, it may not be a good idea for you to dump too many points into Sneak when those points may be better used elsewhere. But that all depends on how you intend on playing through the game from beginning to end.

Speech: "The Speech skill governs how much you can influence someone through dialogue, and gain access to

information they might otherwise not want to share."

Believe us when we say, Speech might be the single most important non-combat skill in the entire game. Your Speech skill should unequivocally reach 100 as soon as humanly possible, since with a perfect, 100-rated Speech skill, not a single character in the Mojave Wasteland can resist your charms and powers of persuasion when otherwise given the option to. "Speech Checks" are common in Fallout: New Vegas, and without a high Speech skill, you won't be able to get what you want out of many characters. Simply for the sake of progression and nothing else, concentrate on raising Speech along with Lockpick, Guns and Science, and you'll be a powerhouse before very long.

Survival: "The Survival skill increases the Hit Points you receive from food and drink. It also helps you create consumable items at campfires."

The Survival skill is one of the few skills in Fallout: New Vegas that wasn't in the previous title, Fallout 3. And unfortunately, while the Survival skill might sound interesting, its usefulness is quite dubious at best. Food and drink become more potent with a high Survival skill, but that's not really important. After all, eating and drinking food and drink that's cumbersome to carry around in a limited inventory isn't as good as simply using healing items (most of which lack any weight whatsoever). Then again, a good Survival skill will also allow you to create more and more special items at campfires, another interesting new feature to the Fallout series that may or may not be useful for you.

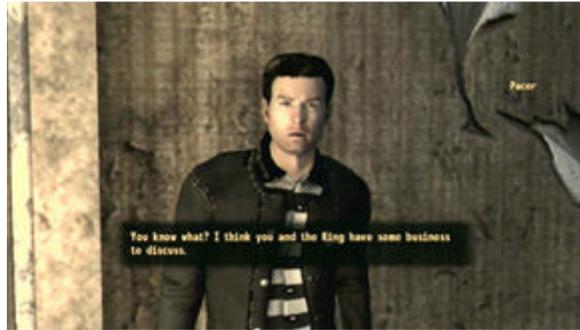
Unarmed: "The Unarmed skill is used for fighting without a weapon, or with weapons designed for hand-to-hand combat, like Brass Knuckles, Power Fists, and Displacer Gloves."

And finally, we've come to the Unarmed skill. The Unarmed skill is, in a way, a little bit redundant. After all, a high Unarmed skill will undoubtedly complement the like-minded Melee Weapons skill. So if you're dumping points into one, you might as well dump points into the other as well. But the realm of the Unarmed skill will allow bare-handed combat to become stronger, as well as for weapons specifically designed to be worn *on* your hands, as opposed to weapons designed to be held *by* them. You should pretty easily know if this is a skill worth a point investment. As usual, it's all a matter of the weapons you intend on using, and in which category they fit.

Questing, Factions and Choices

Though *Fallout: New Vegas* is an open-ended game that stresses exploration and going about your business in whatever fashion you'd like, the fact still remains that to progress the game's main storyline, as well as all ancillary plots, you'll need to undertake *Fallout: New Vegas*' many main quests and side quests. Both types of quests are compiled in your Pip-Boy, and must be earned either by speaking to the right people or going to the right location. Our [massive Walkthrough](#) and [Side Quests compendium](#) cover quests of all kinds in exhaustive detail, but in the meantime, we thought we'd explain a bit about questing in general, and how choices you make within quests will affect their various outcomes.

While *Fallout: New Vegas* is an all-new game, it takes a cue in more ways than one from the game that precedes it, *Fallout 3*. One of those cues is in terms of undertaking quests and making choices therein. But things are even more complicated in *New Vegas*, since all of your decisions aren't based solely on good or bad karma, which was the behavior governor of *Fallout 3*. Karma still exists in *Fallout: New Vegas*, but it's a much more nebulous term, because what's really important in *New Vegas* isn't what your overall karmic standing is, but rather what your standing is with the game's many factions.



Now believe it or not, karma and your standing with various factions plays directly into questing. In a very overarching sense, you simply won't be able to please everybody, which is why it's probably a good idea to try to spread out questing (and side-questing in general), to please as many factions as you can before people start inevitably getting pissed off at you. After all, it's going to be hard to straddle the line between the NCR and the Legion, two of the game's most important factions, so you may want to try to do quests for both of them that don't necessarily affect one another. Then, when you get involved in quests that *do* start pitting you one against the other, you have enough good standing with both factions to withstand all of the negativity. Still, though, you'll likely have to play through the game two full times in order to see and do everything there is to do, because as you start to make friends (and alternately, as you start to make enemies), certain factions won't deal with you, and certain factions will even turn totally hostile, cutting you off from any of their quests (and side quests, specifically).

When you're in quests themselves, you can consult your next general move by consulting that quest in Pip-Boy. It's important to remember that quests of either the primary or ancillary nature don't exist in a vacuum. That is to say that you'll have choices within quests, just like there are choices all over the game. Quests may finish in different ways if you make certain choices, and quests may even automatically fail if you make a certain choice, kill a certain character, or travel to a certain location. It's for this very reason (as well as for New Vegas' many bugs and freezes) that you should save with regularity. Definitely save, for instance, if you're about to make a choice that may negatively affect a quest's outcome, so you can reload your previous save to make a different choice or go about things in a different way.



So what should you take away from all of this? It's simple. First off, while general exploration is incredibly fun, it won't advance the game's narrative and plot, so you should try to seek out and complete both the game's main quests, as well as its side quests. As you roam around the Mojave Wasteland, whether generally exploring or specifically questing, be wary of the choices you make, keeping in mind that they can affect outcomes of other quests, other relationships, and how various factions feel about you. And if you can, try to go through the game keeping as many people and factions happy as humanly possible. While you won't be able to keep up this charade as you get deeper into the game, doing this will allow you to experience as many of the game's quests, plotlines and much more without sealing yourself off from much of the game's content.

Hacking, Lockpicking, Bartering and Speech

What does hacking, lockpicking, bartering and speech have to do with one another? Well, very little, actually, except for one very specific thing. The common thread that ties these four things together is how important each specific skill in the game is. Learning how to hack (via the Science skill), lockpick, barter and effectively speak (via the Speech skill) are some of the game's most important features, *especially* if you want to see and do everything the game has to offer you. While dumping skill points into other skills, like Guns, Medicine and the like is also important, you'll find that the higher you get these stats, and the quicker you do so, the better off you're going to be.



Let's start with hacking and lockpicking, which are somewhat related. Having a good Science (hacking) skill and Lockpick skill will go a long, long way in allowing you to access buildings and other locations that you'd otherwise have no access to whatsoever. Indeed, even with a moderate (~50) skill level in both skills, you'll be able to hack a great many computer you encounter, and many of the locked and sealed doors you find as well. As you up it from there, you'll start to approach the territory of finding very few computers you can't hack and doors you can't pick open. When you finally build these statistics to 100, however, you'll find that there is no door you can't pick open and no computer you can't hack anywhere at all in the Mojave Wasteland. This is hugely advantageous for you, so build up these stats to their upper heights as soon as possible, keeping in mind, of course, that doing so may come at the sake of building up other ancillary statistics.

Speech and Barter, on the other hand, are actually *quite* different skills, even though they seem to be far more closely related than hacking and lockpicking are. Both require talking to characters, of course, but the usefulness of both differ depending on the situation you're in. A high Barter skill will actually net you cheaper goods at stores, and allow you to sell items for more money. But you can also use Barter with various characters who are offering quests to get more money, more goods, and more loot for helping them out. Speech, on the other hand, will allow you to use your powers of persuasion to convince characters to feel or think the way you do. This is hugely important, and actually quite necessary if you want to see and do everything in the game. So just like with Science and Lockpick, working your way up to the 100 level in both is extremely important. If you're going to choose to just raise one, however, we'd have to recommend Speech over Barter. But if you can, concentrate on raising both.



So there you have it. Trust us -- Speech, Barter, Science (hack) and Lockpick are essentially the most important non-combat skills in the game. They all have their uses, and they all make your experience more robust. Ignoring or under-leveling these skills is going to severely impact your game almost immediately, because you simply won't have what it takes to see and do everything in the game. The longer you let it go, the harder it's going to be to get through the game. It's that simple. Just be sure that you don't neglect your combat skill(s) as well, because those are important too!

Wandering the Wasteland

Now, it's finally time to talk a bit about one of the aspects of *Fallout: New Vegas* that's stressed the most, and that's exploration. One of the greatest things about *New Vegas* is that it doesn't pigeonhole you. There's no real linearity in the game; as long as you're strong enough and willing to spend the necessary time, energy and material, you can get just about anywhere in the game's world and do whatever it is you want to do. That's the true beauty of the experience. Thus, you'll be exploring in the literal (virtual) sense, and it's something that you should do with regularity in *Fallout: New Vegas*. In this game, the unexpected is around every corner, but you'll only know that if you find this corner in the first place!



There are a few key things to keep in mind while endeavoring to explore. In fact, some of this is rolled up into easily-digestible tips in the Ten Tips section of Basics (which, if you keep reading, you will arrive at shortly). The first thing to keep in mind is that exploring will net you experience points, which will help level your character up and make you stronger. With that said, though, you'll want to limit your exploration to areas that are safe for your character at any given time. If you over-extend yourself while exploring, you'll find yourself in precarious and dangerous situations more often than not. Auto-saves are rampant in the game, but this will only really help you if you're heading in and out of buildings or fast-traveling a lot. If you're simply walking around for an hour, fending off enemies and finding new locations, and then you suddenly run into a roadblock and perish, you may lose a lot of time having to do it all over again. So if anything, you'll want to limit your exploration, only pushing the envelope a little bit at a time. You don't want to learn this lesson the hard way -- believe me.

So to recap, there are really only a couple of important things to keep in mind that will allow your character to thrive and remain healthy while exploiting Fallout: New Vegas' greatest strength, which is encountering the unexpected, surprising and awesome around every corner. First off, explore. Do so often. But don't push the envelope too much. As your character gets stronger, push it a little further each time, but don't push things too far, or you'll run into a Deathclaw that will wipe you out in two seconds, or expend all of your healing items just trying to survive. Don't be afraid to retreat and backtrack to heal, repair gear and collect your thoughts before heading back out. Find locations as often as you can in order to add spots to quick-travel to and from. And above all else, expand your reach in all directions, so that your map becomes more evenly distributed, so you're not left at a travel deficit later.



The Usefulness of Perks

Something that may confuse a lot of gamers playing *Fallout: New Vegas*, whether they are seasoned veterans, green novices, or anyone in between, is the "Perk" system. Perks are additional... well... perks to leveling-up beyond the statistical advantages you earn from each level (via distributing skill points). At the beginning of the game, you'll be able to choose a few perks to take with you as you begin your journey, and every so often, as you level up (perhaps every three levels or so), you'll get to select another one. Perks are basically meant to compliment your character, usually allowing you to do things you already want to do better. But perks can also be used to round-out your character, helping you to buff-out an area or skill that your character might be severely lacking in.



The beauty of perks is in how you utilize what's offered to you to compliment your character and make him or her better as a result. Let's not beat around the bush; there are some awful perks that you shouldn't touch with a ten foot poll. But with that said, there are also perks that you should consider getting no matter what, and plenty of perks somewhere in the murky middle that may benefit you (or not) depending on the type of character you're playing as. Hell, many perks don't only become available to you when you reach a certain level (which is one of the common prerequisites across *all* perks), but can be contingent on your S.P.E.C.I.A.L. stats, other perks you've already taken, and even your character's gender.

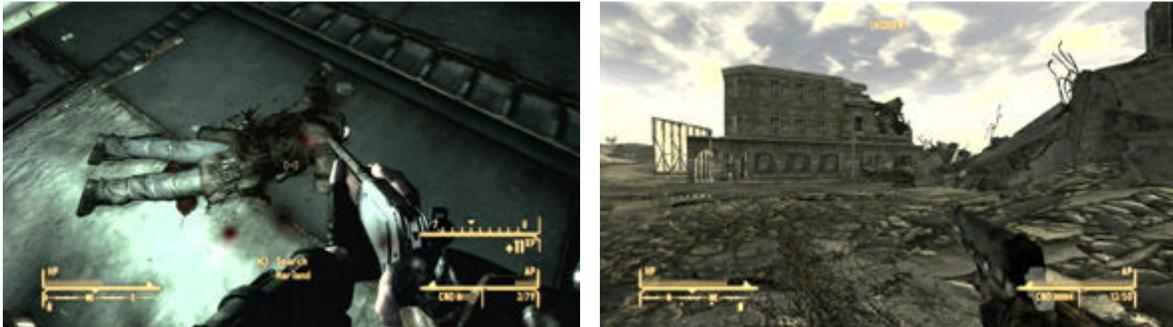
So in which direction should you go in when acquiring a new perk? Like we said earlier, it really depends on what you need. There are a few perks that are worth looking into, though. While these perks will occupy slots (permanently) that might be useful for perks that deliver to your character a more subtle edge, the following perks will assist you in making your character better in a more general way. The better news is that each of these perks can be upgraded to make them better and better. The three perks in question are Intense Training (which lets you add a single point to any S.P.E.C.I.A.L. statistic), Educated (which gives you two more skill points to distribute for each level you advance), and Swift Learner (which gives you a +10% experience bonus for each time you activate it). Don't underestimate the usefulness of some one-off perks either, though, such as Tag! (which gives you a +15 to a single non-S.P.E.C.I.A.L. skill), Strong Back (which lets you carry an additional fifty pounds in your inventory), Here and Now (which automatically levels you up another level), and Explorer (which reveals each and every location for you in the Mojave Wasteland).



As you can see, you'll have a lot of choices (there are dozens of dozens of perks in the game). So what are you going to do!?

Managing Your Inventory

Like with just about any RPG in existence, *Fallout: New Vegas* contains an equipment, gear, weapon, armor and item inventory that requires you to manage it. But this is no run-of-the-mill RPG (in the old-school console sense, anyway), where you can carry 99 of anything you want with no penalty. *Fallout: New Vegas* associates a specific weight to just about everything in the game (except ammunition and some curative items, unless you're playing via Hardcore Mode), and you can only carry so much before you reach your encumbrance ceiling. If you go over that ceiling, your character will move at a crawl, can't fast-travel, and essentially becomes totally useless. Thus, what you really need to figure out early in the game is how you will manage your inventory.



The good news is that the amount of weight your character can hold is directly associated with a specific statistic (Strength), which means that you should be able to predict how much you'll be able to carry. The maximum weight you can carry is easy to find in your Pip-Boy, as is the relative weight of everything in your inventory. So management here really only requires that you don't carry too much with you at any given time. This sounds easy in premise, doesn't it? Well it certainly is... but the problems you'll encounter are always of the unexpected variety.

So here are some basic rules to keep in mind to ensure that your inventory is good to go under most circumstances. We won't use specific numbers, since that will vary depending on your character's Strength, as well as any perks you have, and more. What we will use are percentages (keeping in mind that these percentages will wildly change if you're playing on Hardcore Mode). Relegate about 20% of your inventory to various pieces of armor. Perhaps 10% or so can be relegated to curative items that actually have weight, drugs, items like Stealth Boys, and any food you're carrying with you. A full 50% should be given to weapons, of which you should be carrying a lot of, so that you're ready for all sorts of different situations, and have other options to fall back on if a weapon you're currently using is about to break, or if you run out of ammunition, or whatever else.



This will leave 20% of your inventory's maximum weight allowance. The idea should be to fill in this extra 20% as you explore various areas, purchase new items and gear, and most importantly, perhaps, find things that you'll want to gather now in order to sell later. The latter is really the key. Earning Bottle Caps is an important thing in Fallout: New Vegas. While you're sure to organically find plenty of Bottle Caps as you explore, you'll earn a vast majority of your cash by selling things you've found out there in the wild. So when you go to a new location, feel free to grab the things that are most valuable without over-encumbering yourself. You can then unload it later. Just be sure not to over-do it, though! Regularly get rid of old weapons or armor you don't need (especially if weapons and armor types start to become redundant), use like weapons and armor to repair each other so that you can lower your carried weight, and only carry things that have a maximum value with as little weight as possible. If you can follow all of those instructions, you should never, ever find yourself carrying too much weight.

Caring For Your Character

While it's true that your character is really just a 3D image on your screen, a complicated permutation of binary with no actual substance outside of the digital world, you still need to learn to care for him or her, or you won't get very far in the game. Now, this brief section of Basics doesn't include information on the seldom-played Hardcore Mode (which, amongst other things, forces your character to sleep, eat and drink regularly to stay alive and functioning). Rather, we'll focus on what we assume is the most-played version of the game, which is the still-difficult and still-robust standard mode. If you're playing on Hardcore Mode, you should already know what to do, so this entire Basics section will otherwise be useless to you. If not, then you should keep on reading, and learn a little bit about caring for your character in *Fallout: New Vegas*.



Your health is perhaps your character's most telling sign of vitality. Without a character's health, he (or she) will slowly whittle down to nothingness and eventually perish. Your character's health will decrease in a few ways, but "taking damage" is the way he will lose health the most. Damage of varying amounts will be dealt by all sorts of hostile enemies, from fellow characters to dangerous creatures. The amount of damage dealt to you depends entirely on the strength of the attack and the attacker, and your own ability to withstand said attack coupled with your armor's ability to help you withstand that attack as well. However, you'll take some random damage from high falls, radiation poisoning, and other random (and rare) hazards.

To heal yourself, you have some options. You can go to any medically-inclined character in the game to pay for healing (or to fix broken bones, which happen fairly often if a limb or other part of your body takes too much damage). You could also sleep in a bed for eight (or more) in-game hours in order to heal yourself and fix any broken bones. But Stimpaks and Super Stimpaks, fairly common items in the Mojave Wasteland, will likely be your quickest route towards health, especially when you're in the middle of questing or exploring. It's important to keep in mind that radiation poisoning is an entirely different statistic that has nothing to do with your health meter, but everything to do with your character's overall health. Radiation occurs often in the irradiated post-apocalyptic United States, so keep an eye on your radiation level, and use RadAway to get rid of some radiation if your levels are getting too high.



1.) **Take Your Time** - It's a complete and utter understatement to say that Fallout: New Vegas is a time-suck. In reality, it's much, much more than that. New Vegas isn't something you can just pick up and optionally put a lot of time into. Really, you're going to be required to dump time into New Vegas if you have any hope of getting through the game's main narrative, which really only makes up for perhaps five or ten percent of the entire game. With that said, journeying through New Vegas will require patience and a willingness to lose time playing the game. We highly recommend you take your time with the experience, and see and do everything in the game that you possibly can. Some of the game's greatest gems, in fact, are ancillary quests and location explorations that you don't even have to undertake to get through the game. New Vegas isn't for someone who is looking for a ten or twenty hour experience, or even a fifty hour experience. Set aside a hundred hours or more if you really, really want to experience Fallout: New Vegas the way it was meant to be experienced. Otherwise, you're missing out.

2.) **Experiment** - Your experience in Fallout: New Vegas won't be a static one, even if for some reason you want it to be. The game is meant to be played and experienced differently by different gamers. Because of this, the one thing you're going to want to do as you go through the game is experiment, and this rings even more true if you intend on playing through the entire game more than once. If you're going to do the latter, you should bring the experimentation level up to a whole different echelon. Try talking to people in different ways, try befriending different factions and making enemies of other ones, and try to build out your character in different ways. For instance, a strong character that uses melee weapons and his fists to fight is a far different character than one who stresses energy weapons and stealth abilities. Fallout: New Vegas is all about drawing out these various permutations, so be sure to succumb to this aspect of the game's design, as it will no doubt maximize your enjoyment.

3.) **Scour For Experience** - Fallout: New Vegas is a lot of things. It's a sandbox, open-world game that stresses combat and character interaction. But at its very core, it's also a statistically-based game of numbers, and you know what that means... it's an RPG! Virtually all RPGs have some sort of leveling-up system, and Fallout: New Vegas is no different. Experience points will allow your character to level up from level 1 to level 30, and in between each level, you'll get to use skill points to make your character stronger (and occasionally get to swipe a new perk, too). These skill points are key, because dumping them into one of the game's skills will allow your character to do various activities more effectively. Therefore, you should be sure to scour for experience everywhere you can. All quests give you experience for completing them, as does killing enemies and creatures. But keep in mind that successfully bartering or completing a speech check, discovering new locations, hacking a computer or breaking through a locked door can earn you experience too!

4.) **Lockpick and Science** - We stressed this earlier in the Basics section, but stressing it again for good measure can't hurt or hinder... it can only help. Lockpick and Science are absolutely, positively amongst the most important non-combat skills in the entire game, and building them up steadily as you level up is integral if you want to see and do everything the game has to offer you. With a high Lockpick skill, locked doors will become easier and easier for you to unlock, while a high Science skill allows you to hack through the defenses of even the most ardently-protected computers. Be sure to dump points into Lockpick and Science from the get-go, and you won't be sorry. If you neglect these skills, however, expect to find increasingly numerous amounts of locked doors and sealed computers that you won't be able to do anything with. And that would be your loss if that happens (and make your life a whole lot more difficult, too)!

5.) **Speech and Barter** - Just like with tip #4, which stressed the importance of the Lockpick and Science skills, here, we're going to stress another two skills we already discussed earlier in the Basics section, Speech and Barter. Speech and Barter are essentially just as important as Lockpick and Science, albeit for different reasons. Thus, you'll want to dump whatever skill points you can into these two skills, too. The Barter skill will allow you to purchase items for cheaper than you otherwise would, and sell items for more money. But the Barter skill will also allow you to force negotiations with many people who give you side quests and other tasks to earn more money and better loot and prizes for your hard work. Speech, on the other hand, has a much more straightforward use, and it's to convince various people to see things the way you do. The higher your Speech skill, the easier it will be to tell people to do things and act in a way that you want them to, which will be hugely beneficial to you. Thus, in addition to Lockpick and Science, tent to the Speech and Barter skills, too. You won't be sorry

that you did... you'll really only be sorry if you didn't. You've been warned!

6.) **Don't Over-Extend** - Okay, it's true. Fallout: New Vegas is all about exploration. You can quite literally do whatever you want in the game (though there are consequences to be had with just about every choice you make, which you will ultimately find out for yourself). But you don't want to get *too* crazy with the exploration, especially very early in the game. While you're still weak, try to stay close to safe areas, chipping away at weaker enemies and completing simple tasks and quests. Later, when your character gets stronger, and when you have more powerful equipment at your disposal, you can begin to work your way further and further out of your comfort zone. Either way, you should save as often as you can, because you never know when you're over-extending until it's too late... well usually, anyway.

7.) **Side Quest With Regularity** - A quick addendum to this tip would be to side quest with regularity *and as early as you can*. The reason you want to side quest regularly and early is simple. Not only is side questing a great way to earn lots and lots of experience points, but it's also a good way to start making friends with many of the game's towns and settlements, and most importantly with the Mojave Wasteland's various warring factions. As you work your way further and further through the game's main plotlines, you'll inevitably start making enemies, which will start pitting you against certain factions in the name of other factions. This will end up cutting you off from a great many side quest, so this is really the most important reason to side quest regularly and early. Because if you wait too long to undertake many side quests, being able to complete them or not may depend entirely on whether you're in good standing with a certain faction or not. So why not try to please everyone early, and then go from there.

8.) **Make Choices Carefully** - We've already established the many things Fallout: New Vegas is. But another thing it happens to be is a game where choices prove to be of the utmost importance. How you conduct yourself everywhere in the game has repercussions, and it's important that you carry yourself in a way that's compatible with how you're trying to work your way through the game. Good or bad, you should try to remain consistent, or you'll muddle your experience. But either way, you'll be making choices a lot where it's not even clear that you are, especially during conversations with the game's hundreds upon hundreds of NPCs. Because of this, you'll want to carefully navigate the game's conversation trees and their surrounding events. The best way to be sure you're making choices carefully, however, is to simply save often. If you don't like the way something turned out, whether it be an event, fight or conversation, you can simply reload a recent save and try things in a different way.

9.) **Tend To Your Gear** - This is easy to overstate, but then again, it's easy to understate, too. You'll really want to be cognizant not only of the condition of your armor and weapons, but also just what you're carrying with you as well, and what the condition of those items are. Remember -- you're bound to a strength-weight ratio that will only let you carry so much (dependent on your character's strength in S.P.E.C.I.A.L.), so you can't carry everything you want, snag everything you find in the environment, or more. You'll be encumbered before you know what hit you. What's most important to remember here, though, isn't only to carry only what you need and sell or drop everything else, but to make sure your gear is in good repair, too. A weapon that's on the verge of breaking won't be able to give you its full damage potential, and armor that's wearing down will provide less and less protection. There are few things more important than dealing damage and protecting yourself from damage, so tending to your gear (even apart from the obvious inventory management aspect of this entire ordeal) is integral to your success.

10.) **Explore Locations** - And finally, we've come to the final tip in our Ten Tips for Fallout: New Vegas. This one may seem obvious, but let us explain. The Mojave Wasteland, where all of the events in Fallout: New Vegas take place, is absolutely rife with locations. There are scores and scores of them to uncover, from big buildings, compounds and camps to the most minor of locations, like destroyed caravans, cave entrances and abandoned shacks (and everything in between). Scouring the map for new locations won't only earn you minor amounts of experience points, but it will allow you to find new people and new things of interest to explore. And better yet, the more locations you add to your map, the more locations you'll be able to quick-travel to. And as you'll find out (or already know if you're a veteran of Fallout 3), quick-traveling is absolutely vital if you want to get around the Wasteland in as little time as possible. So explore, explore, explore!

Fallout: New Vegas Walkthrough

Welcome one, welcome all to our walkthrough for Fallout: New Vegas. Some of you may have used our massive Fallout 3 walkthrough, in which case I welcome you back. You guys should know what to expect here. For newcomers, however, let us give you a little rundown on what you can expect in our walkthrough.

For starters, all screenshots are expandable. That is to say, if you click on any screenshot in the guide, it will expand to a much bigger, crisper version for you to examine. Simply click that same image again to reset it to its original size. Additionally, we've sorted the main missions as sequentially as possible, but keep in mind that there will be times when you may be able to go through things in a different order (or not at all, depending on how you choose to go through the game).

Speaking of choices, that brings up an important point. Our walkthrough is essentially based on playing through as a good guy. We'll do our best to point things out that those playing with a bad slant might want to be made aware of, but generally, you can expect our walkthrough to cover things from a good guy's point of view. Surprisingly, this won't change the main feel of the game or how you go through, so this walkthrough will still be useful to all. Within the walkthrough, expect to find myriad details on every detail of completing your various tasks, and remember that we've included lists of integral steps to each mission, as well as important items to find and collect (though you should keep in mind that item payloads may change from playthrough to playthrough).

Do remember that our walkthrough only covers main tasks that are mandatory for the completion of Fallout: New Vegas. For everything else, you'll want to visit [the Side Quests section of our guide](#). In addition, Snow Globe locations will be covered [in the Snow Globes section of our guide](#), and other pertinent collectibles [in the Collectibles section of our guide](#).

So without further ado... enjoy!

Please Note: Fallout: New Vegas is an expansive game with unrivaled scope. The walkthrough linked below represents one particular route through the game. It should help most gamers out. If a mission you're looking for isn't covered below, it's either [a Side Quest](#), or it's a mission we didn't encounter through our own playthrough. Even if you're not straddling the line and taking the "Independent" route we did, the walkthrough will almost certainly still be useful for you.

I. Ain't That a Kick to the Head »

[Part One](#)

II. Back in the Saddle »

[Part One](#)

[Part Two](#)

III. They Went That-a-Way »

[Part One](#)

[Part Two](#)

[Part Three](#)

[Part Four](#)

[Part Five](#)

[Part Six](#)

[Part Seven](#)

Part Eight

Part Nine

IV. Ring-a-Ding-Ding!

»

Part One

Part Two

Part Three

Part Four

Part Five

Part Six

V. Wild Card: Change in Management

»

Part One

Part Two

Part Three

VI. Wild Card: You and What Army?

»

Part One

Part Two

VII. Wild Card: Side Bets

»

Part One

Part Two

VIII. You'll Know It When It Happens

»

Part One

IX. Wild Card: Finishing Touches

»

Part One

X. No Gods, No Masters

»

Part One

Part Two

Part Three

■ Steps...

(1) Walk to the Vit-o-matic Vigor Tester. (2) Use the Vit-o-matic Vigor Tester. (3) Sit down on the couch in Doc Mitchell's living room. (4) Follow Doc Mitchell to the exit.

■ Important Items...

Stimpak (x6), Super Stimpak, Bobby Pin (x8), Today's Physician, Cram (x2), 5.56mm Rounds, 5mm Rounds, Bottle Caps (x24), Pack of Cigarettes (x3), Carton of Cigarettes, 9mm Pistol, 9mm Rounds, Pip-Boy 3000, Vault 21 Jumpsuit.

At the beginning of the game, you'll watch a chain of cutscenes that catches you up on some of the lore surrounding the Fallout universe. A nuclear war has laid waste to a majority of the world, and the United States wasn't immune to this cataclysm. Your unnamed character is a courier in the employ of a specific service in New Vegas. However, any job is a dangerous one in the post-apocalyptic United States, and yours is no exception. While doing your rounds, you're assailed by a crew of thugs who knock you unconscious. When you come-to, you'll be in a mysterious house, with a man named Doc Mitchell looking over you.



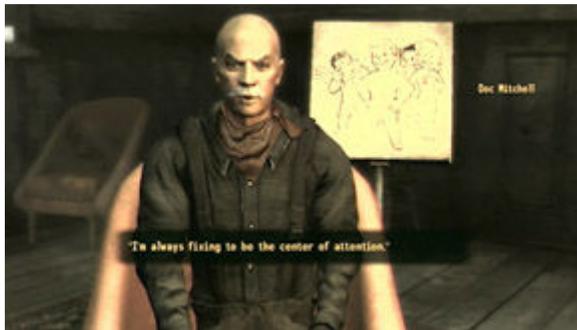
Doc Mitchell is a kindly old man who, as his name suggests, is a bona fide doctor (a rarity in this post-apocalyptic age). After tending to your wounds, he'll want to make sure he has everything in order. This is just like Fallout 3's introductory sequences, where you'll have to build up your stats and cater your likes and dislikes to make your character exactly how you'd like him or her (except this time around, you aren't a baby like you were in Fallout 3). So after you choose how your character will look aesthetically, Doc Mitchell will invite you to get up and walk over to his Vit-o-matic Vigor Tester on the other side of the room. Do, grabbing the **Today's Physician Magazine** from his desk en route.



The Vit-o-matic Vigor Tester will introduce you to something that will be familiar to you if you played Fallout 3. The SPECIAL system (which stands for Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck) is your base statistical foundation. It's important that you make good choices here, as your character will grow and be affected by these choices for the duration of the game. Each of the seven statistics have five points automatically placed in them, with another five points available to you for distribution as you see fit. You could remove already-used points and place them elsewhere, but it's actually fairly important to strike some sort of balance in SPECIAL, especially if you're playing through the game for the first time. Our personal layout was 6-6-6-6-5-5, but you may want to do something else. Read carefully about what each statistic helps and hinders, and act accordingly, based precisely on how you want your character to play.



Thereafter, Doc Mitchell will invite you into his living room, where he'll tell you to sit on the couch. Your tasks aren't finished. He's still working to mold you. While the choices you make here aren't as important as SPECIAL, they're still worth taking care of properly. The questions you begin to ask for Doc Mitchell at this point, as well as the image identification he brings you through, won't pigeonhole you, so don't worry about making any choices you'd like. The choices you make simply suggest to the game which of the auxiliary statistics you should buff out. You can then take the game's three suggestions (which double your statistics on three of the thirteen skills) and move them around however you'd like. We personally chose Science, Speech and Repair, but you may want to do something different.



Now, you're just about ready to get going. To do so (and to earn your next task), you'll need to speak with the good doctor at the front door. He'll hand over the goods that he's been carrying for you, including **Stimpaks** and the like. But before you leave, go ahead and explore the rest of this building. You should be able to find plenty of useful items when you do, including some **Bobby Pins**, plenty of foodstuffs like **Cram**, ammunition galore (such as the **5.56mm Rounds**), and more. If you speak to the doctor hereafter and have a high enough Medicine statistic (which that Today's Physician Magazine you found earlier can help you inorganically achieve), he'll hand over even more **Stimpaks**. And all of this is in addition to the **9mm Pistol**, **9mm Ammo**, **Pip-Boy 3000** and **Vault 21 Jumpsuit** he hands you before sending you on your way.



■ Steps...

(1) Talk to Sunny Smiles in the Prospector Saloon. (2) Meet Sunny Smiles behind the Prospector Saloon. (3) Shoot 3 sarsaparilla bottles outside the Prospector Saloon. (4) Follow Sunny. (5) Kill the Geckos at the well. (6) Talk to Sunny Smiles. (7) Kill the Geckos at the other wells. (8) Talk to Sunny about your reward.

■ Important Items...

Varmint Rifle, 5.56mm Rounds, 50 Bottle Caps.

When you leave Doc Mitchell's place, you'll find yourself outside for the very first time in the game. Make no mistake about it -- *Fallout: New Vegas* can be an overwhelming game, especially if you have no familiarity or experience with *Fallout 3*, and thus no real idea of how the game handles or just how vast a title like this can be. For starters, you may or may not run into your robotic savoir as you run around here. The robot's name is Victor, and he'll be traveling the streets around the collection of hovels all around you. Speaking to him is actually an optional step to the *They Went That-a-Way* quest, which we will get to shortly. But expect that there's a possibility to run into him now, too. If you do, you might as well get that leg of the other mission over with.



As Doc Mitchell told you, you're seeking out a woman named Sunny Smiles. She hangs out at the Prospector Saloon, which is near Doc Mitchell's home. From the entrance of his home, you'll want to head in a northeasterly direction. You'll find the Prospector Saloon to the right of another building, a general store. Outside of the saloon, you may find an elderly man named Easy Pete wandering around, or sitting right in front of the entrance. Speak with him to learn a little bit about him, as well as a little about your surroundings, and the people you might encounter. Then, head inside the bar.



As soon as you're in the bar, you'll be intercepted by the woman you're working for. Sunny is a young woman with a fierce dog named Cheyenne (who she promises won't attack you if you're nice to her). Ask her about anything you want, but you'll ultimately want to mention that Doc Mitchell told you that she'll teach you how to survive. She'll eagerly run outside behind the bar hereafter to wait for you, to begin your lessons. Before you go outside to join her, though, go ahead and explore the saloon. There might be some items of interest to you, though be aware that even if no one sees you steal anything, you'll still lose karma for it (any text in red will alert you to this). There's also a computer to hack and a door to pick open. This is good for experience, of course, but again, you'll do so at a karma loss.



When you locate Sunny outside, she can be seen wielding a rifle with her dog standing guard nearby. Here, she's going to teach you how to shoot a gun. Now, even Fallout 3 fans will want to pay attention to this tutorial, because shooting in New Vegas is done a little differently. Unlike in Fallout 3, New Vegas allows you to aim down the sights, which means that you can realistically fight without the use of VATS, even in tough situations. It gives New Vegas a much bigger FPS-type flair, for sure. Follow her instructions to a tee, shooting the empty beer bottles off of the ledge behind the bar. And keep in mind the excellent advice she gives you, about steadying your aim by taking a knee. This piece of advice will be useful for the rest of the game.



From here, you can actually opt to end this entire tutorial, but even if you've already played New Vegas (or feel comfortable enough from your Fallout 3 experience to go on), we suggest going through the entire tutorial. It's not so much what you're taught that's important, as much as the experience you earn and cash you receive is. There's really no reason to not do the tutorial, as Fallout: New Vegas isn't one of those games you rush through. So for starters, follow Sunny to a nearby locale, where you'll need to clear a group of hostile Geckos from a precious water supply. Take out these simplistic enemies using VATS from afar. For your help, Sunny should give you some more **5.56mm Rounds** to use in that Varmint Rifle she handed over to you earlier.



Now, all that's left to do is to follow Sunny to two new locations where you'll find some Geckos. These are *technically* two separate locations, but in reality, the locations kind of blur due to their close proximity. The first group of three Geckos will likely be subdued by Sunny before you can participate, but further up the path on your left, you'll find a Goodsprings citizen under attack by another trio of Geckos. If you kill them in time, you can save this woman, but if she falls, be sure to scour her body for anything useful. Then, speak with Sunny. She'll give you **50 Bottle Caps** for your reward, and offer up a true Side Quest for you to undertake at your convenience. This Side Quest is called *By a Campfire on the Trail*, and you can find more information on it [in the Side Quests section of this guide](#).



■ Steps...

(1) Find the men who tried to kill you. (2) (Optional) Talk to Victor in Goodsprings about your rescue. (3) Inquire about your delivery assignment with the administrator of the Mojave Express in Primm. (4) Find Primm's lawman to get information on where your attackers went. (5) Head to Novac through Nipton. Ask around Novac about your attackers. (6) Find out from Manny Vargas where the Khans were headed. (7) Intercept the Great Khans at Boulder City.

■ Important Items...

Bottle Caps, Mentats (x3), Purified Water (x4), Doctor's Bag (x2), Super Stimpak, Steady, Bison Steve Maintenance Key, Rad-X, 9mm Pistol, Med-X (x6), Stimpak (x2), Blood Pack, Buffout, Jet (x3), Psycho (x4), 10mm Pistol (x2), 10mm Rounds, .357 Magnum, Single Shotgun, Patriot's Cookbook, Locksmith's Reader, Worn Key, Big Book of Science, Programmer's Digest (x2), Bobby Pins, Energy Cells, Future Weapons Today Magazine, Turbo (x2), 5.56mm Rounds, Anti-Venom, Laser Pistol, Fixer.

This main quest is the first dangerous mission of the entire game (and an extremely lengthy one at that), which allows New Vegas to keep up with *Fallout 3* in terms of how quickly you get into the meat of the game. Keep in mind that you don't necessarily have to proceed with the main quest once you've completed *Back in the Saddle*. You could explore the Mojave Wasteland, or undertake some [Side Quests](#), or go wherever the game may take you. But if you want to continue, let's get to it. Your next destination is the town of Primm, which is located due south along I-15 from Goodsprings. Simply activate this quest as your waypoint and follow your compass to reach it rather easily. En route to the outskirts of Primm, expect to run into all sorts of basic Mojave Wasteland enemies, including Bloatflies and Geckos. (Keep in mind that you can optionally seek out the robot Victor in Goodsprings and speak with him, if you haven't already done so.)



You'll know you've reached the outskirts of Primm when you run into a fence surrounding what was at one time a modern settlement. You'll need to figure out a way to sneak on in to this area, however. There are friendly NCR guards posted at random places around the settlement, but don't expect them to necessarily jump into fights here to help you. And you're going to be finding some trouble, since there are four or five convicts -- some armed with guns, others with melee weapons -- that will attack you as soon as you show your face in Primm. Your best bet, as usual, is to draw out your enemies, and then retreat. This will allow the melee weapon-wielding weapons to chase you. You can then kill them in isolation before returning to town to take on their better-equipped friends. Oh, and a friendly word of warning about those NCR soldiers. Don't steal from them, or you'll be in for a world of hurt! Their ammunition is *their* ammunition, and you don't want to get on their wrong side. At least, not yet.



When you work your way into the heart of the town, you'll find a few buildings that you can enter and explore. One of them is called Vikki and Vance Casino. That's where you'll need to head to next, but don't just run in there willy-nilly. First, explore the settlement to be sure that all other enemies are cleared. Chances are, the foes that didn't follow you when you ran for it a little earlier will be roaming the city streets. These guys likely have guns and explosives. If a foe is about to throw explosives at you, try to target the explosives in their hand to detonate it with VATS, thus eliminating both the explosive and the enemy that was throwing it at you. When all is cleared, and you've scoured the dead bodies for any goods you may want, you can then head into Vikki and Vance Casino.



As soon as you enter Vikki and Vance Casino, you'll run into a man named Johnson Nash. Nash is a kindly old gentleman who will be more than willing to talk to you at length about any number of issues. You'll learn a great deal about the town of Primm, the plight of the town, and about Johnson Nash himself as you speak with him. Ultimately, you'll get a few important details. Firstly, Primm's deputy lawman has been kidnapped by the Powder Gangers and is being kept in a location known as Bison Steve (which will open up [the Side Quest called My Kind of Town](#)). Secondly, you'll learn about the horrendous, deteriorating condition of the town. And thirdly, you'll learn that lawlessness rules the day now that there's no one official to protect Primm residents from the Powder Gangers that escaped from NCR control.



Once you've spoken with Johnson Nash at length (he is, by the way, a worker for the same courier service your character works for), you'll be free to explore the rest of the casino. You won't be able to play any games, but you can speak with Nash's wife about her tasty Radsorpion Casserole, and to the robotic curator that walks around the casino about who Vikki and Vance were. Everyone else here are residents of Primm and will have little to say. Do note that they have firearms, however. This should persuade you from stealing anything from within the casino for the time being, whether you're playing as good or bad. It's early in the game, and these guys will wipe the floor with you if you aren't careful.



When you leave the Vikki and Vance Casino, you'll want to head across the way to a far larger establishment. This gigantic building, called the Lucky Casino/Bison Steve, isn't only where the missing deputy is being held, but also where the guys that tried to kill you before the game started are holed-up as well. As you work your way to the entrance, be careful, as there may be enemies you didn't deal with earlier roaming the streets. Once you enter the front door, have your gun at the ready, since you'll almost immediately be attacked by a couple of thugs. Down them before continuing. Also, there's a computer on the counter in the lobby. You can use it to unlock the locked door nearby. In that locked room, grab some **Bottle Caps**, **Stimpaks**, **Mentats** and more, as well as the **Bison Steve Maintenance Key**.



As you work your way from the lobby and rightward through the hotel/casino's first floor, you'll begin to immediately run into even more enemies. The first floor isn't well-lit at all, so use VATS to spot any enemies that may be in your vicinity, and take them out accordingly. En route through the central area of the first floor, you're bound to run into a few objects of importance. There's a gift shop-like location with a locked safe (that you probably won't be able to open), as well as some **Bottle Caps**. There's also a broken elevator that you can choose to fix if your Repair skill is at least a 35, and an easy-to-open locked door as well. You can open the locked door, but we recommend not going down the corridor on the other end of it. You'll find out why shortly.



On the far end of the first floor, you'll find the final holdouts of the enemy force on the floor, including the convict leader, who is packing a powerful flamethrower weapon that you can claim for yourself once he's dead. His henchmen all around him will also attack with a combination of melee weapons and firearms. Be sure, as always, to scour dead bodies for goods once all is calm, since they'll have some stronger armor to equip, some random curative items, and even weapons that you can use to repair your own gear.



Ultimately, when all else is quiet, you'll need to breach the northern door into the kitchen area from the large room on the far side of the first floor. You could alternately access the kitchen via the corridor on the other side of the locked door we alerted you to earlier, but this is a safer and more straight-forward approach. There should only be a couple of enemies in total in the kitchen. Once they're killed, you'll find the missing deputy. Release him and speak with him. You may be able to get him to join you, but then again, you may not. Either way, it won't affect the rest of the mission at hand. Before heading towards the building's second floor (where you can access the hotel), be sure to grab some **Purified Water**, **Stimpaks** and more in the kitchen.



Whether you decide to go to the second floor via the elevator (which must be repaired) or the nearby stairs that also head to the second floor, that's the next place you're going to want to explore. As soon as you're upstairs, you'll find a locked door wedged in between the stairwell's location and the elevator's location. Pick it open easily to find some curative items within, including a **Doctor's Bag** and some **Buffout**. All of this activity will likely draw at least one hooligan your way, so be prepared to battle as well.



Speaking of activity drawing out enemies, expect the first gunfight with an enemy on this floor to draw all of the rest of the half-dozen or so enemies on the floor towards your location. If you sit and are quiet, you can hear them scurrying towards you. Taking on these enemies in such a constrained location (spatially) can be a real challenge, so try to funnel them towards you in such a way that you can shoot them as they cross a door jamb. With all of them all tied up in a stagnant location, it'll be like shooting fish in a barrel (especially if you choose to use that aforementioned flamethrower). Scour all of these bodies for goods you may need when all is said and done.



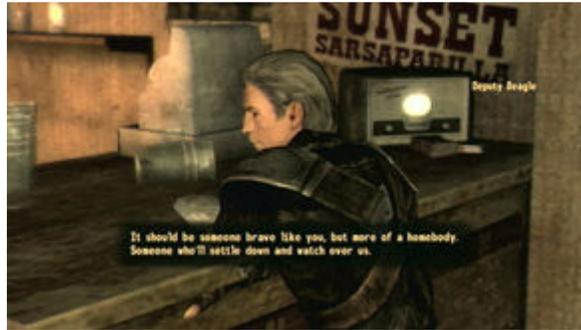
With all of the enemies on this floor eliminated, you're free to explore. You'll find that there are a couple of forks in the hallways all around you, but you shouldn't be too confused as to how to advance. Many of the rooms you can explore here will be full of debris. Other rooms will have unimportant items to find. However, there are a couple of notable exceptions. One of these exceptions is a locked room on the far end of a hallway from a door that leads back outside. If you can pick the lock open here, you'll find plenty of illicit items within the room on the other side of the door, including **Med-X**, **Jet** and **Psycho**.



Should you choose to head outside via the door on this second floor, you'll be led to the rickety old wooden rollercoaster surrounding the hotel complex. This is unnecessary to explore, but since this is early in the game, you'll likely be anxious to earn some experience points. If so, run the track as far as you can in both directions to draw any straggling enemies out from hiding. Then, eliminate them before heading back inside. You're now done here completely, so there's nothing more for you to do but to return to the first floor, and then back outside to the dilapidated city streets of Primm.



It's time to seek out Deputy Beagle, who you rescued from the escaped convicts back in the casino/hotel. You can find him at the Vikki and Vance Casino, sitting at the bar in the far right corner of the main room. Upon speaking with him, you'll be able to learn details that don't only help advance this particular quest, but [the Side Quest known as My Kind of Town](#) as well. Ultimately, if you ask him about the men who attacked you, you'll find that more information can be found at a location called Novac. You'll also be able to offer the deputy help in finding a new sheriff. But again, that's associated with the My Kind of Town side quest, and won't be covered here.



It should be someone brave like you, but more of a homebody.
Someone who'll settle down and watch over us.

To get to Novac, you'll first have to make your way to the settlement known as Nipton. Nipton itself is located a bit to the southeast of Primm, so you're going to have to travel by foot over land to get there. En route, expect to find yourself under attack by some last remnants of the convicts and Powder Gangers you've been fighting with for a while now. As usual, the contingent of enemies that fight you out in the wide open in the Mojave Wasteland will have a hodgepodge of melee weapons and firearms, so deal with the latter first if you can, since they create the bigger menace for you.



Eventually, after traveling overland for a bit, you'll see some fire and smoke in the distance. Unfortunately for the residents of Nipton, the infamous Caesar's Legion arrived here first. Caesar's Legion is in direct competition with the New California Republic over control of the Mojave Wasteland, and it appears the Legion has won this round. As you approach the entrance of the settlement, an elated man named Oliver Swanick will greet you. He's running out of town going on and on about winning the lottery. Unfortunately, you'll learn just what the nature of this morbid lottery is soon enough.



There are a few places in particular you'll want to explore as you work your way through the ruins of Nipton. First and foremost, visit the trading post near the entrance to town. Within, you'll find a man named Boxcars (weird name, I know). Boxcars is sitting in a chair for a reason -- he's crippled. The Legion has busted his legs in, which was all part of their lottery. Basically, when the Legion arrives at a town, they destroy everything and then force people to pull lottery tickets to see how many will die, and how they will die. They've done everything to people, from burning them alive to beheading them to crucifying them. The man who ran out of town was the technical winner of the lottery, with Boxcars coming in second. Brutal! Keep in mind that you can give Boxcars lots of Med-X for good karma (which will allow him to overdose and escape the pain he's in). You can also explore the trading post itself for all sorts of items, including **10mm Rounds** and some **Bottle Caps**. (Also, speaking with Boxcars will unlock [the Side Quest known as Booted](#), should you be interested in undertaking it.)



If you head to the town's three-story town hall, you'll run into Vulpes Inculca, an officer in the Legion. He'll spare your life for now (as long as you don't attack him or his friends), telling you to tell everyone what you saw here, including the NCR itself (which will unlock [the Side Quest known as Cold, Cold Heart](#)). No matter what you say to Vulpes, the Legion won't attack you here if you don't attack first. So that's good, anyway. Once the conversation with him has run its course, go ahead and explore the town hall. You'll be attacked immediately by Legion Mongrels when you do (which are the Legion's canines). Fend them off as you walk around the first floor. You'll find some interesting stuff when you do, including a **Worn Key** which can be used to access curative items in the basement.



The second and third floors of the town hall have more Legion Mongrels to do battle with, as well as more items to find. Most importantly, perhaps, are all of the items found within the mayor's office on the third floor. There, you can find a **Big Book of Science**, a couple of **Programmer's Digests**, **Bobby Pins**, **Energy Cells**, a **Laser Pistol**, some **Turbo**, **Future Weapons Today Magazine**, and more. And should you choose to explore the lesser houses in the rest of the town, you'll find random items, including plenty of foodstuffs, drinks, and even a **Single Shotgun**, a **.357 Magnum**, a **Patriot's Cookbook** and a **Locksmith's Reader**, if you're thorough. Should you need to sleep (to heal), plenty of houses in town also have beds for you to use. Just be aware that some of these houses are occupied by enemies, including Bark Scorpions and even a Mr. Gutsy Prototype!



When you're ready, it's time to push through Nipton towards our ultimate goal, which is a place called Novac. Novac is located northeast of Nipton, but to get there, you're going to have to follow the highway that leads eastward and then northward from Nipton. After a time of following this highway, you'll reach open wilderness that will allow you to press further north unabated. But first, you need to press eastward down this highway. Expect to find at least one rogue enemy to fight en route, as well as some mines to dodge. Otherwise, things will prove to be pretty uneventful in the early-going.



As the highway begins to wind northward, you should run into a little farm on a hilltop called Wolfhorn Ranch. Explore this locale if you'd like, but at the very least add it to your map for later reference. Northward from there, you should run into Ranger Station Charlie, which is controlled by the NRC. This marks a little more than the halfway point between the Ranch and Novac itself. As you continue north from the station, you'll eventually spot a settlement in the distance ahead, with its telltale gigantic dinosaur statue sticking out on the horizon like a sore thumb. Head towards it to continue with the task at hand.



Novac is a pretty extensive settlement, not unlike a couple of others you've already explored in the game. While there are a couple of primary tasks you'll want to undertake here, there are still a bunch of ancillary people to speak with as well. It's important to do the latter, because some of these conversations will open up both standard side quests, as well as note-based side quests for you to undertake now or later. For instance, a doctor and her mercenaries should be occupying a tent near the entrance to town (she will heal you, sell you curative items, et cetera). You may even find an elderly woman named Daisy Whitman walking around. Apparently, she was a Virtabird pilot back in the day.



One home in particular you should try to seek out is the house of McBride residence. Within, you'll find a happily married couple named Alice and Dusty. You can speak to Alice fairly extensively about Novac. It appears that this locale has the potential to go from sleepy to boomtown pretty soon, due to increased activity in the area. Be extra certain that you speak to Dusty extensively, and offer to hear him out about a problem he's having. His farm animals near the house are being picked off, one after another, each evening. Perhaps you can stake out his farm and help him out? This is a [note-based Side Quest known as Midnight Ranch Attacks](#), and more information on it can be found on it in the Side Quests section of this guide.



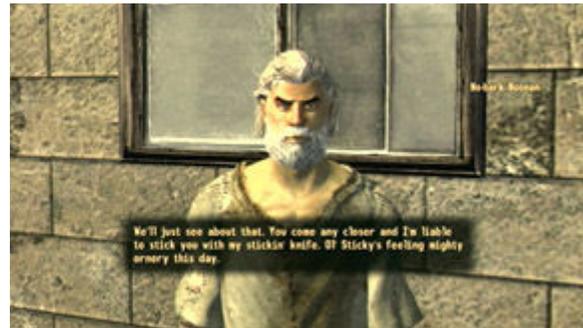
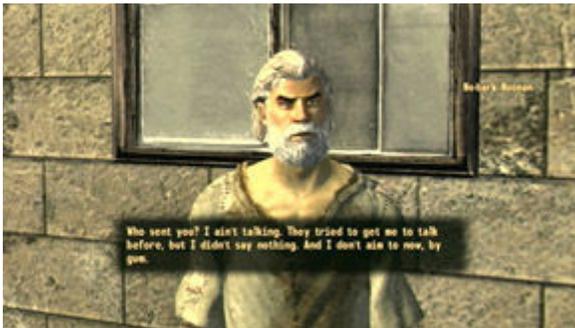
Alright, so enough balking. You know you're attracted to that gigantic dinosaur statue on the far side of town. Head towards it now. The chain link fence that surrounds it also surrounds a motor inn that you'll want to explore. Before you do any of that, though, be sure to head into the motel's office, where you'll find a homely woman named Jeannie May Crawford. Jeannie May is the proprietor of the inn, and she'll be full of random information when you speak with her. She'll even offer to give you your own room at the inn with some permanence, for the fairly steep price of 100 Bottle Caps. But ultimately, when you're done speaking with her, you should move on to explore some of the random rooms of the inn.



Now, we can *finally* head over to that darn dinosaur. You can enter the dinosaur's body via a staircase descending down to the ground. When you're in the body, you'll find a man named Cliff Briscoe. Cliff owns the gift shop here in town, though he also has more illicit goods for sale, should you need them. But more importantly, if you head up the staircase from the gift shop, you'll end up outside, in the mouth of the dinosaur. Here, depending on the time of day, you'll find one of two men standing guard. Try to visit during the daytime hours. If you do, you'll find Manny Vargas, who is the man who owns the computer terminal you just hacked. You can speak with him about his time in the Khans and his time serving in the NCR. Now, he's a sniper protecting his small town. Speaking with him will net you information about another sniper, named Boone, who watches the town at night. His wife has gone missing, and Boone and Manny are no longer on speaking terms. This opens up [the note-based Side Quest known as Nighttime Sniper](#), which you may want to follow-up on later. Additionally, since Manny is unaware that you've hacked his computer, he'll offer to help you find the Khans if you help him first. While his help isn't necessarily needed (if you're following this walkthrough, anyway), still offer to help. Doing so will open up [the Come Fly With Me Side Quest](#).



The last thing we want you to do in Novac before continuing onward is to find a man named No-bark Noonan. You're doing this for no other real reason but for a laugh, but you've no doubt spoken to enough people in town that this man has been referenced once or twice. This guy is seriously off his rocker, so talking to him will no doubt net you a few laughs. Unfortunately, there's nothing of substance you'll derive from him at the end of this conversation, but it should be a fun one for you to partake in nonetheless.



From Novac, your next destination is a location to the northeast known as Boulder City. You can follow a highway in a northerly direction for most of your journey. When you see a gas station in the distance (which is a proper location known as El Dorado Gas & Service), expect to be assaulted by a trio of Viper Gunslingers, which will likely bring you off of the highway and on a more direct route towards Boulder City. These guys are actually fairly formidable, so be careful while taking care of them, and scour their bodies for goods when all is said and done. When you head northward from there towards the aforementioned gas station, you could always teleport back to Novac to sleep before teleporting back to the gas station to continue your northward journey.



Eventually, you'll come to a ridge that drops off to a sea level area below. Ahead of you will be the destroyed town called Boulder City. However, Radscorpions and their lesser friends, Small Radscorpions, will likely occupy this ridge in great numbers. These guys are actually pretty formidable early in the game. If you have a flamethrower, like we have, you may want to consider using it to light these guys up quickly. Remember -- when an enemy is on fire, residual damage will be done to those enemies for as long as they remain afire. After taking out those enemies however you'd like, you're then free to enter the town itself, where you can get down to business once and for all.



You'll find Boulder City to be fairly vacant. Most of its buildings are in complete disrepair, and you won't be able to do much interior exploration here. But that's okay, because what you're really seeking out is the NCR encampment near the center of town. When you approach the guard at the entrance to the encampment, you'll automatically be stopped. This man is Lieutenant Monroe. Speak with him extensively about the situation in Boulder City. It appears that he is having some problems of his own with the Khans. Some of his men were attacked while traveling from Novac to Boulder City, and now a couple of them are being held hostage. For offering to help him, you'll receive [the Side Quest known as Boulder City Showdown](#). No worries though, because it generally folds right in with what we're already doing.



The ruins at the center of Boulder City are the key. You can access the ruins through the door to the right of Monroe. Once inside, you'll find NCR soldiers taking a knee in the rubble, waiting for you to act one way or another. As is the case with a lot in *Fallout: New Vegas*, you have some options here as far as how you intend on proceeding. There's the violent route, and then there's the peaceful route. Both will be an option for you as long as you had no violent interactions with the Khans before this. The Khans won't attack you here, and in fact, you can walk right into the building where the two NCR soldiers are being held. This is where you must make a decision. Will you try to talk to Jessup, their leader? Or will you outright free them?



In our personal playthrough, we opted to free the prisoners, which immediately begins a fierce firefight with the four Khans in this outdoor area. They're all pretty well-armed, so should you choose this route, once the prisoners are freed, make a break for some cover and go from there. Once again, our flamethrower was a huge help here, but at this point, you should have started to accumulate some useful weapons that will help expedite this fight. Use Stimpaks and the like if you need to, and search all of the dead bodies once the firefight has ceased, as they'll have some useful items for you when you do.



When that's all said and done, the only thing left to do is to proceed into the actual Khan hideout. The door to the hideout is located along the outer façade of the building just to the right of where the prisoners were being held. If you were hostile outside, have your guns drawn, because you'll need to fight Jessup and his friend in here. If you want to take the peaceful route, though, and didn't conduct a firefight outside, you'll actually be able to speak to Jessup, optionally instigating a fight thereafter. So keep that in mind. But remember that the Khans tried to kill you before the game began, so as far as we're concerned, they have it coming to them. Assuming you killed Jessup and his friend, search their bodies for goods, as well as the already-dead body on a mattress at the back end of the tiny hideout. Jessup's body should have a note on it which will open up [the note-based Side Quest known as Chairmen Job Offer](#).



One way or another, you've hopefully managed to free the men involved in this hostage situation. You can leave the ruins and head back to Boulder City proper, where Monroe will be waiting for you. Speak with him to wrap up this mission. Keep in mind that these events should also clear up [the Boulder City Showdown Side Quest](#), though if you opted not to kill the Khans, then you won't be able to necessarily complete it. Either way, it's time to move on. Keep in mind that you should randomly run into your robotic friend Victor hereafter. Just what is this guy up to? I suppose we'll find out soon enough.



Your next main task involves you heading to The Tops Casino in New Vegas, where you'll get to confront Benny, the man who tried to kill you in the game's opening sequence. How this confrontation will go, of course, remains to be seen. But nonetheless, that's where you're going to be headed next. If you take a look at the northern end of your map, you'll find that there's a metropolitan-like location that stands out like a sore thumb. The road structure on your map gives its city layout away. That's where you'll be heading. Your goal for the time being is known as Freeside's East Gate (Freeside being New Vegas' suburbs, so to speak). But getting there will prove to be another task entirely.



Your first task should be to work your way as northward as possible. Whether you fast travel to REPCONN Headquarters, or Boulder City, or even back to Goodsprings, you'll want to get as close to your destination as possible, so that you don't have to walk the entire length of the map (which will take you forever). Once you've landed at the closest location, it's then time to walk in a northerly direction towards Freeside's East Gate, which should be pointed out on your map if this quest is marked as active. As you work your way closer and closer to your destination, you'll likely run into some new areas. Expect to add Grub n' Gulp Rest Stop, NCR's Camp McCarran, NCR's Sharecropper Farms, the Crimson Caravan Company and more as you navigate towards Freeside's East Gate.



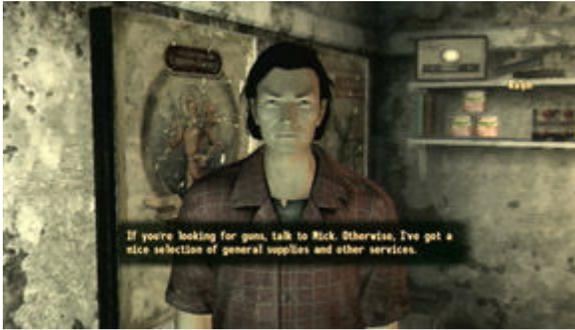
Once you do arrive at the aforementioned gate, there's nothing to do but to head inside. The following paragraphs assume you breached Freeside from the aforementioned East Gate. Otherwise, things won't necessarily be accurate for you. What you'll realize when you're on the outskirts of Freeside is the awful, horrendous, nearly-unlivable conditions the settlement is in. Almost all (though *not* entirely all) of the buildings here are either outright destroyed, or on the verge of being obliterated. There are only a select few buildings you can actually enter into, and only a few other people you'll want to spend time talking to. But before we continue along with our main task, we're going to point out some of the interesting things to see and do here on Freeside's outskirts.



Near the entrance, your eyes will be drawn almost immediately to a trio of interesting people you can speak with. For starters, there's a young boy named Max running around with a young girl named Stacey. Max has a gun on him -- something that looks like some sort of laser blaster -- that may interest you. And you can acquire it, should you choose to (though you'll need caps and some high statistics, so you'll likely have to wait). But don't get any funny ideas! Like Fallout 3, New Vegas won't let you target children for death, so you can't steal the gun. As for the third person of interest, you'll likely find a shady man named Dixon roaming about. Dixon is an illicit drugs dealer, so if you're in need of Buffout, Med-X, or anything of the sort, he's your man.



The building you can enter closest to the entrance is known as Ralph and Mick's. This building is full of all sorts of goods you may want to invest in. Speak to Ralph to view his wares, which are mostly of the non-lethal variety. As for Mick, well... he's the arms dealer, and will sell you all sorts of armaments and ammunition. If you're extra persuasive with him, you can even convince him to show you his secret stash of extra-illicit guns and ammunition. But chances are, this early in the game, you won't have much money with which to purchase new goods. At this point, your money is probably better spent having Mick repair the goods you already own and actively use.



You'll no doubt notice, as you travel around, that there are a few residents of Freeside who try to coerce you down into an isolated alleyway. This seems as shady as it actually is, of course, but succumb to your want to see just what these guys are up to. Only one of them will speak to you at length, however. It's at this point that he points out a dead body in between some dumpsters. Apparently, that's the last guy "stupid enough" to follow these guys into the alleyway. At this point, they'll attack. They all have weak melee weapons, however, and they clearly have no idea whatsoever who they're dealing with. Make sure to comb their bodies once they've all died, though it's unlikely they'll have anything on them that you'll even remotely care about.



As you continue to explore, things that will interest you will begin to wind down a bit. You'll find a boy proclaiming the greatness of the weapons and items shop you just went through. Near him is a blue door that leads deeper into the settlement. Ignore that for the time being (though we'll return there soon), and instead keep on exploring. You'll run into more random people who won't speak with you, and even a man who guards the water dispenser on the far side of town. Apparently, the water supply here is controlled by a gang called The Kings. You'll learn more about these guys a little later on.



Near the Freeside North Gate (you'll need to head through the gate and outside the city walls to add it to your map for quick travel later), you'll find more people worth speaking to. A food vendor named Genaro will try to pawn off some of his Wasteland culinary creations on you. Also, some Kings have congregated near the entrance, and are willing to sell themselves to you for some temporary bodyguard work. You don't really need to hire these guys, especially if you already have a follower with you (which we do), but if you feel you may need some extra help a little later on, go ahead and hire one of these bodyguards to protect you for a little while.



The last place of interest worth visiting is The Old Mormon Fort (which was once called the Old Las Vegas Mormon State Historic Park). When you head into this area, you'll uncover one of the rare philanthropic, selfless organizations roaming around the post-apocalyptic American landscape. Speak with Julie Farkas within to learn more about their plight, and offer to help them out by donating some medical supplies in return for a steep discount on their goods, should you so desire. You can even get a side quest offer here, earning the rights to complete [the Side Quest known as High Times](#). But after speaking to Julie and the Fellowship's body guard, a Ghoul named Beatrix Russell, you'll find little else to do here, and can finally carry on with the main task at hand.



This new part of Freeside you're about to explore brings you closer to the strip than you've yet been. There are several buildings -- ancillary casinos, mostly -- that you can enter here, but before we do any of that, let's explore the contained streets here to see if there's anything interesting worth noting. For starters, you're going to find a lot of people who won't speak with you, but are trying to get you to walk into various establishments. These are the aforementioned casinos (and the like), and we'll get to those shortly. But first, let's keep on exploring.



The one person of note you really want to speak with here is a man named Old Ben. Old Ben is stationed up by the entrance to the strip, and not only does he have some sound advice for you, but he'll have some pretty humorous (and some outright heinous) stories to tell you. It appears that Old Ben has lived in Freeside his whole life, and has been employed in just about any profession you could possibly imagine, from butcher to bodyguard. Old Ben was even a male prostitute! But apart from his funny stories, he'll give you one very important piece of advice. Don't attempt to move through the robot-occupied checkpoint towards the strip without checking in with those robots first. If you do, you're going to get fried. You've been warned! Thanks, Old Ben!



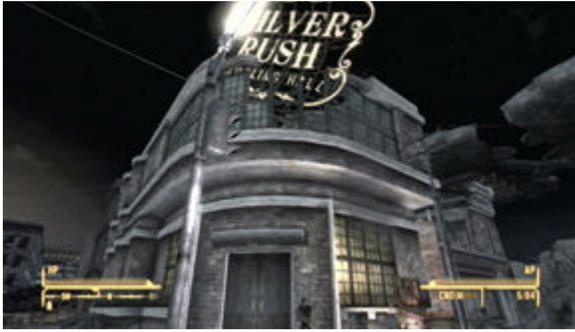
But let's not worry about the checkpoint for now. Let's start to get into some of the inhabitable buildings around here before we move on. The one that will likely draw your eye the most is a building with The King's logo attached to it. This is the School of Impersonation... or at least was, until a nuclear holocaust engulfed much of the planet. Nonetheless, the gang known as The Kings call this place home, and since you've seen their members walking around so much, why not head inside and see what's going on? The building is extensive, and not exactly worth exploring (though you should feel free to do so, if you so desire). What's notable here is the man named Pacer leaning against a wall near a locked door towards the building's entrance. You can bribe this guy for 50 Bottle Caps (or use your high Speech skill to bypass any need to bribe) and gain audience with The King, who is an Elvis wannabe, and this gang's leader. Talking to him will net you [the Side Quest known as G.I. Blues](#), so you may want to speak with him before moving on (in fact, as you'll find out, you may need to undertake this side quest to ultimately work your way to the Strip itself).



The next place you should visit is the Atomic Wrangler Casino. This is a worthwhile place to visit primarily because you can earn two different side quests here. You'll also find some other people to speak with if you'd like, and of course, you can cash in some Legion or NCR funds (or Bottle Caps, if you must) for chips to play all sorts of casino games. But the two things you should make sure to do here are as follows. Speak to the man named James Garret behind the front counter. Ask him for some work, and your wish will come true. [The Side Quest called Wang Dang Atomic Tango](#) will be offered up for you to complete. By speaking to the woman behind that same counter, named Francine Garret, you'll get [another Side Quest, this one named Debt Collector](#).



The only place left to explore is the Silver Rush Gambling Hall, which is located near the Atomic Wrangler Casino. When you attempt to enter, the guard at the door will take all of your weapons from you, and there's really no way around that (unless you kill him, at which point the Van Graffs will hate you, and you'll automatically fail a slew of quests). Once inside, you won't be able to advance for the time being. Armed guards stand-by in both directions, and if you pass them, they'll open fire on you. And while you may be tempted to steal the plethora of weapons and ammunition on the shelves all around you, keep your hands to yourself, at least for the time being.



Now, there's nothing left to do but to make way towards the checkpoint that will finally lead you to New Vegas' vibrant strip, where all of the action goes down. Take Old Ben's advice and approach the checkpoint cautiously. When you do, a robot sentry will stop you. Here's where you have to make some choices. Unless your Science skill is inordinately high at this point in the game (80+), you'll have to do one of two things. You'll either need to put up 2,000 Bottle Caps as collateral to gain entry, or you'll have to flash a passport. It doesn't matter how you do this, but you'll have to make a choice between one of the three aforementioned options. If you don't have the cash necessary, and your Science skill isn't high enough, consider completing [the Side Quest called G.I. Blues](#), the one that The King gave you a little earlier. Successfully completing that task will net you a **Counterfeit Passport**, which will allow you indefinite access into and out of the strip from here on out.



Once you've completed that lengthy side quest, you can speak with the King about some sort of reward. While he'll offer you Bottle Caps, you can also get him to acquire you a pass that will let you into the Strip with absolutely no problems. That's the option we went for, which is why we undertook the G.I. Blues side quest in the first place. After you speak with the King about the pass, he'll send you over to Mick and Ralph's. Speak to Ralph once inside and ask about the pass. He'll hand over the **Counterfeit Passport** with no questions asked. Nice!



Now, there's nothing left to do but to actually breach the checkpoint and finally get yourself into the Strip. Backtrack towards the inner section of Freeside closest to the Strip, and approach the robotically-controlled checkpoint. Speak with the robotic guard and offer up the Passport you just acquired (or get through in some other way, should you so desire it). Once your credentials have been offered, you're free to enter the Strip at your leisure. If your experience is anything like ours was, you'll see a man throwing up all over the place from drinking too much as soon as you enter. Nice!



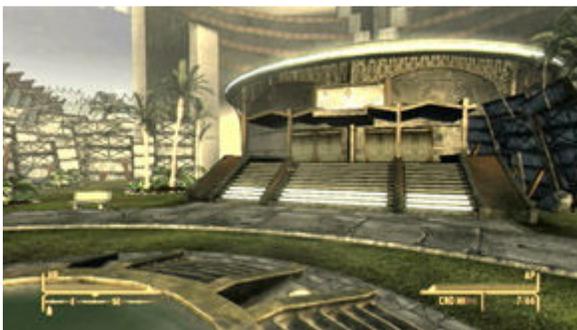
Shortly after entering, you'll be intercepted by none other than your artificial stalker, the robot Victor. It's true that Victor is responsible for saving your life, but it's also true that Victor is just a little creepy and a little bit out of control as he follows you everywhere. Speaking with Victor here will alert you to [another main mission, this one called The House Always Wins, I](#). But more on that later. For the time being, let's focus on the primary task at hand, and couple that with just a little bit of exploration (but not too much!)



Other than a man named Mr. Holdout, who will offer to sell you some easy-to-hide weaponry for your arsenal (since the casinos won't let you in without stripping you of all of your arms), you won't find anyone else of interest to speak with here. You'll find only one building you can enter here, called Gomorrah. You can enter that establishment and explore it to your heart's content, but that won't be covered here. Instead, what you really want to do is continue forward to the next, much more busy section of the Strip, where we can continue with the main story unabated.



In this next area, you'll run into several buildings you can enter, as well as more people to speak with. Your ultimate goal here is to enter the Tops Casino, where you can find the man you've been looking for, Benny. But before you do that, why not speak to some of the folks around you? One woman is a street vendor that you can buy some goods off of, and you'll find an old couple walking around that, if you speak to them, will offer you [the Side Quest known as Pheebie Will](#). You can feel free to explore the extraneous buildings around you as much as you'd like, but ultimately, you'll want to head into the Tops Casino to continue along on your quest to find this elusive Benny character.



As soon as you enter the Tops, you're going to be stopped by a guard at the front counter, who will require you to leave your weapons with him. Don't start a problem here. Give up your weapons and move on; they'll be safe, and you can grab them later on when you leave. Then, after having your weapons stripped by the Chairman Greeter, you can speak to Swank, the man standing next to him. Swank is the Tops' manager, who runs the day-to-day operations of the casino. Now, upon speaking to him, things are going to start going in many different directions. The follow paragraphs through to the end of this quest reflect what we decided to do, but keep in mind that you can take your own route through this quest, as well. It just won't be covered here.



Speak to Swank and immediately get into what he knows about Benny. Once he starts explaining things to you, you'll be able to start using a moderate Speech skill (several times) to explain to him what Benny did to you. As you move forward through the conversation in this way, you'll begin to convince Swank that Benny isn't what he seems to be. It's at this point that he'll hand over **Benny's Suite Key** to you, as well as your entire arsenal of weapons (which you should keep hidden for the time being). He'll then tell you that you can use the key to access Benny's private suite on the thirteenth floor. We'll do that shortly. In the meantime, why not pay Benny a visit behind and to the right of the front desk? Keep things cool for the time being, and don't push things too far. Simply let Benny know that you're here, and you're going to find out one way or another what he's been up to. Don't let things get violent here, as it'll be exceedingly difficult to survive the fight if you do.



You can explore the rest of the casino at will, taking the time to play games and speak to the rare people who will speak to you at length (most of the people roaming around here are Chairmen, and none of them will have much to say). On Swank's suggestion, one place you should definitely seek out is the Aces Theater on the second floor of the casino. There, you'll meet a man named Tommy Torini. Tommy is a talent scout and the manager of talent here at the Tops. And naturally, he's always looking for new acts. If you play your cards right with him (pardon the pun), you can convince him to let you help him find new talent. This will unlock [the Side Quest entitled Talent Pool](#), which you can undertake at your convenience.



Otherwise, the next stop for you should be the Benny's suite on the thirteenth floor. There are eight elevators clustered together in the far corner of the first floor of the casino. Seven of them are clearly marked as inactive, but the eighth one will let you access the thirteenth floor. Once up there, head rightward from the elevator, and seek out the double-door suite on the left side of the hallway. Your key will let you enter with no problems. Benny's suite isn't exactly the most impressive place you've ever seen. There's little of interest here, except for some random **Cartons of Cigarettes**. Of course, there are three magazines to find here, should you choose to be thorough enough to search for them. Add **Salesman Weekly**, **Locksmith's Reader** and **Lad's Life** to your inventory when you can.



Of course, if you're extra thorough in exploring Benny's suite, you'll come across what's really important to see here -- a hidden brick room to the right of his bedroom. In there, you'll find a robot to speak with, aptly named Yes Man. You're going to learn a great deal from Yes Man, since he's been programmed to be forthcoming with all sorts of information without hiding anything. That's good news for you, and bad news for Benny. It's at this point that you'll learn that Benny's goal is to take over the Strip. We won't go into the finer details of the story (we'll let you extract the information from Yes Man yourself), but needless to say, this conversation is going to open up a whole slew of new quests for you to eventually undertake. Three main missions will be unlocked -- **Wild Card: Side Bets**, **Wild Card: You and What Army?** and **Wild Card: Change in Management**, as well as a lone Side Quest called **How Little We Know**. If you didn't get all of these quests, you weren't thorough enough in your conversation with Yes Man, so keep on talking!



There's little left to do now but to return to the first floor and speak with Swank. Tell him everything you learned from Yes Man, which will just about send Swank right over the edge. You now have some options, though, so it's time to take advantage of them and deal with Benny once and for all. Tell Swank to tell Benny to meet him back up in his suite. You can feel free to then go and speak with Benny back in his normal position on the first floor, but again, keep things cool for now. You'll get to deal with him in a more private fashion shortly.



Once you've spoken to Swank and given him the instructions to tell Benny to meet you up at his suite, return to the elevator and head up to the thirteenth floor once more. This time, you'll find Benny sitting at the small bar in his room, waiting for you. When you arrive, Benny will begin to offer you all sorts of deals, from a partnership to a room fully paid for in your name. You can take these offers if you want, but we saw right through them. Instead, it's time for things to come to blows. Attack Benny and take him out quickly; since you're alone, no one else around you should be alerted to what just went down. When Benny's dead, scour his body for the **Platinum Chip** you so desperately need, in addition to **Maria** (his pistol), **Benny's Suit**, and **Benny's Suite Key**. That should end the quest.



■ Steps...

(1) Kill or disable Mr. House. (2) Recover the Platinum Chip from Benny. (3) Return to Yes Man. (4) Meet Yes Man at the Lucky 38. (5) Install Yes Man's A.I. in the Lucky 38's mainframe. (6) Go to the basement of the Lucky 38. (7) Observe upgrading of Securitrons.

■ Important Items...

Pack of Cigarettes (x2), Carton of Cigarettes (x9), Bottle Caps, Buffout (x2), Fixer (x2), Rebound (x3), Turbo (x5), Bobby Pins, Jet (x3), Mentats (x3), Steady (x3), Cateye (x2), Med-X (x2), .44 Magnum Rounds, 9mm Pistol, 9mm Submachine Gun, 9mm Rounds.

It's important for us to note that this particular part of the walkthrough won't necessarily be 100% accurate for you if you didn't do precisely what we did during the previous main mission, Ring-a-Ding-Ding. There, we killed Benny and took his precious Platinum Chip. We also got in good with his robotic minion, Yes Man. If you did all of that, then you're good to go, but if you didn't, you may run into some snags here. For starters, you want to finally go ahead and seek out the Lucky 38 Casino. This is the place that's rumored to be the home of the infamous Mr. House, where no humans roam around. Instead, robots apparently control the scene at the Lucky 38. The Lucky 38 itself is located in the part of the Strip closest to Freeside. When you arrive at the front entrance, you'll find your robotic stalker Victor yet again. Speak to Victor and let him know that you're ready to enter. You'll gain access to the casino thereafter.



You'll still have your weapons here, but you should keep them holstered. You don't want to accidentally let a shot loose, which may force House's Protectrons to come at you full-force. Instead, roam around the eerily vacant ground floor of this abandoned casino. Things seem to be in surprisingly good order here, and you're free to take anything you want that's lying around, without risking catching the ire of House's robotic security force. While there are items scattered about (including plenty of liquor on the second floor balcony), you'll find most of the interesting goods in the room to the left of the first floor (underneath the second floor bar). **Cartons of Cigarettes** line part of the counter, and unlocked safes will sacrifice a plethora of goods to you as well, including a load of **Bottle Caps** and **Bobby Pins**, and plenty of illicit drugs, such as **Jet**, **Mentats**, **Buffout**, **Steady**, **Cateye**, **Med-X**, **Fixer**, **Rebound**, and **Turbo**. Be sure to grab all of these goods before proceeding; there's really no reason not to.



When you've seen enough of the ground floor, it's time to move on. Work your way towards the lone elevator in the middle of this expansive room. Speak to Victor yet again, who will operate the elevator for you. Select that you want to head to the penthouse. When you arrive, step forward and speak to another strange robot built just like Victor. However, this robot has a female persona. Her name is Jane, and she's apparently built to be just like Mr. House's deceased girlfriend. That's a little creepy, yes, but so is this entire casino. You can speak with Jane at length about all sorts of issues, should you desire it. You can learn a bit about how she and House feel about the other families in New Vegas, the other casinos, the NCR, and more. Be sure to be thorough in your conversation with her before moving on.



Before speaking to Mr. House himself, you may want to explore the rest of the penthouse suite. It's eerily quiet up here, just as it was back downstairs. But that's part of the fun of exploring this area. There's nothing but robots here -- some active, others inactive -- and nothing that you'll want to add to your own inventory (except maybe some liquor, if that's your thing). There's plenty of items of interest here (things you can't collect), but ultimately, you'll no doubt gravitate towards the "man" himself, Mr. House.



Your first order of business, once you've fully explored, is so speak to Mr. House. As you no doubt noticed while working your way around his penthouse, Mr. House isn't human. Well, not *quite* human, at least. Instead, a daunting, big brother-like face is shown on a green-toned screen. Speak to the screen, and you'll engage in a conversation with Mr. House. Now, this conversation can go in any number of ways. You can give Mr. House the Platinum Chip you acquired from Benny, if you'd like. You can even do that while getting more and more Bottle Caps from Mr. House for your hard work. Or, you can simply refuse to give the Platinum Chip to Mr. House, which is precisely what we did. Keep in mind that if you choose to do this, all of the robots everywhere in the casino will turn on you. This will also seal off the entire The House Always Wins quest sequence. But you have to do what you have to do.



Upon refusing to give Mr. House the Platinum Chip, you've basically sealed his fate. There's no turning back now. *It's important to note that if you turn hostile with Mr. House, you will not be able to sell any of your Snow Globes to him, though you can still earn the Trophy/Achievement for finding them all.* Mr. House can't do anything to you, but all of his security robots sure can. You can kill whatever robots you want for the time being, but your main priority for now should be getting to the computer terminal affixed to a wall to your left. Access the computer terminal and force it to open up the secret area behind the wall. Once that's done, you can then blaze through to another computer terminal on your left. This computer will open up a hidden corridor to your left.



Head down this corridor into an isolated, factory-like room full of pipes, steel and steam. The robots won't follow behind, so you're totally safe (for now). Run down the catwalk you're on to some sort of strange pod, with a computer terminal in front of it. Within the pod is Mr. House's centuries-old, decrepit body. You have more options here, as to what you do to Mr. House. We opted to disable him, removing him from the casino's mainframe, but otherwise keeping him alive. This is a pretty severe thing to do to him, since he's still hooked-up to life support, but then again, he did sic his robots on you when you refused to hand over the Platinum Chip. You reap what you sow, Mr. House! Should you choose to make a different decision, though, that's cool too.



Mr. House has been dealt with, which fulfills an important part of this particular mission. However, the entire The House Always Wins plot lines cannot be followed now (as we mentioned earlier). Now, all that's left to do is to battle your way out of the casino, surviving to see another day. When you return to the penthouse from Mr. House's life support chamber, any robots you didn't already kill will attack you. Keep in mind that this includes not only all of the security robots, but Jane, and even Victor. We found that fire, while not an ideal weapon, works pretty well on groups of these guys, to slowly whittle down their health while you use a more conventional weapon to do the brunt of the damage. For some reason, the AI on these robots seems pretty poor, so while you'll be outnumbered, you shouldn't have too much trouble felling these enemies. When you get back to the ground floor of the building, the two security robots there will attack you too. Dispatch them before continuing.



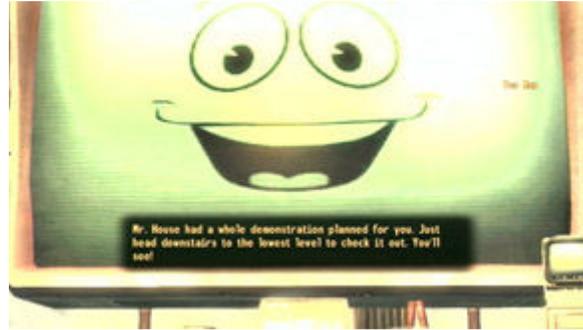
You can leave the casino now (you'll be back shortly). It's worth it to bring up that there are two other floors here that you can explore if you'd like, now that House has been taken care of. One is the Cocktail Lounge. There's really no reason to go there, other than to see it. As for the Presidential Suite, you can actually call this place home. Really... you can. There's a computer terminal on the wall that you can use to purchase upgrades to this suite. There are also some items to find if you explore the various rooms of the suite, including several **Cartons of Cigarettes**. Otherwise, keep this suite in mind going forward, since you can store items and weapons here, and take a rest on one of the beds located here, too.



Your next task is to find Yes Man. However, you don't want to return to the Tops Casino and head inside, because you won't find him back up on the thirteenth floor in that creepy little lab of his. Instead, you'll likely find him outside on the Strip, in front of that casino. Search for him. Once you find him, speak to him and let him know that Mr. House's fate has been sealed. The computer system within the Lucky 38 Casino is now ready for Yes Man to be patched into it. He'll scurry off to the Lucky 38 following your conversation. Naturally, you should follow closely behind him.



When you return to the Lucky 38 Casino, take the elevator up to the penthouse, where you earlier ran into Mr. House. When you arrive, you'll automatically be whisked to Mr. House's old terminal. His face no longer appears on the gigantic monitor, and after speaking with you for a bit, Yes Man goes ahead and implants himself into the terminal instead. Now his ridiculous smiley face appears on the huge screen. For the time being, you can't speak with Yes Man beyond what he already has to say to you. But thankfully for you, he has something rather important to show you.



From here, you'll automatically be transported to the next location of importance, which is a secret, hidden underground bunker beneath the Lucky 38 Casino. You don't know how you got here, and it's not important, either. What's important is that you witness the weapons and robotic upgrade demonstration he's about to show you. First, examine the nearby table for a **Pack of Cigarettes**, some **9mm Rounds**, a **9mm Pistol** and a **9mm Submachine Gun**. Then, focus on the area ahead. Yes Man will show you the Protectron's old weapons, and then their new upgrades. Yes Man being patched into the system has allowed them to all be upgraded. Well, that's interesting.



■ Steps...

(1) (Optional) Find Mr. House's hidden bunker, buried beneath the Legion Stronghold at Fortification Hill. (2) Explore the bunker. (3) (Optional) Upgrade the Securitron army, to use later for your own purposes. (4) (Optional) Destroy the Securitron army by overloading the bunker's reactor.

■ Important Items...

Pulse Grenades (x5), Plasma Grenades (x4), Plasma Rifle, Microfusion Cells.

This particular quest will force you into the very heart of Legion territory. Thus, you're going to have to have yourself sorted out with the Legion one way or the other. You don't have to necessarily be friends with the Legion to go through with this quest, but it will certainly make your life a lot easier. If not, expect that you'll have to do battle with droves and droves of Legion personnel, including with their entire leadership. But if you're friends with them, this will be a lot easier. For what it's worth, we weren't friendly with the Legion at all, so we definitely had our hands full. Either way, though, the first place you want to head to in order to get this misadventure underway is Cottonwood Cove, which is located at the far southeastern edge of the map, north of Smith Mesa Prospector Camp and Cottonwood Overlook.



Upon your arrival at Cottonwood Cove, you'll run into the small contingent of Legion characters that occupy this fortress. If you're friendly with them, you'll have no worries about getting through here, but if not, get ready for a bit of a fight! There are enemies not only running around outside, but also within the two buildings here, so you'll want to clear out those buildings (if things turn violent) in order to assure that you don't get flanked or otherwise unexpectedly attacked later on. What you want to focus on here, whether things turned ugly or not, is getting to the half-destroyed dock working into the water, where you should be given the option to access the Legion's primary fortress in the Mojave Wasteland, a location simply known as The Fort.



If you found peace at Cottonwood Cove, then you'll no doubt find peace at The Fort too, so long as you keep your weaponry holstered and go about your business in a quiet manner. But if you found violence at Cottonwood Cove, then expect to find a scene ten times worse at The Fort. Sure, you eradicated all of your enemies at Cottonwood Cove rather easily, but you won't have an easy go at the enemies at The Fort. These guys are the cream of the crop of the Legion's forces, and they're gonna come at you hard. We'll assume that you don't have a good relationship with the Legion, at least for the time being, so that we can somewhat prepare you for the ridiculous challenge that lies ahead for you. If all is well with the Legion, though, you can simply skip ahead.



There are essentially two segments of The Fort; one area on the outskirts, a more centralized area of the fort where most of the action will go down. If things aren't going well for you in the periphery, you may want to bulk-up elsewhere, reequip yourself, and then come back. That's because things get far more heated in the center of the camp than on the outskirts. The good news for you is that there's still a way for you to calm things down if you're having problems. The best way to do this, for starters, is to run around the periphery of the camp, only dropping through the initial drawbridge, and drawing out as many enemies here as you can. Unlike so many of the foes you're going to deal with at the camp's center, many of these foes are equipped with firearms, including the ultra-powerful 12.7mm Submachine Gun, which you can claim for your own if you so desire. You may think that foes with firearms are more difficult than foes with melee weapons, but as you'll find out when you do finally get to the camp's central area, you couldn't be any more wrong.



So, when things quiet down on the camp's periphery, go ahead and sleep in one of the many beds you've encountered to rest up. You may even want to bail out of here, fast-traveling to a location like the Gun Runners, so that you can sell garnered (but unwanted) equipment, and repairing damaged gear you're already using. Once you return, it's time to head up the partially-stepped hill at the center of The Fort to enter its epicenter. It's here where things are truly going to go off. Much of the Legion's leadership, along with their advanced guards and canine companions, will put up a hell of a fight. This includes Caesar himself. You may need to peek your head into the tent at the center of the area to draw everyone else out (and also explore the camp at the far end of the central area), but it's important that, if things have gone sour with the Legion, that you draw everyone out here and do them all in. Remember that you can theoretically bail out of The Fort's epicenter, retreat to the outskirts, and either sleep or quick-travel to a safe location to gather your thoughts before trying again. Damage dealt is saved, so you can take things in a metered, incremental fashion. Just keep in mind that some foes may try to follow you if you escape!



Okay, so whether things got violent or not, you can now rejoin our walkthrough and go about your business in the following way. What you're seeking out here in the central area of The Fort is a building used for weather observation. Within, you'll find a few characters that you may or may not need to kill, depending on how things went down with their friends. Either way, you'll no doubt notice that the two computers on the desk to the left side of the room are broken. To proceed, you'll need to examine the mechanical-looking device affixed to the wall on the right. Doing so will reveal a staircase that leads down into a secret subterranean chamber, where your quest can continue unabated.



When you're down here, you're going to have a few fundamental choices to make. As you work your way through the outer door, you'll eventually come to a staircase that leads downward. A Protectron must be fought and killed there, but if you play your cards right, that's the only hostile foe you'll meet down here. What you want to do thereafter is seek out a nearby room that has three computer terminals attached to a far wall. Upon accessing those terminals, you'll find that one doesn't do anything, but the other two, once hacked, will allow you to shut off the gun turrets here, as well as the rest of the Protectrons. You'll need a pretty good Science skill to hack both computers, but doing so will make your journey through the rest of this secret cellar far easier and far quicker. So this is worth doing, first and foremost. Be sure to grab the **Pulse Grenades**, **Plasma Grenades**, **Plasma Rifle** and **Microfusion Cells** from the room with the computers before proceeding!



If you aren't able to hack one or both computers, keep in mind that you'll either have to fight powerful gun turrets, weak Protectrons, or a mixture of both. So hopefully you were able to down the computers. Then, all you really need to do is head to the far end of this secret basement, where you'll eventually encounter a room atop another set of stairs that has an archaic mechanical-like computer terminal along the right wall, similar to the one you placed the Platinum Chip in earlier, so that you could access this secret basement to begin with. Then, all you need to do is make a decision. We're assuming you want to activate the Protectrons (and other machines) down here with new software, so that they can be there to help you later on. If you want to destroy this area, you'll have to head to another location within this secret facility to do so, but there's really no reason you'd want to do that. The Protectrons will help you regardless of how things may change later, so again, there's no reason not to reprogram them.



■ Steps...

(1) Make contact with the Boomers at Nellis AFB. (2) Go to Red Rock Canyon and make contact with Great Khans. (3) Observe the Omertas at their casino, Gomorrah. (4) Visit the White Glove Society at the Ultra-Luxe casino. (5) Make contact with the Brotherhood of Steel. (6) (Optional) Return to Yes Man and tell him that the Boomers can be ignored. (7) Tell Yes Man that the Boomers have vowed to support you. (8) Learn about the White Glove Society by talking to one of its leaders. (9) Inform Yes Man that you approve of the Omertas' plans to attack the Strip. (10) (Optional) Find out more about the White Glove Society by talking to Marjorie. (11) (Optional) Tell Yes Man that you've decided to ignore the White Glove Society. (12) Inform Yes Man that you've fixed the White Glove Society's cannibalism problem. (13) Inform Yes Man that you convinced the Great Khans to leave the Mojave. (14) (Optional) Tell Yes Man that you're familiar with the Brotherhood of Steel and wish to ignore them.

■ Important Items...

None.

The Side Bets quest is one that will lead towards Fallout: New Vegas' endgame. It also happens to be a quest that's as easy and quick or as difficult and slow-going as you want it to be. What this entire quest really leads up to is a consolidation of power for your character to utilize when the going inevitably gets tough later on. At the request of Yes Man, you'll need to work your way around to various crews at different parts of the Mojave Wasteland. Once you've engaged these crews, you can opt to completely ignore them, or help them out now so that they'll help you out later. Of course, there are myriad permutations therein, as lines are never clearly delineated in a game like Fallout: New Vegas. Nonetheless, for the sake of our walkthrough, the first place you should try to head towards is the Nellis Air Force Base, which is located at the far northeastern edge of the Mojave Wasteland.



If this location isn't already familiar to you, it will be shortly. Attempting to get to the Nellis Air Force Base seems to be impossible, because as you approach it, its inhabitants, known as the Boomers, will begin to ruthlessly shell you. You'll run into a man smoking a cigarette on a road nearby. His name is George, and he's willing to sell you the information you need to get to Nellis in one piece. However, you can turn him down, because doing so is fairly easy if you go about things in a slow, metered and patient way. The idea really is to run towards the gate surrounding the base itself. But you'll need to make two stops along the way to ensure that you aren't blown to smithereens by Nellis' contingent of explosives-using hooligans.



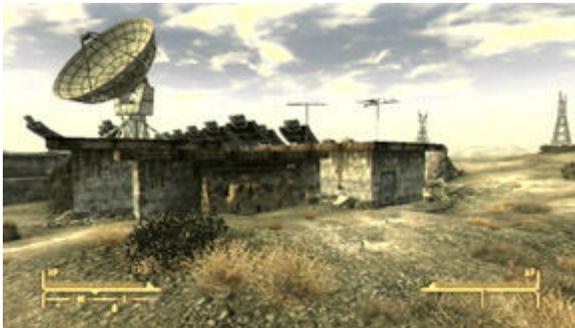
There are two buildings in particular that will safeguard you during the Nellis-based bombardments. You'll find them in between you and the base itself (which is located to the northeast). The key is to seek out the buildings that have at least a sliver of a tall wall in between you and the base, which will protect you from the mortar fire. When there's a lull in the bombardment, run further towards the gate, stopping in the second house with walls that can protect you. Then, once the next lull ensues, run towards the fence itself. Since you're too close to the base, now, the shelling will stop. All that's left to do at this point is to run parallel to the gate and seek out the entrance to the base, where two people will stop you in your tracks. A rocket launcher-toting, unnamed man will be the first to stop you, but he'll then pass you along to one of his associates, a woman named Raquel.



As you speak with Raquel, there's no reason not to be patient and kind. As you can rather clearly see, these guys mean business with their inane amount of ordnance, so it's probably in your best interest not to provoke them. Instead, you should angle your way into the base via this conversation, which will grant you an automatic audience with the Boomers' elder, a woman named Pearl. Pearl will explain that while the Boomers have made a habit of keeping out the outside world, what they instead need to do is let little pieces of the outside world in. After all, it could very well make them safer. Thus, your task here is to help out the citizenry of Nellis Air Force Base, and convince them that you're worthy of their trust. Of course, you can prove them wrong if you'd like, but in this walkthrough, we've taken the exact opposite approach.



In earnest, **the lengthy Side Quest known as Volare! will begin**, which is especially important to complete if you intend on relying on the Boomers later towards the end of the game to help you out. You can find more details on Volare! at the aforementioned link. Other side quests, **like Ant Misbehavin', Young Hearts and Sunshine Boogie** should also be fully explored and finished if you intend on befriending the Boomers at Nellis Air Force Base. Either way, you should speak again with Pearl once all is said and done to get her to agree to help you out at the end of the game, should you so desire it. You can then move on with the next piece of the puzzle thereafter.



If you're following our walkthrough, you'll want to leave Nellis Air Force Base once you've convinced them to help you out, one way or another, when you need assistance during New Vegas' endgame. Your next destination should be the New Vegas Strip. You've undoubtedly been there multiple times already, so simply quick-travel to the front gate and head on through. Immediately upon entering, you'll be just about where you need to be. The Gomorrah is a large casino on your right. It's controlled by a group called the Omertas. Your run-through their casino and the events therein will help bring Gommorah's clan into your fold during the endgame, if you so desire their help. If you do, you can find more specific details by visiting [the specific Side Quests entitled *Bye Bye Love* and *How Little We Know*](#), both of which being highly relevant to the events at the Gomorrah.



The other crew you'll want to visit on the Strip, once you're done with the Omertas at Gomorrah, is the White Glove Society. The White Glove Society solely controls the stately-looking casino on the New Vegas Strip, the one with the white façade and gigantic fountain in front of it called the Ultra-Luxe Casino. When you head there, you'll be able to undertake [one Side Quest in particular called Beyond the Beef](#), though [another Side Quest, Pheeble Will](#), also plays an important role in the events of your mission at the Ultra-Luxe. Be sure to consult the Side Quests section of our guide for more information if needed. Again, you'll want to try to finish that side quest so that the White Glove Society will be dealt with in the best way possible (according to your own preferences) during the end-game of Fallout: New Vegas.



When you're done with the White Glove Society, we recommend that you next move on to deal with another faction, the Great Khans. Hopefully you haven't been *too* rough on these guys, because if you have a bad enough reputation with them that they'll attack you on sight, you won't be able to enlist their help. The idea with them is to convince them that their alliance with the Legion isn't good for them, which will allow you to navigate through [the Side Quest known as Oh My Papa](#). Red Rock Canyon, which is where the Great Khans call home, is on the far western edge of the map. Getting there isn't easy, so expect to have an arduous journey through some mountainous terrain to ultimately land at that location. It's due south of the Remnants Bunker, and southeast of the Super Mutant-controlled Jacobstown.



The fifth and final place you'll want to head (if you're following our walkthrough, anyway) is the Hidden Valley, which is a sandstorm-ridden location near the western edge of the map. It's surrounded by Neil's Shack to the north, Scorpion Gulch to the right, the REPCONN Test Site to the south, and the Powder Ganger Camp to the north. There, at one of the bunkers in the Hidden Valley, you'll find a hideout filled with the Brotherhood of Steel. If you're a Fallout 3 veteran, then you no doubt remember the Brotherhood of Steel, since they were *everywhere* in the Capital Wasteland. Here, out west, things aren't quite the same. The Brotherhood quarrels with the NCR fairly regularly, and have been hiding for awhile, [as you'll find out in the Side Quest entitled Still in the Dark](#). Completing that side quest is a pre-requisite for bringing the Brotherhood of Steel into the fold for the endgame, if you want their help. It's a hell of a lengthy side quest, though, so consult the Side Quests section of this guide for more information on it.



No matter the decisions you made with each group, the only important thing in terms of concluding this mission is that you successfully made contact with all five groups mentioned earlier. Once you've done so, you can return to Lucky 38 Casino at the New Vegas Strip. If you're following our walkthrough, then Yes Man would have already been installed in lieu of letting House continue to run the show. Speak to Yes Man at his gigantic computer terminal, and give him an update on all five groups, letting him know what you've decided with each of them. Once that's out of the way, this mission will conclude. If you're following our particular playthrough to a tee, then you should expect to receive two new missions -- [Wild Card: Finishing Touches](#) and [You'll Know It When It Happens](#) -- from Yes Man. While you can conquer them in any order you choose, we recommend you move on to Wild Card: Finishing Touches next.



■ Steps...

(1) Report to Ranger Grant. (2) Meet Ranger Grant on the Observation Deck. (3) (Optional) Investigate the area for clues. (4) Protect President Kimball. (5) Report your findings to Ranger Grant.

■ Important Items...

Redundant Failsafe Detonator.

This entire mission assumes that you've been following our walkthrough (at least generally) thus far, and therefore have a good relationship with the NCR. At the end of the mission called Wild Card: Side Bets, Yes Man should have informed you of the NCR's president's plan to visit the Hoover Dam to give a speech. Apparently, there's going to be someone gunning for him at this event, and if you'd like, you can go there and protect the president at all costs. Doing so is important if you want to stay on the NCR's good side (which was important to use through our playthrough, but may not be so for your own). So, it's time to head over to the Hoover Dam, which is on the far eastern edge of the Mojave Wasteland. If you've yet to voyage there, you can quick-travel to locations nearby, such as Boulder City to the west. Either way, upon your arrival, head into the visitor's center and seek out an NCR officer named Ranger Grant.



When you enter the visitor's center, you should find Ranger Grant briefing a bunch of NCR soldiers. These soldiers, along with yourself, will be put in charge of protecting the NCR president, President Kimball, from what the NCR deems an inevitable threat from the Legion. After listening to him speak, you can go behind the counter he's standing in front of and speak to him more directly. If you're like us (and have been following our walkthrough), the NCR should already like you quite a bit, and you'll thus be welcomed in to the president's protective unit with open arms. Otherwise, your experience here might be a little different. You'll learn a bit about the presumed threat coming the president's way, and how you may help. Thereafter, you'll be sent outside (after a wait until morning, if applicable).



Go ahead and walk around the perimeter of the visitor's center a little bit. Don't go near the stage that the president is to speak on a little later, or the NCR soldiers guarding it will likely deem you as hostile and open fire. When you've run around enough, you should find Ranger Grant standing outside near the stairs leading up to an alternate entrance/exit into the visitor's center. When you speak with him now, he'll tell you that the president's aircraft is en route. If you look skyward hereafter, you'll see the president arriving, landing atop the visitor's center.



Now, you don't necessarily have to protect the president. You can let him be killed, or even kill him yourself. But for the sake of this walkthrough, we've gone ahead and protected him. To do so, you have quite a few options, but there appears to be one short, sweet and simple solution to protecting him that just about everyone can undertake, regardless of various skill levels. If you climb the ladder to the top of the visitor's center, you'll see a lone man walking around the president's aircraft. He won't have much to say to you, but believe it or not, he's the Legion's assassin, and there's something very important on his body that you need to grab. Since no one else is up there with you, simply crouch down behind him when he stops walking around. Be sure the game says [HIDDEN] on the screen, which will let you know that no one is looking at you. Then, opt to pick the man's pockets. You should find, amongst other items, something called the **Redundant Failsafe Detonator**. This is *exactly* what you've been looking for.



With that item in hand, wait for the president to take the stage (if he hasn't already). Once he's done that, you'll be free to speak with Ranger Grant again (he won't talk to you if the president hasn't yet started talking). You should be able to tell Ranger Grant about the item you just acquired from the man's pocket, at which point he'll send a couple of guards after the Legion assassin. Shots are exchanged, but the man is eventually subdued, and the president gets away safely. The safety of President Kimball was Ranger Grant's only goal, and with him having arrived and departed with no issues, speak to the ranger again to end this brief, simple mission rapidly. That was easy!



■ Steps...

(1) Go to El Dorado Power Station and install the Override Chip. (2) (Optional) Protect President Kimball during his official visit to Hoover Dam before powering up El Dorado Substation. (3) Report back to Yes Man.

■ Important Items...

Override Chip.

As usual, how we're going to go about completing this extremely brief, simple mission is completely in line with how our walkthrough has been written so far. Indeed, we highly recommend that you first complete the tasks outlined [in our Walkthrough for the equally-brief quest known as You'll Know It When It Happens](#). There, you'll have the opportunity to save NCR President Kimball from assassination (or let it happen, or do it yourself, if you so desire). But protecting him, as we did, will take care of the optional task outlined above, getting one-third of this quest of the way right away. In your interactions with Yes Man around that time, he should have handed over an **Override Chip** that he wants planted at a lightly-guarded NCR locale known as El Dorado Power Station. El Dorado Power Station is located on the eastern side of the Mojave Wasteland, due west of the Hoover Dam. Black Rock Cave is near to the south, Black Mountain to the west, and Vault 11 and the El Dorado Dry Lake to the east.



When you arrive at El Dorado Power Station with your Override Chip in hand, chances are you won't find any NCR soldiers outside guarding it. But you most certainly will find a small detachment within the building. Even if you're friendly with the NCR, as we are, you will not be welcomed here no matter what. The best way to deal with this problem is to simply crouch down in front of the entrance to the power station, where you can activate a Stealth Boy from your inventory and enter the building incognito-like. Doing so will allow you to brush past the unaware NCR guards within, where you can plant the Override Chip into the NCR computer ahead and on your right. This will reroute power from HELIOS One, as Yes Man wanted. That's the only task this mission required, so you're almost done.



With the Override Chip planted, and with the NCR none the wiser, you can quick-travel back to Freeside, and enter the New Vegas Strip once more. As usual, head over to the Lucky 38 Casino, and back up to the penthouse, where you'll find Yes Man exactly where you left him, affixed to Mr. House's old supercomputer. Let him know that the deed is done (he'll already know, naturally). It's at this point that Yes Man will alert you that the endgame is nigh. The Legion has amassed a huge force east of Hoover Dam, and they're ready to attack. Yes Man will let you know your various options, and that you don't necessarily have to make a decision one way or another as to what you'll do. Hopefully, though, all of your ducks are in a row, as you should have plenty of back-up from various groups if you followed our instructions earlier in the walkthrough. Yes Man should also prompt you that you're nearing the point-of-no-return in Fallout: New Vegas. So if you have other tasks to complete -- exploration, side quests and the like -- you'll want to get to it *before* accepting Yes Man's plea to finish the fight, one way or another.



■ Steps...

(1) Go to the Control Room in Hoover Dam and install the override chip. (2) Activate the eastern power plant to power the Securitron Army. (3) Exit out of the east side of the Dam. (4) Head to the Legate's camp and deal with the Legate and Caesar's Legion. (5) Confront the NCR.

■ Important Items...

None.

Once you've accepted Yes Man's offer to go to the Hoover Dam to head-off the Legion's advance from the east, and once the game itself prompts you that you've basically reached the point-of-no-return (a similar kind of prompt to the one you received in Doc Mitchell's house at the beginning of the game about Hardcore Mode), you'll be automatically transported to the Hoover Dam itself, where the battle is well underway. This is it. You're stuck on this path through to the end of the game, and you won't be able to quick-travel anywhere else. So we hope you properly prepared. If not, load up an old save and go about your business, and then reconvene with Yes Man when you're ready. When you arrive at the Hoover Dam, you'll find a grisly scene. The Legion and NCR are already doing battle. If you're following our walkthrough and our particular permutation through the game's main events, then the NCR should be your friends. Don't attack NCR soldiers, and they'll help you fend off Legion adversaries as they appear.



Your first task at the Hoover Dam is to reach the Hoover Dam Control Room, where a new Override Chip can be used. Getting to that location will require you to go through some hostile territory first, however. As you begin to cross the dam, small bands of powerful Legion soldiers will begin to show up, usually in crews of no more than three each. When they do, take cover behind some of the plentiful sandbags strewn all around, and return fire on them from afar. Naturally, your followers will help immensely here, as will your NCR friends. These particular elite Legion soldiers are no joke. They have powerful armor and weapons, and can both pack quite the punch, as well as take one. So don't take them lightly. You should be certain to scour their bodies for any goods you need as you move forward, too.



As you get further and further across the top of the Hoover Dam, explosions will rattle you, aircraft will screech by overhead, and Legion adversaries will continue to confront you. You can ignore the first tower you encounter on your right (unless you really want to explore it, though that's not covered here). The second and final tower you encounter near the far end of the dam, however, is another story entirely. You'll need to continue into and through this tower to proceed with the task at hand. If you continue down to the far end of the dam, you'll find a door there. This is the door that the Legion have been using to storm the dam, but you can't go through it, so you might as well ignore it. Instead, bear into the aforementioned tower to continue with the plan.



Once inside the building, things should be quiet for the time being. Don't bother going up the stairs, but instead take the nearby elevator up through the tower to a floor above. If you take a look at the map on your Pip-Boy, you'll find a location marked. This is the computer control room, which is your next target. You don't have to make a beeline straight there if you don't want to, however. You could very well take the time to explore all of the extraneous areas of the tower if you hadn't yet done so during an earlier visit. There are beds to rest on, some curative items to find, and more. You'll no doubt run into Legion and NCR corpses alike on the ground on some corridors as well. If you run into any Legion foes en route, remember to take them out, but for the time being, stay friendly with the NCR if you can. It will make your continuing voyage through their territory all the more easy.



Eventually, though, you're going to need to get into that control room. The thing is, since you're friendly with the NCR (if you're following our walkthrough), you don't want to mess up that relationship. At least, not yet (if ever, though we definitely intend to later on). The two heavily-armed guards in front of that room will certainly turn hostile on you if you just waltz in there, so you're going to have to employ another Stealth Boy to get into that room without alerting them. Once inside, there should be no one else to deal with, so stay crouched (and thus hidden), and approach the computer terminal at the back end of the room. This will allow you to place the Override Chip into the system, which will allow Yes Man to take over the NCR computers. You'll then be given the option of obliterating the dam as a power source, or rerouting the power to the bunker under the Legion Fort that you went to earlier. We went with the latter, since the Protectrons you primed for battle there will help eliminate the Legion, once they receive power, that is. And that power-redirection is your next course of action.



Getting to the power switch in question won't be as easy as, say, getting to the aforementioned computer-laden room. Legion enemies are starting to overrun parts of the Hoover Dam, and you're going to start running into them presently. As was the case when you encountered Legion enemies earlier, these guys are the cream of the crop of the Legion forces, so you'd be unwise to take them lightly. Try to keep your distance and lay into them using VATS and standard combat. The less time they're around to fire on you, the better. Your goal, if you take a look at your Pip-Boy map, is the gigantic generator room pumping power out via the dam's hydroelectric capabilities. Eliminate any and all enemies you meet en route, but as usual, hold your fire when the NCR is in play. These guys are still your friends, and will continue to be if you play your cards right.



When you finally enter the generator room in question, you won't actually be in the gigantic hangar-like room where all the machines are running at full capacity. Rather, you'll be on a little isolated catwalk to the side of this room. But that's okay, because the switch you're looking to flip is on a nearby wall. Approach the switch and opt to flip it. With that task done, there's nothing left for you to do within the dam's confines. It's now time to escape. Consulting your Pip-Boy map once more will illuminate the nearby exit you should utilize, which will deposit you back on top of the dam structure itself. Indeed, this is the door we earlier told you to ignore. We're bet you're glad you did!



Once outside, the battle is more heated than ever, but the game will now prompt you to storm the nearby Legion camp. So we're getting close to forcing the end of your adventure. As long as you're still friendly with the NCR, the Securitron Mk. IIs on top of the dam will help you defeat the Legion adversaries that attack you endlessly. If for some reason the NCR isn't friendly with you, however, whether it's because you turned your ire on a soldier, got caught entering the computer room, or perhaps were never friendly with the NCR to begin with, then this will no doubt turn into a three-way battle fraught with danger. With those Securitrons on your side, however, you'll have a much easier time mowing down the Legion forces as you draw closer and closer towards their home base.



Robots will start to get killed off as you run towards the end of the dam, and begin to work your way along the blown-out road towards the Legion base. But more robots should move up in their stead. These Protectrons are mildly indiscriminate with their fire, so you'll definitely want to be very careful not to get in their way. They won't intentionally target you, but if you're directly in between a Legion foe and that robot, you're going to get cut down. Supplement the robots' fire with some of your own, and press ever-closer to the Legion encampment. Remember to heal yourself when applicable, and to keep an eye on your gear, too. You can always backtrack to the dam's interior to sleep off any injuries you sustain, though you should have plenty of curative items at this point in the game. And frankly, there's absolutely no reason to save them.



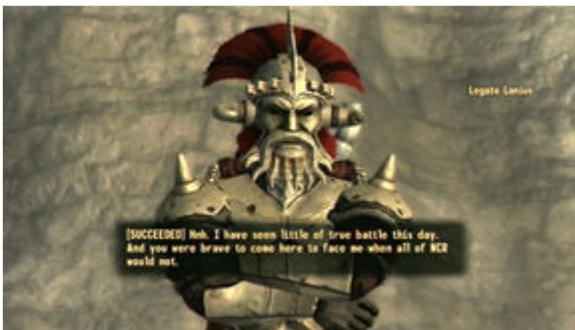
When you finally enter the outskirts of The Legate's Camp, you'll find yourself under assault from the elite Legion guards that you may have fought before, enemies known as Praetorian Guards. These guys tend to fight with their fists, so you should be able to easily draw them towards you while firing endlessly on them. Chances are, they'll perish before they even reach you, but if they reach you in one piece, continue to clobber them manually or in VATS while you back up. Though unarmed, their fists do a lot of damage with the special knuckles they wear. Be sure you draw out as many enemies from within and around the camp before entering it, which will only make your life much, much easier later on.



Once inside the camp, you'll draw out more foes. In addition to melee-enabled Praetorian Guards, you'll also start running into weaker enemies that will draw firearms on you. The good news is that these weaker enemies will fall easier, because their armor is weaker and they have less hit points. On the flipside, however, you'll still have to deal with their ability to fire on you from afar, which makes things a little stickier. Keep in mind something very important before confronting the leader of the Legion forces here at the back end of the camp, however. Be absolutely certain you kill all enemies around you in the camp. Their numbers should be thin (they dispatched most of their soldiers to assault the dam, after all). But being thorough here will only make your life much easier a little later. You don't want to leave any stragglers around to make your life more hellish when the going gets tough in just a moment.



Now, without a perfect 100 skill level in Speech or Barter, talking your way out of a confrontation with the Legion here is going to be virtually impossible. The leader of the Legion forces here, a heavily-armored, daunting-looking man named Legate Lanius, can be found atop a tiny cliff overlooking the camp. When you approach him, he'll automatically engage you in conversation. By being threatening towards him, you could immediately cut to the chase and bring on a fight right away, but you may want to explore the conversation instead. Then again, you could completely avoid a fight here by instead opting to use Speech or Barter, but then again, as we mentioned earlier, doing so will involve the highest possible Speech or Barter skills. So if you've been following our walkthrough thus far, you'll inevitably end up fighting with Legate Lanius before very long.



Legate Lanius by himself is absolutely no joke. He has the power to use a firearm, but the real threat from him comes from the gigantic sword he wields. This thing will cut you down in no time at all, so you need to be very careful here. Use all of your drugs, like Med-X, Buffout and Jet, to give yourself an extra boost, because you're definitely going to need it. Also, be certain you keep your distance from Legate Lanius as you do battle with him, or you won't last very long. The reason we told you to be thorough in clearing out enemies around and in the camp before confronting him, however, is that they will join the fight here, as will a bunch of spawning enemies from around the camp. So while you'll still have to deal with pesky extraneous enemies here, at least you don't have to deal with the sheer amount of them you would have if you weren't thorough. This is a hell of a fight, one way or the other, though, so be prepared, and go for broke. The game is just about over, so there's literally no reason whatsoever to keep hold of any items or gear. It's all fair game now.



When Legate and his men are dead, the game will prompt you to speak with the NCR. But you won't have to go far to do that. When you approach the exit out of the camp, the door will explode open, and NCR soldiers will appear on the other side. The commanding officer of the NCR, General Lee Oliver, will confront you. At first jovial about your success and anxious to enlist your further help with the NCR, you're sad to have to tell him that the NCR isn't welcome here, either. Yes, yes -- we coaxed the NCR along this whole time, but then again, if you were enemies with both the NCR and the Legion, your life would have been much, much more difficult than it would have had to have been. If you followed our walkthrough and were thorough in getting the help of the Protectrons and all of the other crews around the Mojave Wasteland that we pointed out to you, you'll survive this confrontation without a fight. The NCR should be scared off, one way or another (it doesn't have to end violently), and the game will end.



Congratulations! You've beaten Fallout: New Vegas. Enjoy the ending, tailor-made to the many decisions you made throughout the game.

Fallout: New Vegas Side Quests

Welcome to the Side Quests section of our Fallout: New Vegas guide. Here, you'll find details on all of the missions the game has to offer you that aren't mandatory quests necessary to complete the game. Remember to [visit our Walkthrough](#) if you're looking for more details on main quests in the game.

There are four types of Side Quests covered here. The first is the official type of Side Quest, which the game will name for you and place in your Quests Log. These are usually the most robust, most difficult and longest Side Quests in the game, and ones with the greatest rewards. However, there are technically three other types of Side Quests in the game as well, and they're worth noting too. The first are Note-Based Side Quests, which various notes you're given or otherwise find will allow you to complete more basic tasks. Then, there are Challenges, which are Side Quests that implore you to complete certain tasks over a long period of time, such as killing animals, insects, et cetera. And finally, there are Random Side Quests, which are basically tasks in-game that we've outlined for you that would otherwise go unnoticed or undocumented.

So below, you'll find the name of each Side Quest that leads to the information you're seeking on any quest in question. In parenthesis next to the Side Quest name will be a denotation of the type of Side Quest it is: Official, Note, Challenge, or Random. Keep in mind that the former three types are named in-game, but the latter type, being totally randomized, are named by us.

So without further ado... please enjoy the Side Quests section of our guide!

■ Please Note

The side quests represented below are a collection of missions that we gained through our playthrough of the game. Because of the fact that Fallout: New Vegas is a game with a lot of gray, choices simply must be made, and those choices will inevitably lock you out of some tasks. If you are following [our Walkthrough](#), then you should run into virtually all of the side quests below. Either way, the side quests below represent over 90% of what's available in the game for anyone, and we hope to fill in any holes in the future. Thank you.

Note Side Quests

[Busted Radio](#)

[Check on Ranger Station Charlie](#)

[Goodsprings Schoolhouse Safe](#)

[Midnight Ranch Attacks](#)

[The Drug-Dealing, Card-Playing Swindler](#)

Official Side Quests

[Ant Misbehavin'](#)

[Anywhere I Wander](#)

[Back In Your Own Backyard](#)

[Beyond the Beef](#)

[Birds of a Feather](#)

Bitter Springs Infirmary Blues

Bleed Me Dry

Booted

Boulder City Showdown

By a Campfire on the Trail

Bye Bye Love

Can You Find it in Your Heart?

Classic Inspiration

Climb Ev'ry Mountain

Cold, Cold Heart

Come Fly With Me

Crazy, Crazy, Crazy

Cry Me a River

Debt Collector

Don't Make A Beggar of Me

ED-E My Love

Eye For An Eye

G.I. Blues

Guess Who I Saw Today

Ghost Town Gunfight

Hard Luck Blues

Heartache by the Number

High Times

How Little We Know

I Don't Hurt Anymore

Keep Your Eyes on the Prize

Left My Heart

Medical Mystery

My Kind of Town

Nothin' But a Hound Dog

Oh My Papa

One For My Baby

Pheeble Will

Pressing Matters

Restoring Hope

Return to Sender

Someone to Watch Over Me

Still in the Dark

Sunshine Boogie

Talent Pool

That Lucky Old Sun

The Coyotes

The Moon Comes Over the Tower

Unfriendly Persuasion

Volare!

Wang Dang Atomic Tango

[You Can Depend on Me](#)

[Young Hearts](#)

Unofficial Side Quests

[You Dirty Rat](#)

■ Steps...

N/A

■ Important Items...

None.

This is an easy pseudo-side quest to undertake. When you speak with the proprietor of the Prospector Saloon at the end of the proper side quest known as *By a Campfire on the Trail*, you'll eventually learn about a broken radio in the bar that was broken during an earlier altercation. This will add a note to your inventory, letting you know that the radio can be fixed. You can find the radio sitting on the counter behind the bar. Examine it to fix it, which will happen automatically as long as your Repair skill is at least a 20. If it is, the radio will be fixed. Then, all you have to do is speak with Trudy to earn fifty caps for your trouble. Nice!



■ Steps...

N/A

■ Important Items...

Pack of Cigarettes (x2), Carton of Cigarettes, 100 Bottle Caps, Ranger Takedown (special move).

This is a quick and easy, entirely optional and untraditional side quest to take on. When you visit the settlement of Novac for the first time, you'll encounter a man named Ranger Andy. He should be holed-up in one of the cottage-like structures adjacent to Novac's motor inn. When you talk to him, you'll learn that Ranger Andy is a former NCR soldier. He's older now, and recovering from some injuries, but he still keeps in touch with a nearby NCR station via radio. This station, known as Ranger Station Charlie, is located southwest from Novac. Once you've spoken with Andy and confirmed that you'll check up on why they haven't been answering his radio transmissions lately, you'll receive a note with more information.



Travel southwest towards Ranger Station Charlie. It should be a fairly straight-forward voyage for you, and you're unlikely to run into any enemies en route. When you arrive at Ranger Station Charlie, you'll find that things are ominously quiet. You can explore the various ramps and trailers strewn around their little compound (you're bound to find a couple of **Packs of Cigarettes** when you do), but otherwise, you'll need to head into the lone building on the compound to proceed. Heading into their station is dangerous. You'll find all of the NCR soldiers dead, and worse yet, their bodies are booby-trapped, as is their bedroom to the left. Carefully navigate this location, dismantling explosives if your Explosives skill is high enough. Otherwise, you may be in for a world of hurt here. The good news is that there are plenty of beds at this compound should you need to heal.



Other than a **Carton of Cigarettes** in one of the desks in the station, the only other thing you'll find of interest is a voice recording. This recording was left by the Legion soldiers apparently responsible for the destruction of these poor NCR soldiers. You've seen enough, but make sure to listen to the voice recording. Then, fast-travel back to Novac, and return to Ranger Andy. Alert him of the bad news. He'll be upset that his old friends have been slain, but there's good news for you. Not only will he hand over **100 Bottle Caps** for your trouble, but he'll also hook you up with something called the **Ranger Takedown**, which is a special melee move to use in combat.



■ Steps...

N/A

■ Important Items...

Bobby Pins, Salesman Weekly Magazine, Bottle Caps, Mentats, Stealth Boy, Super Stimpak.

If you prod Sunny enough when you speak with her at the Prospector Saloon, asking her about any odd jobs that can be done to raise some funds, not only will she hand over some **Bobby Pins**, but she'll also inform you of a locked safe at the abandoned Goodsprings Schoolhouse that may net you some interesting items. The schoolhouse is located southwest from the Prospector Saloon, and its door isn't locked, so you could always go ahead and enter whenever you want. As soon as you do, expect to run into some weak insect enemies. You can also claim a **Salesman Weekly Magazine** from the floor in one of the nooks of the one-story building. But ultimately, you'll have to get down to the business of cracking that safe.



The safe is tucked in a corner of the building, alongside a counter with a computer on it. You actually have a choice here. You can either pick the safe's lock, which is difficult to do, or you can simply hack the computer on the counter to open the safe, which is far easier. Go ahead and do the latter, unless you're really certain you can pick the lock on the safe. Either way, the safe will sacrifice its contents to you, so expect to walk away with **Bottle Caps**, **Mentats**, a **Stealth Boy** and a **Super Stimpak** when all is said and done. You can find more **Bobby Pins** on some shelves in a supply closet before heading out on your way, too.



■ Steps...

N/A

■ Important Items...

The Screams of Brahmin (recording), 75 Bottle Caps.

In the settlement of Novac, you'll meet a kindly old couple named Dusty and Alice McBride. They own a small home in Novac with a corral full of Brahmin next to it. When you speak with them, you'll learn that the Brahmin are their livelihood. And unfortunately, some person or creature keeps picking off one of the Brahmin in their corral each night. The next morning, without fail, they go outside to find a Brahmin riddled with bullet holes. Unsure of who or what is responsible, and not wanting to get hurt, the McBrides don't want to get involved in reaching some sort of solution. But maybe you will?



Anytime after speaking with the McBrides about this unfortunate set of circumstances, you can return to their home in Novac at night. Around ten o'clock in the evening (and up to around two in the morning), you'll find a spaced-out Nightkin standing alongside their corral. A dead Brahmin will likely already be in the corral itself. Instigate a fight with this Nightkin, and kill him. Then, comb his body for some goods, including a recording called **The Screams of Brahmin**. This will be the strange evidence you need to convince the McBrides that their problem has been taken care of.



With the Nightkin killed, walk back into the house and speak with Dusty, who will be quite thankful for you taking care of this problem. To show you how thankful he is, he'll hand over **75 Bottle Caps** for your hard work. As for Alice, well... she's sound asleep (at least if you take care of this task at night and then immediately speak to Dusty thereafter), so you'll have to return later to get a thank you from her. But do be sure to read the transcription of the recording you seized from the Nightkin, since it's pretty funny. Those Brahmin were haunting his dreams! Poor Nightkin.



■ Steps...

N/A

■ Important Items...

None.

This optional, unofficial side quest can be earned and undertaken by going to the Aerotech Office Park, which is located south of the New Vegas area. There are plenty of places around it that you can quick-travel to in order to get there more quickly, but either way, once you enter the Aerotech Office Park, it's time to look around. You'll only find a few people worth speaking to there, and one of them is an NCR officer named Captain Parker. He'll almost always be accompanied by a ghoul named Bert Gunnarsson. Speak with the captain and he'll tell you that he's dealing with some problems here in this little settlement. Follow up on that and you'll learn that there's a man in particular that seems to be swindling the down-and-out here. He'll hand over a note explaining more, but the basic gist is that the man in question is cheating at gambling *and* selling illicit drugs. Quite the double-whammy, especially in NCR territory.



Obviously, we'll have to do something about that. The man in question is named Keith, and you can find him in a building at the left side of this disheveled settlement. He's wearing some sort of red jumpsuit, and he'll be followed around by all matter of junkies looking for a fix. None of his followers will speak with you, but he will at length. With a good Barter skill, you can get him to offer you drugs instead of a simple game of Caravan, but thereafter, you'll need to break out a good Speech check to tell him that you know what he's up to. For some strange reason, he'll admit that he's been cheating at Caravan, and will even tell you where he's keeping his stash of cards. Go ahead and look for the desk in question and claim all of the cards in his desk, and then walk back outside.



You have the evidence needed to convince Captain Parker that, as he suspected, Keith is up to no good. He offered to sell you Jet, and he admitted to cheating at Caravan (and you have the cards to prove it). That's all Captain Parker needed to know. He'll ask you to accompany him to arrest Keith, and you should do just that, since there will be extra Bottle Caps in it for you. Walk over to the building with him and enter. The captain will confront Keith, but it won't go very well, and before you know it, you see the captain slay Keith in cold blood. When the captain leaves hereafter, scour Keith's body for anything you may want, and then speak to the captain outside. If you're smart, you'll ignore his impropriety and simply ask for your reward. He'll fork over some Bottle Caps, and this brief, optional and unofficial side quest will conclude thereafter.



■ Steps...

(1) Restart the 2 array generators, then reset the main power breaker. (2) Kill all ants in the generator room. (3) (Optional) Loyal may have something to help with the ants. (4) (Optional) Place Loyal's sonic generator on the ant mound. (5) (Optional) Activate the sonic emitter. (6) Return to Raquel and let her know the generators are running again.

■ Important Items...

Nellis Generator Key, Sonic Emitter, Missile (x2), Mini Nuke (x2), 25mm Grenades, .308 Rounds, 5mm Rounds, 12 Gauge Rounds, 10mm Rounds, 40mm Grenades, 5.56mm Rounds, .44 Magnum Rounds, Thump-Thump.

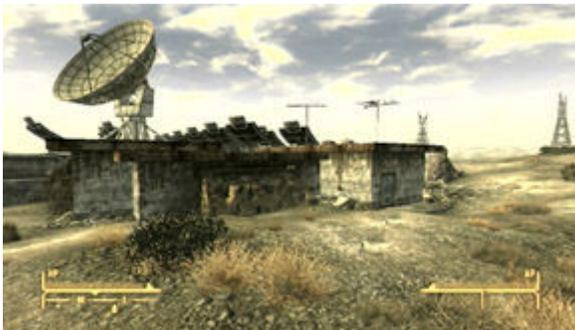
To undertake this straight-forward side quest, you're going to have to seek out a woman named Raquel, who roams around Nellis Air Force Base. If you're not familiar with Nellis Air Force Base, it's a well-guarded location at the far northeastern reaches of the Mojave Wasteland, where an isolationist group called the Boomers make their home. The base is intimately intertwined with the events conducted [during the main quest known as Wild Card: Side Bets](#), so if you need information on how to get to the base itself, you may want to consult the walkthrough. Either way, once you're inside Nellis Air Force Base, seek out Raquel, who is annoyingly difficult to find (though she'll likely be roaming around near the front gate, or perched in her lookout tower). You'll learn that there is an ant infestation somewhere within the base that needs to be taken care of. Should you choose to help her, she'll direct you towards another person at Nellis, an older man named Loyal.



Loyal, like Raquel, can be annoying to find. He'll either be in his home (marked as Loyal's House), or in the base's humongous hangar. When you catch up with him, tell him that you've spoken to Raquel about the ant infestation. He'll be thrilled that you're willing to help him out, and has a weapon that he's created in order to take care of the problem, just as Raquel said he would. This weapon, the **Sonic Emitter**, is an optional device that you can plant near the center of the ants' home to disable them, though it won't work unless you use either a moderate Science or Speech check. But if you can acquire this weapon, it will prove to be quite useful. The Sonic Emitter, when taken with the **Nellis Generator Key** that Raquel gave you earlier, should couple up well enough that you can now go towards the source of the infestation in order to take care of it once and for all.



With all of this gear in hand, it's time to head over to the generator room, which is located under Nellis' limited satellite array on the far end of the Air Force base. If you're lost, your best bet is to simply activate this side quest as the active quest in your Pip-Boy, and then follow your on-screen compass to arrive at the location designated. Now, before entering, take into account some of the warnings Loyal and Raquel gave you a little earlier. These ants are no ordinary ants... hell, they're no ordinary mutated ants, either. Because they're housed with a bunch of munitions and explosives, this ordnance will force the creatures to detonate if you use certain kinds of weapons, including bullet-based guns. Thus, these creatures are bound to explode when you attack and kill them, as you're bound to learn as soon as you enter the facility and begin fighting in earnest.



While you could use any weapons you want (we went with our flamethrower), you'll want to continue to be careful of exploding enemies. This is made even worse when you push your way to the back end of the compound, where uneaten and unused ordnance sits around on all matter of shelves. Some of these goods can be picked up and added to your inventory, so be sure to grab the **Missiles**, **Mini Nukes**, **25mm Grenades**, **.308 Rounds**, **5mm Rounds**, **12 Gauge Rounds**, **10mm Rounds**, **40mm Grenades**, **5.56mm Rounds**, **.44 Magnum Rounds**, and the **Thump-Thump** rifle before moving on. At the very least, this dangerous voyage into the generator room will allow you to buff out that ever-expanding inventory of yours!



Before getting down to the task at hand, you may want to clear out some of the ants deep in the generator room. After all, these guys are quick-moving and dangerous, and it's easy to get overwhelmed by them. It's equally as easy to get trapped in the far corner of one of these ancillary rooms. So as you see ants, kill them. It's that simple. Just keep your distance so that if and when they explode, no damage is done to you. It's important that you also keep an eye on ordnance sitting around both unclaimed and undetonated, however, since an exploding ant can easily (and devastatingly) set off a chain reaction that will scorch your character, potentially killing him. As usual, fighting here is a delicate balance of reluctance and force.



With most of the ants cleared out, you should be able to access their makeshift home, a mound of debris, rocks and scrap at one end of the compound's far chamber. When you approach and begin to climb this mound, look downward. As long as you grabbed the Sonic Emitter from Loyal, you should be able to plant it here. Once it's planted, approach the device and examine it to turn it on. If there are any ants left anywhere around you (and chances are, there will be), turning the device on will kill them immediately. With no creatures left to stalk you, you can then turn on the two switches on the near wall, and then hit the final switch along the wall atop a metal staircase. With all of the switches flipped and properly turned on, your task is just about done.



So, are the ants dead? Did you (optionally) plant the emitter on their homes, and hit all three switches that needed to be toggled? If so, then you'll have to return to Raquel to give her the good news. As usual, Raquel can be extremely annoying to find. As was the case earlier, you'll likely find her roaming around the entrance to the base, and perhaps perched up in her makeshift sniper's nest. Either way, let her know that the deed is done, and she'll thank you for your hard work. And just like that, this simple side quest will conclude at once.



■ Steps...

(1) Rescue the NCR hostages from the Techatticup Mine. (2) Report back to Private Reynolds.

■ Important Items...

None.

This is a quick and easy side quest to undertake just about whenever you want. It's important to note that the events of this side quest revolve around helping the NCR and fighting the Legion. So if you're not friendly with the NCR and are friendly with the Legion, this might be a complicated side quest to complete (or you might not get the offer to complete it at all). Thus, it's wise to try to complete this side quest early in the game, if you can. To start, head to the Techatticup Mine, a location on the far eastern edge of the Mojave Wasteland. The Lucky Jim Mine is to the south, and the obliterated town of Nelson is to the north. After reaching the mine, begin to walk along the road that branches westward and northward from it, and you should run into an NCR soldier named Private Reynolds.



When you speak to Reynolds, he'll tell you how his team of NCR soldiers was assailed by the Legion and taken away, to the nearby Techatticup Mine. If you agree to help him out, you'll be dispatched to the mine to free the two NCR soldiers from the Legion (you can use your Barter and Speech skills, if you want, to coerce some money from Reynolds for your trouble). Following that conversation, you can then dash back to the mine entrance, and head on inside. Now, this isn't a huge location. You can easily explore it all in just a few minutes. But if you want to take your time and be thorough here, you'll be able to find some loot, and fight a bunch of enemies for experience as well.



Within the confines of the mine, expect to run into Legion enemies. These guys are weaklings, to be sure, but then again, there are quite a number of them. They'll also be accompanied by their ravenous canines, so keep an eye on those guys, too, and put a bullet in them when they make themselves seen. The two NCR soldiers you're seeking out are behind locked gates that will require average Lockpicking skills to open. Once you've sprung both NCR soldiers, you're free to return to Reynolds to let him know that his men are alive and well. But like we said earlier, should you choose to stick around and explore the mine in its entirety, you'll find more items to acquire for your inventory, as well as more foes to slay for precious experience points.



■ Steps...

(1) Kill the NCR hostages. (2) (Optional) Rescue the NCR hostages. (3) Return to Milo at the NCR checkpoint.

■ Important Items...

None.

You know that town Nelson? You know the one. It's the Legion-controlled, disheveled-looking town far on the eastern edge of the Mojave Wasteland. It's nestled in between the Abandoned Brotherhood of Steel Bunker to the northeast, the Techatticup Mine to the southeast, and the Toxic Dump Site to the west. It's almost certain that you'll encounter this town **during the main events of [Fallout: New Vegas](#)**, so you should be somewhat familiar with this locale early on during your adventure. It's here that you'll encounter the Legion, and will get to clear the Legion from the town, thus handing it over to the NCR, or helping the Legion control the town, thus stymieing any hope the NCR had of claiming it for themselves.



This may seem like extraneous information for such a short and basic side quest, but it's really not. You'll have the easiest time completing this side quest successfully if you're friendly with the NCR and have already cleared the Legion from the town limits. If you're friendly with the Legion and hostile to the NCR, you will likely never be able to complete this side quest. And if you're somewhere in the middle, perhaps friendly with the NCR but having not yet cleared the Legion from Nelson, then you'll be able to complete the side quest, but have your hands full while doing so. So if at all possible, clear the Legion from Nelson first and foremost, and then go about your business. It will make your life much easier.



So here's the deal. Adjacent to Nelson, along the main road leading into and out of the town, you'll find some NCR soldiers set up in a little roadside encampment. The one man you're going to speak with here, Ranger Milo, will approach you with an offer after you speak with him a bit. Whether the Legion holds Nelson still or not, there are three prisoners being held on crucifix-like structures at the center of the town. Milo wants you to go there and actually kill his own men, simply to take away the Legion's ability to use them against the NCR (and perhaps free those men from suffering). And you can do this, if you'd like. But if you want to be a good guy, go there and free them instead, and then speak to Milo once more to let him know your success. Whether you kill them or free them, the side quest will conclude successfully, so don't worry too much about that. What you *should* worry about is whether you're going to need to deal with the Legion or not when you go through the motions.



■ Steps...

(1) Ask around the Ultra-Luxe for information regarding Ted Gunderson's disappearance. (2) Get Ted back to his father if he is still alive. (3) Inquire with Mortimer at the Ultra-Luxe about the investigator. (4) Get into the investigator's room at the Ultra-Luxe. (5) Search the Investigator for clues. (6) Meet with the investigator's contact in the Ultra-Luxe steam room at 4pm. (7) Find a way to gain access to the members Only section of the Gourmand. (8) (Optional) Get rid of Philippe and cook for the banquet using his recipe for human flesh. (9) (Optional) Find a sponsor to help you join the White Glove Society. (10) Find a sponsor to help you join the White Glove Society. (11) Use the intercom to call in the head waiter. (12) Bring Ted to the Members Only section to expose Mortimer at the end of his banquet speech. (13) Talk to Heck Gunderson.

■ Important Items...

Investigator's Room Key, Matchbook, Ultra-Luxe Freezer Key.

This side quest is complicated, to say the very least. The good news is that it all goes down in one venue, so this side quest doesn't at all involve traveling and moving around from location to location, as a lot of more cumbersome side quests require. To undertake this side quest, you have to voyage over to the Ultra-Luxe Casino, a stately building at the center of the New Vegas Strip. You'll be able to easily identify this building by its crisp white façade and fountain spewing water out front. When you enter, expect to be stopped by a member of the White Glove Society. The White Glove Society is the group that runs the Ultra-Luxe Casino, and they don't want anyone armed coming into the building. Do keep in mind that it's important you still sneak in the small weapons you can hide, since you're going to need them shortly.



The crux of this side quest revolves around a man named Heck Gunderson. If that name sounds familiar, it should. He's also intimately involved [in the Side Quest known as Phebble Will](#). In that side quest, you'll meet an old farming couple out on the Strip that want Gunderson dealt with, as he's strong-arming them out of the farming business. If you're following the way we did things, then you'll want to first deal with Gunderson's issue with that old couple by using a high Speech skill to convince them to go away. Doing so will negate any affect they have on the side quest, which will make your life easier. As you'll find out, we're going through this side quest in a very specific way, which is to befriend the White Glove Society so that they'll help you during New Vegas' endgame. Naturally, if you want to go about things in a different fashion, you're more than welcome to, but that won't be covered here.



The first person you'll want to briefly speak with, after the Pheeble Will side quest has been dealt with in its entirety, is none other than Heck Gunderson. If you followed through with Pheeble Will the way we recommended, then this will be the first time you've spoken to Heck. Explore all options during that conversation, and you'll eventually learn why Heck is here. He has a business relationship with the White Glove Society, but his son has suddenly gone missing, and he doesn't know why. With that information learned, the next person you'll want to seek is out is a woman named Marjorie. She's behind a desk at the Gourmand entrance, which can be found via a doorway at the back end of the casino's first floor. You can speak with her about an investigator that's been on the trail of some people that have gone missing here at the casino. Explore all other options with Marjorie if you'd like, but for our purposes, you'll definitely want to stay away from any discussion about the White Glove's Society illicit past, in which they were cannibals. This won't go a long way in making you any friends!



At the end of your conversation with Marjorie, after you've finished off all branches of the conversation tree, she'll recommend that you go and visit the hotel's manager, a man named Mortimer. You may have run into him earlier; he's behind the semi-circular desk at the back end of the first floor, so you've already passed him by once to reach Marjorie. You can speak with Mortimer curtly, keeping in mind once again that you should avoid any talk of cannibalism, or risk messing this entire side quest up. Upon inquiring about the whereabouts of the investigator, you'll learn that Mortimer has given him a room free of charge. He'll even hand over the **Investigator's Room Key** so you can go visit with the investigator yourself. Well that's nice of him! Let's move on now, and do just that.



Reaching the hotel room in question is easy. To do so, look for a double-door to the right of Mortimer's desk that's labeled Hotel Rooms. Once you're through that door, all you need to do is walk upstairs and open the first door on your right, which can be opened easily now that you've procured the key from Mortimer. Once inside, though, don't let the grisly scene you find startle you. At least, not yet. Instead, turn around and face the door, and wait patiently for two armed White Glove Society goons to barge in. This is why we mentioned earlier that it couldn't hurt to sneak some weapons into here to give you an edge. Defend yourself from these goons, keeping things as clean and quiet as possible. Once you're done, you can then turn back to the dead body you initially found in here. That's the body of the now-deceased investigator. On him, you'll find a **Matchbook**. Believe it or not, that's a very important item that you must acquire to continue.



The key here is to examine the Matchbook in your inventory once you acquire it. Doing so will tip you off to a rendezvous that the murdered investigator was to have with an unknown person, down in the bathing area of the hotel, which can be found on the first floor, across from the area where you spoke to Marjorie earlier. The key is to get there at around four o'clock. When you do, you'll find a well-dressed employee of the casino walking towards a secluded back room off of the pool. Follow him as he walks through the back rooms. When he sits down, you can then speak with him. Surprised that you're here to meet him instead of the investigator, you can quickly spill the beans as to what you know. This man, Chauncey, knows what's going on here. Mortimer, the man you met earlier, has been trying to revert the White Glove Society back to their cannibalistic ways. Chauncey was helping the investigator get to the bottom of it when he was suddenly murdered. Chauncey will give you some ideas, when you pick his brain, about how you may want to proceed. We'll explain below precisely what we did, which will allow you to bring Mortimer to justice while befriendng the White Glove Society, all at the same time.



The next thing you have to do is break into the kitchen. Doing so isn't easy, but it's completely doable (and necessary, at that). The kitchen can be found in the Gourmand section of the casino, where you earlier spoke with Marjorie. If you move further into that location and look to your right, you'll find another counter with more White Glove Society members behind it, and a locked door behind them. The idea here is to crouch down and wait until it says [HIDDEN]. When it does, quickly unlock the door with a simple Lockpick skill. You may want to save before you do so just in case someone sees you, but chances are, no one will be the wiser as long as it says [HIDDEN] on your screen. Head on through the door and begin to walk down into the depths of the casino, where the kitchen can be found, via several doors on the right of the corridor you'll eventually encounter.



After passing by the two White Glove Society members scorching meat with flamethrowers, you'll walk down some stairs and find the aforementioned corridor. It's at this point that you'll no doubt run into a White Glove Society member who stops you and asks you what you're doing down here in a clearly cordoned-off location. You can use pretty basic Speech or Repair skill checks to convince him to turn away, which should be no problem for you. Once he's gone, you can then continue forward and bear rightward into the kitchen, where you'll run into a man named Philippe. This guy is as rude and snooty as you can imagine, considering himself the culinary master of the Mojave Wasteland (and beyond). But he's also the key to helping the White Glove Society, and as you'll find out, you'll need to deal with things delicately here in order to move forward successfully.



The key with Philippe is to convince him that you're someone you're not. Be rude and aggressive right back to Philippe. After more conversation like that, you'll eventually start to get various kinds of skill checks. Medicine, Barter or Speech skills of about a 50 or over will do the trick; the idea is to basically upset Philippe enough (or otherwise convince him) so that he goes away, leaving you alone in the kitchen to do what you will. While there are multiple ways to do this, we found that using our Barter skill to convince him that you work with a publisher putting out a cookbook did the trick. We even followed that up with a Medicine skill line that upsets him enough about his traumatic experience with his family that he leaves us alone quicker than we would have initially imagined. But that's good news, because now you can get down to creating a little culinary creation of your own, if you managed to convince Philippe to leave behind a few recipes for you that is.



With the angry and egotistical chef out of the way, approach the stove he was located near. There should be a pan sitting on the stovetop. Go ahead and examine it, which will give you the opportunity to cook. However, without a fairly high Survival skill, you'll need to use a high Intelligence check to cook while replacing the human flesh the recipe called for with something a little more imitation. Once the food is cooked, go ahead and approach the intercom on the wall near the kitchen's entrance. As long as it's between 7 and 8 at night, you can call a waiter to come take the food upstairs. If it's not that time, simply use the in-game wait system to reach that time instantaneously, and then call the waiter. Just be absolutely certain you disappear for a few minutes thereafter. The waiter *must not see you* in order for this to work. So call him, hide, wait a few (real life) minutes, and then approach the stove. As long as the meat-like substance that was in the pan on the stove is now gone, the waiter has successfully come and taken the food away.



However, there's more to this story. Heck Gunderson's son is still in danger, and you'll need to take care of him. The specific way we went about this side quest ensured that no human flesh was used, meaning Heck's son is still very much alive. You can find him in the freezer at the back end of the kitchen, which can be opened with some basic Science skills. Alternately, you could always use the **Ultra-Luxe Freezer Key** that Philippe leaves with you when he takes off. Once inside the freezer, speak to the captive son of Heck's, whose name is Ted. The idea here is to speak with Ted, letting him know that *some* of the White Glove Society thinks it's necessary to revert to their old, cannibalistic ways. Apparently, he was next on the menu. However, convince him to come along with you to out Mortimer, as opposed to seeking vengeance. Doing so will allow you to get rid of the more unsavory elements of the Society without losing respect from them, which will be all-important if you want their help during New Vegas' endgame.



With Heck in tow, leave the kitchen, swing rightward once back out in the corridor, and head up some stairs. This will lead back to a door that heads directly into the Members Only section of the casino. Once through the door, immediately duck down and hide behind the counter ahead. Meanwhile, you'll hear Mortimer talking to his guests about how they're all eating human flesh. But if you followed our directions, the joke's on him! Once his speech ends, walk up to him and confront him. With Ted in tow, it's clear no one has eaten human flesh today. Embarrassed, you can (and should) let Mortimer run off, while ensuring him (and thus everyone else around you) that the entire White Glove Society is *not* to blame. And just like that, you can then return to Heck Gunderson in the casino itself, reuniting father and son. Be sure to speak to Heck thereafter and convince him that vengeance isn't the answer, either against the White Glove Society or the Strip as a whole. This will gain you good favor with the White Glove Society, which is all you need if you're following our specific instructions as outlined [in our Walkthrough](#).



■ Steps...

(1) Go outside and talk to Simon. (2) Take up position on the other side of the Silver Rush entrance. (3) Guard the Silver Rush entrance. (4) Report back to Gloria. (5) Deliver the package to a man at the designated location. (6) Report back to Gloria that the package has been delivered. (7) Talk to Jean-Baptiste to receive your next assignment. (8) Find Rose of Sharon Cassidy and get her to follow you. (9) Bring the Cassidy girl to Jean-Baptiste. (10) Return to the Silver Rush in Freeside and tell Jean-Baptiste that the Cassidy girl is dead. (11) Report to Gloria Van Graff for your next assignment. (12) Kill the remaining troops. (13) Report to Gloria Van Graff that all of the Legion troops are dead.

■ Important Items...

Revenge Note, Van Graff Package.

Are you familiar with the Van Graffs? This crew can be found at Freeside, which is essentially the suburban area surrounding the New Vegas Strip. These guys have set up shop at a specific location in Freeside, a place called the Silver Rush. If you've never been there before, you'll have to head there and be friendly with the Van Graffs to undertake and ultimately complete this somewhat-time consuming side quest. For starters, once outside, speak to the guard. Even though you may be hesitant to do so, hand over your weapons at the door. If you don't, you'll cause animosity with the Van Graffs right off the bat, which will force you into failure for this side quest. So definitely follow our instructions here. Then, once inside (if this is your first time here), stay put as the Van Graffs argue with a man who they end up pulverizing into smithereens. Now, you've got a bit of an idea of how the Van Graffs take care of their business.



Notice all of those weapons, explosives and everything else littering the storefront's various shelves and tables? The Van Graffs are weapons and equipment dealers in direct competition with the Gun Runners, located on Freeside's periphery. When you speak to their leader, a woman named Gloria Van Graff, you can learn about all sorts of things. She's pretty open about a lot of topics, so feel free to pick her brain about whatever you'd like. Ultimately, though, you should ask her about some freelance employment opportunities with her company, and she'll agree to take you on, and give you your very first assignment. You know the guy at the door who took your weapons when you came in? Well now, you'll be accompanying him at his post and helping him out a little bit.



Once outside, you'll be intercepted by the guard (Simon) who took your weapons earlier. He'll show you the ropes. You'll have to be outfitted with Van Graff weaponry and armor, but it should be adequate for this task, so no worries on that front (hell, if you're doing this early enough, that gear is probably stronger than what you currently have, though you won't get to keep it). You'll then get to stand guard, waiting for five separate visitors to come to the door. They should come in a certain order. The first man is a Drunk -- don't allow him admittance to the facility. The next two men are Gamblers. You can let them both in, but be sure to search them both for weapons first, even if they resist. The third man is a Gambler, but he's also a fraud. When you go to search him, he'll pull a weapon, so put a bullet in his head, and be sure to grab the **Revenge Note** off of his body thereafter. And finally, when the Kings' representative Pacer shows up (who you may know from [another Side Quest](#)), chances are that will end in hostility as well.



Two dead isn't as big of a deal as you might think, however. With those five men dealt with in the ways described above, your task is done. You can now speak with Gloria back inside, who will commend you on a job well done. However, she's found a replacement for you at the front door with more experience (there's nothing you can do to avert this). Thankfully, she still has more work for you to undertake. There's a lucrative deal in the works between the Van Graffs and a wealthy buyer. However, this prospective buyer wants some samples first. That's where you come in. Gloria will hand over the **Van Graff Package** and ask you to deliver it to the man in question. Easy enough.



The man in question, for whatever strange reason, is standing in the middle of nowhere, in a location east of the New Vegas Strip and Freeside. This particular area will be marked on your map, and you can head over there posthaste. If you want an easier time getting over there, though, consider teleporting to a location nearby. Durable Dunn's Wrecked Caravan is probably the best place to quick-travel to. Either way, when you arrive, you'll find a shady-looking man known simply as the Strange Man, who you can hand over the package to. Listen to what he has to say, and then report your findings back to Gloria at the Silver Rush. Not surprisingly, she'll have another task for you to undertake, though she'll direct you to a person named Jean-Baptiste to learn more about this new job.



Jean-Baptiste should be standing directly in front of the equipment-laden table Gloria has been manning. When you speak to him, you'll find someone a little less kind (okay... a lot less kind) than Gloria was, and someone who is much colder, too. Jean-Baptiste doesn't agree with Gloria's assessment of you. Having done what's been asked of you so far, Jean-Baptiste promises that he has quite the job for you, but one that won't be so easy for you to complete. He wants you to go pick up someone named Cass for him, and bring her back to meet with him. There's no ifs, ands or buts about this one. Now, you should keep in mind something that's very important. The Cass he's talking about is none other than the Cass that you may have met already as one of your followers. And bringing her here and handing her over to Jean-Baptiste will result in her death... at least if you want to complete this side quest.



If you have no problem with that, then bring Cass back to the Van Graff facility at the Silver Rush, hand her over to Jean-Baptiste, and watch her get disintegrated before your very eyes. If you don't have Cass yet, however, you'll need to go find her. She's always at the Mojave Outpost, which is an NCR-controlled facility at the far southwestern edge of the Mojave Wasteland. You'll need to go through [some Side Quest motions](#) to get her to join up with you if you haven't already. If you've already done so, however, simply bring her along with you back to the Van Graffs. Then, speak with Jean-Baptiste. If you choose to protect Cass, that's fine, but it will turn you permanently hostile with the Van Graffs, and this side quest won't be completed. So you'll have to be resigned to the fact that Cass is going to be killed if you want to see this side quest through to the end.



With your task completed for Jean-Baptiste, you'll have to revert back to dealing with Gloria for your fourth and final task on behalf of the Van Graff family. This last task is actually rather simple, though once again, you should know what you're getting into before you actually get into it. By speaking to Gloria, you'll learn that the Van Graffs have a big weapons deal going down, one that's associated with the package you delivered earlier. If you agree to help her on this deal, you'll be whisked away to an unknown warehouse location where the deal is supposed to go down. But here's the thing. The deal is with the Legion, but you're about to betray the Legion by shooting them all up at this location, thus siding with the NCR. If you're already associated with the NCR, then this is good for you, since it will earn you more fame from them. But if you're associated with the Legion or trying to earn their good will, this will damage that. So keep that in mind.



If you can accept all of that, then agree to go along with Gloria. Once whisked away to this secret warehouse, Gloria will simply tell you to "follow her lead" moving forward. That "lead" refers to the fact that she and her friends are about to pull guns on the Legion and gun them all down. Get involved in the fierce firefight that ensues, and put down the living Legion members who will disperse around the warehouse in an attempt to dig-in and fight back. Once they're all slain, you can then speak with Gloria once more. Once back at the Silver Rush (which will happen automatically), she'll openly explain just what happened back there. She'll then pay you and tell you there's no more work for you for the time being, though that might change in the future. And just like that, this side quest finally meets its conclusion.



■ Steps...

- (1) Find Lt. Markland a book on psychological treatment.
- (2) Find a book on pediatric medicine for Lt. Markland.
- (3) Bring Lt. Markland three Doctor's Bags.

■ Important Items...

Doctor's Bag (x3), Stress and the Modern Refugee: A Primer, Tiny, Tiny Babies: All You Need to Know About Pediatric Medicine.

Are you friendly with the NCR? Then we have some good news for you, because you should be able to undertake this particular side quest with no issues. Unfortunately, if you're not friendly with the NCR (or worse yet, are friendly with the Legion in lieu of the NCR), then chances are this side quest simply won't be available to you. Either way, to undertake it, you're going to have to head to a location known as Bitter Springs. You can find it near the northeastern edge of the Mojave Wasteland, west of Ranger Station Bravo, and east of Bloodborne Cave. Once there, you'll find what looks to be a Great Khan encampment with refugees living in it, and an NCR encampment atop a hill nearby. That NCR encampment is where you'll want to head.



It appears the NCR has taken control of an abandoned Great Khan camp, which is only verified when you find and speak with a female NCR officer named Captain Gilles. The captain seems to be a little stressed, and for good reason. She's dealing with a lot of issues right now that have her, her troops, and the nearby refugees living in a precarious situation. Speaking with her and offering to help her will unlock a [Side Quest known as No, Not Much](#). And it's a part of that side quest, to help a man named Lt. Markland find medical supplies, that's at the heart of this ancillary (yet connected) side quest. You can find Lt. Markland in a nearby tent full of injured men resting in beds. He'll simply confirm that he needs help, and when you offer it, he'll tell you what he needs -- some Doctor's Bags, and a few books to help him understand some medical issues beyond his field training.



Believe it or not, this task is extremely simple, because everything you need can be found in a single place. That place is the Crimson Caravan Company. If, for some reason, you haven't been there yet, you can find the Crimson Caravan Company's central compound to the east of Freeside and the New Vegas Strip. It's due west from the New Vegas Medical Clinic. Once you arrive there, simply seek out the merchant standing at the center of the compound. This man's name is Blake, and he has an impressive array of items. Included in those items are the two books you need -- **Stress and the Modern Refugee: A Primer** and **Tiny, Tiny Babies: All You Need to Know About Pediatric Medicine** -- as well as some **Doctor's Bags**, if you don't already have three in your inventory to give away (and chances are, you do). With the three Doctor's Bags and two books in your inventory, all that's left to do is to return to Bitter Springs, visit with Lt. Markland, and hand over the items. This will wrap this side quest up rather rapidly, though you can work some items out of the deal for yourself, if you'd like.



■ Steps...

(1) Red Lucy need Giant Mantis' eggs. It's faster to gather them at a breeding ground, like Vault 22. (2) Return to Red Lucy with the Giant Mantis eggs. (3) Red Lucy wants Radscorpion eggs. She suggested searching for them in the mountains north of Goodsprings. (4) Return to Red Lucy with the Radscorpion eggs. (5) Red Lucy wants Fire Gecko eggs. She suggested searching near the Ireteba Peaks. (6) Return to Red Lucy with the Fire Gecko eggs. (7) The elite hunters for The Thorn are looking for Night Stalker eggs. Red Lucy suggested to look at a cave near Bittersprings. (8) Return to Red Lucy with the Night Stalker eggs. (9) The elite hunters of The Thorn are now in search of Cazador eggs. Red Lucy suggested to look for them near Red Rocks. (10) Return to Red Lucy with the Cazador eggs. (11) Red Lucy has given the most dangerous task a hunter could face. She wants Deathclaw eggs for The Thorn. (12) Return to Red Lucy with the Deathclaw eggs.

■ Important Items...

Giant Mantis Eggs, Radscorpion Eggs, Fire Gecko Eggs, Night Stalker Eggs, Cazador Eggs.

This side quest takes place in an area that you may go through the entire game without every visiting. Kind of like Freeside, but not nearly as important, the location in question is known as Westside. It, too, is a small, disheveled settlement full of a variety of people, from the hostile and strung-out to the entrepreneurial and strong. Westside itself has multiple entrances, all due west of the New Vegas Strip. They aren't too difficult to find. Once inside, meander your way towards the South Entrance of Westside, where you'll be able to find the manhole-entrance to a location known as The Thorn. Don't worry -- a sign will point you in the right direction, as a random manhole cover can be otherwise difficult to find.



Once inside The Thorn, begin to do a little exploration. You won't find too many people to speak with you, but what you will find is a rather odd scene. This place seems to be a bit like a gladiatorial coliseum, doesn't it? Well, if that's what your instincts told you, your instincts are very correct. The person you're looking for is a female named Red Lucy. Lucy, as you'll find out, runs the show around here. While you can speak with her at length about her business and the art of gladiatorial fighting, what you'll ultimately need to do to get this side quest moving is offer to help her out. The replenishment of her stock of monsters is what's important to her right now. Tell her that you'll do what's necessary to help get her new monsters (in the form of unborn eggs), and she'll set you loose on a series of specific tasks.



The first thing Lucy wants are ten Mantis eggs. She suggests you head to Vault 22 to find them, and that's a pretty sound suggestion, indeed. If you haven't found Vault 22 yet, you can actually locate it due west a ways from Westside. You'll need to work your way into some rugged terrain to find the Vault 22 entrance, which is nestled in a lush, plant-ridden valley. Once inside, you're going to need to make your way towards the secret rocky caverns behind the vault, which isn't easy to do. If you're able to repair the elevator straight ahead of the entrance with a moderate Repair skill, then you'll have an easier time of it, however. Here's what you should do.



Start by going to the Pest Control floor of the vault, and then working your way towards a nearby laboratory that has a metal door leading back to an area lower in the bowels of the vault. Once through this door, you'll actually find yourself in the aforementioned cavernous tunnel, which is exactly where you need to be. Use your Local Map on Pip-Boy to find the precise location of the **Giant Mantis Eggs**, which should be nearby. With them in hand, backtrack out of Vault 22 and return to Westside's Thorn arena. Find Red Lucy once more and hand over the eggs. You'll receive monetary compensation for your hard work (which a moderate Barter check can easily up), and you'll be given new instructions on more eggs she needs found.



Red Lucy now craves Radscorpion Eggs, but thankfully, these eggs are considerably easier to find than the Mantis ones. A new location should appear on your map to quick-travel to, near the Great Khan Encampment far to the south. However, don't quick-travel to the Great Khan Encampment, but rather, head over to the Goodsprings Cemetery to the west of that, which will almost certainly be on your map from the very beginning of the game. Going to the encampment will bring you very close to your location, but there's an impassable ridge in between you and the eggs, so it's no good. Once at Goodsprings Cemetery, however, you can make a beeline for the **Radscorpion Eggs** in a little valley, though you should expect them to be well-guarded by many a Radscorpion. With the eggs in hand, quick-travel back to The Thorn and hand over the eggs to Red Lucy for more money.



Not surprisingly, Red Lucy has another task for you. Now, she craves Fire Gecko eggs (and believe it or not, this isn't even her most dangerous or obnoxious request!) She'll point out a location on your map that you can head towards easily enough, at the southeastern corner of the Mojave Wasteland. Just to the west of Lucky Jim Mine (and southeast of Clark Field), the eggs should be situated for you to grab. However, just like as was the case earlier, the Lucky Jim Mine might seem like a great place to teleport to, since it's so close in proximity to the marker on your map. You're better off going to Clark Field, since the entrance to the cave in question, where the Fire Gecko eggs are located, can be more easily accessed from that side of the mountainous terrain.



Once inside the Fire Gecko-infested cave, you're going to have to get to work posthaste. Hopefully, you have some good armor and weaponry with you, because these Fire Geckos, as you may or may not already know, pack a pretty powerful punch. And there are well over a dozen of these creatures roaming around this lengthy, linear cave. Try to progress slowly, drawing out your enemies one or two at a time. When you finally get really deep into the cavern, you'll eventually encounter the **Fire Gecko Eggs** you seek, thus allowing you to escape the cavern with your hands full. Be sure to keep an eye out as you leave to make sure you aren't being pursued by creatures you may have left behind. Once back out on the Mojave Wasteland, you can then quick-travel back to The Thorn, handing over your newest catch.



Yes, Red Lucy is impressed with your work again, and you can once again use Barter to get more money out of her, if you're able to do so. She'll have a new task for you to undertake thereafter, this one even more annoying and dangerous than the ones you've undertaken before (and this isn't even the last task, either!) She now wants Night Stalker eggs. Night Stalkers are dog-like creatures that are especially tough to beat. So you're going to definitely have your hands full with these guys. Lucy will direct you to the Bloodborne Cave to get the eggs in question. You should be able to quick-travel there, or to a location nearby. The cave is at the northeastern corner of the Mojave Wasteland, due east of the Brotherhood of Steel Safehouse, and northwest of Bitter Springs.



Once you've quick-traveled to the cave, or a nearby location, expect to find plenty of Night Stalkers outside, ready to attack you. Once you've taken these guys out, you can then safely enter the cave. Keep in mind that you should kill all of the foes outside now, so that when you leave later with the eggs in hand, you can quick-travel back to The Thorn with no problem. As for the cave itself, it's a pretty linear affair. Move forward slowly, trying to take on only a couple of Night Stalkers at a time if at all possible. As you delve deeper and deeper into the fray, expect to be attacked by more and more Night Stalkers. The **Night Stalker Eggs** themselves are surrounded by a huge slew of Night Stalkers, so you may want to opt to use a Stealth Boy to grab them without rattling those creatures protecting the nest. Either way, once you've obtained the eggs, return to Red Lucy and hand them over to receive your reward.



Red Lucy has one final task for you, and it's no doubt the most hazardous task you've yet had to undertake for her. What Red Lucy wants now are some Cazador eggs. Are you shuddering? You should be. Cazadors are seemingly-innocuous foes that actually do a heinous amount of damage to the weak and unprepared. These fly-like creatures are outright dangerous, so you may want to hold off on this particular task until you're fully prepared to deal with those foes en masse. Have plenty of Antivenom with you, as well as some Stimpaks, because you'll need both in great supply. The area Red Lucy will point you towards is far on the western edge of the Mojave Wasteland. The Great Khans have set up shop at two areas somewhat nearby -- the Red Rock Drug Lab, and closer yet, Red Rock Canyon. So quick-travel to those spots to get going. If you haven't been there yet, however, well... you have quite the trek ahead of you, then.



Once at Red Rock Canyon, begin to follow the compass directions up a severe slope (you can make it if you jump!), which will then lead into a winding, but totally linear canyon. Almost immediately, you'll start running into the dreaded Cazadors. It's important to keep in mind that these guys can be disabled by aiming at their antennae, which isn't easy, but does do the trick, disabling them, and actually making them a target for other Cazadors. Otherwise, stick with your most powerful weapons, and as you move closer and closer to the nest, continue not to take these guys too lightly. Doing so will lead to your ultimate demise. When you finally reach their nest, which you can expect to be well-protected, kill any remaining Cazadors, quickly snag the eggs, and then quick-travel back to The Thorn, where you can sell your newfound eggs for a load of loot.



Your final task requires you to head to one of two locations given on your map in order to get perhaps the most dangerous catch you've been asked to acquire yet -- Deathclaw eggs. Fallout veterans know exactly what Deathclaws are. They're the most dangerous and obnoxious creatures in the entire game, and they mean business. Dealing with even one of them is difficult enough, nonetheless when you have to deal with three, four or more at once. To take care of this quandary easily, however, go to the Great Khan Encampment along the western edge of the map, use a Stealth Boy, and sneak slowly-but-surely towards the location nearby on your map, which is nearby. If done properly, no Deathclaw will see you. So you should be able to cop the **Deathclaw Eggs** and return them to Red Lucy to finally wrap up this lengthy and arduous side quest.



■ Steps...

(1) Find the source of the attacks on Bitter Springs. (2) Tell Captain Gilles about Oscar Velasco.

■ Important Items...

None.

Are you friendly with the NCR? Then we have some good news for you, because you should be able to undertake this particular side quest with no issues. Unfortunately, if you're not friendly with the NCR (or worse yet, are friendly with the Legion in lieu of the NCR), then chances are this side quest simply won't be available to you. Either way, to undertake it, you're going to have to head to a location known as Bitter Springs. You can find it near the northeastern edge of the Mojave Wasteland, west of Ranger Station Bravo, and east of Bloodborne Cave. Once there, you'll find what looks to be a Great Khan encampment with refugees living in it, and an NCR encampment atop a hill nearby. That NCR encampment is where you'll want to head.



It appears the NCR has taken control of an abandoned Great Khan camp, which is only verified when you find and speak with a female NCR officer named Captain Gilles. The captain seems to be a little stressed, and for good reason. She's dealing with a lot of issues right now that have her, her troops, and the nearby refugees living in a precarious situation. Speaking with her and offering to help her will unlock a Side Quest known as **No, Not Much**. And it's a part of that side quest, to help rid the camp of a mysterious sniper taking aim at everyone from the nearby mountains, that's the key to this particular associated side quest. Once you accept the plea to help and receive this particular side quest, mark it as active on your Pip-Boy. Then, head into the mountains surrounding the camp, going towards the lone location on your on-screen compass. Don't be confused -- there are multiple hidden Great Khan Supply Caves around here. But the one in particular you want to find (which isn't easy to get to) is marked specifically on your map. Keep jumping if you can't make it up steep land, and keep an eye out for some creatures that may attack you en route, too.



Once at the cave in question, head inside. You'll almost immediately find yourself assailed by a man named Oscar Velasco. Oscar, as you can clearly see, is a Great Khan. But the Great Khans haven't lived at Bitter Springs for some time, so what's he doing there? Well, it appears that he hasn't quite let go of what happened at Bitter Springs. While this confrontation with Oscar can turn violent, you'll find that you can use a pretty basic Speech check to convince Oscar to go meet up with the Great Khans at their new home at Red Rock Canyon, which averts a violent conclusion to this side quest. If you can't do that, however, expect things to take a different turn. One way or another, when Oscar has vacated the cave, you can then return to camp to report on the good news. Things may be difficult for the NCR at Bitter Springs still, but at least they don't have to worry about the mountainside sniper anymore.



■ Steps...

(1) Rescue the captives.

■ Important Items...

None.

This side quest is earned in a rather sad way. You'll likely encounter the man who gives you this side quest **while working your way through the main task known as [They Went That-a-Way](#)**. While heading through that lengthy main-quest mission, you'll almost certainly have to explore a burned-out and destroyed town known as Nipton. Nipton is en route to Novac (your ultimate destination during that mission), so missing it is difficult. When you arrive, head to the town's trading post, which is one of the buildings that still stands and can be explored. Inside, you'll find a man named Boxcars (yes, Boxcars), and as you'll find out, Boxcars has a rather interesting tale to tell.



It appears that Boxcars and his entire town were the victims of the Legion, which you've heard about and will continue to hear about throughout your journey. The Legion is the foil of the NCR, the latter being a group attempting to restore law, order and government. The Legion came to Nipton, held one of their famous lotteries (which basically consists of killing most of the people in a town, village or settlement in the most heinous ways possible), and then letting a few people live. Well, Boxcars is one of the lucky ones... if you can even call him that. Instead of killing him, the Legion decided to bust his legs. Now, he's unable to walk. And worse yet, the Legion took some of his friends to one of their encampments, which is located northeast of Nipton (closer, but still northeast, of the Wolfhorn Ranch). Boxcars hopes that you'll head there to help his friends out, at which point you'll get this side quest offer. Keep in mind that Boxcars might not choose to play ball with you, however, until you help feed his drug addiction. You've been warned!



Upon arriving at the outskirts of the encampment, the Legion soldiers that are there will react to you in a way that depends on your current reputation with the Legion as a whole. If you have a good reputation with them, you won't have to fight them straight-away, but expect them to fire upon you when you show yourself if your reputation with them leaves something to be desired. Either way, the idea here is to free the two prisoners at the center of the encampment, and then kill all Legion enemies in the area to round things out. Do so in that order, freeing the prisoners first, and then drawing the fire of the enemies thereafter. How difficult the Legion enemies are here will depend entirely on the makeup of the crew at the encampment when you decide to go after the prisoners. So this will all vary. We found quite the fight here on one playthrough, and barely any resistance on another. So save your game before heading in here, not only because the prisoners may die in the crossfire (thus potentially stymieing the end of this side quest), but because you may simply be overwhelmed by the enemies you encounter here, especially early in the game. Either way, once the last Legion foe in the area is finished, so too will be this side quest.



■ Steps...

(1) Help the NCR kill all the Great Khans up in the Boulder City ruins.

■ Important Items...

None.

This is *yet another* side quest that's intimately intertwined with the game's main mission [as chronicled in our gigantic Walkthrough](#). During the end of the main quest known as They Went That-a-Way, you'll have to travel over to a location known as Boulder City. Boulder City is located far to the east of Goodsprings. You'll have to head there from Novac (which is southwest of Boulder City) in order to finish your task off. When you arrive at Boulder City, you'll find that the town is extremely dilapidated, even more-so than many of the other towns, villages and settlements in the Mojave Wasteland. One of the only people you'll find that you can speak with is named Lieutenant Monroe. And as you speak to Monroe, you'll realize that he could really use your help. That's where this side quest comes into play.



Lieutenant Monroe needs you to head into the central ruins of Boulder City to help free a couple of NCR soldiers that have been taken hostage by the Great Khans occupying this city. As is usually the case, you'll have some choices here. There's a violent and straight-forward solution to this problem, or there's a more diplomatic and roundabout way to end this stand-off. Remembering of course that the Great Khans were responsible for nearly killing you in the unfortunate events that lead to you waking up at Doc Mitchell's in the beginning of the game, we chose to go the violent route. After all, the Great Khans have it coming, and killing them will only make the NCR respect you even more. Should you choose to take another route, please keep in mind that it won't be covered here.



There are only four or five Great Khan enemies in the ruins. Two or three of them are outside, and the other two are in the small hideout that the Great Khans have carved out for themselves. Since the outcome of this task is somewhat contingent on rescuing the NCR hostages here, your best bet (if you're neutral with the Great Khans, which you should be) is to walk up to where the hostages are being held, and rapidly free them. This will make the Great Khans turn on you immediately. While the hostages do their best to get away, pull out your gun-of-choice and take out the Great Khans. Your friends in the NCR will provide some adequate backup here. Once the enemies are all felled outside, head inside to the Great Khan's hideout, where two more enemies can be eliminated. Once everyone's dead, you're then free to head back to Boulder City proper, where Lieutenant Monroe, one way or the other, will thank you for a job well done.



Steps...

(1) Find a Broc Flower and a Xander Root. (2) Use the campfire to make Healing Powder. (3) Go and meet Trudy at the Prospector Saloon.

Important Items...

Xander Roots (3), Broc Flower.

You'll earn the right to complete this side quest as soon as you finish the opening tutorial with Sunny called Back in the Saddle. Thereafter, she'll explain that she can help make you some interesting items if you only collect a few items for her. Namely, she needs some Xander Roots and Broc Flowers. Once you have both of those, you can then get things underway.

Xander Roots are easy to find, and far closer to the location where you complete the main quest Back in the Saddle than the Broc Flowers, so we'll chase Xander Roots first. You can simply follow the on-screen instructions once you activate this side quest as your main quest with your Pip-Boy, which will lead directly to the Goodsprings Schoolhouse. While you can go inside the Schoolhouse to explore if you'd like, what you're really looking for are the three Xander Roots growing innocuously next to a tree stump to the right of the schoolhouse entrance. Claim all three Xander Roots from there. Keep in mind that you may run into some Praying Mantis-like creatures around the Schoolhouse called Giant Mantis Nymphs as you claim these roots.



As for the Broc Flowers, you can collect some at the Goodsprings Cemetery. The cemetery in question is located atop a hill northeast of Goodsprings (and more specifically, the Prospector Saloon). As you head up the hill towards the cemetery, expect to be attacked by at least one Bark Scorpion. Bloatflies also occupy the cemetery itself, though in New Vegas, unlike in Fallout 3, Bloatflies are far more passive than you may remember, only attacking you if you attack them first. Nonetheless, search for the Broc Flowers growing alongside a tree near one edge of the hilltop. With the Broc Flowers in hand, you can then retreat back to Sunny's position to the south.



You can either walk southward, or simply quick-travel to Goodsprings Source, where you'll find Sunny in a ridge by a campfire. Speak with her, and she'll direct you towards the campfire itself, where you can mix any number of special items together to create another, better item. This time around, you'll be able to create some Healing Powder by mixing your Xander Root with your Broc Flower. Once that's done, Sunny congratulates you on a job well-done, but believe it or not, your task isn't completed quite yet.



Rather, Sunny invites you to join her back at the Prospector Saloon, where she wants you to meet a specific person. The person in question is named Trudy, and she's the proprietor of that establishment. When you arrive, you'll find Trudy arguing with a man named Cobb. For the time being, you'll be able to learn about what's going on with Cobb, but you won't be able to do anything about it yet. Also, you'll learn about the power struggle between the NCR and the Legion, a bit about the precious Hoover Dam, and more. You'll even get to browse the wares Trudy has for sale. But ultimately, speaking with her will bring about a conclusion to this side quest (although you'll get a note called Busted Radio that will open up a new pseudo-side quest for you to undertake).



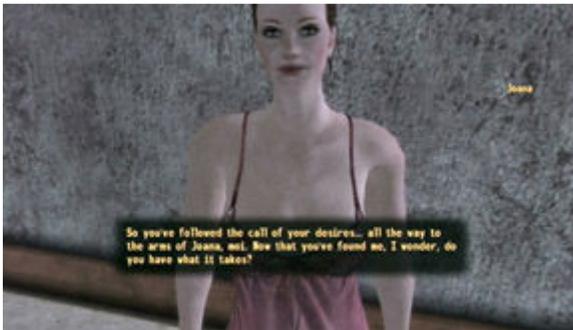
■ Steps...

(1) Find Carlitos to help Joana escape Gomorrah. (2) Talk to Joana, on Carlitos' behalf, at Gomorrah. (3) Joana has decided to escape Gomorrah. Talk to Carlitos about her decision. (4) Carlitos wants to meet Joana in Freeside, between midnight and dawn. Explain the plan to Joana. (5) (Optional) Carlitos suggests getting backup before attempting the escape. Find the two guns-for-hire that owe him a favor. (6) Joana agreed to Carlitos' plan. Talk to her once you're ready to escort her during the escape. (7) Joana will wait, in disguise, at Gomorrah's lobby. Go there and lead the girls to Freeside. (8) Help Joana, and the girls, in their escape to Freeside. (9) Joana is safely delivered to Carlitos. The Omertas who set up the ambush are gone. (10) Joana is free and reunited with Carlitos. She spoke about rumors of a sinister Omertas' operation.

■ Important Items...

None.

As you know, there are several interesting casinos on the New Vegas Strip that are worth exploring. One of them is known as The Gomorrah, the casino closest to the front gate that leads into the Strip from Freeside. When you enter, you'll meet the crew that controls the casino. They're called the Omerta, and even if you're already friendly with them (primarily by helping them out during [the Side Quest known as How Little We Know](#)), you'll still get your weapons taken when you enter. But that's fine. As long as you play your cards right here (pardon the pun), you won't need your weapons here anyway. The person you're looking for to begin this side quest is named Joana. She's a prostitute that works at the casino, and you can usually find her out in the courtyard adjacent to the casino (accessible only through the casino). She'll either be dancing for or flirting with some customers, or perhaps in her room off of the courtyard's catwalk.



When you speak with Joana outside, you'll be whisked away to her room. She's afraid of saying anything out in the open, since the Omerta can easily eavesdrop on the conversation. When you're alone with her, you'll learn about her plight. She's essentially a prisoner of the Omerta here at the Gomorrah, and wants to get out. But she doesn't know how. Use your powers of persuasion to convince her that she can make it out of the Gomorrah alive, and that she can live a happy life thereafter (et cetera), which will require a good Speech skill. You can even use your Science skill to out her on her drug addiction. (Keep in mind that without a high Speech skill and Science skill, you may be out of luck with this side quest.) But ultimately, to help her, you'll need to agree to go speak to her friend Carlitos. You can find him at the Vault 21 Hotel on the far end of the Strip. Feel free to speak to the woman named Sarah within if you need more help finding Carlitos in the labyrinthine interior of that gimmicky hotel.



When you finally locate Carlitos, you'll find that he's a bit of a pushover. You can pick his brain about all sorts of subjects, but ultimately, you'll need to resort to talking about Joana to really pique his interest. Carlitos is interested in reuniting with his lost love Joana, just as she is interested in reuniting with him, but it's not that simple. Joana and Carlitos need to figure out a way to get her out of the Gomorrah without anyone being the wiser, and that's not as easy as it seems. Joana is bound to work for the Omerta, and she'll require Carlitos direct help to get out alive. Meanwhile, the Omerta have a bounty on Carlitos' head, so he can't directly help her, either. What to do? For the time being, you'll need to return to Joana to let her know that Carlitos wants to do what he can to help her escape without losing his own head. And remember our pushover comment from a little earlier? We said that because you can rather easily get Caps out of Carlitos multiple times throughout this side quest. Keep that in mind moving forward if you want to pad your wallet a bit.



Now that you've touched-base with Carlitos at the Vault 21 Hotel, you have to (frustratingly) leave the hotel and return to the Gomorrah, where you'll find Joana once again. When you begin to speak with her, she'll again whisk you away to the relative privacy of her suite. Let her know that Carlitos is still on the Strip, still interested in her, and wants to help her escape. That's all she really needs to know. But she's still not confident that she can make it (which is where your usual powers of persuasion come in yet again). Convince her otherwise, and then tell her that you'll go back to speak with Carlitos yet again in order to let him know that she's game for an escape attempt.



Annoyed yet? That's not surprising. This back-and-forth crap can be a bit tiring. Leave the Gomorrah yet again, and head back to the Vault 21 Hotel. Enter the maze-like depths of the hotel and begin your search for Carlitos. Chances are, he won't be found in the same place he was earlier (which was likely at a table in the kitchen area of the vault), so you'll have to search various corridors to find him. If you're having problems, go ahead and mark this quest as active in your Pip-Boy, and then use your compass to find him. When you do, you'll be able to speak to him some more. Elated that Joana has decided to rejoin him, he still regrets that he can't help her more directly, or risk being found out by the Omerta. Without his help, there are only a couple of other people in Freeside he can rely on. While the next task he gives you is optional, it's important that you undertake it, because it will basically seal your success moving forward.



To find the two men Carlitos told you about, you'll need to travel over to the Atomic Wrangler Casino, which is located in Freeside. If you want to be quick about it, all you really have to do to get there is head outside on the Strip, and then quick-travel to the front gate in Freeside. Then, run towards the outskirts of Freeside, where you'll eventually find the casino in question on your left. Enter, and look for two shady-looking men standing together, both with impressive beards. These men are named Little Beard and Big Beard. Big Beard is the only one who will talk to you, though. Speak with him and tell him that Carlitos sent you. He'll know exactly what you mean, and will help you out later, when Joana and her friends make their escape. That's it. That's all you have to do. Now, it's go-time.



Head back to the Strip, and back to the Gomorrah. Then, return to Joana yet again, and she'll escort you back to her room so you can speak with her in private. Tell her that you're ready to go. All of the pieces are now in place. However, you can't make your escape until after midnight, so if it's not between the hours of midnight and about three or four in the morning, go ahead and opt to use the in-game wait option to wait until a little after midnight. Then, speak with Joana again. She'll automatically change into her chosen disguise, and will begin her gingerly walk towards the entrance to the Gomorrah. You can stay a bit behind her and follow along the entire way. Once she and her two friends reach the entrance, they'll head out into the Strip itself. Don't do anything to draw any attention to yourself!



You're going to have to exercise a little bit of patience moving forward here, because getting out to the Strip will take time. The girls will walk slowly through the casino -- a little too slowly, in fact -- but trust us. As long as you don't do anything stupid, like attempt to speak to Joana a dozen times as she's walking, the Omerta all around you won't be tuned-in to what's going on. Once out on the Strip, the girls will eventually break into a run towards Freeside. And once you arrive at Freeside, things start to get very interesting. But again, for the interest to pique, you're going to first have to be patient... yet again.



Follow the girls through the entrance/exit to Freeside. They'll walk forward and then bear rightward down an ancillary road. They'll sit around for a while near the mouth of this alleyway. After a few moments, your friends with the beards will appear down the street, and everyone runs towards them. After waiting for a little while longer, Carlitos will finally show up, and everyone will opt to get going. But just when that happens, four Omerta thugs show up. They've been following this entire fiasco for some time. Now you have to decide just what you're going to do about this unexpected bump in the road.



This is where things get complicated, because you can use all sorts of special checks to try to get out of the situation. You can convince them that you work for the Omerta, you can try to buy them off, or you can even scare them away. Worry not, though, if things descend into violence. As long as you're quick in defeating them, no one will be the wiser as to this massacre. And with your bearded friends' help, the lovebirds should survive the fray, too. Then, they'll both thank you before heading off, leaving you with a successfully-completed side quest. (It's worth noting that even if this side quest concludes violently, it shouldn't interfere with [the Omerta-based Side Quest known as How Little We Know.](#))



■ Steps...

(1) Clear out the critters on the road to Ivanpah Lake. (2) Return to Ranger Jackson at Mojave Outpost.

■ Important Items...

Service Rifle, 5.56mm Rounds, Caravan Lunch (x2), Weapon Repair Kit (x2), 100 Bottle Caps.

One way or another (likely through [other Side Quests](#)), you'll come across a location at the far southwestern edge of the Mojave Wasteland called the Mojave Outpost. The outpost is a bona fide NCR stronghold, designed so that the NCR can have a presence protecting various caravan trading routes and the like from the Legion, Raiders, and all of the rest. If you head inside of the main headquarters building at the outpost (there are only two buildings total you can even enter there), you should find a man named Ranger Jackson. Jackson is in charge here, and when you speak with him, he'll reluctantly give you a task to complete on his behalf. And thankfully, this task is a rather straight-forward and simple one.



Jackson instructs you to head to a certain juncture of road that has been overrun by what he deems "critters." These critters are making it hard for supply lines to make it over to Ivanpah Lake, but once you've taken care of these foes, the supplies can continue to flow unabated, at least for the time being. To get to the location in question, simply quick travel to the Nipton Road Reststop, which is located not too far to the northeast from the Mojave Outpost. If that location isn't already on your map, then you should simply walk the short distance in lieu of quick traveling. Just to the east of the Nipton Road Reststop, you'll find a bit of a dip in a road ahead and below. This is the location from where you can spring your attack safely and easily. Using this perch, you can open fire on the contingent of Giant Worker Ants and Giant Soldier Ants below. Rest assured that when you begin your assault, the Giant Soldier Ants in particular will work their way up the road and around to the high ground to fight you more directly. But the Giant Worker Ants should be nothing more than fodder for your weapon-of-choice.



If you don't have weapons that can be used at moderate range, you may have no choice but to fight these enemies at closer range, which will naturally put you at greater danger. Then again, most of these foes (save the Soldiers) are fairly weak, so problems should be kept to a minimum. The game should prompt you that the initial task for Jackson is finished when all of the enemies in question at this juncture have been slain. Now, all that's left to do is to quick travel back to the Mojave Outpost. When you arrive, run back to NCR headquarters and speak with Jackson. Upon alerting him that the task has been done successfully, you'll earn the experience points from a job well done. Be sure to speak with Jackson about your reward thereafter, however. For doing so, you'll earn a **Service Rifle**, **5.56mm Rounds**, a couple of **Caravan Lunches** and **Weapon Repair Kits**, and **100 Bottle Caps** to boot.



■ Steps...

(1) Red Lucy need Giant Mantis' eggs. It's faster to gather them at a breeding ground, like Vault 22. (2) Return to Red Lucy with the Giant Mantis eggs. (3) Red Lucy wants Radscorpion eggs. She suggested searching for them in the mountains north of Goodsprings. (4) Return to Red Lucy with the Radscorpion eggs. (5) Red Lucy wants Fire Gecko eggs. She suggested searching near the Iretaba Peaks. (6) Return to Red Lucy with the Fire Gecko eggs. (7) The elite hunters for The Thorn are looking for Night Stalker eggs. Red Lucy suggested to look at a cave near Bittersprings. (8) Return to Red Lucy with the Night Stalker eggs. (9) The elite hunters of The Thorn are now in search of Cazador eggs. Red Lucy suggested to look for them near Red Rocks. (10) Return to Red Lucy with the Cazador eggs. (11) Red Lucy has given the most dangerous task a hunter could face. She wants Deathclaw eggs for The Thorn. (12) Return to Red Lucy with the Deathclaw eggs.

■ Important Items...

Giant Mantis Eggs, Radscorpion Eggs, Fire Gecko Eggs, Night Stalker Eggs, Cazador Eggs.

If you're thorough in exploring the New Vegas Strip, then you'll find a pretty low-key building on the farthest end of the Strip known only as Michael Angelo's Workshop. When you explore the inside of this building thoroughly, you'll eventually encounter a man wearing a Vault 21 jumpsuit. Speak to him, and you'll learn that he's a struggling artist known (aptly enough) as Michael Angelo. If you want to undertake this side quest at all costs, then you'll need to put to rest his fears that you're working for Mr. House, even if you are. There are various skill checks to employ here, too, which will ultimately bring you closer and closer to being able to help Michael out. Michael is a little scared of venturing out into the Mojave Wasteland, and as a result, he's at a loss for inspiration. He asks you to go to take some pictures of some landmarks that he can use to inspire future works. Agree to help him, and he'll hand over a camera called **Codac R9000**, as well as some **Film**.



There's little explanation necessary, if you follow his instructions implicitly. Your camera is a weapon, so go to weapons and equip it. Then, simply point it at the object in question that needs to be photographed, and "fire" the camera to use it. If done properly, the game should prompt you that a specific task has been taken care of. So for starters, why not head over to the Sunset Sarsaparilla Headquarters? There, you can take a picture of the gigantic bottle out in front of the building (*not* one of the random signs around the premises). Then, why not travel over to Camp McCarran to the east? You can snap a picture of another of Michael Angelo's requests, the sign right above the entrance. Heck, if you quick-travel there, you won't even have to move an inch to snap this picture!



Next up, travel to the disheveled settlement known as Novac, far to the east. The Bison Steve Hotel is at this location, and Michael Angelo has requested a picture of the sign there. Be sure to take a picture of the unlit sign on the roof, as opposed to the more obvious choice, the lit up sign rotating out in front. And then, head back to the west, to Primm. This is where the famous dinosaur statue in front of the motor inn rests. Go ahead and snap a good picture of said dinosaur, and you'll be done there.



Your final location is just to the north of Primm, at the NCR-controlled power plant known as HELIOS One. Michael Angelo will require a picture of the sign atop the front entrance to satiate his need for inspiration. With all five pictures taken (in any order you desire), you can then report back to Michael Angelo at his studio on the Strip. Speak with him and hand over all of the pictures, and you'll be rewarded handsomely with some Bottle Caps. The side quest should end thereafter.



■ Steps...

(1) Spread word of Legion atrocities.

■ Important Items...

None.

Like a few other side quests, this one is extremely easy to get through quickly, so long as you've been [following our Walkthrough to a tee](#). If you were (or have been), then you would have found yourself in a destroyed settlement known as Nipton during the main mission They Went That-a-Way. In Nipton, upon a thorough exploration of the town, you should have run headlong into a man named Vulpes Inculta, who is an officer in the Legion, the NCR's arch-rival group of scum and villainy. You'll find him in front of the town hall, and as long as you don't attack him and his friends, and let them leave without issue (after speaking with Vulpes for as long as you can), you'll be given this side quest. Just as Vulpes suggested, you should tell everyone about the death and destruction you witnessed in Nipton at the hands of the Legion.



While the instructions you receive from Vulpes upon the start of this side quest are quite vague, undertaking the task isn't nearly as lengthy or time-consuming as it might initially strike you. You don't have to tell *everybody* about Legion atrocities. Hell, you don't even have to tell *multiple people* about their atrocities. Rather, all you're tasked with doing is speaking with a single person (though you won't immediately know it from those vague instructions). The one person you're looking for is named Sgt. Kilborn. He'll be roaming around the Mojave Outpost, southwest of Primm. Speak with him, exploring all conversation paths, and you'll conclude this side quest without really knowing you did anything. Nice!



■ Steps...

(1) Head to the REPCONN facility west of Novac to investigate rumors of ghoul activity there. (2) Enter the facility and discover the source of the ghouls. (3) Head upstairs to meet with the owner of the voice from the intercom. (4) (Optional) Search the nearby room for the Stealth Boy shipment the Nightkin are looking for. (5) Speak with Jason Bright, the leader of the REPCONN ghouls. (6) Get rid of the Nightkin in the basement. (7) (Optional) Return to Davison with news that the Stealth Boys are not in the REPCONN facility. (8) Report to Jason Bright that the Nightkin are gone. (9) Head to the REPCONN basement and talk to Jason Bright about what comes next. (10) Speak to Chris Haversam about fixing the rockets. (11) Find parts to fix the rockets' thrust controllers. (12) Find atomic fuel for the rockets. (13) Return to the Rocket Facility and give the parts to Chris Haversam. (14) Return to the Rocket Facility and give the fuel to Chris Haversam. (15) Talk to Chris Haversam to begin preparations for the rocket launch.

■ Important Items...

Jet (x4), Med-X (x5), Doctor's Bag (x3), Stimpak (x10), 5mm Rounds, Frag Grenades (x3), Energy Cells, 5.56mm Rounds, .357 Magnum Rounds, Frag Mines (x4), .44 Magnum Rounds, 9mm Rounds, Cowboy Repeater, .308 Rounds, 12 Gauge Rounds, Flamer Fuel, Bobby Pins, Super Stimpak (x2), Carton of Cigarettes (x2), Pack of Cigarettes (x3), Bottle Caps, Stealth Boy (x2), Microfusion Cells, Purified Water, Steady, Mentats, Thrust Control Modules, Isotope-239 Igniting Agent.

Earning this side quest will require you to speak with Manny, who is the "daytime sniper" up in the dinosaur statue's mouth in the town of Novac. Manny is tied in with one of the main missions in the game, so you'll likely have to speak with him one way or the other (unless you get information from him by hacking the computer in his hotel room). When you speak with him, you'll learn about a factory due west of Novac called the REPCONN Test Site. Novac residents scavenge from the factory to eek out a living, but Ghouls and other monstrosities have taken the site over. Your help is required to clear it. Offer to help, and once the side quest is undertaken, begin your voyage down the highway heading west.



Your voyage westward will almost certainly bring you to some sort of abandoned post blocking your path forward. There may be some Ghouls roaming around here that you'll have to kill, but even more striking are the Nightkin corpses you find all over the place. These menacing Super Mutant-like creatures won't have much to surrender to you, but this post certainly does. Scour the shelves, boxes and crates all around for **Jet**, **Med-X**, **Doctor's Bags**, **Stimpaks**, and plenty of ammunition, including **5mm Rounds**, **Energy Cells**, **5.56mm Rounds**, **.357 Magnum Rounds**, **Frag Mines**, **Frag Grenades**, and more. You can even find a **Cowboy Repeater** to add to your inventory. This is a great place to bulk up your ammo and curative item inventories, so don't pass up the opportunity.



Eventually, the gigantic factory you're seeking out will peek out on the horizon. Begin to run towards it. You'll run into the gigantic rocket model in front of the factory first, and this is likely where some Feral Ghouls and Feral Ghoul Roamers will begin to make more regular appearances. The former are extremely easy to kill, requiring only a headshot or two to do down. But the Roamers are another story entirely, since those guys are a bit more robust in the hit point and defense realms. Nonetheless, it may be a good idea to draw out what enemies you can by circling around the compound as much as possible before approaching the building itself. Thinning the Ghoul ranks here will only make your job easier a little later on.



Eventually, closely approaching the factory's outer walls will be inevitable. You should be able to sneak through a gate to access this location. More Feral Ghouls will be drawn out at this time, so use VATS to effectively kill them as you explore. You'll find some more items, mostly in terms of ammunition, including **Flamer Fuel**, **12 Gauge Rounds** and **.308 Rounds**, but little else. You'll notice that there are two doors into the factory itself. There's a small door on the side of the building, and a larger door at the front end of the building. This is the main entrance, and you should take this door to the building's interior in order to continue.



As soon as you head through the front door, a Ghoul will speak with you automatically through a nearby speaker. He won't identify himself, and he won't tell you why he wants to meet with you, but he will tell you how to find him. Before we do that, of course, we have a pretty extensive location to explore. Expect a few Feral Ghouls to attack you as soon as you enter the lobby of the building. Once they're downed, you'll be relatively safe until you start to explore the many rooms around you. For starters, head to the right side of the lobby (behind the counter) and explore the bathroom there. A medical box on the wall should give you some **Bobby Pins**, **Stimpaks**, and a **Super Stimpak**.



We won't hold your hand through the minutiae here, because there's nothing mandatory to do for the time being. We will alert you, however, that there's plenty to see in this building. You can explore the floors above you, accessing them via either staircases, or fallen pieces of floor that act as makeshift ramps leading upward. You'll encounter lots of locked doors when you walk around, so pick them open when you can. You won't find anything too crazy as you explore, but being thorough should net you random items like **Stealth Boys**, **Microfusion Cells**, **Purified Water**, **Steady**, and more **Cartons of Cigarettes** and **Packs of Cigarettes** (which are good, light items to grab to sell later). Keep in mind that Feral Ghouls and Feral Ghoul Roamers will be encountered all the while, so you'll want to be very careful.



To continue, though, you're going to need to meet up with a couple of characters that are integral to advancing your quest. We'll start with meeting up with the unknown ghoul who told you how to find him a little bit earlier. The advice he gave you, to find a wide open room with a gigantic metal staircase leading upward, was apt. The room in question, if you look at your map, is in the northeastern part of the facility. Head over there, fending off Feral Ghouls and engaging in other extraneous exploration as you go. Take the staircase upward in this room to an isolated, sealed-off door. You won't be able to pick the lock open, but if you use the intercom next to the door, you'll be let in. On the other side, you'll find a man named Chris Haversam. And though he sounds just like a Ghoul, he isn't one at all. Just what's going on here!?



Chris Haversam is the least of your worries, though. You'll find everyone else here as you may have expected. These Ghouls are a crew that stick together to survive against a peculiar threat that haunts the basement of this facility. You saw some Nightkin bodies outside in the area surrounding the factory, but in the basement of the factory, you'll find that Nightkin are very much alive, and in great numbers. The Ghouls around here won't talk to you at length, but they are all of a Brotherhood, which should help you figure out that the Ghoul corpses you've found elsewhere in the factory belong to this same order. Who you're seeking out here is the Brotherhood's leader, a Glowing One-like creature named Jason Bright. Jason Bright is a devoutly religious Ghoul, as are his friends. It appears that they used to worship in the basement before a threat down there stopped them from doing so. Can you help these guys out? You'll have to if you want to complete this side quest successfully.



After speaking with Jason Bright and agreeing to help him out, go ahead and leave their isolated little bastion, and head back to the factory. Adjacent to the staircase, slightly to the south, you'll find another staircase leading down towards a blood-spattered door. This door leads to the aforementioned factory basement. Once you head down there, keep your wits about you. There are dangers lurking all over the place. Because you'll likely approach this side quest fairly early in the game, the Nightkin that stalk these hallways are likely too strong to deal with in any numbers greater than one at a time. And that will be a problem, since these guys like to gang up on you. The key is to fight one at a time, or better yet, avoid fighting them at all (at least for the time being).



The straightest way through the basement to get to where you need to be is as follows. After being transported to the basement proper, head forward through the initial room and through the right door into the hallway. Then, break immediately to the left. Ignore the first door on your right, and work slightly beyond that, where you'll find a staircase to your right heading downward. Open the door at the foot of the stairs, and you'll run into a strange Nightkin with his Stealth Boy enabled. This Nightkin's name is Davison. Davison pays strange heed to a Brahmin skull sitting on a nearby desk. While you could openly assault this guy if you want, your better bet is to offer to help him out with his problem. He and his fellow Nightkin are here looking for a shipment of pre-war Stealth Boys. They promise to leave if they find them, but there's a catch. A Ghoul in a nearby room is stopping them from advancing towards the Stealth Boy shipment's location. Obviously, that's where you come in.



At the end of your conversation, Davison should hand over a key that will grant you easy access to a door back on the main corridor. Simply go down the stairs parallel to your location once back on the corridor. This should lead directly to the locked door in question. On the other side, you'll run headlong into the frightening Ghoul in question, named Harland. It appears that Harland travels with Jason Bright's group, but got isolated and trapped down here in the basement. Unable to escape, he instead holed-up and defended his position. You have the option to help this guy out if you want, but we instead decided to kill him. You can use the nearby door (while dodging his traps) to reach his catwalk. He'll attack you automatically when you do this, so return the favor. Once he's dead, be sure to scour his body for some goods before continuing onward. (Should you choose to help him, you'll have to search the basement for the whereabouts of his lost friend. Don't attempt this until you're at least level ten, since you'll have your hands full with powerful Nightkin galore.)



One way or another, when Harland is out of the picture, you can go ahead and access the computer terminal that he was indirectly guarding on the catwalk he's stationed on. This computer terminal will tell you, amongst other things, that the Stealth Boy shipment that Davison is after was delivered to the factory mistakenly, and returned to its source soon thereafter. Thus, Davison's pursuit has been completely in error, and will prove to be fruitless. Too bad Harland had to die for you to find this information (well, he didn't *have* to die, but that's the route we chose, anyway). There's nothing left to do now but to return to Davison to give him the news, though he'll likely take it hard when you do.



With this new information garnered, you can now quickly take care of the problem between the Ghouls and the Nightkin. You may think that this will end this side quest, but you're about to find out soon enough that this side quest is a hell of a lot longer than you thought it was. Visit with Davison and convince him that what you found on the computer is true. He won't take that much convincing, though, before he and his Nightkin leave, officially making the basement that much earlier. Then, head back to the factory and then climb the stairs to reach the Ghoul's location. Seek out Jason Bright and tell him that the Nightkin are gone. He's very thankful for your help, and will return back down to the basement, where he and his people can continue on with their pilgrimage.



At this point, as we mentioned earlier, you'd probably expect that this entire fiasco would be over, and you could put this side quest behind you. But it's just not so. Jason Bright will encourage you to come down to the basement to follow-up with him, and now, you should do just that. Head back down to the basement, and follow your map's instructions to reach some tunnels below the basement. (Do keep in mind that you're free to explore the rest of the basement without Nightkin interference, though we won't guide you in doing so). The tunnel system is actually completely linear, with a few rooms and closets off of it holding nothing but junk. At the end of the tunnel, you'll find a ladder leading topside to your right, and a room straight ahead. Ignore the ladder for the time being, and instead, head straight forward and through the door.



Once through the door, you're going to find not only Jason Bright, but the human-who-thinks-he's-a-Ghoul as well, Chris Haversam. To speak with Chris, though, you'll first need to talk to Jason. You'll learn about their ultimate plan, which is to use the rockets here at the factory to blast-off to a new world, or an afterlife, or something of that nature. Clearly, this has disaster written all over it. Nonetheless, progress on the rockets has just about finished, but there are a couple of items the Ghoul's are still in need of. This is when you should speak with Chris. He'll inform you that a couple of items are needed, and it'll be up to you to grab them. You can actually choose which goods to go after from here. We opted to go after the rockets' thrust controllers, though you can take an alternate path if you choose. Also keep in mind that, if you're Speech skill is high enough, you can pursue a whole different course with Chris in which he figures out that he's human after all. That path isn't covered here.



Retrieving the items you need isn't actually as hard as you'd think it is. After you've received instructions from Chris, head back outside. Once you're on the Mojave Wasteland, fast travel over to Novac, and then walk due north to the Gibson Scrap Yard. You'll run into this little service station-like building almost immediately. Within, you'll find an elderly woman named Old Lady Gibson. She has the Thrust Control Modules you seek, but how you go about getting them is another thing entirely. You can convince her to lower the price or hand them over, or you can pay 500 Bottle Caps for them. Or you can be extra evil and kill her, taking the key off of her body to open a case in the garage that contains the **Thrust Control Modules** (this will also require you to kill her guard dogs). Regardless of how you go about this, take the devices back to Chris at the REPCONN facility. He'll give you more instructions when you do.



Now, he needs Isotope-239 Igniting Agent. Indeed, this fetch quest garbage is annoying, but you're almost done. If you spoke to Old Lady Gibson when purchasing the previous items (or simply killing her and taking them), then you would have learned that she actually had this isotope at one time. The man who bought it from here then headed southeast towards Clark Field. You're going to be looking for this man's corpse on the ground outside of Clark Field. He's wearing a yellow radiation suit and should be lying on a dilapidated stretch of highway. Beware of Geckos that will attack you here! When you find the corpse, grab **Isotope-239 Igniting Agent**, and then bring it back to Chris. He'll now have everything he needs to get this ball rolling. And by ball rolling, we mean igniting this ill-fated rocket.



Chris will order you over to the launchpad. To get there from the room (after copping the goods on the nearby table, including a **Stimpak**, some **Med-X** and some **Mentats**), return to the location where you first found the Ghouls. There, you'll find a door leading to the launchpad. All you have to do now is hit the launching device, and watch those rockets blast off. Their fate will be unknown, but I think you know damn well that these guys didn't make the trip to wherever it is they think they were going successfully. Either way, your task is complete, and at the very least, the people of Novac certainly appreciate your help.



■ Steps...

(1) Head to the summit of Black Mountain and end Tabitha's reign of terror. (2) {Optional} Meet Neil in the village near the summit of Black Mountain.

■ Important Items...

None.

Though our write-up for this side quest is brief, rest-assured that this is one of the more difficult and arduous side quests in the entire game, and one that shouldn't be undertaken until you're strong enough to take care of business with little trouble (being level thirty doesn't hurt). The entire side quest takes place at Black Mountain, a perilous location near the center of the Mojave Wasteland. It's flanked by El Dorado Substation to the east and Neil's Shack to the west. When you arrive at the base of the mountain, you should run into an intelligent Super Mutant named Neil. Neil will tell you about a fellow Mutant named Tabitha, who runs a radio station at the top of the mountain in territory she deems the State of Uthobitha. Sounds strange? It is. Neil informs you that Tabitha will protect her "state" to the death, and offers to meet you further up the mountain, where he can offer more help.



Here's the rub. Tabitha is dangerous and unpredictable, and she needs to be taken down a notch. Preferably, you can disable her entire scheme here on Black Mountain. The reason why this side quest should only be undertaken by the extremely experienced and powerful is simply because there are Super Mutants all over the mountain totally loyal to Tabitha, and fighting them en masse when you're weaker will almost certainly lead to your destruction. Stealth Boys can be utilized here, but that might not work. So trust us, and leave this side quest for one of the last ones you undertake. When you're strong enough, you can then begin to work your way up the mountain towards Tabitha's base, killing Super Mutants as you go (though some of them won't be aggressive towards you, so be careful!) In an open dome-like structure near a gigantic, radioactive crater, you can even find a radio that you can talk some smack to Tabitha with, should you have a high enough Speech skill to do so.



Next to the aforementioned dome-like building, when you near the top of the mountain, you should find your old friend Neil, who you likely met earlier at the base of the mountain. He's finally ready to help you out, and has a plan to hatch. The Stealth Boy-using Super Mutants ahead, near Tabitha's base of operations, can be extremely powerful and annoying. Neil intends on running forward and causing a distraction, which will then allow you to get closer to Tabitha which much less trouble. You'll still have some Super Mutants to fight, but not nearly the amount you would have had Neil not helped you. So make absolutely sure that you find him before storming Tabitha's actual building.



The thing is, you need not ever confront Tabitha at all if you play your cards right. Apart from the radio station where she transmits her broadcast from, there are two other buildings. One of those buildings on your left should be marked as Storage. Within this empty building, if you head to the far right end of it once inside, you should find a disabled robot lying on a table. Examine it. If your Science skill is high enough, you should be able to reprogram and revive the dead robot. Speak to it, and it will tell you that it wants to see Tabitha. Thankfully, when you head back outside after reviving the robot, and with it in tow, you should run into Tabitha. Elated that her robot is back up and running, the side quest should mysteriously and suddenly end thereafter, creating the best conduit from beginning to end in an otherwise arduous side quest.



■ Steps...

(1) Talk to the Followers of the Apocalypse about letting Jerry the Punk join their order. (2) Tell Jerry the Followers will accept him as a novice.

■ Important Items...

None.

This is a quick and easy side quest to undertake. The most difficult and perilous part of this side quest isn't even anything to do with the side quest itself. Rather, it has a lot more to do with finding the location where the side quest itself takes place. The location you're looking for is called Red Rock Canyon. The canyon is a rather wide open locale located in the mountains southeast of Jacobstown. You can breach it by working your way through rough terrain from Jacobstown, or you can come from the south via Goodsprings. It's important to note that Red Rock Canyon is controlled by the Great Khans. So if the Great Khans hate you, you're not going to be able to undertake this side quest. Otherwise, it's fair game.



When you arrive at Red Rock Canyon, what you're seeking out is a circular, fenced-in area, where livestock is being kept. At the mouth of this fence, near the entrance, you'll find a young man named Jerry the Punk. Jerry is a fledgling Great Khan who hasn't yet been accepted into their order because of his inability to survive the initiation process. Indeed, Jerry is pretty much incapable of being a Great Khan at all, because he simply lacks the desire to be one. Instead, as you'll find out, Jerry is a poet. Either way, he quickly talks about wanting to join the Followers of the Apocalypse. If you're a nice guy, you can help Jerry's dream come true, and offer to speak to them on his behalf to see if they'll take him in.



Since the journey to Red Rock Canyon is difficult, there's an almost definite chance you've already run into the Followers of the Apocalypse on many different occasions earlier in your playthrough. As you know, the Followers call the Old Mormon Fort in Freeside their home, so your next order of business is to quick-travel back to Freeside and get down to business. Once you've accessed the fort, seek out your old friend Julie Farkas. Mention Jerry's plight to her, and that he's an intellectual and a poet, and she'll offer to take him in. That's great news! Now, all you have to do is teleport back to Red Rock Canyon, seek out Jerry in his same location, and let him know that he's now a Follower. And just like that, the side quest will conclude thereafter.



■ Steps...

(1) Collect 138 caps from Grecks in Freeside. (2) Collect 212 caps from Santiago in Freeside. (3) Find and collect 250 caps from Lady Jane. (4) Return to Francine with 600 caps. (5) Return to Francine with 600 caps. (6) Kill Caleb McCafferty. (7) Return to Francine with McCafferty's hat.

■ Important Items...

None.

When you head to Freeside for the first time, you'll have a lot of territory to explore. Freeside is the crumbling town surrounding the New Vegas Strip, and while most of the buildings are in complete ill-repair and unsearchable, there are a few exceptions to the rule. One notable exception is the Atomic Wrangler Casino. When you head inside, you'll find a couple of people behind the front counter to speak with. One of them is Francine Garret, and when you engage her in conversation, you'll learn that she needs a little help. It appears that a trio of debtors have defaulted on their tabs, and she wants to be paid-up. Agree to help her (and try to talk her up to a higher cut of her claims, if possible), and you'll receive information on the three different debtors, where they are, and what they owe.



You can go after the debtors in any order, but the first person we went after is named Lady Jane (a somewhat nebulous reference to GI Joe's Lady Jaye, perhaps?) Lady Jane can be found near the checkpoint that leads to the outer part of the Strip, running around in her dull orange dress. Engage her in conversation and tell her that Francine wants her money. It's at this point that you'll have some options. You should have Barter, Speech or Persuasion skills high enough to convince her to hand over the money. If not, you'll need to go after her lost caravan, where her money apparently is. This route isn't covered here, however, since there's little chance you won't be able to statistically convince her to hand over her money otherwise.



The other two characters you're seeking out are closer in proximity to one another, further on the outskirts of Freeside. First, head towards the Old Mormon Fort. Along one side of the fortress, you should find a Ghoul walking around named Grecks. Grecks will actually try to panhandle from you when you speak with him; little does he know that you're the one who's going to be taking all of his money instead. Simply asking him to pay his debt will allow him to do just that, but your powers of persuasion can be pressed even further, to get more money (and other goods) from him, if you so desire it. As usual, treat Grecks however you'd like.



Finally, seek out a man named Santiago. He can be found on the far side of the blown-out building across the street from the weapon and item shop near one of Freeside's entrances. This well-dressed man clearly has a faux outer façade, but regardless, you can get through easily enough if you'd like. The thing is, you can actually let Santiago buy you off, offering up a secret codeword that will get you a discount at the aforementioned weapon shop. We passed on that offer and instead threatened Santiago with a fake bounty over his head, which forced him to cough-up the moneys owed. That's all there was to it.



Now that you've grabbed money from all three persons (no matter how you did it), there's nothing left to do but to return to the Atomic Wrangler Casino. Speak with Francine behind the counter one more time when you arrive. After handing over the acquired Bottle Caps and getting your agreed-upon cut, you'll quickly realize that this side quest isn't quite over yet. Indeed, Francine needs you to take care of one more task for her. A man named Caleb McCafferty, who used to do debt collecting for Francine, has run off in a huff to the Strip with some of Francine's money. She wants him dead, and she wants the loot returned. She requests that you take care of him, and bring her his hat (along with the stolen goods) to prove he's dead.



This task is easy to undertake, so long as you already have access to the Strip. If you don't have access to the Strip, the surest way to fix that problem is to undertake [the Side Quest known as G.I. Blues](#), which can end in you getting a fake passport to enter the Strip. Either way, once you've entered the Strip, you'll find Caleb McCafferty in short order. He's the trenchcoat-wearing man standing in front of the Gomorrah. Speak with him, and he'll almost immediately threaten you. While you can actually coerce him to simply give you his hat as proof of his death, there's no real benefit to doing so. Your best bet is to actually outright kill him, seizing everything off of his body once he's dead. As you'll find out, this choice will benefit you in many ways.



With McCafferty dead and his body scoured for goods, it's time to return to Francine to wrap everything up. When you speak with her and hand over McCafferty's hat, she'll be absolutely thrilled that he's been taken care of. You'll get to keep everything else that was on his body (including his Duster, which is a pretty good piece of armor). You'll also get access to the room he was occupying in the Atomic Wrangler Casino rent-free. Additionally, this will go a long way in continuing to impress the people of Freeside. Overall, this is a pretty good deal for you, which is why there's no real downside to killing McCafferty in cold blood.



■ Steps...

(1) Search the suitcase at Sloan for the chemical supply shipment. (2) Check with Chomps Lewis about the empty suitcase in his office. (3) Acquire the chem shipment from Tyrone in Primm. (4) Return to Melissa with the chem shipment.

■ Important Items...

Drug Chemicals.

The most complicated part of this side quest is really in finding the origins of it, and not getting through it thereafter. That's because the origins of the side quest are in an obscure location known as the Great Khan Encampment, which is basically a couple of sleeping bags with three Great Khans huddled around them, on an out-of-the-way rocky precipice overlooking Deathclaw-infested lands. Quarry Junction is to the east of this location, Goodsprings Cemetery is to the west, and the Yangtze Memorial is to the south. Once you arrive, the only Khan who will speak to you is Melissa. Melissa is intertwined with [another Side Quest, one known as Oh My Papa](#), but for the time being, let's focus on the task at hand. Talk to her and ask her why she's here. She'll retort rather candidly that she's preparing to run drugs for the Great Khans, but that her NCR contacts haven't met her yet with the supplies. Agree to help her find the supplies, and you'll be sent on your way.



According to Melissa, the lost supplies could possibly be found in a small nearby settlement called Sloan. If you've been exploring as you should, then you've already uncovered Sloan and can simply quick-travel there. If you haven't been thorough, however, then you don't have far to go to reach Sloan, though you should keep in mind our earlier warning, that there are Deathclaws all over the damn place around here. From the Great Khan Encampment, Sloan is located a bit to the east and slightly to the south, along a decrepit road. When you arrive at Sloan, seek out a building marked as the Mining Office. If you enter the Mining Office and head upstairs into the loft-like area, you'll find a suitcase next to a desk. Unlike everything else in the office, this suitcase isn't marked in red, meaning that opening it shouldn't net you bad karma or other unwanted trouble. Most interesting! Unfortunately for you, when you do open the suitcase, you'll find... nothing at all. Just what's going on here!?



Outside of the little collection of houses known as Sloan, over on the destroyed road, you should find one of the men that live in the settlement. In fact, the building you were just in is his office. His name is Chomps Lewis, and when you briefly engage him in conversation, you can pick his brain about where those missing chemical supplies might be. Suggesting that this area is overrun with Deathclaws, and that is the reason why the chemicals haven't been delivered, he recommends that you go speak to one of his NCR contacts, a man by the name of Tyrone. Tyrone can be found in the small NCR settlement on the outskirts of Primm.



Primm is another location you've likely already visited, but if you haven't, you can find it far to the south (almost due south) of Sloan. This is a much larger -- albeit destroyed -- city. Seek out the tent on the outskirts of the city flying the NCR flag out in front of it. In one of those tents, you'll find the man you're looking for named Tyrone. Speak to him immediately about the missing chemicals, and he'll be curt with you about why they haven't been delivered. With the NCR becoming increasingly suspicious of him and his operation, he wants more money. You can opt to pay him the difference if you'd like, but simple Speech or Barter checks can convince him to hand over the **Drug Chemicals** without any trouble whatsoever.



One way or another, acquiring the Drug Chemicals was your primary aim. Now that you have those in hand, go ahead and quick-travel back to the hard-to-find Great Khan Encampment. Find Melissa once more and hand over the chemicals as promised. She'll thank you for your hard work, and just like that, this brief and simple side quest will suddenly conclude.



■ Steps...

(1) ED-E appears to have some Enclave log data stored that is triggered by some keywords. (2) The Followers of the Apocalypse would like to see ED-E to get access to the logs he has stored. (3) April Martimer with the Followers would like access to ED-E's data. She promises to upgrade its weapons while she works on it. (4) April has ED-E and will be working with it for a few days to access the data and upgrade its weapons. (5) ED-E's upgrades are complete.

■ Important Items...

None.

This side quest can actually be pretty long, and worse yet, super convoluted. So what we've done here in our walkthrough for the side quest entitled ED-E My Love is we've reduced things down to its essence. While you don't have to implicitly follow our instructions, doing so will allow you to complete this side quest in roughly ten or fifteen minutes, as opposed to stretching the side quest out to uncomfortably-long lengths. Either way, this entire fiasco begins at Primm. In Primm, you'll find a building marked with the word "MOJAVE" on the top of a building. Enter, and you should find a broken robot sitting on the counter directly in front of you. Examine the robot, and you'll be given several options to fix it. With a decent Science or Repair skill, you can repair ED-E easily and quickly, but without those skills, you'll have to find some items to fix the robot. This is one of many reasons why waiting until deep into the game to complete this side quest is worth it.



Okay, so have you fixed ED-E? One way or another, once the robot is fixed, he'll come along with you as one of the game's followers. Now, this side quest won't be earned quite yet. The idea is actually to keep ED-E with you long enough that you begin to hear certain words uttered by various characters in the game. This takes time, patience and perseverance. But if you want to bypass all of that and get the show on the road rapidly, you'll want to speak with a man named Ignacio Rivas. Rivas is located in HELIOS One, the NCR-controlled power plant near the center of the Mojave Wasteland. So hopefully, you're on good terms with the NCR. Near the back end of the power plant, you'll find Rivas roaming around near the exit out to the outdoor solar array. Speak with him about everything, and ED-E should activate with some new information once the conversation has run through. Speak with him once more, and ED-E should activate with even more information. Now we're getting somewhere!



Your next order of business is to wait for two days. You should be able to wait right there in HELIOS One, waiting in two batches of 24-hours each. Once that's done, if everything is in order thus far, ED-E should activate, and a couple of characters will talk to you in realtime through ED-E's speaker. One contact is from the Brotherhood of Steel, and the other is from the Followers of the Apocalypse. Both will plead with you to bring them ED-E, for it appears that there's plenty of secret information stored on ED-E's damaged harddrives. You can make either choice you want; it shouldn't change the outcome of the side quest. We opted to go with the Followers of the Apocalypse, but going with the Brotherhood of Steel works too. That particular arc isn't covered here, however.



To meet up with the Followers of the Apocalypse, you'll need to head over to the Old Mormon Fort at Freeside. There, you'll find a doctor named April Martimer roaming around. Speak with her, and she'll cut to the chase and begin asking you about the robot. You can pick her brain about what she intends to do with it and why she doesn't want the Brotherhood of Steel to have it, but ultimately, you'll need to hand it over to her and then wait three in-game days. After waiting the prerequisite seventy-two hours, the game will prompt you that ED-E has randomly reappeared back at Primm. Head back to town, and you should find him floating around the same shop where you earlier found him disabled. He'll join back up with you, at which point this random side quest will conclude.



■ Steps...

N/A

■ Important Items...

None.

This side quest can actually be a lot longer and more arduous than it was for us. But as we stated endlessly [during our Walkthrough](#), we aren't friends with the Legion. And that worked out splendidly for us during this particular side quest. To get things started, you'll need to head to Camp Searchlight, the ridiculously irradiated location controlled by the NCR at the southeastern portion of the Mojave Wasteland. A prerequisite for this side quest is that you've already unlocked Cottonwood Cove, the Legion-controlled camp to the east of the Searchlight locations. If you have, then quick-travel (or go overland) to Camp Searchlight, which is to the east of the Raided Farmstead. Don't adjust your television! That green cloud hanging over everything and severely obscuring your vision is supposed to be there.



You see, the radiation here stems from the Legion, who unleashed some sort of makeshift bomb to kill the NCR contingent here. And they've mostly succeeded. When you speak with an officer known as First Sergeant Astor, you'll learn a bit about how the NCR has been surviving here, and you'll eventually be given the option to help him out. Doing so will require you to go to the aforementioned Cottonwood Cove, where the Legion have set themselves up. Astor wants documents from the Legion, as well as for you to plant a bug on one of their radios. And you can certainly do this. But if you follow our advice, clearing Cottonwood Cove violently before this encounter with First Sergeant Astor will give you the option to tell him that you already killed everyone there, thus bypassing everything in this side quest, and completing it just as you began. Excellent!

■ Steps...

(1) Talk to the Misfits about improving their squad. (2) Convince Mags to respect the squad and work with them. (3) Convince Razz to respect the squad and work with them. (4) Convince Poindexter to respect the squad and work with them. (5) Return to O'Hanrahan.

■ Important Items...

None.

Have you been to Camp Golf yet? It's the random NCR encampment towards the eastern side of the Mojave Wasteland, just to the north of Lake Las Vegas, and due west from the Fisherman's Pride Shack. When you head over there, you'll find a rather ragtag crew of NCR soldiers that barely constitute themselves as a fight force worth mentioning. If you head into the commander's headquarters (the tent in front of the gigantic mansion on the premises), you'll undoubtedly run into a man named Sgt. McCredie. The Sergeant is rather rude and curt with you, but it's to be expected. After all, his soldiers are all but incompetent. If you offer to help him out, he'll tell you that you can, though he has no confidence in your ability to actually do so.



Leave headquarters thereafter. There are four soldiers around camp you can speak with to attempt any number of ways to finish this brief side quest, but by far the easiest and most straight-forward technique is to find and speak with a man named O'Hanrahan. When you speak with this guy, you can learn a bit about his backstory. When you talk to him about why the fighting force here (known as the Misfits) aren't up to snuff, O'Hanrahan thinks it has a lot to do with the fact that no one likes or respects anyone else. Offer to help him out, and you'll have to use moderate Speech skills to convince his three friends of the same thing.



You can speak to his three friends in any order you'd like, but we spoke to Mags first, Poindexter second, and Razz third. You'll need to appeal to each of these three people in different ways, but a moderate Speech skill will do the trick with each of them. Just be sure to explore the conversation paths that require you to get on the subject of camaraderie with one another. They all have various hang-ups, but a Speech check with each will bring them back together. Then you only have to speak with O'Hanrahan to wrap this side quest up. Keep in mind that if you don't have a moderate Speech skills, you can still get through this side quest, though you'll need to find other conduits (with their own unique skill checks) in order to do so.



■ Steps...

(1) Hire a guard named Orris near the northern gate of Freeside. (2) Follow Orris to the south gate and watch for any suspicious behavior. (3) Return to the King and report what you've learned about Orris. (4) Go to the Old Mormon Fort and question some injured Locals about their assailants. (5) Return to the King with your findings. (6) Head to one of the Squatter camps in Freeside and learn why NCR soldiers have been entering the area. (7) (Optional) Talk to Julie Farkas and see if the Followers know anything about the situation. (8) (Optional) Talk to Major Elizabeth Kieran, and mention Julie Farkas if she's reluctant to help. (9) Ask around the Squatter camp to find a lead regarding why NCR soldiers are in Freeside. (10) Investigate rumor of free food and water being handed out nightly in the northwest part of Freeside. (11) Return to the King and inform him of the NCR supply drops. (12) (Optional) Inform the King that the NCR previously sent an envoy to discuss distributing supplies to Freeside. (13) Head to the train station in northwest Freeside to try to negotiate with the NCR. (14) Return to the King and let him know the situation with the NCR has been defused.

■ Important Items...

200 Bottle Caps (to pay for the hiring of Orris), an optional reward at the end (should you choose to take it).

When you arrive at Freeside, which is essentially the outskirts of the New Vegas Strip, you'll start running into well-dressed greaser-like men called The Kings. These guys seem to keep to themselves for the most part, but their blustery talk may make you think that they're more than just a gang. And right you'd be. When you reach the section of Freeside closest to the strip, you'll run into The Kings' headquarters. Upon heading inside, you'll find a man leaning against the wall near the entrance, adjacent to a locked door. Bribe this guy (named Pacer) to get through the door (50 Caps should do the trick), and once on the other side, speak with the King, who will be sitting in a chair watching a show on a stage ahead.



The King, who sounds suspiciously like Elvis (and has his nickname to boot) is a kind dude. He'll talk with you at length, and eventually offer you up a job (if you ask him if he needs some help, that is). This will unlock this multi-part side quest, which actually starts out easily enough. The King will give you 200 Bottle Caps to cover the cost of hiring one of the men posted outside one of Freeside's entrance gates. These men are guns-for-hire that charge less rugged persons than yourself a fee to get through Freeside and to the strip safely. Thing is, one of them, a man named Orris, seems to be making a little too much money. The King is suspicious of this, and wants you to hire him and keep an eye out for any suspicious activity. Easy enough.



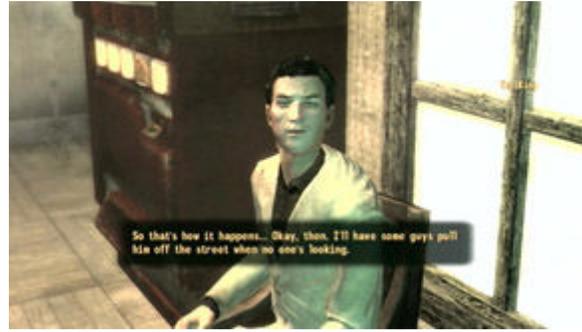
Mark G.I. Blues as your active quest, and follow the on-screen marker back towards the outskirts of Freeside, and towards the gate entrance in question. There, you'll find Orris and some of his cronies. These guys seem nice enough; they simply want to help willing, paying customers get to the Strip without being gunned down. Speak to Orris about his services and agree to pay the 200 Bottle Caps necessary to hire him. Worry not, for the King gave you enough Caps to cover the cost of the hiring. So this isn't your own money being spent. Then, follow Orris as he begins to run through Freeside, pointing out the sights as he goes.



Now here's where things get a little bit fishy. As Orris runs you into the section of Freeside closer to the Strip's entrance, he'll spot a bunch of thugs ahead. Noting that he doesn't like the way they look, he decides to take an alternate route. Thing is, when he turns the corner on this route, he'll run into those same thugs. Things go down quickly here, but before you know it, Orris brandishes his weapon and shoots these goons to oblivion. But wait... something's not right here. Orris shot only three times, and yet there are four corpses. Clearly, something is amiss. Examine the bodies. With a Medicine skill of 30 or higher, you'll quickly figure out that these four characters are feigning death.



It's at this point that the jig is up. Speak with Orris and let him know that you know what he's done. If you're Barter and Speech skills are high enough, you can even convince him to give you all of his things before scampering off. Otherwise, you've seen quite enough. With this new information garnered, it's time to return to the King and tell him what you found (keep in mind that the King is likely roaming around the third floor of The Kings' hideout at this point). Impressed with your work, he's not quite done with you yet. He'll dispatch you to the Old Mormon Fort, where some injured locals may have some important information on who attacked them.



Work your way over to the Old Mormon Fort, which is towards the outskirts of the town. This is where a group called the Followers hang out. This is a rare group in the Wasteland, since they are philanthropic and caring. Their entire task is to care for the sick, needy and down-and-out, which is why the injured persons The King was talking about are there at the camp, healing from their injuries. When you arrive, cut straight for a tent on the right side of the compound. You should find a boy lying on a mattress unconscious. Speak to the older man in the chair next to him. This man, Roy, won't have many specific details about the attack. But after that, you can speak to his friend Wayne. Wayne comes up with an important piece of information; that one of the attackers used the term "Lieutenant," indicating that the attackers were army-types. NCR, perhaps?



That's all you needed to hear. The King will certainly be interested in this new information, so return to his hideout as quickly as you can and recount this new information. Now that the King knows that the NCR are poking around New Vegas, he wants to know even more information. Namely, he wants to know what the NCR is doing in New Vegas, and whether they intend to take over the area, as rumor has suggested. The King tells you to go back to the Old Mormon Fort to speak with a woman named Julie there. He also recommends that you talk to some squatters in one of their camps, since they are always good sources of the latest gossip and information.



Your first order of business should be to take up the King's optional offer, and to speak with Julie at the Old Mormon Fort. Sure, this requires you to backtrack rapidly to an area you just were, but that's fine. You'll find the mohawked doctor walking around, tending to her patients. Speak with her and you'll be able to quickly learn why the NCR might have attacked some people in town. Better yet, Julie will offer you another optional task, which is to speak with one of her contacts within the NCR, an officer named Major Elizabeth Kieran. We'll take care of that soon, but first, let's tend to other matters.



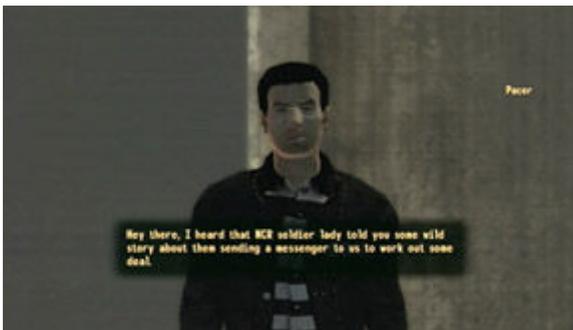
Around the outside walls of the Old Mormon Fort, you should find a crew of squatters. These are the guys you're looking for. Speak to the man with the strange name of Missionary, and he'll alert you to some important information. But first, you'll have to pass a sort of quiz. He'll ask you three questions, and you'll have to give him the right answers. There is no room for error here. When he asks you who the most popular NCR president was, you answer Tandi. When asked where the original NCR capital was located, you answer Shady Sands. And when asked what the NCR's flag is emblazoned with, you answer a double-headed bear. With all of the answers properly delivered, Missionary will come through with the information you're seeking. It appears the NCR has created a food distribution program on the far side of town.



That's what you needed to hear. At this point, a new location should appear on your map, and you can go investigate it posthaste. It should be on the far outskirts of town, in an isolated and disheveled location you may not have ever explored before. The fact that two NCR soldiers are standing guard in front of a broken-down establishment should be the obvious beacon you're looking for. Either convince them to let you in with your Speech skill, or simply give these guards the keyword you learned from Missionary -- Hope. Then, enter the building. You'll find NCR citizens within the building grabbing food from a couple of soldiers. One of them happens to be Major Kieran, the woman Julie told you about. You can speak with her generally, or you can tell her Julie sent you to get more information. It appears the NCR wanted to give food to everyone here, but when they tried to coordinate their operation with The Kings, things went bad. Well that's interesting.



Return to the King to give him more information on what's going on. When you enter, Pacer will stop you immediately. Clearly, he was the one who roughed up the NCR representative, as the King knew nothing about it. He tries to convince you not to tell the King, but there's really no reason to listen to Pacer. Indeed, if you're extra clever, you can even get some Caps out of Pacer, and then break your promise and tell The King the information you found out anyway (let's not forget that Pacer bribed you earlier just so you could see The King, so don't feel too badly about it). The King is distressed to learn that some of his men might have messed stuff up with the NCR. But it's too late to do anything about it right now. A man will then bust in to tell the King that a gunfight has broken out between the NCR and The Kings on the far side of town. Maybe there's something we can do to quell the violence.



Follow the new directions on your on-screen compass to head back to the far end of town, near where the NCR's food drop was located earlier. Keep your gun holstered and enter the fray. You can speak to the Kings and NCR soldiers you encounter, but who you're really looking for here is Major Kieran. Upon speaking with her, it should be easy enough for you to convince her that The King and his crew want peace. She doesn't necessarily buy that The King wasn't involved in the brutal beating of one of her men, but it's irrelevant. She doesn't want to fight either. A ceasefire is ordered, and you can return to the King to give him the good news once and for all.



Upon returning to The Kings' hideout and finding the King himself, you can relay the good news to him. The ceasefire has brought peace back to the NCR and the Kings (at least temporarily). This side quest concludes at this point, but it's what happens thereafter that's really important. The King is impressed with your work, and offers to give you something of value. You can pick his brain for all sorts of information, but it's the reward he's offering that's really important. While you can get some Caps off of him, instead opt to have him help you get into the Strip. He's willing to oblige, sending you over to a friend of his to get a pass that will allow you entrance to the Strip. And that's important, indeed, since it will help you out on the [main quest mission entitled Ring-a-Ding-Ding](#).



■ Steps...

(1) Look for the source of the Nightstalker stealth mutation. (2) (Optional) Ask Lily to help you investigate the Nightstalker mutations. (3) Tell Doctor Henry you've discovered a potential cause for the Nightstalker mutations. (4) Talk to Lily about participating in Doctor Henry's experiment. (5) Tell Doctor Henry to proceed with the experiment once Lily is present. (6) Wait for Doctor Henry to complete the experiment. (7) Speak with Keene and try to defuse the situation. (8) Speak with Doctor Henry. (9) Decide whether or not Lily should continue to wear the Mark II prototype and inform Doctor Henry.

■ Important Items...

Chewed Stealth Boy, Oh, Baby!

At the far western reaches of the map, there's a settlement called Jacobstown. Jacobstown is a bit of an anomaly in the Mojave Wasteland, since it's a town run and occupied almost entirely by Super Mutants and Nightkin. Getting to Jacobstown is actually fairly annoying, since you'll have to follow a wandering road through the mountains in order to reach it. But once you do, head forward through the settlement towards the gigantic building towards the back. Within, head right on the first floor to find the town's only non-Super Mutant/Nightkin residents, a human named Dr. Henry and his lab assistant, a Ghoul named Calamity. You can speak to Dr. Henry about all sorts of issues, but ultimately, you'll find out that he's here working on the solution to a problem that's been plaguing the residents of Jacobstown, and indeed Super Mutants and (especially) Nightkin around the Wasteland.



The chronic use of Stealth Boys by the Nightkin community has created a sort of sickness that's endemic with most of their kind. Dr. Henry wants to get to the bottom of what's going on with the Nightkin, and he suspects that the source of the sickness -- and more importantly, the solution therein -- rests with the Nightstalker population that inhabits a cave to the north of town. Dr. Henry requests that you go to the cave to investigate things there, and you should oblige. Be sure to take him up on his optional request, too, to bring the Nightkin named Lily there with you. You'll need to clear space for her in your group of followers (if you have two with you, that is). You can find her outside; just follow your compass instructions. A good combination of followers to bring with you for the duration of this side quest is Lily and Rex, since they both specialize in melee, close-quarters combat.



Once you've acquired Lily, it's time to find an entrance to the cave in question. The cave, named Charleston Cave, is clearly marked on your map, but you can't take a straight northerly route there. Instead, you'll need to leave the confines of Jacobstown. Once you're on the outside of the wooden stakes surrounding the town (as a sort of makeshift fence), simply meander your way northward towards the mountains. You'll run into the non-descript cave entrance before long (there should be a random heart painted on a rock in front of the entrance). Once you're there, there's nothing left to do but to enter. Just be prepared for a lot of fighting when you do. Getting through the Charleston Cave is no picnic. Quite the opposite, actually.



As you may have expected, Charleston Cave is full of Nightstalkers. You've never run into these creatures before (most likely), but rest assured, they're difficult little creatures to defeat. That's why we wanted you to have melee-ready followers like Rex and Lily here to help you. Nightstalkers are dog-like creatures that move quickly. They all use Stealth Boys (inadvertently), so you'll only hear them coming at you, and won't immediately see them until they take enough damage to be revealed. It's actually a good idea to explore this whole cave system (which isn't too big, and not at all maze-like), since killing Nightstalkers is a nice way to earn some experience points. Just be ready to heal yourself, especially if you're of a lower level, since Nightstalkers have the ability to do a hell of a lot of damage rather rapidly.



What you're looking for in the Charleston Cave as you explore and do battle is a room with a Nightkin body lying in it. It should be in the far side of the system, on the other side of some water that you have to wade through, in a room occupied by several Nightstalkers. If you examine this Nightkin's body, you'll uncover exactly what you were looking for -- a **Chewed Stealth Boy**. Right next to the Nightkin is his weapon, called **Oh, Baby!**. You may not want to use it, but it's extremely valuable, so it won't hurt you to grab it and bring it with you to sell later. Once you have those items in hand, and feel like you've seen enough of the cave, you can head back to the entrance, and then quick-travel back to Jacobstown. Once you arrive, speak with Dr. Henry and let him know that you've found an important clue.



It's at this point in the side quest, near the end, where things can take a bunch of different turns. How we proceeded isn't necessarily how you have to go about things, so keep that in mind moving forward. You need high Speech and Science skills to fully explore other avenues, but since we didn't, we kept it simple. After giving Dr. Henry the Chewed Stealth Boy, we opted to let him use Lily to run a new experiment (you'll need to speak with her to convince her to do so, however). Dr. Henry learns what he can from the experiment, and eventually, Lily is sent off, hopeful that her hard work and involvement in the new experiment might bring Dr. Henry closer to finding a cure.



But just as Lily runs off, a Nightkin named Keene runs in. Keene is decidedly more angry and hostile than Lily, and demands that Dr. Henry hands over the Chewed Stealth Boy. With very, very high Speech, you can convince him to go away, but otherwise, you're going to be forced to either fight and kill him and his friends, or simply let him take the Stealth Boy and run off. We opted to do the latter. This doesn't stop Dr. Henry from deriving important information from the experiment he's already run, and it ensures that nobody gets hurt. Once this end sequence has run its course, that's it. This side quest should conclude in victory (and a plethora of experience points, too).



■ Steps...

(1) Talk to Sunny Smiles about fighting the Powder Gangers. (2) Return to Ringo and let him know that Sunny Smiles has agreed to help you fight the Powder Gangers. (3) (Optional) Speak with Doc Mitchell, Chet, Trudy and Easy Pete about acquiring their help. (4) Return to Ringo when you're ready for the gunfight with the Powder Gangers. (5) Join up with Sunny. (6) Defeat the Powder Gangers.

■ Important Items...

Boxing Times Magazine, 100 Bottle Caps.

After you speak with Trudy at the Prospector Saloon at the end of the side quest known as *By a Campfire on the Trail*, you'll learn a bit about a brewing conflict between someone named Ringo, and someone named Joe Cobb. It appears that Ringo and Joe are going to come to blows soon, and obviously, you're going to be able to get involved. Follow Trudy's advice and seek out this Ringo character, who has apparently holed himself up in Goodsprings' dilapidated gas station, due just west of the Prospector Saloon. When you arrive there, you'll find the man in question. While he'll initially pull a gun on you, he'll calm down, and you can eventually offer to help him deal with his problem. However, you and he can't deal with it alone. Indeed, you'll first need to recruit some help. We'll leave the gas station posthaste to do so now, but first, be sure to grab the **Boxing Times Magazine** from the shelf in the gas station en route.



Head back over to the Prospector Saloon. Once you're inside, you'll find Sunny and her dog Cheyenne right off the bat. Speak with her, and you'll be able to engage her in conversation about the plight of Ringo, and taking on Joe Cobb and his gang. It will take precious little convincing to get Sunny involved, but as she says thereafter, you're still going to need more help. She'll give you three optional tasks to try to get some other people involved. You should speak to Trudy here at the bar, as well the general store owner, Chet, and Easy Pete (as you'll need his dynamite). So, let's get to it.



Since you're already in the Prospector Saloon, staying put and speaking with Trudy behind the bar is probably going to be your first order of business. Unfortunately, getting her involved in this fray is going to require a bit of convincing, just as Sunny promised it would. You'll need a Speech or Sneak skill of 25 in order to convince her, or you she simply won't get involved in this battle. There's no way around that. Unfortunately, in our playthrough, we didn't have a 25 in either category, but you may be different. Remember that you can use specified magazines for those two statistics to temporarily raise those stats, if necessary.



The second person on your list should be Chet at the general store directly next to the Prospector Saloon. You may or may not have already visited Chet, but if you already have, then you know that this man drives an exceptionally hard bargain. He's a businessman at heart, fair but stern, and getting him to help with his supplies is going to be difficult. You'll need to have a Barter skill of 25 or higher to get him involved in the fight against Cobb and his men. Otherwise, you'll be left to use your own Caps to purchase whatever you need.



Next up on your list should be Easy Pete, who you'll either find within the Prospector Saloon, walking around outside nearby, or more likely, sitting in his usual chair outside the front entrance to the bar. Upon speaking with him, you can get down to business, pressing him on acquiring some of his dynamite. He won't just give it away to you, however. Indeed, you'll need at least a 25 Explosives rating to convince him you're worthy of his explosives, so if you don't have that, then don't expect to get the goods.



Finally, go back and visit with your old friend Doc Mitchell. Like Sunny, Doc will be easy enough to convince. Just speaking with him and letting him know what you're about to be up against will net you several **Stimpaks**. Better yet, if your Medicine skill is at least a 25, you can do some further convincing to acquire a couple of **Doctor's Bags** as well. When you're done at Doc Mitchell's house, you'll be done with your optional tasks, and can then get down to the more pressing issue at hand.



That pressing issue, of course, is taking on Cobb and his friends. So, head back to Poseidon Energy (the gas station), where you'll find Ringo once more. Speak with him and let him know you're ready to go. At this point, Sunny will show up. If you have anything at your disposal from anyone else, now's the time to use all of those goods. But even if you failed at convincing everyone that you need their help, that's okay. Between Ringo, Sunny and yourself, you should be just fine getting through this fiasco.



Once outside, Sunny and Ringo will make a break for the Prospector Saloon. It's from out here that crap will hit the fan with the bad guys associated with Cobb. These enemies, called the Powder Gangers, will have an assortment of weapons at their disposal. There will be approximately eight of them to fight. A couple of them have nothing more than melee weapons, and will thus rush your position from the outset of the battle. The guns you hear going off all around you are the other Powder Gangers, armed with an assortment of firearms.



Your best bet is to take refuge behind the cart in front of the Prospector Saloon, which should guard you pretty well against the gunfire from the Powder Gangers. It's likely that Sunny will take cover near you. Easy Pete, if he's in the area, will get involved in the fight, and obviously the man responsible for all of this, Ringo, will also help out. Let the melee weapon-wielding enemies come towards the cart and deal with them at close range. Once you're finished with them, you can then go at the firearm-wielding foes one at a time. Obviously, VATS will be a huge help here, but if you're out of action points, you'll need to resort to some old-fashioned first-person action to get the job done.



When the battle is done, you'll find yourself in a karma deficit with the Powder Gangers, but that's okay, because you'll have a karma surplus with the residents of Goodspring. Indeed, you'll find many of the decisions you make in the game to meander towards similar this-or-that scenarios. That's just the nature of Fallout: New Vegas (even more-so than Fallout 3's system). Hereafter, be sure you find Ringo and speak with him, since he'll give you a hundred Caps for your help. That's a pretty healthy sum! Then, seek out a bed or use some medicine to heal yourself up before you go about your business, in whatever manner you choose.



■ Steps...

(1) Investigate the East Pump Station. (2) Find the source of the radiation. (3) Shut down Vault 34's reactor to help the Sharecropper Farms.

■ Important Items...

Vault 34 Security Terminal Password, Vault 34 Utility Terminal Password, Overseer's Password.

Beginning this side quest will require you to visit the NCR Sharecropper Farms, an (obviously) NCR-controlled location south of Freeside and the New Vegas Strip. Gun Runners is directly to the north of it. When you arrive at this expansive area, you'll find some farms that the NCR uses to grow fresh food for their troops. The fields are irrigated with fresh water, and seem to be thriving, both outdoors and inside makeshift greenhouses. The person you want to speak with here to get things moving is a woman named Morgan Blake. While you may find her roaming around the farm itself, chances are you'll actually end up locating her in the barracks on the premises. She won't speak to you at length when you talk to her, but you can offer to help her investigate a problem with the irrigation at the farm, at which point you'll receive this side quest.



The location you need to travel to presently is actually fairly easy to find. It's due east only a short distance from the Sharecropper Farm. This locale, known as the East Pump Station, is the first place you're going to have to travel to in order to ultimately fix the problem at hand. Head into the East Pump Station, and you'll find yourself immediately inside of a small office. On a desk at the far end of the small office is a computer. The computer functions, but a moderate Science skill will be required to fix something on the computer so that you can continue to learn what the problem is. When you explore the contents of the computer thereafter, you'll learn that the origins of the issue are at Vault 34.



Thankfully, just like the Sharecropper Farm and East Pump Station are situated next to each other, so too is the East Pump Station and Vault 34. Vault 34 is located southeast from the station, and you can get there easily enough by walking (though you can quick-travel there, too, if you've already been there). The entrance to the Vault is a little foreboding, since there's radioactive goop and a barrel in front of it. This is a sign of what's inside, because much of Vault 34 and its outlying areas are also heavily irradiated. It won't hurt to have some Rad-X and RadAway on you here. Inside, you won't immediately arrive at the Vault's front entrance. You'll need to walk down a linear, irradiated cavernous pathway first. Radiation is everywhere, as are Golden Geckos, so have your weapon-of-choice at the ready.



Once you arrive at the vault itself, we'll get down to the nitty-gritty. At Vault 34, the enemies you'll be fighting aren't Golden Geckos, but rather Ghouls, heavily irradiated by any number of nearby subterranean substances. Your trip here can be as long or as short as you want it to be. Vault 34 has its own interesting story to tell, since many of its ghoulish inhabitants were once human (just like all Ghouls, in fact). Exploring Vault 34 in its entirety and delving further into its story is entirely optional for you, and won't be covered here. What we're really at Vault 34 for is to do one thing, and that's to get the water flowing to the NCR crops once more, free of pesky radiation.



The general idea once inside Vault 34 is to work your way lower and lower through the various floors and tiers of the vault. As you explore, expect to run into a plethora of Ghouls of varying strengths. You'll also no doubt notice that you're constantly being irradiated once down here, and without the best-of-the-best anti-radiation suits, you won't really be able to do anything about it. As we mentioned earlier when you were in the equally-irradiated tunnels leading to Vault 34, you'll want to be absolutely certain that you have Rad-X activated on you at all times, and that you have plenty of RadAway to get rid of radiation poisoning as it slowly builds up. Also, it's worth noting that there are quite a few medical kits in the dark corners of Vault 34, should you need to raid them to bolster your curative item stock.



There are a few important things to keep an eye out for as you move through Vault 34. The **Vault 34 Utility Terminal Password** and **Vault 34 Security Terminal Password** are two codes in particular that you'll need to pick up. Doing so will require you to venture into the flooded, aqueous depths of the vault, where a code can be found on a dead Ghoul body. Ultimately, new codes will allow you to access locked computers and doors that will bring you to the Overseer's Office of Vault 34. But if you expected it to be abandoned, think again. Not only are a couple of gun turrets adamantly guarding the door, but the Ghoulish Overseer is also still in his office. Kill him, grab the password off of his body, and then use the computer at the back end of his office to unlock a new door further down into Vault 34.



Once you're in the area below the Overseer's Office, you'll begin to run into the last, most powerful vestiges of Vault 34's Ghoul contingent. But if you can blast past them, you'll find the room you're looking for, one with a large supercomputer in it with a red keyboard. As long as you killed the Overseer and used the password on his computer terminal to unlock another computer terminal, then you'll be right as rain (do keep in mind that you'll need to use a second computer terminal to open the door that leads to the room with the larger computer). Once you access that computer and do the necessary cleansing of the NCR's precious crop-feeding water supply, all will be well, and this nebulous side quest will conclude.



■ Steps...

(1) Cass is drowning her sorrows at the Mojave Outpost. Her advice? Go work for the Crimson Caravan. (2) Pitch in at the Crimson Caravan company if you're looking for caravan work. (3) Return to Cass and see if you can get her to part with the title for Cassidy Caravans. (4) Pay your respects with Cass at her caravan's grave. (5) Investigate the wreckage of the Griffin Wares caravan with Cass. (6) Track down Durable Dunn's missing caravan with Cass. (7) Investigate the Crimson Caravan for reasons behind the attack. (8) Investigate the Silver Rush in Freeside for evidence on the Van Graff's guilt.

■ Important Items...

Antivenom (x2), Bottle Caps, Fixer, Laser Rifle Focus Optics.

This side quest is a little bit complicated. It's not that its premise of the side quest itself is hard to comprehend, and you won't really encounter any issues getting through the side quest from beginning to end. Where things get complicated is how this side quest intimately intertwines with another side quest, notably [the Side Quest known as You Can Depend On Me](#). In that side quest, you'll find yourself working for the Crimson Caravan, and one of the tasks you will get is to speak to a woman named Cass at the Mojave Outpost, in order to purchase the rights to her caravan company. But you can run into Cass more organically at this outpost as well, which is where this particular side quest will begin in earnest.



When you speak to Cass at the Mojave Outpost (an NCR-controlled location in the far southwestern edge of the map), you'll learn a little bit about this woman's plight. You'll find her in one of the two intact buildings at the outpost, sitting at a bar, drowning her many sorrows. Cass is off-putting at first, giving you nothing but attitude. But as you speak with her more, you'll learn about how she lost many of her friends when her caravan was ruthlessly attacked. She barely escaped with her life, and now she's holed-up here in NCR territory, drinking whiskey and not giving a damn about anything else. She'll give you a tip, that you should go work for the Crimson Caravan. This is where the [You Can Depend On Me side quest](#) comes into play. As part of that quest, the Crimson Caravan will tell you to return to Cass to try to purchase her Caravan Company. It's at this point that you should try to convince Cass to join you as a follower, only after requiring the rights to her company. Doing so will require fairly high statistics, whether in terms of Speech or Barter, so keep that in mind, and return to continue this side quest later if you need to level up a bit.



Once you've convinced Cass to sell the Caravan Company (as part of the [You Can Depend On Me side quest](#)), you can then easily get her to join you as a follower, and this side quest can then continue unabated thereafter. You may be confused as to how to get things going from here, since your side quest prompts won't update, strangely. You'll need to actually speak to Cass again once she's a follower, and she'll tell you that she would really like to locate the caravan that was sacked. Agree to her request, and the location of Cassidy Caravans Wreckage will show up on your map.



Cassidy Caravans Wreckage will be located to the northeast of the Mojave Outpost. It's pinched in between the Grub n' Gulp Rest Stop to the northeast, and REPCONN Headquarters to the south. So you could easily quick-travel to each of those locations and then walk to your destination rapidly. No one is left alive at the wreckage site -- not even the Brahmin pulling the wagon -- but Cass will find something that interests her. It's an indication that another attack has occurred on another caravan. To continue the side quest, Cass will request that you go check out that wreckage site as well. Agree to do so, but before taking off, be sure you search the wreckage of the caravan for some **Bottle Caps** and other goods you may want.



The next wreckage site, known as Griffin Wares Sacked Caravan, is located to the northwest of Cassidy Caravans Wreckage. The Horowitz Homestead is to the east of this second caravan, and the Followers Safehouse is to the west. Feel free to quick-travel to either of those locations to make your walk far, far shorter. Otherwise, you may want to teleport to New Vegas and go from there. When you arrive, you'll find wreckage very similar to the previous location's. You can pick up some **Bottle Caps** and **Psycho** from the wreckage, and even a **Plasma Rifle**. It's the latter item that's really important, since it gives you a clue as to who might have perpetrated these crimes. But then again, Cass still needs to see more to draw any concrete conclusions.



Following the events at the Griffin Wares Sacked Caravan, Cass will want to explore Durable Dunn's Sacked Caravan, which is located far to the east, on the other side of New Vegas. You could easily quick-travel to a location like the Crimson Caravan Company, and simply walk in a southeasterly direction to run squarely into the caravan you seek. You'll find a dead Brahmin and some dust piles underneath a bridge, but it's at sea level next to the bridge that you'll find a really important piece of evidence. There, you'll uncover a corpse belonging to the Van Graffs. That explains all of the dust piles (since they love using energy weapons). Crimson Caravans is also intimately involved in whatever's going on here. Obviously, someone's going to have to pay. You can speak to Cass at this point. She wants to take the guns-blazing approach, but that's not a good idea (though it's certainly an option). It'll scuttle your chances of completing more side quests for both groups, and chances are, you won't have a chance to survive that kind of conflict regardless. Instead, opt to search for evidence that ties the Van Graffs and/or the Crimson Caravan to these crimes. If anything, your peaceful approach will make the NCR happy.



Let's get the simple heist out of the way first. Head to the Crimson Caravan facility. Since you technically have to complete a task for the Crimson Caravan in order to get this far in this particular side quest, that location should have already been added to your map. All you have to do is quick-travel there. Once there, go inside the main office building, where the Crimson Caravan's proprietor, Alice, sits at her desk. The idea here is to use the in-game wait option to go to the middle of the night, where Alice leaves the office. Once you're in the office alone, use your lockpicking skills to pick open the safe to the side of her desk. Once the safe has been successfully cracked, you can claim the evidence needed on the Crimson Caravan's involvement in the caravan disappearances. That's part one



Part two will require us to visit the Silver Rush Gambling Hall, which is located in Freeside. Freeside, as you know, is the dilapidated area surrounding the New Vegas Strip. You've likely been there already, so you should know how to navigate those rough streets easily enough. The Silver Rush is located in the sector of Freeside closest to the Strip. The thing is, you have to be careful when entering. Since the owners of this building are important to completing other side quests, you don't want to get on their bad side. At the front entrance, activate a Stealth Boy and hand over your weapons to the guard at the door. Then, enter the building. Stay crouched and work your way to the far end of this initial room, where you'll find a locked door. This locked door requires a considerable lockpicking skill to get open, but once you do, you'll find an office on the other side. There's a safe in front of a desk in this office, one that also requires a high lockpicking skill (though if you picked the door, you should be able to pick this lock, too). Claim some items within the safe, including **Antivenom**, **Bottle Caps** and **Fixer**. The most important item you grab here, however, is a letter which will act as the second and final piece of evidence we need to wrap this side quest up.



With the evidence in hand garnered from both the Crimson Caravan and the Silver Rush, you can finally speak to an NCR representative to get an investigation into these crimes' perpetrators started. The man you want to visit is none other than Ranger Jackson, the ranking officer at the Mojave Outpost at the southwestern edge of the world map, the same place where you found Cass earlier. Track the ranger down and tell him you have evidence in regard to all of those missing Caravans you earlier scouted. Impressed by your hard work (yet distressed by the violence), Ranger Jackson promises to look into these brutal murders and bring those responsible to justice. He also makes you vow not to seek violent retribution against the perpetrators. Agree with him to end the side quest successfully, keeping in mind that you could have very well been lying all the while.



■ Steps...

(1) Find Bill Ronte. (2) Find Jacob Hoff. (3) Help Bill Ronte with his alcoholism. (4) Help Jacob Hoff kick his addiction to chems. (5) Take care of the drug dealer. (6) Return to Julie Farkas.

■ Important Items...

None.

This is a quick and easy side quest to undertake as soon as you arrive at Freeside. One of Freeside's main attractions is the Old Mormon Fort, where a group of do-gooders have holed themselves up in order to help the injured, down-and-out and unfortunate. The leader there is a doctor named Julie Farkas. When you speak with her, you'll learn that there are some drug addicts around town that she hasn't been able to reach out to successfully. She asks for your help, and you can give it to her. You can then begin your task of finding the two men in question, and getting down to the bottom of their addictions, one way or the other.



The first man in question is named Bill Ronte, and he can be found in an abandoned, blown-out house on the far side of the road from where the Silver Rush Gambling Hall is. He'll be sitting slumped against a wall, and when you speak to him, the only thing on his mind will be how he'll get his next fix. Well stop that, Bill Ronte! We're here to help! He'll tell you that his dealer's name is Dixon, which will prompt you to find Dixon and deal with him one way or another. But before you do that, find the other man Julie told you about, Jacob Hoff. You'll find this junkie in another blown-out building, this one across from Mick and Ralph's shop near one of Freeside's entrances. Similarly, all Jacob will talk about is scoring his next fix from -- you guessed it -- a man named Dixon.



You may have run into Dixon before you undertook this side quest. Conveniently, he hangs out around Mick and Ralph's shop, so if you wisely followed our instructions and spoke to Bill Ronte first, and then Jacob Hoff second, you'll be in the direct vicinity of Dixon. Find this shady drug dealer walking around, and speak with him. One way or another, you're going to have to get this guy to stop selling drugs to these poor schmucks. While you could outright kill him, or buy him off, the easiest way to do this is to use your power of speech to convince him to stop, via a little blackmail action. No matter how you stop Dixon, be sure that you do. This will solve at least one problem you had. But unfortunately, it's created two more problems.



When you report the news of Dixon's untimely demise to your two drug-using, alcohol-abusing friends, they won't be too happy. This isn't surprising, of course, but Bill and Jacob still need to get their fix. Or do they? You'll have some options here, as is usually the case. Both men will demand more drugs, and you can give them the drugs, though that's the easy way out. If you have a high Science skill, you can concoct them something better and easier, or you can use Speech to convince them to stop doing drugs completely. We did the latter for both men, which forced them to head back to the Old Mormon Fort. We're just about done now.



All that's left to do now is to return to Julie Farkas, who can be found at the Old Mormon Fort. Simply relay to her that you helped both drug-addicted men, and she'll be thankful for your help. Philanthropy hasn't left Julie especially wealthy, but this should gain you a lot of respect around Freeside and with those inside the Old Mormon Fort. It should also make medicine even cheaper for you, should you buy it from Julie or one of her friends.



■ Steps...

(1) Talk to the receptionist in Gomorrah about Omerta activities. (2) Talk to Cachino about suspicious Omerta activities, perhaps someone else in Gomorrah knows how to find him. (3) Check Cachino's room or his person for some proof of his behavior. Perhaps someone has a key to his room. (4) Cachino's Journal should have enough proof to get him talking. (5) The door guard suggested talking to Big Sal or Nero about Cachino's journal. (6) Attend Cachino's business meeting with Big Sal. (7) Cachino is dead, speak to the boss about what to do next. (8) Talk to Troike to see what kind of help you can give him. (9) Check with Clanden to see what kind of help he needs. (10) Recover a stolen shipment of weapon parts from the Fiends. (11) Bring chlorine to Clanden. Check near the pool at the Ultra-Luxe, or find out who supplies them. (12) Let the bosses know that Clanden and Troike both have everything they need.

■ Important Items...

Cachino's Journal, Zoara Club Key, Disassembled Weapons Shipment, Container of Chlorine.

This side quest can begin in any number of ways. It takes place almost entirely in the Gomorrah Casino, which is located on the outskirts of the New Vegas Strip, immediately to your right upon entering through the robot-protected front gates. Once inside, the surest way to start this side quest (if you haven't already) is to simply speak with the woman at the front entrance. Known only as the Receptionist, she will be able to give you all sorts of information, and you can pry even more out of her if you use your powers of persuasion. Meanwhile, expect to get your weapons taken from the guard at the front door before entering the casino itself. Worry not about losing your gear, though. As long as you play things cool like we did in this particular walkthrough, you won't need them anyway. If anything, not having your weapons will keep you cool, calm and collected throughout.



Ultimately, by speaking to the Receptionist (or via another conduit you used to undertake this side quest), you'll learn about a man named Cachino. Cachino works for the family that controls the Gomorrah Casino, a group known simply as the Omerta. Finding Cachino can be a bit laborious, but you should ultimately run into him on the floor of the casino, or in one of the ancillary rooms around it. If you took the time to speak with some of the NPCs on the floor that work for the Omerta, then Cachino will actually speak to you first if he runs into you, which makes finding him all the easier. Either way, once you've spoken to him and let him know that you know he's up to no good, the real fun starts. You'll need to find evidence that he's up to no good, but how? The idea here is to gain access to his room up in the Gomorrah's suites. Unless you have a good lockpicking skill, the only realistic way you'll be able to do this is to purchase the key from the Receptionist you spoke with earlier (or use other powers of persuasion, should you not want to part with precious Caps).



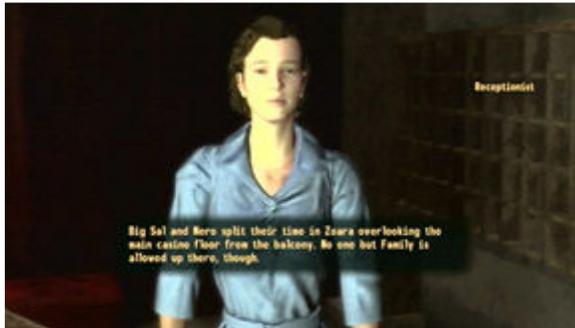
Either way, with or without a purchased key, you're going to need to head up to the suites in the casino to access Cachino's private room. Use an elevator at the back end of the main floor to head up to the Suites Level. Once there, move forward and head left down the pathway you encounter. Here's where things may get a little tricky. There's likely a guard protecting that door. You need not worry about the guard if you procured a key from the Receptionist. If you plan on picking the lock, however, you'll need to coerce the guard away from his post, or wait for him to walk away. Once he's nowhere to be found, you can then pick the lock. As long as he doesn't see you picking the lock itself, it doesn't otherwise matter if he sees you go in or out of the room, so don't worry about that. This is a risky situation, however, so it wouldn't hurt to save your game before you try to pick the lock, just to err on the side of caution.



Once inside his bedroom, head up the stairs to the upper part of the suite and work your way into his vacant room. You'll notice all sorts of empty furniture in the corners of the room, but it's the proper desk shoved in one corner of the room, adjacent to the front door, that's of importance. Examine this desk and you'll find precisely what you're looking for. **Cachino's Journal** will be the proof you need to frame Cachino to the higher-ups with the Omerta. Now, keep in mind that you don't have to use this journal against Cachino. In fact, you can even offer to sell it to him, thus removing any possibility of being able to convince his bosses that he's working behind their backs. Feel free to do that if you'd like, but keep in mind that this particular route isn't covered here in this walkthrough. Rather, we decided to use the evidence against Cachino, which brings us into the Omertas' good graces.



Now, it may seem a little unusual to use this evidence against Cachino. After all, while he was gruff and hostile towards you, the fact remains that he hasn't done anything to you personally. But then again, you're really going to need the Omerta later on in the game, if you want their assistance during the endgame that is. And if that's the case, then your act of weeding out a rat in their midst is really going to go a long way towards impressing them. With the journal in hand, head over to Cachino somewhere on the ground floor, and let him know you have the evidence needed. Now, his tune changes. He'll offer to buy the book from you, but instead, opt to tell him that you're going to tell his bosses about the situation instead. He can't do anything to you while in the casino, so his hands are tied. Too bad.



Your next task is to let Cachino's bosses know of his disloyalty. But how? You've yet to be formally introduced to the Omerta's leadership, and you're not going to find them roaming around the casino anytime soon. What you need to do here is visit with the Receptionist again. Talk to her about where you could possibly find the bosses. She'll tell you that they're posted around the upper floors overlooking the casino, but that not just anyone can get up there. That's all you need to know. Head to the back end of the casino one more time and look for a locked door that's guarded by an Omerta thug. If you talk to this thug in particular, you can speak to him and let him know that you have some evidence of improprieties that they should know about. He'll agree with you once you show him the evidence. He'll hand over the **Zoara Club Key** thereafter, which will allow you to open the door right next to him.



Once upstairs, seek out a man you've yet to meet, an older gentleman known as Big Sal. Speak to Big Sal and immediately cut to the chase. Show him Cachino's Journal, and he'll be taken aback. After navigating the rest of the conversation with him, you'll learn that Big Sal has immediate plans to deal with Cachino. Follow Big Sal as he walks towards his office and takes a seat. Cachino will come in and take a seat on the other side of the door. After some conversation between Cachino and Big Sal, one of Big Sal's henchmen will do Cachino in. You can then speak with Big Sal about helping out a few of his lieutenants, which will begin this side quest's endgame. Feel free to scour Cachino's corpse for goods before heading out, if you'd like, though doing so isn't at all necessary.



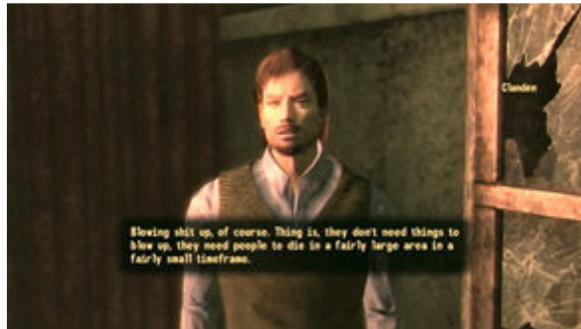
Now, Big Sal has given you two tasks. You are to help out two of his henchmen. Once you do, the side quest will have effectively concluded. The first person you're tasked with helping is a shady-looking character you may or may not have already run into here named Troike. Chances are, you're going to find Troike roaming around in the bowels of the casino, but if you're having trouble locating him, simply mark this quest as active on your Pip-Boy, and then follow your on-screen compass. When you run into Troike, you'll be able to chat him up a bit. Eventually, you'll learn that he has a bit of a problem. He's responsible for running weapons in and out of the Strip, using some NCR connections he has. But some Fiends have taken the most recent shipment for their own, and he needs your help procuring the stolen goods.



Agree to help Troike out. Once you do, you'll then have to head back outside of the casino. Once out in the open air, you should be able to quick-travel to a location extremely near where the Fiends that stole the goods are currently stationed. If you're able to, quick-travel to the Sunset Sarsaparilla Headquarters located west of New Vegas. The Fiends should be right next to the building. If you can't quick-travel there, quick-travel to a location nearby, or simply approach the designated location on foot. One way or the other, you'll eventually run into the trio of Fiends that stole the goods. Kill them easily and quickly, and then claim the **Disassembled Weapons Shipment** from a bin nearby. With the goods in hand, you can then quick-travel back to Freeside, and enter the New Vegas Strip once more.



Return to Troike to let him know that the deed is done. He'll thank you, but he'll be short with you too, so don't expect too much of a conversation. Once that's done, it's time to move on to the other character you're supposed to help. His name is Clanden, and you'll be able to find him up in the suites section of the casino. We found him sleeping in a bed; you may find him roaming around elsewhere. Once you run into him, speak with him, and you'll learn that he's an explosives nut. But he's missing some valuable items that he'll need to get things going. Use your Science skill to convince him that what he could really use is some chlorine (if you can't use a Science skill, you'll need to navigate this conversation some other way). With that done, he'll dispatch you to finish the job for him.



While there are multiple ways to do this, the easiest way to go about things here is to simply steal the chlorine. To do so, head over to the Ultra-Luxe Casino, a stately building at the center of the Strip with a gigantic fountain out in front of it. Once you head inside, shoot straight to the back of the first floor, and keep things as inconspicuous as possible (worry not about losing your weapons to the guard when you enter; you'll receive them back automatically when you leave, just like at the Gomorrah). Pass by the area where you exchange money for gambling chips, and keep on going until you run into the back wall. Here, head to the right and seek out a lone locked door in the corner. When you're sure no one's watching you (save before doing this, just to be safe), pick this lock. Within this supply closet, you'll find a **Container of Chlorine**. With that in hand, you have exactly what Clanden was looking for.



Return to the Gomorrah with the Container of Chlorine in hand. Head back to Clanden and hand over the goods. He'll thank you for your hard work and send you on your way. Now, all you have to do is return to Big Sal and let him know everything's done. This will wrap up the side quest succinctly, and you'll now be able to request the help of the Omertas, if you so choose to do so, for the [main quest known as Wild Card: Side Bets](#). Do be aware, however, that this quest's conclusion will directly interfere with finishing [the Side Quest known as Bye Bye Love](#). The good news is that you can go through this entire side quest with the exception of speaking to Big Sal at the end and still not interfere with that side quest whatsoever. Most excellent.



■ Steps...

(1) Speak with Corporal Betsy about getting medical help for her trauma. (2) Tell Lieutenant Gorobets that Corporal Betsy will start receiving treatment. (3) Deliver Gorobets' message to Doctor Usanagi at the New Vegas Medical Clinic.

■ Important Items...

None.

Are you friendly with the NCR? Then we have some good news for you; this side quest can be undertaken! Everything for this side quest essentially goes down at Camp McCarran, an NCR-controlled base to the south of Freeside and the New Vegas Strip. More succinctly, it's just to the east of the El Rey Motel, and due west of the Aerotech Office Park. When you arrive at Camp McCarran (with its broken sign outside), you'll be able to enter and start exploring. For the time being, make your way to the back end of the encampment, towards all of the tents. Roaming around those tents, you should eventually find a man named Lieutenant Gorobets.



Once you've found Lieutenant Gorobets, you're on the right track to get this side quest underway. Engage Gorobets in conversation, and you'll be able to learn a bit about him and his team. When you get down to the nitty-gritty with him, you'll learn that a few of his subordinates are having a hard time after some traumatic battle experiences that have occurred recently. One person in particular he'll talk about at the outset is a female officer named Corporal Betsy. And it's the Corporal that we'll help out, wrapping this side quest up rapidly in the process.



Corporal Betsy, just like Lieutenant Gorobets, will be roaming around the many tents of Camp McCarran, but you should be able to find her easily enough. If you're having trouble, you could always just activate I Don't Hurt Anymore as your active side quest, which will then allow you to follow on-screen compass directions to find Betsy in short order. Speak to her when you find her, and you'll learn a bit about her traumatic experience, and how she's hesitant to let it get to her (although, unbeknownst to her, it already has). The good news is that with a moderate Speech or Medicine check, you can convince her that she really does need help. Doing so will prompt the game to tell you to report the good news back to Gorobets, so do so presently.



When you reach Gorobets and let him know the good news, he thanks you for speaking with Betsy, but asks you to do one last thing. He wants you to head to the New Vegas Medical Clinic to let the head doctor there, a woman named Doctor Usanagi, that Betsy is going to be coming there soon to seek some treatment. You can quick-travel to the New Vegas Medical Clinic if you've already been there, of course, but if not, it's northeast of Freeside and the New Vegas Strip, directly adjacent to the Crimson Caravan Company's building. When you arrive, simply head on inside, seek out the good doctor, and let her know to make room on the schedule. Doing so will quickly wrap up this simple side quest.



■ Steps...

(1) Deliver the radio security upgrade codes to each of the Ranger Stations. (2) Return to Sergeant Reyes and let her know the radio security upgrade is complete. (3) Find out what else Sergeant Reyes needs you to do. (4) Confirm Sergeant Reyes' suspicions about the reports from Camp Golf. (5) Tell Sergeant Reyes that her suspicions about misinformation being fed to the NCR was correct. (6) Inform Chief Hanlon what you and Sergeant Reyes discovered. (7) Speak to Chief Hanlon in his office.

■ Important Items...

None.

You'll need to be friendly with the NCR to have any chance of undertaking this side quest. If you're not, then you'll really have no prayer of doing so. As you no doubt know, the NCR is strewn all over the place in the Mojave Wasteland, with camps in every possible nook and cranny. After all, they effectively control the situation there. The particular camp you'll need to go to in order to get things going on this side quest is Camp Forlorn Hope, an NCR-controlled destination on the eastern edge of the Mojave Wasteland. The Abandoned Brotherhood of Steel Bunker is to the southeast of it, and the Cazador Nest is to the northwest. When you arrive, head to the main tent on the premises and seek out a woman named Tech Sergeant Reyes. She'll give you a task to complete for her, which involves running new code sequences to six NCR camps strewn around the Wasteland. Easy enough!



Of course, these locations will be even easier to get to if you have already been to them, since you can simply quick-travel from one to the next. If not, the locations will still be shown on your map (if this quest is marked as active on your Pip-Boy), though you'll need to go overland, or quick-travel to a place nearby to arrive. Let's take care of these in alphabetical order. Ranger Station Alpha is to the northwest of Camp Forlorn Hope with the Boulder Beach Campground to the east. There, seek out Comm Officer Castillo, and hand over the new codes. Then, travel to Ranger Station Bravo at the far northeastern edge of the Mojave Wasteland, just to the east of Bitter Springs. You'll find Comm Officer Tilden there, also in want of some new codes.



Next up is Ranger Station Charlie, a location southwest of Camp Forlorn Hope, wedged in between the Highway 95 Viper's Encampment to the east, and Harper's Shack to the west. Unfortunately, this place has been completely devastated by an unknown force. Carefully explore the camp, especially the interior of its lone building. Carefully, because there are explosives and booby traps everywhere. Once you've seen enough to know that no NCR soldier could have survived such an ordeal, you've seen enough, so you can carry on to Ranger Station Delta. Delta is actually located just to the south of Camp Forlorn Hope, so you should be able to get there pretty easily. Once there, find and speak with Comm Officer Scheffer. Hand over the code documents, and you'll be good to continue to the next location.



■ Steps...

N/A (if you follow our walkthrough)

■ Important Items...

None.

If you're following our walkthrough, this particular side quest will be one of the easiest you have to undertake in the entire game. Indeed, this side quest will net you some easy experience points while taking advantage of knowledge you likely already garnered while working your way through the early part of the game's main missions. Here's what you have to do. Head to a location called the Mojave Outpost, which is on the southwestern edge of the map, southwest of the town of Primm. You'll need to head there for a few different side quests, so it's a location you're bound to run into sooner or later (it's the NCR outpost with the gigantic statues of men shaking hands in front of it). On the roof of one of the two habitable buildings at the outpost, you'll find a woman named Ghost who you can speak with at length.



Ghost recounts to you the horrors of the Legion, and how the NCR is having a hard time keeping them at bay. She's especially concerned about a town called Nipton. The NCR were expecting messages and supplies running south from Nipton (which is located quite a ways east of this outpost). Ghost wonders if you can check up on the situation in Nipton, and see what the hold-up is all about. Now, if you're following [our Walkthrough](#), then you would have already pushed through Nipton by the time you arrived at the Mojave Outpost, which is good news. When you're there, you should have spoken with an officer of the Legion named Vulpes Inculta. He should be in front of Nipton's town hall. After speaking with him, you'll then gain access to the town hall itself, where plenty of the Legion's dogs, called Legion Mongrels, will attack you in droves. Ghost has requested that you check the town hall, but if you followed our walkthrough, you already have. That means you can finish this side quest up quickly.



If you've already done all of this, as you should have, then you'll be able to tell Ghost straight-away that the condition of Nipton is poor, and just about everyone is dead. The Legion has struck, and the NCR wasn't able to scramble the strength to protect the settlement in time. Naturally, this is very bad news for the NCR. Nonetheless, once you've relayed the unfortunate news to Ghost, you're finished with the side quest. Now you see why it was so easy to complete! Of course, if you haven't visited Nipton for some reason, you'll need to trek eastward across the Wasteland to get there, witness the Legion's atrocities for yourself, and then head back to the Mojave Outpost to report the bad news.



■ Steps...

(1) Free the Weathers from slavery.

■ Important Items...

Weathers' Key.

This side quest takes place at a Legion-controlled location known as Cottonwood Cove. Cottonwood Cove is located at the far southeastern edge of the map, and will require quite an overland voyage to get there. The good news is that if you have some areas nearby already added to your map, you can quick-travel with relative ease, and then take a short walk to Cottonwood Cove. Camp Searchlight is probably the nearest location, due west, from Cottonwood Cove, though there are plenty of other locations in Cottonwood Cove's vicinity, so that you'll have a lot of spots to choose from. When you arrive at Cottonwood Cove, how you're greeted will depend entirely on your relationship with the Legion. If you have a good relationship with them, or even a moderate one, you'll be able to walk in with no problems, but expect a more tepid and outright violent response from the Legion if you don't have a good relationship with them. After all, this is one of their bases of operation.



This side quest can be a lot longer if you go about it in another fashion, but we did things in a pretty straight-forward way so that confusion should be kept to a minimum. It's important to note that you must have a bad relationship with the Legion for this particular permutation of the side quest to work out (and if you have a good relationship with them, expect it to sour if you take this route). Behind the main building of Cottonwood Cove is a fence with a locked gate. You'll need a good lockpick score to open the gate, but once you do, you'll have access to a few prisoners that are being held as to-be slaves by the Legion. Keep in mind that if you haven't already slain everyone around you, they will attack you once you pick open the gate, so it's probably a good idea to be prepared for that contingency.



Now, there are multiple ways to finish this side quest. If you have a good relationship with the Legion and don't want to ruin it, you shouldn't pick the gate open at all, but should instead let your Bottle Caps do the talking. But we killed everyone in the compound and gained access to the gated area. Upon speaking to any of the captives, you'll learn that you need a decent explosives skill to get the collars around their necks off. Keep in mind that the lower explosives skill-choice will kill the captives, so it's best that you either opt to use the higher explosives option, which will set the captives free, or better yet, use the key from the guard in the small, rectangular building adjacent to the gated area, which, once handed over to the captives, will allow them to free themselves and scamper off back to their homes.



Speaking of homes, these captives *did* come from somewhere... and that somewhere is the Aerotech Office Park, which is located just to the south of New Vegas itself, near the NCR Sharecropper Farm and some other locations. There, you'll find a man in a tent named Frank Weathers. The Weathers name will sound familiar to you because it's the name shared by some of the captives you just freed. If you're seeking out more of a reward from completing this basic side quest other than the experience points for freeing the prisoners, you may want to visit Frank *first*, speaking with him about his family, and then going to rescue his family. Otherwise, there will be no monetary reward, because if you go about it the way we did and speak with him afterwards, he won't even engage you in conversation, nonetheless thank you for freeing his family and cough up some Bottle Caps as a result.



■ Steps...

(1) Search Camp Forlorn Hope for clues about the missing medical supplies. (2) Stake out the Camp Forlorn Medical Center at night. (3) Return to Dr. Richards.

■ Important Items...

None.

This is a simple and quick side quest to undertake, though we recommend you wait until you have a decent Medical skill level before doing so, since it will make this already quick-and-easy side quest even quicker and easier. This particular side quest goes down at the NCR encampment known as Camp Forlorn Hope. This camp is located on the eastern side of the map, due east of the El Dorado Gas & Service Station and Gibson Scrap Yard. It's within some low-lying mountains, so you'll have to do some exploring to find the entrance. When you arrive, seek out the medical tent within the camp, and begin to speak to the doctor within, a man named Dr. Richards. Dr. Richards is the key to jump-starting this side quest.



Dr. Richards will give you his life story when you talk to him. He's been with the NCR for a while, and wants to get out eventually. But all of that is irrelevant, because he hasn't been able to heal up the bloodied soldiers all around him as well as he'd like. It appears that some of his supplies are missing, and you can volunteer to try and find the culprit for him. At this point, you'll learn that guards change their post at 2 in the morning, which seems like a logical place to start spying. But if you have a moderate Medical skill, you can derive some important information from Dr. Richards about what the use of Hydra (the missing drug) does to a person. Once you learn that, you can simply seek out the culprit immediately, in order to get to the bottom of this situation.



The man you're looking for, whether you search around camp for him or wait for him to arrive for guard duty, is named Private Stone. Should you take our advice and look for him after garnering the addiction symptoms of the missing Hydra, you should find Private Stone somewhere outside. We found him behind one of the camp's makeshift structures, standing next to a fire barrel. When speaking with him, immediately ask about the missing medical supplies. With a high Medical skill, you can call him out immediately on stealing the supplies. All that remains undecided at that point is what you'll do with this new information. You can simply go back to Dr. Richards and let him know that he stole the goods. You could earn even more karma by using Speech to convince him to turn himself in. Or, if you're a bad guy, you can take a bribe and not turn him in at all. If you do the latter, though, keep in mind that it can adversely affect your relationship with the NCR!



■ Steps...

(1) Primm's Deputy has been captured by Powder Gangers in Bison Steve and needs to be rescued. (2) Beagle has been rescued from Bison Steve. Talk to him about protecting the town. (3) Beagle wants a new sheriff for Primm. He suggested an ex-sheriff at NCRCF and the NCR as potential candidates. (4) Hayes and the NCR will protect Primm if they get some additional military personnel. (5) Major Knight promised additional troops for Primm. Speak to Hayes about NCR protection for Primm.

■ Important Items...

None.

This side quest is somewhat intertwined with events that occur during [the primary mission known as They Went That-a-Way](#). That's a lengthy mission indeed, but at one point in particular during your quest, you'll come across the missing deputy of Primm, a man named Beagle. If you successfully release Beagle, that's all the better, since he's intimately involved in this side quest. At any time after that, you can head back to the Vikki and Vance Casino in Primm, where Deputy Beagle hangs out with some old friends. Speaking with him and Johnson Nash will alert you to the fact that Primm is in dire need of a new sheriff. Why Beagle can't step up and be sheriff is beyond anyone's comprehension, but nonetheless, a new sheriff is needed, and it'll be up to you to help them find one.



There are actually a few ways to complete the task at hand. In fact, with a decent Science skill or some other electronic items in your inventory, you can actually speak with the robotic museum curator within the casino, Primm Slim, and reprogram him to become the sheriff straight-away. This will quickly, easily and humorously end this side quest. But in many ways, this is also the cheap way out (and in other respects, many might not have the Science skill nor the items to reprogram him). So what do you do if you don't want Primm Slim to be the sheriff? Well, as Johnson Nash and Deputy Beagle tell you, the NCR folk on the outskirts of town might be able to help. And then, there's a man being held by the NCR who may be a good sheriff, too. Well, let's get to it, and see what we can sort out.



You likely ran into NCR soldiers on your way into town, but if you head towards the southwest once outside of Primm (but still within its outer walls and fences), you'll find a pair of tents tucked into a corner. It's here that you can find some NCR soldiers that will actually speak with you. Outside of the tent, you'll run into Sergeant McGee, who won't have much to say to you. But he'll tell you that Lieutenant Hayes, who is inside one of those two tents, will have more to say. Speak with Hayes inside of his tent, and you'll learn about the plight of the NCR here. Their main task is to protect the interstate from the escaped convicts (Powder Gangers) that have been dwelling in this locale. But he promises that if you can find him more troops -- perhaps another squad -- he can split his manpower between protecting the interstate from the Powder Gangers, and taking over the protection of the town of Primm as well.



To do this, Hayes recommends that you head southwest of town, to a location known as the Mojave Outpost. Here, you should be able to find more NCR representatives that may be able to give Hayes the soldiers he needs, and thus solve everyone's problems at once. (Do keep in mind that you could alternately head to the NCR Correctional Facility northeast of town, attempting to get the NCR to part ways with one of their prisoners who would apparently make a really good sheriff. That option isn't covered here, but you can feel free to take that route if you'd like. Just keep in mind that the NCR may not be happy with you when all is said and done.) As you head in a southwesterly direction from Primm, expect to run into two separate locations apart from the Mojave Outpost. You should be able to add both the Nevada Highway Patrol Station and the Nipton Road Reststop to your map.



En route towards the Mojave Outpost, you will run into some enemies. You may run into Powder Gangers, or even Jackal Gangers. So be ready to take those foes out when they make themselves seen. Additionally, enemies like Feral Ghouls may attack as well. One near-certainty is that you'll likely encounter Radscorpions, and perhaps even Bark Scorpions, so keep on the lookout for those as well. You'll know you're getting close to the Mojave Outpost when some gigantic statues of two men shaking hands appear on a hill in the distance. Head towards those statues (which represent a peace agreement between a rogue group and the NCR), and you'll run smack-dab into the entrance to the Mojave Outpost.



Now, there's a lot to see and do in the Mojave Outpost. There's not exactly a lot to *find*, but there are actually plenty of people with which to speak. There are only two buildings in the outpost that can actually be explored. One is the troop barracks. Head there first, and you'll find a couple of people worth speaking to. The woman behind the counter, Lacey, will give you some information and offer to buy and sell some goods with you. There's also a woman at the bar named Cass. Speaking with her at length should net you [the Side Quest known as Heartache by the Number](#). So while that won't be covered here, it will be elsewhere. Speak with her to earn it if you're interested.



On the roof of the barracks, you'll find another woman known as Ghost. Speaking with her at length will open up [the Side Quest known as Keep Your Eyes on the Prize](#). Indeed, if you already visited Nipton and ran into the Legion there, then this Side Quest will conclude as quickly as it begins. Either way, with all of that done, there's nothing left to do but to head into the primary building. When you do, you'll run into a man at the front counter named Major Knight. This is the man you need to speak with about getting the NCR troops at Primm some much-needed reinforcements. He's not entirely hard to convince, and you can even do so in more than one way. Once you've convinced him to send reinforcements to Primm, there's nothing left to do but to return to Primm yourself (though you should keep in mind that by speaking with Major Knight's superior, Ranger Jackson, you'll be able to undertake [another Side Quest, this one known as Can You Find it in Your Heart?](#)).



You can quick travel back to Primm at your earliest convenience, and then return to the tents at the southwestern edge of town. Once there, head back inside Lieutenant Hayes' tent and speak with him about your conversation with Major Knight back at the outpost. When you tell him that Knight has sent more troops, Hayes will respond that he already heard the news. In return for getting him reinforcements, he has agreed to take Primm into his protectorate. However, the citizens of Primm will now have to register with the NCR, pay taxes, and all the rest. Nonetheless, this is a better situation than you found them in. Agree to the terms, and this side quest will successfully conclude.



■ Steps...

(1) Talk to Julie Farkas about what can be done to help Rex. (2) Return to the King with the news that Rex can be healed. (3) Take Rex to Doctor Henry in Jacobstown to learn how he can be fixed. (4) Acquire a new brain for Rex from one of Old Lady Gibson's dogs. (5) Return to Jacobstown and have Rex's brain transplant performed.

■ Important Items...

Mentats, Carton of Cigarettes (x3), Service Rifle, 5.56mm Rounds, 5mm Rounds, Sensor Module (x2), Bobby Pins, Rex's Brain.

This is one of the rare side quests in the game that can't be earned until another, far lengthier and more detailed side quest has already been completed in its entirety. The [Side Quest in question is called G.I. Blues](#), and it's undertaken in the name of The King of Freeside. Upon concluding that side quest, you'll be able to talk to the King about all sorts of issues. Amongst them is his mysterious bionic dog, aptly named Rex. The King will explain that Rex hasn't been quite right for some time. Indeed, Rex may be on his last leg, and nobody has been able to help him out. His body makeup is quite complicated, and not everyone is skilled enough to deal with him. The King suggests that you speak with Julie at the Old Mormon Fort to learn more. We'll do that now.



Upon reaching the Old Mormon Fort (also located in Freeside, as you likely already know), seek out Julie. Julie Farkas is a doctor, though you'd know that if you've already visited the Old Mormon Fort and have spoken with her before. Julie (and her entire order at large) are very kind people, and are willing to help out just anyone. That includes even the King and his dog Rex, whom he brought to the Old Mormon Fort some time ago to try to get him fixed up. Julie doesn't know how to do the brain surgery and robotics work necessary to fix Rex, and there's no one in Freeside or the Strip that can, either. But Julie alerts you that there's a special someone who she knows of who can probably do the work. His name is Dr. Henry, and he's located far, far to the west of Freeside, in a settlement called Jacobstown.



This is important information, integral to finally solving the conundrum of Rex's brain illnesses once and for all. With this new information garnered, return to the King's hideout in Freeside. Seek out the King himself, and speak with him about this new information. Ecstatic by the news (yet a little confused why Julie didn't just tell him this herself), he makes you an offer. While he can't afford to go to Jacobstown himself, or send his men after this doctor, he instead tries to employ you to do the task for him. In return for a voyage westward to Jacobstown, the King promises to lend you Rex for as long as you need him. That's right -- Rex is Fallout: New Vegas' version of Fallout 3's companion Dogmeat, and you'll have him at your disposal if you can successfully get to Jacobstown and convince Dr. Henry to fix up the old mutt.



Now chances are you have never gone to Jacobstown... at least not early in the game, which is when you're likely to undertake this particular quest. Jacobstown, as your map will indicate after speaking with Julie, is far to the west of New Vegas. You'll have to travel there on foot if you've never been westward before, which can be a bit of a challenge, since you're likely to run into a few nasty creatures en route. So you don't want to push things too-too far here. If you're getting walloped, it may be best to take a breather and try this side quest again later. Because believe it or not, getting to Jacobstown simply isn't a walk in the park. The Cazadors and Giant Mantis creatures you encounter en route should be proof enough of that.



One important thing to keep in mind en route to Jacobstown is that you won't be able to get there via a straight shot westward. That is to say, while you can easily cut across a lot of terrain elsewhere on the map, fully taking advantage of the old adage that the quickest way between two location is by traveling in a straight line, you won't be able to do that as you work your way towards Jacobstown. Jacobstown is nestled deep in the woods, and you'll need to take a winding roadway towards it. You really don't have any other option during your first trip to Jacobstown (obviously, you can simply quick-travel there anytime thereafter). So, you've been warned! Seek out the road clearly visible on your map, and follow it as it slowly winds towards Jacobstown.



As soon as you reach the timber barrier on the outskirts of Jacobstown, you'll find yourself intercepted by a Super Mutant named Marcus. Marcus, unlike many of the Super Mutants (and Super Mutant-like creatures) you met during Fallout 3, is a well-spoken, kindly character. You'll learn a great deal by speaking to Marcus, so be certain you explore all angles of conversation before moving on. You'll find out that Jacobstown is a settlement for Super Mutants and Nightkin, and that while they were known to at one time live side-by-side with humans and ghouls, that's no longer possible. Being this far away from the action keeps everyone in Jacobstown safe for the most part, however.



Before you enter the gigantic building at the northern end of the Jacobstown area, you may want to instead explore the bungalows to the right. More than half of them can't be entered into, but there are three that should be accessible. Two are wide open, and should contain items you may want to grab, like **Mentats** and a **Carton of Cigarettes**. As for the third cabin, it will be locked, and you'll need a moderate lockpicking skill in order to get in. But if you do, you'll find more goods to collect, including a **Service Rifle** and some **5.56mm Rounds**.



When you're done with Calamity, you can then speak to Dr. Henry himself. Dr. Henry is a studious, older man who once worked for the Enclave. Now, he works here in Jacobstown. He's the only human in the settlement, and is working hard on behalf of the Nightkin. The Nightkin have suffered tremendous mental affects from the Stealth Boys they so rely on, and as a result, they are a suffering community. Dr. Henry intends on helping them out, and that's what he's working hard on doing. When you get through the conversation far enough to ask about your own task, which is to get a new brain for your dog-friend Rex here, he tells you of three different options for you to retrieve a new canine brain. Keep in mind that speaking to Dr. Henry extensively and offering to help him out on his own more immediate tasks will result in [another Side Quest, this one named Guess Who I Saw Today](#).



Before exploring all of the options Dr. Henry gave you, go ahead and explore the rest of the building you're in. There are some bedrooms on the first floor and a plethora of them on the second floor that you can check out. The thing about these rooms is that the items within are a mixture of red-marked items (meaning they're owned by someone) and yellow-marked items (meaning they are free to take). For the time being, it's important you stay on the good side of everybody here, and as a result, we implore you to forego taking the red-marked goods, and stick with taking everything else. Doing so will net you items like **Cartons of Cigarettes**, **Bobby Pins**, and even a huge haul of **5mm Rounds**. Indeed, you can even find items we'd normally tell you to ignore, like **Sensor Modules**, since you can quickly unload them back with Calamity before moving on.



Dr. Henry, in all of his curtness, offered up three different locations where a new dog brain can be found. One such location is the Gibson Scrap Yard, which is located due north of Novac, and southward from HELIOS One. The second location is The Fort, a Legion-operated area way out on a peninsula on the eastern edge of the map. And finally, there's the brain controlled by some Raider-like enemies called Fiends. In our particular walkthrough, we'll be traveling to the Gibson Scrap Yard. Doing so maximizes the choices you have to make, so that you can finish this side quest in any way you'd like. You can pursue either of the other two brains if you'd like, but that won't be covered here.



The Gibson Scrap Yard is associated [with another Side Quest](#), wedged in between HELIOS One (to the north) and Novac (to the south). Since you've almost certainly been to Novac already, you can simply quick travel there and then run northward to run into this gas station. When you do, you'll encounter an elderly lady aptly-named Old Lady Gibson. You can speak with her at length. Now, your option here is to either cough up a significant amount of Bottle Caps to purchase her dog's brain. Or you can simply kill the dog and steal the brain, though keep in mind that doing so will also require you to kill the old woman. As usual, you can progress however you'd like. All that's important is that you have **Rey's Brain** when all is said and done.



With a canine brain in hand (whether it's Rey's or not), there's nothing left to do but to return to Jacobstown. Upon returning, simply walk back into the massive building at the back end of the settlement and seek out Dr. Henry in his office to the right of the entrance. Speak with him and offer up your new-found brain. He'll quickly place it in Rex, and just like that, Rex will be fixed (keep in mind that the brain you find for Rex will specifically temper his abilities in some way). The side quest will then end hereafter; there's no need to return to Freeside to show the dog to the King or anything. No need at all.



■ Steps...

(1) Convince Jack and Diane to speak out against Caesar. (2) Find Regis evidence that Caesar will annihilate the Great Khans. (3) Convince Melissa to speak out against Caesar. (4) (Optional) Find a way to disgrace Karl in front of Papa Khan. (5) Return the Legion slave ledger to Regis. (6) Talk to Papa Khan about breaking the alliance.

■ Important Items...

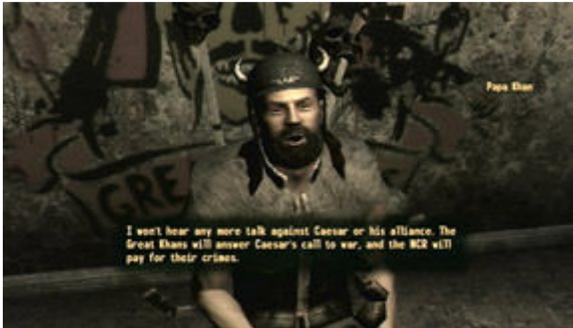
Legion Slave Ledger.

This side quest can be, in a word, complicated. In two words, *quite* complicated. This side quest is intimately intertwined with the faction known as the Great Khans, who are located in their greatest numbers at their main encampment, Red Rock Canyon on the far western edge of the Mojave Wasteland. Unfortunately, Red Rock Canyon is one of those few locations on the map that don't have an easy springing-off point. That is to say, you're going to have to go overland through treacherous, mountainous terrain in order to get there. If you want a good point to spring-off from that's somewhat close by, however, consider Spring Mt. Ranch State Park to the south, or Remnants Bunker and Ranger Station Foxtrot to the north. Either way, when you arrive, seek out the longhouse on the compound, where the Great Khan leadership is located. These guys are the key to getting this side quest going.



Head inside the longhouse. As long as it's at a reasonable hour, you'll find men and women sitting around eating. Speak to everyone, leaving the Great Khan leader, Papa Khan, for last. This will ensure that if you haven't learned about a possible Great Khan-Caesar's Legion alliance somewhere else in the game before undertaking this side quest, you'll know now. Then, you can speak to Papa Khan, though he won't have much to say to you. Tell him you're interested in convincing him to sever his ties with Caesar's Legion, but for the time being anyway, he won't hear of it. With nothing left to do, use the in-game wait system to wait a while. See if the man sitting next to Papa Khan, Regis, has left. If he has, head outside, and you should run into him. When you do, he'll automatically engage you in conversation. What happens here is that Regis will tell you exactly who to speak with and what to do with each person (him included) to convince everyone that Caesar's Legion is not to be trusted. Speaking to all of these people and completing the corresponding tasks are the only way to convince Papa Khan himself, Regis' father, that he's better off siding with the NCR.

(It's true that you may be interested in preserving the Caesar's Legion-Great Khans alliance. If so, that's totally fine, but that route isn't covered here. We're most interested in staying on the Great Khans' good side so that they help us during [the main quest known as Wild Card: Side Bets](#). Thus, severing the Great Khans' ties with Caesar while staying on their good side is a prerequisite.)



Two of the people Regis mention are Jack and Diane (yes, this is a rather obvious John Mellancamp reference). Jack and Diane are located closest to you, so you might as well go visit with them first and take care of business with them. They're posted at a unique location to the north of Red Rock Canyon, called Red Rock Drug Lab. You can easily walk there if you haven't been there already. Jack and Diane are intimately intertwined in [another Side Quest known as Aba Daba Honeymoon](#), so you may or may not have already met them. Either way, approach the lovebirds and engage them in conversation. Speaking to both of them will net you all sorts of information, though if you use a really simple Speech check on Jack, you'll convince him that the Legion isn't any good for him or his woman. Well, that was simple!



The next person you're looking for is a woman named Melissa, and unfortunately, she's nowhere near Red Rock Canyon. She's located at an obscure destination known as the Great Khan Encampment, which is far to the southeast of Red Rock Canyon. You can walk there if you must, but there are other locations around the encampment that you can quick-travel to if you'd like, including Goodspring Cemetery to the west, Quarry Junction to the east, and the Yangtze Memorial to the south. This area is absolutely rife with dangerous Deathclaws, however, so keep your wits about you. When you finally stumble upon this tiny, obscure location, you'll encounter a trio of Great Khans who are waiting for an illicit drug shipment from the NCR. Speak to their leader, Melissa, and talk a bit about the Legion. She sounds excited about joining the Legion at first, but when you inform her that women aren't even allowed to serve in their ranks, she quickly changes her tune, agreeing to support a severing of ties between the Great Khans and the Legion. Even better, you can also undertake [a side quest from Melissa, one called Don't Make A Beggar of Me](#).



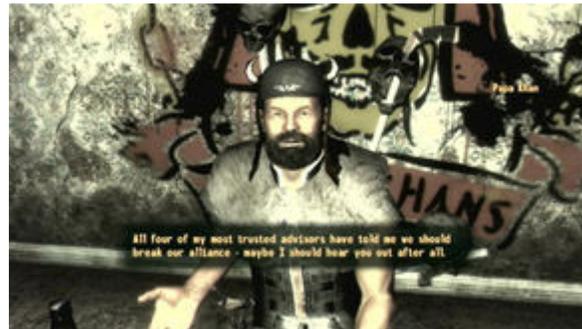
Finally, we have find evidence that Regis himself asked for, because he doesn't necessarily believe that a Great Khan-Legion alliance is a bad thing, either. This evidence can be found at none other than ground zero for Legion activities -- a place known simply as The Fort. Now, this Legion stronghold may not be on your map yet, and for good reason. Finding it organically is virtually impossible. You need to take a makeshift ferry there from Cottonwood Cove, which is at the far southeastern end of the Mojave Wasteland. This place is overrun with Legion foes, but if you [followed our Walkthrough](#), then Cottonwood Cove should already be emptied of any enemies. In fact, The Fort should be too, so you can quick-travel there effortlessly to get the ball rolling on the evidence Regis needs to become convinced. Unfortunately, this tactic won't work for you if you didn't follow the path designated in the aforementioned walkthrough.



Both at Cottonwood Cove and the Fort, even if you've already been there and completely cleared its occupants, still be on the lookout for stragglers. In our playthrough, we killed everyone at Cottonwood Cove and the Fort, including the entire Legion leadership, but still ran into about a half-dozen guards and some of their dogs when we arrived nonetheless. The idea is to break through to the Fort's back end, where you'll find an ornate tent. This is where the Legion's leadership is/was, but the piece of evidence you seek is also there. Move into the tent and head forward, looking for a table in an alcove on your left. On that table should be a book. Claim this book, called the **Legion Slave Ledger**, which is the proof you'll need that the Legion isn't to be trusted, by the Great Khans or just about anyone else.



With the Legion Slave Ledger in-hand, there's nothing left to do but to return to Red Rock Canyon with your evidence. Once there, seek out Regis, who should be back inside the longhouse. Talk to him and present him with the ledger, which will convince him once and for all that the Legion-Great Khans alliance is simply not going to happen. Now that you've touched base with Jack, Diane, Melissa and Regis, and convinced all four of them to press Papa Khan that the alliance isn't a good idea, you can speak to Papa Khan himself. While a quick resolution to this side quest from here involves a high Speech skill, you should already have a Speech skill high enough to do what's necessary, since we've stressed endlessly in both [the Basics section](#) and [the Walkthrough](#) of how ridiculously important a jacked-up Speech skill is. Using that skill, you can convince Papa Khan that the Great Khans can reclaim their own greatness without the help of the Legion. He'll agree, sending out Caesar's emissary and wrapping this side quest up. If you don't have a Speech skill high enough, however, you'll need to find another route towards the end of the quest, which isn't covered here.



■ Steps...

(1) Send someone in front of Dinky the Dinosaur. Put on the beret to signal to Boone that this is the culprit. (2) (Optional) Ask around Novac for information about who kidnapped Boone's wife. (3) (Optional) Look for evidence of the guilty party inside the Dino Dee-lite lobby. (4) Return to Boone.

■ Important Items...

Boone's Beret, Bill of Sale, 1st Recon Beret, 100 Bottle Caps.

This is an interesting side quest. There are multiple ways you can complete it, but here, we're going to cover the quickest and most neutral way through, so that it can benefit the most amount of players. Here's the rub. To undertake this side quest, you'll have to go to Novac. As you probably know, Novac is best-known for the ridiculous dinosaur statue on its periphery (affectionately known as Dinky). If you climb the dinosaur and work your way to its mouth, you'll find one of two snipers stationed there. During the daytime, you'll find a man named Manny. This isn't the guy you're looking for, but he'll hand over a note called Nighttime Sniper that will alert you to the fact that there's someone else you should talk to. That someone is named Boone.



When you visit Boone at night, you'll find that he's a bit standoffish. That's okay, though, because this man has lost a lot. As Manny (and perhaps others) already alerted you to, Boone's wife disappeared one day. There seem to be some people who could be guilty of the crime (such as Boone himself, or even Manny), but Boone says otherwise. He wants to know who is responsible for sending his wife off with slavers, and he wants to be the one who delivers the killing blow to the culprit. He'll recommend that you go speak with some people in town to find out more information, and will hand over **Boone's Beret**, which you will need a little later. You can speak to anyone you want, but it's when you speak to the nutcase No-bark Noonan that you'll stumble upon some interesting information. According to him, evidence can be found in the town's motor inn, the Dino Dee-lite. Could it be that Jeannie May Crawford is the one responsible for Boone's wife's disappearance?



Head over to the motor inn's lobby, but remain incognito. Jeannie May is stationed there for most of the day, but if you return there in the middle of the night (or simply wait her out with the in-game wait option until the wee hours of the morning), you'll find yourself alone. This is when you should act. Head behind the counter and pick open the safe in the floor, which can be done even if you're not very skilled at lockpicking. Within, you'll find some random items, but there's something within of much more importance -- a Bill of Sale. It's this Bill of Sale that, once read, points an accusatory finger squarely at Jeannie May. It appears that she indeed sold Boone's wife to Legion slavers in return for a couple thousand Bottle Caps. Worse yet, Boone's wife was with child.



You know everything you need to know. Now, you need to follow through on your promise to Boone, and somehow coerce Jeannie May to come outside in front of the dinosaur statue. It's important to note that you won't be able to convince her to come outside with you (or even be given the option to do so) while it's daytime. You need to wait to speak with her until it's nighttime, when Boone is posted as the sniper in the dinosaur mouth. When that time comes, you should be able to speak with Jeannie May and tell her to follow you outside. Then, simply walk outside to the front of the dinosaur statue (putting Boone's Beret on en route, to let him know that you've found the target) and wait for him to shoot the killing shot, which he will do in short order.



Retribution has been sought and executed. Jeannie May, the unlikely woman responsible for the disappearance of Boone's wife and unborn child, has been killed. Now, work your way back into the dinosaur statue and speak with Boone at your earliest convenience. Thankful for your help, Boone offers up a **1st Recon Beret**, as well as **100 Bottle Caps**. What's better, you can actually do some convincing with Boone and have him join you as one of your followers. His help may or may not be needed, but either way, that concludes this particular side quest once and for all.



■ Steps...

(1) Find out the purpose behind Heck Gunderson's visit to the Ultra-Luxe. (2) (Optional) Ethel Phebus wants her husband, Walter, to forget about Heck Gunderson and return to their ranch. (3) Heck Gunderson is looking for his disappeared son. Talk to Walter Phebus about this. (4) Walter has let go of his will for revenge, and can now return Ethel to their ranch.

■ Important Items...

None.

This side quest can begin just about any time after you arrive at the New Vegas Strip. Near the central area of the Strip, outside of such casinos as the Ultra-Luxe and the Tops, you should find an elderly couple walking around. This elderly couple goes by the name of Walter and Ethel Phebus. First, speak with Walter, who will give you a brief rundown on why you're here. It appears that they are farmers out in the Mojave Wasteland, and their land is currently in the process of being forcibly taken over by a land magnate named Heck Gunderson. When you speak with Ethel hereafter, you'll learn that she wants to return home, and get Walter's mind off of this entire ordeal. But it's really up to Walter whether he moves on or not.



Now here's where things get complicated. You see, this side quest is wrapped up directly with [the Side Quest known as Beyond the Beef](#). If you intend on completing that side quest in such a way that you end up on the good side of the White Glove Society that runs the Ultra-Luxe, like we did in our own playthrough, then you need to get this side quest out of the way as quickly as possible. If you don't, you risk dragging the side quest on to the point that it directly interferes with Beyond the Beef, thus putting you in a bit of a pickle that might be hard to get out of. The best way to do this is to speak with Heck Gunderson directly after talking to Ethel and Walter out on the Strip. You can find him sitting at the bar at the Ultra-Luxe Casino, on the first floor. When you engage him in conversation, you'll begin to learn a bit about why he's here in the first place.



Basically, Gunderson does business with the White Glove Society that controls the Ultra-Luxe Casino. But while going about his business, his son went missing. It's at this point that the aforementioned Beyond the Beef side quest will open up, since Gunderson's boy's disappearance is intimately intertwined in the events of that particular side quest. Meanwhile, you still need to figure out a way to separate the plight of Gunderson and his son from that of the farmers outside, since if you misstep in that quest, you'll risk angering the White Glove Society, which won't jive well with the way our walkthrough went. The best way to do this is to stop speaking with Gunderson, head back outside, and engage Walter in conversation once more. With a 75+ Speech skill, you can convince him to head home without shedding any blood, which seems to be the outcome he had originally wanted. Doing so will successfully conclude this quest (as opposed to outright failing it) while keeping the Beyond the Beef side quest intact.



So let's recap. You don't *have* to finish this side quest like this. But if you're following [our Walkthrough](#), you'll definitely want to. Doing so will allow you to keep things neutral with the White Glove Society at the Ultra-Luxe, while keeping the Gunderson saga in play, and still allowing you to successfully complete this side quest without stagnating it, or worse yet, outright failing it. If none of that matters to you, however, then delve into Beyond the Beef and let the dice fall where they may. Just keep in mind that if you do, there's no guarantee what will happen. Remember -- you can't make Gunderson, Walter and Ethel, and the White Glove Society happy at the same time. You must pick and choose, and in our playthrough represented here, we did just that. Understanding, of course, that not everyone will have a 75+ Speech skill when they undertake this quest, you can always return to it later when you do.

■ Steps...

(1) Disable the bottle cap press. (2) Return to Alice McLafferty and let her know the bottle cap press is out of action.

■ Important Items...

Pack of Cigarettes, Stimpak (x2), Super Stimpak, Rad-X.

After you've completed the [Side Quest entitled You Can Depend on Me](#) for Alice at the Crimson Caravan, you'll be offered this side quest upon speaking with her again. Unlike the aforementioned side quest, this new offer from Alice is much quicker and much easier. Basically, Alice is worried that people are utilizing a bottle cap pressing machine at a factory in order to make counterfeit Bottle Caps. As you know, Bottle Caps serve as the Wasteland's primary form of currency, yet counterfeiting is surprisingly rare. Most pressing machines had been destroyed long ago; counterfeits still exist, but as they are done by hand, there's no danger in inflating monetary worth. But this new form of counterfeit is from a machine, and is far different. Alice requests that you go take care of business on her behalf, to restore some monetary order.



The location Alice will mark on your map is the Sunset Sarsaparilla Headquarters. This facility is located near the center of the map, to the north of all sorts of places you've likely already been, from the El Rey Motel to the Poseidon Gas Station and the various entrances to the South Vegas Ruins. You can teleport to any of those locations and simply walk northward to reach the sprawling factory complex. There are multiple entrances into the building, but we recommend taking the main entrance near the gigantic faux bottle of sarsaparilla. Keep in mind that if this is your first time in this area, you'll likely be attacked by Fiends while you're heading towards the entrance. You've been warned!



For starters, it's worth noting that you can explore this headquarters location at your leisure. If you head upstairs, for instance, you'll find a plethora of offices to explore, desks to ransack, computers to hack, and even a safe to pick open. You'll find standard items like a **Pack of Cigarettes** as you pick through the rubble here, though you'll most likely gravitate most towards the curative items in some of the bathrooms' first aid kits, including a couple of **Stimpaks**, a **Super Stimpak**, and some **Rad-X**. And as you encounter and do battle with the various robotic guards in the building, such as robot security personnel and rogue bottling robots, be sure to comb their bodies once slain, too, since they'll prove to be great sources of Flamer fuel and other laser-based ammunition.



Ultimately, though, you're looking for the plant's bottling facility, and thankfully, it's fairly easy to find. From the front entrance of the building, you need only swing through the door ahead and on the right, and follow the hallway towards the bottling plant in question. It won't immediately be obvious, but there's a bottle cap press that's still operable within this large factory room (you can use your local map to pinpoint it if you're confused). All you need to do is examine the press in question and follow the on-screen prompt to destroy it. Remember that while this is your only primary task here, you can feel free to explore the rest of the facility to your heart's content. Doing so may or may not be worth it to you, but exploring is at the heart of the *Fallout: New Vegas* experience, so do what you feel is necessary.



With the machine destroyed, there's nothing left to do but leave this facility, and quick-travel back to the Crimson Caravan building. When you arrive, simply seek out Alice in the compound's office building. Let her know that the machine has been successfully destroyed, and this simple, quick side quest will conclude.



■ Steps...

(1) Talk to Quartermaster Mayes. (2) Go to HELIOS One to ask about Forlorn Hope supplies. (3) Follow the GPS marker to the Forlorn Hope supplies. (4) Return the supplies to Quartermaster Mayes. (5) Speak to Major Polatli. (6) Meet with Dr. Richards. (7) Help Dr. Richards with his patients. (8) Return to Dr. Richards. (9) Return to Major Polatli. (10) Meet with Sergeant Cooper. (11) Defeat the Legion at Nelson. (12) Tell Polatli about the victory at Nelson.

■ Important Items...

Camp Forlorn Hope Supply Shipment.

To undertake this side quest, you'll have to visit Camp Forlorn Hope, which is located on the far eastern edge of the Mojave Wasteland. The El Dorado Gas & Service Station and Gibson Scrap Yard are two good points to fast-travel to in order to spring-off from there. When you gain access to this NCR encampment, you'll want to seek out the command center, which is the largest tent there. Within, you'll find a couple of NCR grunts accompanying a man named Major Polatli. The Major has some issues he needs help with, and he'll let you know that as soon as you arrive. Tell him you're willing to help, and he'll give you some vague instructions. It appears that the Legion is kicking his contingent's ass all over the place. If you can help some of his officers straighten their own problems out, it may help whip his fighting force into better shape. Agree to help, and we'll get going on the task at hand.



Your first order of business is to speak with Quartermaster Mayes. You can find him wandering around the camp. Since you don't have any other tasks in this side quest right now, simply mark this as your active side quest with your Pip-Boy and follow the compass to find him quickly. When you do, you can offer up your help immediately, and Quartermaster Mayes will be glad that you did. He'll tell you that the camp is perilously low on supplies, and a crew went to HELIOS One to resupply, but never returned. He wants you to find this missing caravan and get the supplies back to the camp. He tells you that you can go to HELIOS One to begin investigating the possible whereabouts of the missing soldiers.



If you've never been to HELIOS One, and if no one else has ever marked it on your map before now, you'll find it to the west of Camp Forlorn Hope. You can walk there, or you could teleport to the Gibson Scrap Yard (if applicable), since it's a brief walk due northward from there. If you've never been to HELIOS One before, you'll be in luck, because as soon as you approach the entrance to this NCR-controlled power plant, you'll be intercepted by Lt. Haggerty at the entrance (otherwise, simply engage her in conversation to keep things going). While you can speak with her about anything you want (potentially getting access to the facility, and even earning [the Side Quest known as That Lucky Old Sun](#)), you'll want to cut to the chase as soon as you can and ask about the missing shipment. She'll inform you that the men were sent off some time ago, and that one of the crates they had was outfitted with a GPS device. Lucky us.



The GPS device will place a new point on your map, and a new position on your compass to follow. The position on the map will bring you back towards the east, en route back to Camp Forlorn Hope. You'll likely run into some random bad guys en route, so be prepared to fight when necessary. When you finally reach the shipment (which is placed tragically close to the camp -- they almost made it!), you can scour the bodies if you'd like, but what's really important is that you grab an item from one of the containers called **Camp Forlorn Hope Supply Shipment**. With that in hand, you're good to go.



Unfortunately, the Legion has been staking out this position, and when you grab the aforementioned supply shipment, you'll be assaulted by a trio of Legion soldiers. Two of them only have melee weapons, but one of them has a firearm, so you may want to go after that foe first. After felling all three enemies, scour their bodies for anything that might interest you, and then fast-travel back to Camp Forlorn Hope (or simply walk the brief distance back to camp). When you arrive, seek out Quartermaster Mayes once more. Thankful for your hard work, he takes the much-needed supplies off of your hands, and then tells you that you should probably report back with Major Polatli at central command for further instructions. Sounds like a good idea to us.



Speak with Major Polatli back at the command center tent (if he's not there, simply wait around for normal hours and he should show up). While thankful for your help, he'll almost immediately turn things around and have you move right on to the next task. This time, he'll ask you to meet with Dr. Richards, who is located in the medical tent (you may remember Dr. Richards if you already completed [the Side Quest known as Medical Mystery](#)). The medical tent is marked with a cross on it, so you should be able to find it easily. Once inside, speak with Dr. Richards and tell him you're there to help. It's at this point that that he'll ask you if you're at all familiar with medicine. As long as your Medicine skill is at least a twenty (and it should be), you'll be able to help him out. Let's get to it.



Basically, Dr. Richards has three patients in bed around his tent, and he needs you to look after all of them. You have options here. You could try to use makeshift abilities to cater to the patients, but that's risky. Instead, examine each of the three patients to learn what you need to fix each of their ailments. You'll need **Med-X** for all three. In addition, one will require some **Whiskey** and **Surgical Tubing**, one will require a **Medical Brace** and a **Bonesaw**, and one will require **Tweezers** and a **Super Stimpak**. Thankfully, most of these items can be found around the medical tent (basically everything but the Med-X and Super Stimpak), and while you're not free to take these items normally, Dr. Richards will look the other way since you're helping him out. Tend to each patient with the necessary items, and each will live to see another day. Dr. Richards will thank you for your hard work and send you back to the Major yet again.



Upon returning to Major Polatli this time, he'll have a final task for you, though it's a little more ambiguous (and ambitious) than the first. You've heard a lot of talk about a nearby settlement called Nelson. Nelson is located to the south of the NCR-controlled Camp Forlorn Hope, and it's a Legion hotbed. The Major has requested that you work your way over to Nelson, and use the soldiers already stationed on the outskirts to clear the area of its enemy contingent. Agree, and you'll be able to move southward towards Nelson thereafter. There are two things of importance to keep in mind as you move out. The first is that you should be sure you are fully-healed (it's a good idea to use a bed in the medical area of the camp to sleep). And the second is that doing this will forever seal you off from the [Side Quest known as We Are Legion](#), which is a side quest that's essentially the exact opposite of this one (killing everyone in Camp Forlorn Hope for the Legion, as opposed to killing everyone in Nelson for the NCR).



Follow your on-screen compass directions to reach Nelson in short order (you could always instantly travel there, too, if you've already visited the location). Nelson is an abandoned, Legion-controlled town, and chances are, you're going to already find some of your NCR friends skirmishing with the Legion force within the town. Amongst these NCR soldiers, you should seek out an officer named Sergeant Cooper. Speak to Cooper to get things going; he'll ask how you want to storm the town, and you can make either decision, as it won't really affect much. After all, the AI of your NCR friends is nothing to write home about. Don't bother resting on them to get the job done here. You're really going to need to focus on your own attacking skill to get through this in one piece. Here, you're essentially attacking a Legion stronghold on your own. But desperate times call for desperate measures!



When you begin to storm Nelson, your best friend is going to be the compass on the bottom of the screen. Red marks, as always, will represent enemies, though their locations may remain a little bit nebulous as you try to sniff their precise spots out. Stay out of buildings from the get-go and simply run around the town's disheveled streets. This should draw out all of the Legion enemies (most of which armed with shotguns), as well as their canines, who should fall rather easily to any number of attacks. The key here really is so to take things slowly, though, because you don't want to get too ahead of yourself and find yourself surrounded by a bunch of hostile enemies. When you see an enemy, pursue him and kill him, and then move on. This will ensure that the Legion's numbers in the area continue to dwindle. With each fallen Legionnaire, the fight should become progressively easier.



Once you've quelled the violence outside, the game's compass will point you towards a lone building at the center of the town. This is where some NCR prisoners are being held (well, were... they're likely dead by now), and this is where the leader of the Legion in Nelson, Dead Sea, and his two bodyguards are holed up. Walk into this building knowing that you're going to find yourself in a heated fight before too long, and in very constrained confines of these barracks, too. We found that using a fire-based weapon to light these enemies on fire, and then finishing them off at close-range with a powerful machinegun did the trick just fine. This will be a three-on-one (unless you have a follower or two with you), so you'll be outnumbered. But when push comes to shove, you should be able to survive.



With hostilities finished at Nelson, you can leave the barracks where you fought the Legion's local leader, and quick travel back to the camp to the north. When you arrive, you know what to do -- go visit the Major at his tent once more, and let him know about your success at Nelson. Having already heard the good news, the Major will be thankful for your service, and send you on your way. This side quest should then be wrapped-up, with you a little heavier in the experience department as a result.



The final two places you have to go are Echo and Foxtrot. Ranger Station Echo is located due south quite a distance from Camp Forlorn Hope. If you can hop immediately over there with quick-travel, consider going to a nearby location instead, like the Cliffsides Prospector Camp to the east, or the Snyder Prospector Camp to the west. Either way, when you arrive at Ranger Station Echo, you'll want to seek out and speak with Comm Officer Green, who will (as you should now be used to) take the new codes. Then, travel to Ranger Station Foxtrot, tucked in the far northwestern corner of the Mojave Wasteland. It's due east from the Remnants Bunker, and west from Brewer's Beer Bootlegging. When you arrive, you'll want to talk with Comm Officer Lenk, who will take your new codes and put them to good use.



When you return to Tech Sergeant Reyes once you've handed off all of the code-changing documents, you'll be able to continue on with the side quest. All is well for the time being, but Reyes still has some reservations. Apparently, distress calls and other mysterious happenings have been emanating from Ranger Stations Alpha, Delta and Foxtrot, and Reyes asks you to head back to those places *you were just at* to look into the situations for her. Agree to do so, and then head on out to the first destination. We'll go in alphabetical order again, so head to Ranger Station Alpha first and foremost.



At Ranger Station Alpha, you'll again speak with the same ranger you spoke with earlier, Ranger Lineholm. Indeed, when you travel to Ranger Station Delta and Ranger Station Foxtrot once more (and speak with Rangers Pason and Kudlow there), you'll get similar stories from all three locales. Tech Sergeant Reyes has been getting information from Camp Golf that these stations have been wiped out or attacked from various monstrous foes and factions. But when you go back to all of these places, you realize that this just wasn't so. All three have submitted various reports, but their reports didn't include things like being attacked by Super Mutants or anything like that. Clearly, something is amiss. Tech Sergeant Reyes agrees with you when you go back to Camp Forlorn Hope to give her this new information. She finally suggests that you simply head to Camp Golf to sort it out once and for all.



Once you've quick-traveled to Camp Golf, which is one of the larger hubs of NCR activity in the Mojave Wasteland, you'll be able to get down to business. Chief Hanlon is found in the massive structure at the top end of the camp. Once you enter the building, simply use the staircases ahead of you to reach the second floor catwalk, and then wrap back around so that you emerge outside on the second floor balcony over the front entrance to the building. You should find Chief Hanlon out here, relaxing in a chair. You can speak with him about all sorts of things, but you'll need to accuse him of messing up the NCR reports he's been collecting to move things along. He'll tell you to come inside and speak with him in his office. Follow him to his first floor office and talk to him. You'll have a choice here of whether to turn him in to the proper authorities, or hear him out as to why he's been doing what he's doing. Either choice will end the side quest at once.



■ Steps...

(1) Deal with the newcomers. (2) Talk to Crandon about the newcomers. (3) Deal with the band of troublemakers. (4) Talk to Crandon about the greasers in the sewer. (5) Talk to Mrs. Hostetler. (6) Find information about Alice Hostetler's new friends. (7) Look for Alice Hostetler and her friend, Andy, in the building named The Gray. (8) No sign of either Alice or Andy. Inspect The Gray for clues on their whereabouts. (9) Tell Mrs. Hostetler about Andy's plan to steal the Crimson Caravan money. (10) Alice almost attacked her mm other, but instead left New Vegas to find her own path. (11) Talk to Mrs. Hostetler. (12) Although saddened by Alice's escape, Mrs. Hostetler wanted to live up to her end of the deal.

■ Important Items...

Henchman Message.

This side quest necessitates that you head into the unpredictable locale known as North Vegas Square. You can find an entrance to the square north of the New Vegas Strip and Freeside, adjacent to the H&H Tools Factory to its west. Once inside, begin to roam around. If you want to undertake this side quest, then your best bet here is to keep things cool and civil. When you locate a man named Crandon, you're on the right trail. Speak with him, and you'll learn a bit about North Vegas Square. The people here have managed to cut out for themselves a relatively peaceful little hovel, though there's still some trouble afoot that they have to deal with, in lieu of non-existent help from the NCR. Offer to help Crandon out (which will require a mild Barter or Speech check), and this side quest will be offered up to you.



The first task Crandon offers up is easy enough to navigate and complete. Crandon tells you about some unwanted squatters that have made a home in the settlement's disheveled playground. Travel over to the playground in question (it will be marked on your map and compass, so long as this is your active quest on your Pip-Boy), and find the squatters' leader, a man named Squatter Bill. Talk to him and ask him about leaving. He'll strike a threatening pose at first, but you can just use your Speech to convince him to walk away without getting hurt. You can even buy him off with Barter. If worse comes to worse, you'll come to blows. Regardless, once they're dealt with, be sure to report back to Crandon with the good news.



When you do, Crandon will offer up a new, more arduous task for you to undertake. Some unwanted persons have made a home in the sewers underneath North Vegas Square. He wants you to jump into the sewers yourself and scare them off. Find the manhole cover in question (again using your map). Once inside, use the Local Map to find your way to the destination in question, since you'll find yourself in a pretty labyrinthine situation once in the sewers. Holster your weapon, since you won't necessarily have to fight here. When you find the leader of the unwanted persons, a slick-talking man named Greasy Johnny, talk to him. It will take more convincing on the Speech or Barter end to get Greasy Johnny to leave, but you should be able to do so. Pulling weaponry is a last resort, but a necessary one if all else fails.



Report back to Crandon. He'll thank you for your work, reward you, and then offer up yet another task. This one involves someone that doesn't live at North Vegas Square, but rather someone who lives around the outskirts of that location. Crandon will tell you about a family named the Hostetlers, who live in an intact house just to the northwest of Durable Dunn's Sacked Caravan, and southeast of the New Vegas Medical Clinic. As usual, this location will be shown on your map. According to Crandon, the Hostetler's daughter has been getting in with some undesirable folks, and he wants you to help bring her back from the brink. For starters, quick-travel to one of the aforementioned locations so you can easily walk to the Hostetler's home. Speak with Mrs. Hostetler inside, and she'll tell you about her daughter. Offer to help, and she'll accept your offer and tell you a bit about where her daughter is likely hanging out.



Return to North Vegas Square. You could cut to the chase immediately, but you're supposed to find a specific person who gives you a clue as to where to find this young woman first. This man's name is Jules. You can speak with him about all sorts of subjects, but ultimately, you'll want to ask him about where some of the youngsters around here hang out. Jules recommends The Gray, a two-story building on the Square. Head on inside thereafter, and turn left from the entrance. You'll run into a goon who happens to know Andy, the cretin who has absconded with the Hostetler's daughter. You can simply lie to this guy with a high Speech skill to get him to abandon his post in front of Andy's room. Otherwise, do him in.



Whether you use a key or pick the lock manually, you'll need to gain access to Andy's room. Unfortunately, Andy and the girl are nowhere to be found, but the good news is that there's a clue here, the **Henchman Message**, on a small shelf underneath the room's broken television. Grab the note and go to leave. Andy should intercept you at this point. You can opt to kill him or otherwise get in on his scheme, but we chose the high ground, letting Andy live while vowing to tell the Hostetlers exactly what's going on. After all, Andy and the Hostetlers' daughter are plotting to take all of their money. All you have to do now is return to the Hostetler home. Speak to the daughter first. Use a combination of skill checks to convince her that she needs to take care of herself (if you can). She'll run off, and Mrs. Hostetler will initially be upset. But if you let her keep the reward money for following through on your end of the bargain, she'll let bygones be bygones.



[Part Four](#)[Part Five](#)[Part Six](#)

Once back at Hidden Valley, head back into the proper bunker, and seek out your two targets. If you're following our specific directions, then the first person you're going to want to speak to is Head Paladin Hardin, who can be found deep within the bunker, likely somewhere near McNamara's office. Talk to him all at once, first about the seemingly-possible work-around that would allow McNamara to be removed from his post as Elder due to giving direct orders to subordinates of subordinates. You can then tell him that you've found holotapes that prove that the Elder did just that. Unfortunately, though, you'll need even more evidence to finally convince Hardin that it's time to move against McNamara. But that's okay. We'll get to it soon enough.



Meanwhile, when you speak to McNamara, you can hand over the holotapes, which confirms his worst suspicions, that the three teams dispatched to the three locations you explored earlier have been wiped out. Even if you're following our walkthrough, this action is mandatory, and won't mess with the outcome you're going for. Unfortunately for you, however, McNamara really trusts you now, and has more obnoxious tasks for you to undertake. This time, he wants you to go ahead and visit with three separate scouts in the field, in order to collect their reports, which will then be brought back to McNamara to continue to the next leg of this very lengthy side quest.



We won't spend too much time explaining how to find these scouts and acquire their documents, because doing so is actually rather easy. The idea is to activate this side quest as your active quest on your Pip-Boy (if you haven't done so already), which will show the three scouts' locations on your map. You can then quick-travel to locations as near to each designated spot on the map, and approach each guard. Talk to each guard using McNamara's secret code words to let them know that you're not hostile, and come on behalf of their order. Once they each let their guards down, you can speak to each, and earn three **Brotherhood Scout Reports**. With those in hand, you can then return to McNamara once more and hand them over. This should only take you a few minutes, and you shouldn't encounter any hostile enemies en route (except for, perhaps, the random Mojave Wasteland-dwelling monster).

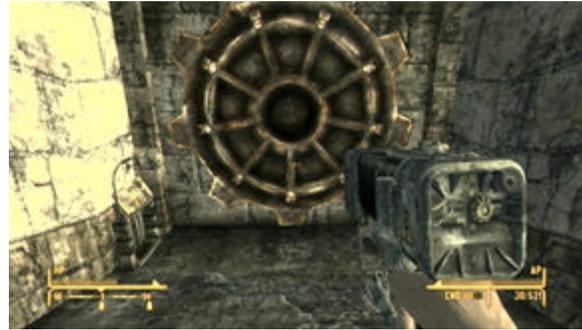


But don't get too excited. That simple, minutes-consuming task for McNamara opens up what will end up being your final (and most laborious) task before you can finally make a move, deposing him from leadership (or solidifying his position, if you choose to take that route instead). The air filtration system within the Brotherhood's dwelling is on the fritz. McNamara, naturally, wants you to head out to get the parts needed. He suggests that you speak to Senior Knight Lorenzo for more information. Lorenzo usually hangs out with the scribes nearby. Once you find him, speak with him. He's a bit hostile and curt, mainly because multiple teams have been sent out fruitlessly looking for these parts, and dying as a result (likely the teams you grabbed the holotapes from earlier). Nonetheless, Lorenzo lets you know what three parts are needed, and that the best places to look for these parts are in three vaults strewn around the Wasteland -- Vault 3, Vault 11 and Vault 22. You can visit them in any order you'd like, but we're going to do so in order of numbers, lowest to highest.



[Part Four](#)[Part Five](#)[Part Six](#)

Getting to Vault 3 might be confusing. After all, if you teleport anywhere near that location, you'll find that debris and walls will block your entry towards it. The idea there is to first access the South Vegas Ruins. These ruins are located near the northwestern edge of the Mojave Wasteland, just to the west of New Vegas Steel and the West Pump Station. Once inside the ruins, expect to be attacked by all matter of weak Fiends. As usual, you can down these guys rather easily. What you're looking for here is the subterranean entrance to Vault 3, which is clearly marked on a rusting vault door. Use the nearby control panel to open the door, and head on inside to see what you'll find.



Once inside, you'll be stopped by a Fiend guard. It seems that the Fiends have taken over this entire establishment. You need to use a considerable Speech check here to convince her that you're here to sell drugs, even if you're not (and obviously, you aren't). That will allow you to proceed unharmed through the vault, taking whatever you'd like en route. If you can't convince them and things become violent, your task here will be considerably more difficult, so keep that in mind. One way or another, what you want to do here is access Vault 3's Maintenance Wing. Once there, you'll find some lockers that contain the item you're looking for here -- a **Reverse Pulse Cleaner**. With that part down, you're done in Vault 3, and can move on to the next location, Vault 11.



Vault 11 is located close to the southeastern edge of the Mojave Wasteland. There's no other location directly on top of it, though if you haven't yet added this location to your map, you can still quick-travel to other nearby spots, such as the El Dorado Substation to the west, El Dorado Dry Lake to the south, and the 188 Trading Post to the north. When you finally arrive at your destination (atop a cliff), you can enter the vault and get down to business. Keep your wits about you here, since you're going to be running into thick amounts of enemies in this abandoned vault. None of these creatures are especially dangerous or wily, but since they are in just about every room and around every corner, you're going to be fighting with regularity. Pay attention!



The general idea at Vault 11 is to work your way as far back through the vault as possible. When you start getting further and further into the expansive subterranean structure, you'll eventually start encountering watery corridors. At first, these corridors contain water only ankle high, but eventually, this will give way to stairwells and entire hallways covered in water. This will necessitate that you dive down into the water, either using a breathing device to stay underwater, or surfacing when you can to avoid being damaged and killed. Use the local map on your Pip-Boy if you need to know precisely where to go. In one of those underwater segments, you'll encounter a room with some lockers. Open those lockers while submerged, and you'll find another needed component, the **Differential Pressure Controller**.



The final location you have to visit is Vault 22. Vault 22 is located in an overgrown, flowery, lush grove at the northwestern edge of the Mojave Wasteland. Vault 22 is located due east (quite a distance) from Jacobstown. There are locations you could possibly quick-travel to that would get you there quicker, however. The Followers Safehouse and Griffin Wares Sacked Caravan are to the north of Vault 22, Silver Peak Mine is to the west, and Ranger Station Foxtrot is to the south. You'll know when you arrive, because like Oasis in Fallout 3 (though to a much lesser extent), the overgrown, plant-ridden nature of Vault 22's entrance is a dead giveaway in a desolate environment like the Mojave Wasteland. Go ahead and enter the Vault 22 with your guns at the ready, and we'll go after the final components we need.



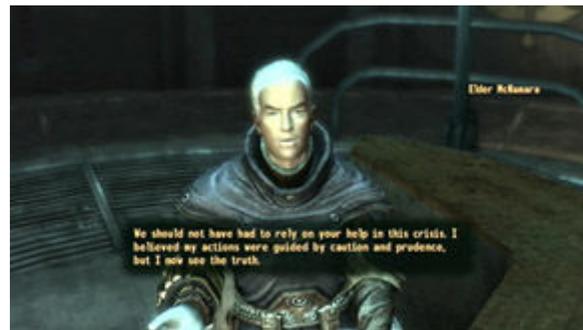
The path towards the items you need here are the longest of any of the three vaults we've raided. The unfortunate truth of the matter is that the items you need are actually extremely close to the entrance, but they're totally blocked-off from access. So, you'll obviously have to circle your way around the entire complex, using staircases or the elevator (if you can repair the latter) to circle down and around to a secret rocky corridor that eventually winds back up to the first floor, albeit on the other side of it. You can then raid the lockers you come across for six **HEPA 20 Cartridge Filters**, the third and final item you need to help the Brotherhood of Steel revive their failing air filtration system. Be prepared to fight plant-like creatures throughout the facility as you chase those filters.



With all of those goods in-hand, there's nothing left to really do but to return to the Brotherhood base, where you can find and speak with Senior Knight Lorenzo, who will attempt to fix the filtration system with the items you've brought back to him. He sure was snarky with you before, but his lips are sealed now that you got the job done, and survived to tell the tale! Of course, Lorenzo is only one piece of the endgame puzzle. Now that all of your tasks are (finally) done, you need to speak with Hardin and McNamara. Of course, this entire side quest has been hurtling towards an ultimate choice you'll have to make between the two men, but as you'll find out, you should be able to reap all of the benefits of both choices, while making the one choice that should actually help with the endgame.



As usual, you can find more Hardin and McNamara deep within the confines of the hideout. McNamara should be at his desk, and chances are, Hardin will be roving around nearby. Now, this side quest has the really obnoxious habit of glitching out at this point. If you follow our recommendations and move to depose McNamara, you must actually first inform him that you have the parts for the filtration system. If you speak to Hardin beforehand, however, you'll get what seem to be some retroactive conversational choices that talk about the holotapes you found earlier for McNamara, and more. So by speaking to both men and wrapping things up, you'll leave it so that McNamara is happy that you've helped him out (thus helping your standing with the Brotherhood of Steel), while using the evidence you gathered for McNamara to encourage Hardin to take over in his place (which further helps your standing with the Brotherhood of Steel). The latter option is where things go a little haywire, however, so chances are, you'll need to return later on in the game to actually speak to Hardin and McNamara again, and gain the Brotherhood of Steel's support through New Vegas' endgame.



■ Steps...

(1) Speak to Elder McNamara. (2) Deal with an NCR Ranger who is camping in one of the bunkers of Hidden Valley. (3) Return to Elder McNamara with news that the ranger has been dealt with. (4) Speak to Elder McNamara in the command room. (5) Find the missing Brotherhood patrol at REPCONN HQ and retrieve their mission holotape. (6) Find the missing Brotherhood patrol at Nellis AFB and retrieve their mission holotape. (7) Find the missing Brotherhood patrol at Black Mountain and retrieve their mission holotape. (8) (Optional) Help Head Paladin Hardin find a way to oust Elder McNamara from his position. (9) (Optional) Talk to Senior Paladin Ramos on Hardin's behalf. (10) (Optional) Look at the Brotherhood's history files relating to Elders being dismissed from their positions. (11) (Optional) Ask Paladin Ramos about the Chain That Binds. (12) (Optional) Check the datastore for more information on the Chain That Binds. (13) (Optional) Return to Hardin with your findings about the Chain That Binds. (14) Return to Elder McNamara with the three patrol mission holotapes. (15) Meet with a Brotherhood scout near the NCR Correctional Facility and collect his report. (16) Meet with a Brotherhood scout near the town of Nipton and collect his report. (17) Meet with a Brotherhood scout near Camp Forlorn Hope and collect his report. (18) Return to Elder McNamara with the three scouts' reports. (19) Speak to Senior Knight Lorenzo regarding the failing air filtration system. (20) Search the vaults in the region for a differential pressure controller. (21) Search the vaults in the region for a reverse pulse cleaner. (22) Search the vaults in the region for several HEPA cartridge filters. (23) Return to Senior Knight Lorenzo with the components. (24) Return to Elder McNamara with the news that the air filtration system should be fine.

■ Important Items...

Brotherhood of Steel Mission Holotape (x3), Brotherhood Scout Report (x3), Reverse Pulse Cleaner, Differential Pressure Controller, HEPA 20 Cartridge Filter (x6).

If you're a veteran of Fallout 3, you'll be plenty familiar with a Wasteland order known as the Brotherhood of Steel. The Brotherhood were all over the Capital Wasteland on the east coast, looking all sorts of threatening in their metallic Power Armor. There's a severe lack of Brotherhood of Steel in New Vegas, however. They're found virtually nowhere in the wild. But if you visit a specific location, known as the Hidden Valley, you'll find the Brotherhood of Steel, resting incognito underground. The Hidden Valley is a vast location near the western edge of the map. The closest and most obvious location near it is the REPCONN Test Site to the southeast. When you arrive, you'll find multiple bunker entrances that lead to underground areas. The one you're looking for in particular should be marked up with graffiti such as "BILLY RULES" to the left of the entrance, and "PEACE!" to the right of the entrance. Once inside, however, you'll quickly be intercepted by the Brotherhood of Steel. They'll strip you of all of your gear and escort you further into the compound. Comply with their wishes.



After being disarmed (and embarrassed), you'll meet with one of the Brotherhood's lieutenants, Paladin Ramos. Paladin Ramos himself will be short with you, however, instead opting to let you meet the Brotherhood's leader in this area, a man named Elder McNamara. Elder McNamara is a cold and curt man who intends on using you to help his group in return for your eventual freedom. Concerned that you found his well-concealed group in the first place, McNamara has decided to equip you with a collar that will ensure you don't stray too far from the Hidden Valley while you do some random jobs for them. Agree to help McNamara out, and you'll get all of your stolen gear and weapons back from a bin when you're let loose. Be certain you reequip your standard gear before moving on, since you're technically still naked when you regain your equipment.



Your first task is a simple one, but then again, that's the idea. Heed McNamara's warning, however, and don't stray too far from the compound, or your explosive collar will detonate. The best way to avoid any unpleasant injuries is to mark this quest as active on your Pip-Boy, and then follow the on-screen compass directions. This will lead you outside of the rusting fence surrounding this area, but you're still safe. You'll soon thereafter run into the NCR officer McNamara wants you to get rid of, a man by the name of Dobson. Dobson is in the area trying to set-up shop so that he can go after Powder Gangers. The best way to take care of him is to simply convince him that you mean him no harm, and that you aren't a Powder Ganger, which will require a pretty basic Speech skill. Keep using that Speech skill to convince him to scurry off unharmed, which takes care of that issue all at once.



Upon returning to the Brotherhood, you'll have to speak into an intercom to be let through the door. Thereafter, McNamara will intercept you and congratulate you on a job well done. He'll then scurry back off to his office, and you should follow right behind him, since there's more to this story than meets the eye. McNamara has more tasks for you to complete. Speak to him and listen to what he has to say. Now that you've proven your worth to the Brotherhood, he'll gladly remove your collar, and you can now come and go as you please. He'll also tell you of three missing Brotherhood convoys at three different locations. He wants you to check up on their statuses, and either bring them back alive, or bring the holotape that they were carrying with them so that the Brotherhood can determine what happened to them. Agree to help McNamara, and you'll be cut loose once more.



As you leave McNamara's office, a man you've yet to speak to will intercept you. His name is Head Paladin Hardin, and as you'll soon find out, he looks at things in a far different light than the Elder does. Hardin isn't pleased that most of the Brotherhood have been underground, permanently, for several years. Only select people are able to leave the confines of the bunker at night to explore and scavenge. He reflects to you the belief that his men are undertrained, having no real-life experience, and wants the Elder to step down or be removed, so that he can take over, free the Brotherhood from the bunker, and become a force throughout the Mojave Wasteland, which he promises will end up helping you. Even if you don't intend on helping him, hear him out. Thereafter, you'll realize that there are some important choices to be made moving forward, since you can really only realistically help Hardin or McNamara, and not both. What will you do?



Now, you can make whatever choice you want, either choosing to side with McNamara or Hardin. Not surprisingly, siding with Hardin is going to bring the Brotherhood of Steel into your fold for the endgame as associated with [the main quest known as Wild Card: Side Bets](#). That's the direction we went into in our walkthrough, so that's the path we'll take here. Should you want to help McNamara, a lot of this walkthrough will still be helpful to you until the very end, but either way, know that that particular path isn't covered here. So the general idea is to follow up on Hardin's "optional" tasks before heading out into the wilderness to find the three missing convoys. You can begin doing that by speaking with Paladin Ramos back up in his office by the entrance to the bunker. Speak with him about the rumors of deposing McNamara, and he'll immediately suspect you've been speaking to Hardin. He'll tell you that he'll unlock some interesting information for you to read on the bunker's computer system, though you'll need to delve back into the depths of the bunker to read the text.



The given text is on the computer system kept by Scribe Ibsen, who is back down in the depths of the bunker near McNamara's location. You'll find him in the data hive surrounded by plenty of computers and subordinates alike. Speak with him, and you'll learn that the computer system is currently down. While you can use a considerable Science skill check to convince him of the solution, that won't stop you from still having to go through the motions of helping him fix the computer virus that's afflicted the system manually. Doing so is easy; all you have to do is jump around from the terminals to find the three with the virus actively on it. Quarantining the virus to those three terminals will result in an unlocking of all of the terminals for you to use. You can now read the information unlocked for you by Paladin Ramos earlier.



Reading the initial reports on the computer will reveal that there have been a few examples of elders being removed from their posts, but when you report back to Paladin Ramos with this information, you'll realize that it's exceedingly rare, and that to some people, McNamara is still looked at as a bona fide hero because of events that took place at the NCR-controlled HELIOS One before everyone was locked in this bunker. Further investigation will net you little new information, though you'll quickly realize that you have to choose one path or the other to finish your tasks with the Brotherhood of Steel, including this side quest. While you can make either decision you'd like, we've opted in our particular walkthrough to help depose McNamara, which will allow the Brotherhood of Steel to help us during the endgame.



Now, it's time to chase after the three missing patrols McNamara told you about earlier. Let's go in the order the game gives you these tasks, starting with the lost patrol that went to REPCONN HQ. Depending on how thoroughly you've explored the Mojave Wasteland thusfar, you may or may not have already added REPCONN HQ to your map. Therefore, you can just quick-travel there if that's the case. If not, REPCONN HQ, which is a three-story-high office building in fair shape (considering everything else around it), can be found near the center of the Mojave Wasteland, south and slightly east of the New Vegas metropolitan area. The Grub N' Gulp Rest Stop is situated to the north, Follower's Outpost to the east, Hunter's Farm to the west, and the NCR Ranger Safehouse to the south.



Once inside REPCONN HQ, your ultimate goal is going to be to work your way to the third floor of the building. It's there that you'll find precisely what you're looking for. In the meantime, though, you'll need to move around the building's first two floors, which will be as simple or difficult as you make it. There are Mr. Gutsy-like robots roaming the halls of REPCONN HQ, but as long as you successfully hack certain computers, one on each floor, you'll be able to enter your face into facial recognition software that will call of the robots from attacking you. If you're unable to do this, then the robots will turn hostile. Other than that, this location will prove to be a rich source of curative items and ammunition, should you be thorough enough in exploring the ruins in its entirety. Once on the third floor, you'll find two corpses of members of the Brotherhood of Steel. Scour their bodies for whatever you may want off of them, being sure to grab the key item, the **Brotherhood of Steel Mission Holotape**, before moving on.



The second location of interest is Nellis Air Force Base. That is where the second crew of Brotherhood of Steel soldiers were sent. Nellis Air Force Base is the home of the Boomers, the overly-aggressive Wastelanders who regularly lob heavy ordnance into the desert to convince would-be travelers to stay far away from their territory. If you haven't opened up these guys as part of [the Side Quest known as Volare!](#), then you'll need to do that first. Otherwise, you'll never successfully gain entry to Nellis Air Force Base, which will forever seal-off the fate, one way or another, of the Brotherhood of Steel contingent you're after in the area.



Once you do have access to Nellis Air Force Base, however, finding the Brotherhood of Steel soldiers in question is easy. Your best bet is to teleport to Nellis Air Force Base (which is at the far northeastern end of the Mojave Wasteland), and then simply work your way out of the settlement and back out towards the destroyed town that rests outside of the base. The Brotherhood of Steel Paladins in question didn't survive their quest towards Nellis (for obvious reasons), so follow the marker on your map/compass (by making this quest your active quest on your Pip-Boy), and you'll find the dead soldier you seek before long, amongst some rubble. As was the case back at REPCONN HQ, search his body, and you'll find another **Brotherhood of Steel Mission Holotape**.



We've left the third and final location of the last missing contingent of Brotherhood of Steel Paladins as the last we'll pursue, because it's actually closest to the Brotherhood's secret hideout. So it's all about timing, you see. The third contingent (that, not surprisingly, perished) can be found near Black Mountain, which is a treacherous and dangerous location near the center of the map, but more closely aligned with the eastern edge of the Mojave Wasteland. This area is overrun by pesky Super Mutants and their Centaur friends, so be ready for a battle when you arrive. Your best bet is to simply quick-travel to Black Mountain or nearby Black Rock Cave, and then work your way towards the location marked on the map from there. If neither of these closely-related locations have been added to your map yet, you can find them in between the El Dorado Substation to the east, the NCR Ranger Safehouse to the northwest, and HELIOS One to the southeast.



The body you seek of the Paladin containing the final holotape is in a heavily-irradiated crater in the ground. As you work your way there through winding pathways and canyons, expect to be attacked by Radscorpions and Bark Scorpions. As you get closer to the crater in question, you'll be assaulted by droves of Centaurs instead, and perhaps even some Super Mutants (if you're lucky). If you have some Rad-X, a Radiation Suit, or anything else, use them as you go into the crater, since, as we already mentioned, it's heavily irradiated. At the bottom of the crater, you should find another Paladin corpse, holding yet another **Brotherhood of Steel Mission Holotape**. If you've been following our directions, that should be the third and final one. Now that you have all three, it's time to quick-travel back to Hidden Valley, where you can reconnect with the Brotherhood of Steel once more.



■ Steps...

(1) Find spare array parts. (2) Repair the broken solar array panels. (3) Tell Loyal the array has been repaired.

■ Important Items...

Broken Solar Panels (x5).

Undertaking this particular side quest will require you to head to the heavily-armed location known as Nellis Air Force Base, which is the Boomer-occupied location at the far northeastern reaches of the Mojave Wasteland. Getting there can be complicated and outright dangerous; [our Walkthrough will have more details on getting there](#), specifically outlined during the mission Wild Card: Side Bets. When you've safely arrived and have free reign to travel wherever you want around the base, you'll want to seek out an older man named Loyal. You'll find him either at the base's gigantic hangar, or in his own mini-hangar-like home.



Either way, upon speaking with Loyal, no matter where you happen to find him, you'll be able to offer him some of your assistance, at which point he'll ask you to help him fix some of the solar arrays on the base, thus contracting you for this side quest. There's a solar array near the back end of the base, but some of the panels aren't working. With a high (65+) Repair skill, you can simply work your way back there and fix them by hand. Otherwise, you'll be required to head to another location to get the repairs underway. And that location is none other than the NCR-controlled HELIOS One power station, where the army controls a rather impressive, much larger solar array of their own. If you've never been to HELIOS One, you'll find it far to the south of Nellis, along the eastern side of the map. Vault 11 is to the north of it, while Gibson Scrap Yard is just to the south.



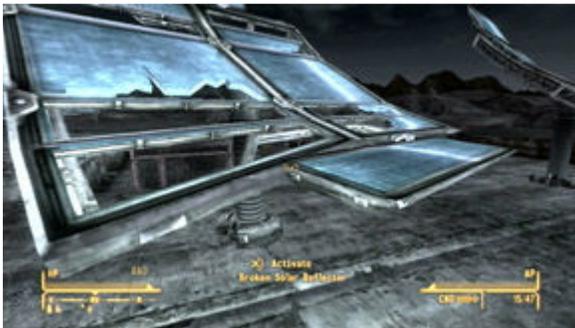
If you've never been to HELIOS One, you'll have to speak to the people at the front gate to gain entry (keeping in mind that if you're not getting along with the NCR, you'll have to blast your way through a whole bunch of people to have any hope of getting to the solar array field at the back of the building). If you're cordial with the NCR guards manned at HELIOS One, you'll also gain [an unrelated Side Quest called That Lucky Old Sun](#). Either way, upon gaining entry to HELIOS One itself, meander your way to the back left side of the building, where you should find entry back to the Mojave Wasteland. However, the door in question, near a couple of NCR scientists, will actually lead to the backyard area of HELIOS One. Because of the fence that surrounds the plant, there's no other way to gain entry to the backyard. Thus, you'll have to head inside to get back outside.



You'll find a massive, impressive array of solar panels in the backyard, which are involved in the aforementioned unrelated quest. However, strewn around the working, upright panels are five downed, scrapped solar panels (these will be marked on both your map and your compass). What you need to do here is walk up to each and opt to salvage these parts (which will require a mere 20+ Repair skill). Simply find all five downed panels and salvage each one; believe it or not, the NCR doesn't care at all about these parts, so you're not technically stealing from them... at least not in the sense that they'll violently attack you, or that you'll risk ruining your reputation with them. Of course, if you had to violently break into HELIOS One in order to gain access to this array in the first place, than that's not a problem for you, since the NCR already hates your guts as it is.



Once you've claimed the five rogue, destroyed, and now-salvaged panels, it's time to return to Nellis Air Force Base, which you can do easily from the HELIOS One array via a simple quick-travel. Once you're back, follow your new compass instructions to reach the far less impressive array at the base. Ignore the computer terminal at the base of the concrete array, and simply walk up to the panels themselves. Identify the five broken panels and examine each one, opting to use the materials you found at HELIOS One to make the necessary repairs. Once that's done, there's nothing left to do but to find Loyal once more to let him know about the good news. Remember -- he'll be hiding out either at the hangar, or at his home. Impressed with your hard work, he'll thank you, and this brief and easy side quest will conclude thereafter.



■ Steps...

(1) Find entertainers for the Tops (x4). (2) Convince James Garret to let Hadrian out of his contract. (3) Tell Hadrian you've gotten him out of his contract. (4) Talk to Tommy Torini at the Tops (x4).

■ Important Items...

Tommy Torini's Business Cards (x4).

When you finally get to the Strip, one of the first places the main storyline will dictate that you visit is the Tops Casino. There, you'll get to deal with the establishment's manager, Benny, as part of the larger story. Either way, as you explore the casino, one place you'll find of interest is the club on the second floor. When you enter, you'll find one person in particular that you'll want to speak with. This guy's name is Tommy Torini. Tommy is a smooth-talking talent scout (with a bit of talent himself). As you speak with him, you'll learn that he needs some help (something you may have learned from the man at the front counter to the casino, as well). Tommy is always looking for new talent, and he wants you to help him recruit some new names. Agree, and you'll be able to undertake this side quest.



The first person you should find (and the easiest person to track down) is located directly outside of the Tops Casino (how convenient that is). Near the gate that leads further to the outskirts of the Strip, you'll find a man named Billy Knight. Speak with Billy, and you'll learn that he's a bit of a hack comedian. But that's okay, because in the Wasteland, any sort of talent, no matter how miniscule, can't be passed up. Speak with Billy about his history as a comedian, and then tell him that Tommy Torini at the Tops Casino is looking for new talent. You can then give him one of Tommy's business cards that you were given at the outset of the quest, and send him on his way. Keep in mind that you can use your powers of persuasion, if high enough, to convince Billy that he's worth more than he thinks he is. Nonetheless, after handing off the business card, follow him back to the Tops and speak with Tommy to receive your finder's fee.



Next up on our list is a guy you can find in Freeside. More specifically, you can find this person (well, ghoul) at the Atomic Wrangler Casino. When you arrive at that establishment, seek out the well-dressed ghoul near the front end of the building. This ghoul, named Hadrian, will be your next recruit. You may have met Hadrian during your initial exploration of Freeside. If you did, you'll already know that he's a comedian that has found himself under a strict contract with the proprietor of the Atomic Wrangler Casino, a man named James. While he's interested in Tommy's offer to go work with him, he'll first need to be cut loose from his contract. Speak with James behind the counter nearby, and speak with him about Hadrian's contract. If your Barter or Speech skills are high enough, you can get Hadrian out of his contract easily. Otherwise, you'll have to buy the contract out with your own money. Either way, once Hadrian has been released, go ahead and report the good news to Hadrian. He'll scamper off to the Tops Casino hereafter; follow behind him and speak with Tommy to earn another cut of commission for your hard work.



The third person on our list can be found in Novac. Since you're already at Freeside and the Strip, it's basically a guarantee that you've already been to Novac. So you can simply quick-travel to this location at your convenience (it's located southwest of Boulder City, and due east from the REPCONN Test Site). Once you arrive at Novac, go to the motor inn near the gigantic dinosaur statue. In one of the rooms on the second floor of the motor inn, you'll find a gentleman named Bruce Isaac. There's a good chance you talked to this guy earlier (at least you did if you're following [our Walkthrough](#)), but in case you didn't, Bruce is an old singer who doesn't have a gig anymore. Speak with him and tell him that Tommy's looking for new talent, and Bruce will immediately spring into action without any persuasion or other difficult work needed. As usual, follow him back to the Tops and speak with Tommy yet again to earn another cut of Bottle Cap goodness.



The final person you'll want to recruit is possibly the most obscurely-hidden of all of the characters. The best place to jump to via quick travel is the El Dorado Gas & Service Station, which is south of Boulder City, and northeast of Novac. When you arrive at the gas station, all you have to do is walk northward a bit towards a billboard in the near distance. A fire will be lit underneath the billboard, with a lone man sitting near it. This man will have an interesting and somewhat depressing story to tell you, but you'll immediately recognize that he has an acoustic guitar with him, indicating that he's a man of artistic talents. Tell him about Tommy's offer and hand over one of his business cards (you can try to finagle some Caps out of him for the recommendation as well). Then, for the fourth and final time, follow him as he works his way back to the Tops. Speak to Tommy for the final time, and earn your fourth and final cut of commission, along with a bunch of extra experience points for seeing this side quest all the way through.



■ Steps...

(1) Talk to the idiot wearing sunglasses in the back of the HELIOS One plant building. (2) Connect to the HELIOS One mainframe from the western reflector control terminal. (3) Connect to the HELIOS One mainframe from the eastern reflector control terminal. (4) Restore power to the HELIOS One mainframe via an auxiliary generator. (5) Use the HELIOS One mainframe to send power to a destination of your choosing. (6) (Optional) Arm ARCHIMEDES security system to wipe out all nearby NCR soldiers. (7) Initiate reflector retargeting from the console on the tower observation deck. (8) Talk to Fantastic.

■ Important Items...

None.

If you're friendly with the NCR, this is a pretty good side quest for you to undertake. On your map, you'll likely have located a place called HELIOS One. If not, HELIOS One can be found towards the eastern edge of the map, south of the El Dorado Substation, and north of the Gibson Scrap Yard. If you're arriving there for the first time, expect to either be intercepted by the NCR to speak to you (if you're neutral or friendly with them), or shot at (if you're hostile with them). If it's the latter, unfortunately, you won't be able complete this side quest (as we already mentioned), so hopefully you'll be on good terms with them. The officer who will intercept you at the front entrance is named Lt. Haggerty, and she'll speak with you briefly. If you ask her about what's going on within HELIOS One, she'll tell you that it's a power station that's not quite running up to par. She'll tell you that you can speak with a man inside the facility to learn more, at which point you'll gain access to this side quest.



Don't waste any time. Head inside HELIOS One, and immediately begin to seek out the unknown scientist in question. The man you're looking for, known only as Fantastic, is a bit of an airhead. He's a deceitful airhead, though, managing to work his way in successfully with the NCR, posing as some sort of scientist who can get this power plant back online (even though he has no scientific education to speak of). Right now, it's only functioning at 1% capacity, but Fantastic hopes that you can help him get the power back on to an even higher, more efficient degree. He'll give you a series of tasks to undertake as a result, and then, you'll be sent on your merry way. Boy-oh-boy is that guy obnoxious; but unfortunately, the only way to proceed forward with this mission is to help him. Or is it?



Nearby, you'll find another man walking around in a white lab coat. This guy's name is Ignacio Rivas, and unlike Fantastic, he's got a good head on his shoulders. Rivas is aligned with the Followers of the Apocalypse, a group you've likely already run into (they're stationed at the Old Mormon Fort in Freeside). Rivas, like the rest of his fellow Followers, advocates for the betterment of lives everywhere, and not only those in NCR territory. As a result, he'll ask you to do something a little different. While things remain somewhat the same in terms of what Rivas and Fantastic want you to do, the end result will differ. Fantastic wants you to send power to NCR-centric locations, while Rivas would prefer you sent the power everywhere. Now that you've spoken to both men, you'll have to ponder your choice as you move forward.



Use the nearby door marked as leading out to the Wasteland. This will lead to the back end of the facility, where the mirror arrays are located. You can't access this backyard area from anywhere else, so you need to reach the array in only this way (otherwise, chain-link fences will stymie your advance). Once outside, the first thing you're going to want to do is seek out are two small, rectangular, gated-in areas within the array field. In each of these locations, you'll find computer terminals that must be accessed and turned on. You need to be sure to hit both computer terminals successfully. The game will prompt you when you do so. Keep in mind that one computer is guarded by booby traps (so simply disarm or avoid them as best you can), while the other is guarded by NCR dogs. As long as no soldiers are around to witness your brutality, you can kill these dogs with no repercussions.



When you've accessed both computer terminals (which will fulfill the two requirements to connect to HELIOS One's mainframe), you can then enter the tower near the head of the mirror arrays. This is when things get a little bit more difficult for you. This tower is well-protected by pre-war attack robots, which is the exact reason why no one dared enter the tower to get the arrays back in full working order. The few people who did try were killed, so hopefully, you'll fare a little bit better. You're going to run into one of your biggest challenges almost immediately upon entering the facility. As you move forward and look to your right, a pair of gun turrets will fire on you, as well as a Sentry Bot from an area below. If you run straight across through the door ahead, you can actually find a computer that, once hacked, will disable the gun turrets. You can then kill them easily, and focus your ire on the considerably well-armed, heavily-armored Sentry Bot below.



As you work your way deeper into the facility, you'll start to encounter different types of enemies. Unfortunately, Sentry Bots will still be around some corners, but you'll also get to deal with some more simplistic robotic foes, too. A few Mr. Gutsy robots will be roaming around (so keep your distance, so that you can avoid their devastating flamethrower attacks), and when you get really deep into the facility, you'll even run into some Protectrons. Those guys are ridiculously easy to kill, so no worries there. All the while, as you explore, you can find some items to grab if you'd like (contingent entirely on how well you choose to explore). And heck, if you run into some beds or cots, and there are no enemies around, why not go ahead and take a rest and restore some of that lost health? After all, those Sentry Bots probably gave you a real beating.



When you reach the heart of the tower, you'll have a few things to take care of. Your first order of business is to access the large computer mainframe in the center of one of the rooms you encounter. Unfortunately, this computer terminal has a severed power cable running to it, so you're going to need a low-to-moderate repair skill (and some Scrap Metal) to fix the adjacent generator, so that the computer begins to work again. With the computer now functioning, go ahead and access the terminal. Here's where you have to make a decision. Will you route the power to the NCR complexes? Or to somewhere else? Or to everywhere? Make the decision you'd like. We opted to stay in the NCR's good graces by routing power to where they need it most, but you're free to make another decision if you'd like. Oh, and for your optional task to enable the ARCHIMEDES defense system, do so only if you want to wipe out the NCR here. This will obviously turn them against you, though.



With all of that done, there should be a door near the computer terminal that leads back outside. You'll now be on the exterior of the tower, and can circle around to a lone control unit outside. As long as it's between a certain time (which the game will tell you), with the sun shining where it needs to, you'll be able to flip a switch and let the juices flow to your previously-chosen target. And just like that, your task is done. Return to Fantastic (or your other friend, if you made the opposite choice), and let him know the deed is done. Case closed.



■ Steps...

(1) Travel to Westside and speak with Saint James about the missing NCR refugees. (2) Search Dermot's room at Casa Madrid Apartments for evidence. (3) Search Saint James' room at the Casa Madrid Apartments for evidence. (4) Tell Captain Parker what happened to the missing refugees.

■ Important Items...

Teddy Bear, Dermot's Ledger.

Have you been to the Aerotech Office Park yet? You can find this walled-in, NCR-controlled location to the southeast of the New Vegas Strip and Freeside. The NCR Sharecropper Fields and East Pump Station are to the north of the office park, while Camp McCarran is a bit to the west. When you arrive and head on inside, you should find plenty of people walking around, whether they be stragglers and vagrants, or NCR soldiers and other personnel. The person in particular you're looking for here is named Captain Parker. When you speak with Parker, you'll learn that he has a lot of problems, amongst them some missing persons that were supposed to be under his care. He asks if you can go look for them, and even has a solid lead for you to go forward with. Agree to help.



Captain Parker's information should lead directly to a couple of men holed-up over in Westside. If you haven't been to Westside yet, you can find a couple of separate entrances to it just to the north of Sunset Sarsaparilla Headquarters, on the western edge of Freeside and the New Vegas Strip. Once inside Westside, however you get there, immediately seek out the two men Parker told you about. Chances are, Dermot and Saint James will be relatively close to one another, so when you find and speak with one, you probably don't need to look much farther to find and speak with the next person. However, confronting Dermot and Saint James about missing people from the office park won't get you very far. Both of these guys have no problem lying right to your face, necessitating a search for evidence to prove that they aren't as innocent as they'll have you believe.



The key to finding the necessary evidence rests in the Casa Madrid Apartments, a building in Westside where many of its residents live. Both Dermot and Saint James have rooms on the first floor of the building, and in fact, their rooms are located right next to one another. Dermot's room is wide open, but you'll need to pick the lock in Saint James' room. Once within Saint James' room, the evidence you're looking for many not be immediately clear, but it's actually the **Teddy Bear** sitting on the bed that's the key. Grab that, and then move into Dermot's open room and grab **Dermot's Ledger** from a table there. Now, you have all the evidence you need to implicate these two men in those mysterious disappearances.



The game will prompt you with an optional choice to confront Dermot and Saint James with the evidence you lifted from their rooms, but it's not at all necessary, and only prolongs this otherwise brief side quest. So do so if you'd like, but that won't be covered here. Instead, take the evidence back to the Aerotech Office Park. Find Captain Parker once more, and hand over the bear and ledger. The side quest will end hereafter, with thanks from Parker and the NCR, and a solemn promise to make sure those two men get what they deserve.



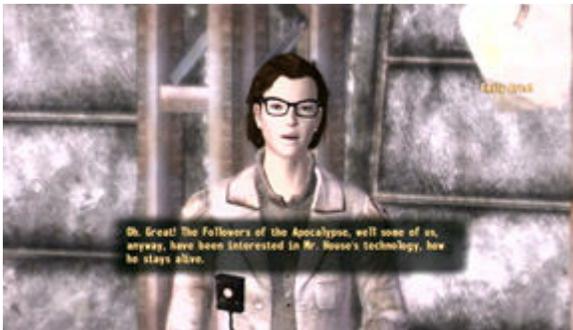
Steps...

(1) Bug an access point to the Lucky 38's data network for the Followers of the Apocalypse. (2) Return to Emily Ortal on the New Vegas strip with news that the tower has been bugged.

Important Items...

None.

This is a quick-and-dirty side quest that you can undertake in a matter of a couple of brief moments. You'll likely earn it during the main quest known as Wild Card: Change in Management. While there are a plethora of choices you're free to make during that particular quest, [our Walkthrough](#) has you killing Mr. House and taking over his Lucky 38 Casino for yourself. Thereafter, when you go to leave, in order to speak with Yes Man again, you should be intercepted by a woman named Emily Ortal. Emily is a doctor with the Followers of the Apocalypse, and she's interested in the life-support system Mr. House has used to keep himself alive over the centuries. All you have to do is agree to help her (and you can use a moderate Barter check to get a smorgasbord of curative items out of her for successfully completing the task), and she'll hand over a bug that you need to place within a computer in the Lucky 38 Casino.



Now, all you have to do is turn back around and walk back into the casino. To the left of the entrance (once inside) is a raised bar that you'll have to climb up some stairs to access. Do so, and keep an eye out for a computer terminal affixed to the wall on the far side of the bar. While the computer terminal will require a considerable science skill to hack, that's actually not what's important here. Rather, what you really need to focus on is simply opting to bug this computer terminal, which you should be given the option to do regardless of your Science skill. Once the bug has been placed, your task is essentially done. Go back outside the Lucky 38 Casino and find the white-coated Emily roaming around. Speak with her and let her know that the deed has been done. While she regrettably lets you know that the bug only works for a few minutes before being snuffed-out by security measures in Mr. House's computer network, you still did your piece, and she's thankful. That should wrap up this quest.



■ Steps...

(1) Speak with the leader of the mercenary gang. (2) Come to a peaceful arrangement with the mercenaries. (3) (Optional) Wipe the mercenaries out. (4) (Optional) Ask Marcus for money to pay off the mercenaries. (5) Return to Marcus.

■ Important Items...

None.

Have you been to Jacobstown? Jacobstown is a settlement on the far western edge of the map. This location is overrun exclusively with Super Mutants and Nightkin (with the exception of a human doctor and his ghoul assistant, that is). The King over in Freeside will send you here as part of [the Side Quest known as Nothin' But a Hound Dog](#), which will likely be the first time you arrive. To undertake this side quest, however, you'll need to leave for a while and then return to the settlement a little later. The aforementioned side quest is actually a good time in which to do so, since you'll need to leave during the quest and then return later to end it. Upon your return, the Super Mutant named Marcus (who you meet when you first arrived at Jacobstown) seems distressed. It appears that some people have been shooting at them from outside of the settlement, injuring them and killing their livestock. They appear to be NCR, but Marcus can't be too certain. He requests that you go out and speak with them, to see if you can get them to stop.



This quest is extremely, *extremely* simple and short, no matter what decisions you make. But there's an easy solution to this entire mess that will make matters even easier for you, since you can make all parties happy. For starters, walk along the road leading away from Jacobstown for just a brief moment. When you do, you'll run into a man named Norton. Norton is the leader of the mercenary group that's been harassing the citizens of Jacobstown. Speak with him to learn more. He won't divulge who he's working for, but he will tell you that this expedition at least has some ancillary blessings from the NCR. When you speak with him further, you'll learn that you can simply buy him off to send he and his friends on their way. If your Speech skill is high enough, you can scare him off, too.



Additionally, you can attack Norton and his friends, but they are well-armed and pretty dangerous men, so it's not a good option for you unless you're really ready for a fight (plus, the NCR is about the last organization in the entire Wasteland that you want to be on the wrong side of). The catch-all option, if your Speech is low and you don't want to fight, is to simply return to Marcus and request 2,500 Bottle Caps (or 3,000, if you want to keep some for yourself). The 2,500 Bottle Caps will force Norton and his friends to move on. This is good news for Marcus, since he doesn't want anyone, even the NCR, to force them into violence. If they don't make a move, then the NCR will have no reason to bother them. Thus, everyone's happy. Case closed.



■ Steps...

(1) Help the Boomers around Nellis. (2) Return to Pearl. (3) Speak to Loyal about the Boomer's plan to raise the bomber from the bottom of Lake Mead. (4) Attach the ballast from Loyal to the B-29 at the bottom of Lake Mead. (5) (Optional) Talk to Jack about getting a rebreather to swim to the bottom of Lake Mead. (6) Return to the shore near the tow winch and use Loyal's detonator to float the B-29 to the surface. (7) Return to Loyal to let him know the B-29 is up from the bottom of the lake. (8) Let Pearl know your job is done.

■ Important Items...

Deployable Ballast (x2), Loyal's Detonator, Rebreather.

The side quest known as Volare! is a bit of free-form side quest that's directly related to the events of [the main quest known as Wild Card: Side Bets](#). The events of the side quest essentially take place in and around Nellis Air Force Base, which is the well-guarded facility at the far northeastern edges of the Mojave Wasteland. Getting there can be complicated, if not outright deadly. After all, the people who control the base, the Boomers, are isolationists who will stop at nothing to keep outsiders at bay. You can learn more information from the aforementioned link, since you'll need a little know-how and some nimble feet to get to the base in one piece.



Once you arrive for the first time, you'll first have to speak to the Boomers' leader, an elderly woman named Pearl. After that, you'll be unleashed on the Air Force base to go about your business as you'd like. While you can go about things in many ways, if you're following our walkthrough, you'll want to follow along carefully with what we did, so you don't get mixed up. The first place you'll want to visit is the medical hangar on the premises. Within, you'll find a doctor named Argyll. Argyll will be grumpy with you at first, but if you can prove to him that you have some medical knowledge, you can help him out. You'll need a maximum Medicine skill of 60 points to help him out completely. Basically, you can examine the three patients in each occupied bed in the medical facility and, if your skill is high enough, you can heal that person. Healing all three people will net you positive feelings from the Boomers. Keep in mind that if your skill isn't high enough to help a particular patient, however, it's best for you to ignore that patient. With a low medical skill, you can actually kill these people, which would have the exact opposite effect of what you were going for.



Your next stop should be the Nellis Boomer Museum, which is in an identical style building as the medical building you just occupied. Within, you should find a young man named Pete. Pete, as you'll learn, is considered the Boomers' Keeper of the Story, which basically makes him the group's historian, who can recount their history. What you'll want to do here, to continue to earn the Goodwill of the Boomers, is to listen to his story, as he explains the Boomers' history as illustrated on the mural along one of the walls of the structure. Following his brief presentation, go ahead and speak with him further, to clarify the things he says. While you'll earn some goodwill just by listening to him, you'll earn even more by picking his brain and complimenting the Boomers. You can even do some skill checks here, using Explosives, Speech, and more. Taken together, this is a great way to earn a lot of props from the Boomers all at once.



When taken together with other ancillary side quests, [such as the Side Quests entitled Sunshine Boogie and Young Hearts](#), you'll start to gain a lot of positive favor with the Boomers at Nellis Air Force Base. But there's still more to do, as the Volare! side quest itself culminates with a request from Pearl, as well as the elderly man you've seen wandering around named Loyal. Upon speaking with Pearl, you'll learn that there's one final thing you have to do to prove your worth to the Boomers, and it's a rather complicated job that will require you to first speak with Loyal. Loyal, as usual, can either be found at the base's main hangar, or in his home. When you talk to him, you'll find out that he has a grandiose plan to raise a downed bomber from the bottom of Lake Mead to the south. Agree to do the job for him, and he'll hand over the tools you'll need for the job -- a couple of **Deployable Ballasts**, as well as a weapon-like device known only as **Loyal's Detonator**.



Lake Mead is far to the southeast of Nellis Air Force Base. Since you're going to be diving into the water, you'll either need to opt on relying on your ability to hold your breath, or better yet, speak to Jack in the hangar. When you do, he'll tell you that he needs some supplies to create an item called a **Rebreather**. You can find the items necessary if you'd like (it isn't hard), but with a moderate Science skill, you could simply convince him to create the device with items he already has around. Doing so will net you the Rebreather immediately. You can then begin to travel southward towards Lake Mead. The location you're specifically looking for is known simply (and aptly) as Crashed B-29, itself southeast of Callville Bay. As long as you make Volare! the active quest via Pip-Boy, the location will be shown on your map. If you haven't added any locations around Lake Mead to your map yet, thus creating an inability to quick-travel, you're going to have a bit of a journey ahead of you. So get to it!



As you swim into Lake Mead, head towards the location of the B-29 on your map. When you're over it, you can submerge yourself to see the hulking airplane below you. If you have the Rebreather, now is the time to equip it. If you don't have the Rebreather, you're going to have to constantly resurface for air, so keep that in mind. It's not immediately apparent, but what you're looking for here are two locations marked on the bottom of each wing on the aircraft. When you approach the bubble-like markers, you'll be asked to attach one of the two ballasts Loyal gave to you. Attach both ballasts, one to each wing, and then surface. Swim back towards the south, as if you're heading to Lake Mead Cave. When you've positioned yourself properly on a concrete docking area, Loyal's Detonator will start to beep. Equip it and use it as you would any weapon (not in VATS, of course), and the ballasts will explode, sending the sunken B-29 to the surface. Excellent!



With the B-29 surfaced, your job is basically done. All that's left to do now is to return to Nellis Air Force Base. When you arrive, first speak to Loyal (whether he's in his house, or in the hangar). Pass along to him the good news. Loyal is happy, and has plans to send some robots over to salvage the airplane in pieces, and bring it back to the safety of Nellis. But before you finish, you'll need to speak with Pearl. The salvaging of the B-29 is all Pearl needed to know. Ecstatic that you opted to help her, this side quest will end successfully. You can then ask her to help you out (if you'd like) later in the game, which ties directly in with [the events of the main mission entitled Wild Card: Side Bets](#).



■ Steps...

(1) Recruit a sexbot. (2) Recruit a suave talker. (3) Recruit a real ghoul cowboy. (4) Tell James Garret Beatrix will be joining the Wrangler. (5) Tell James Garret Old Ben/Santiago will be joining the Wrangler. (6) Tell James Garret Fisto will be joining the Wrangler.

■ Important Items...

None.

You can undertake this side quest by heading to the Atomic Wrangler Casino in Freeside. There, you'll find a brother-sister combo behind the counter. Speak to the man in the group, a dude named James Garret, and begin to pick his brain about all sorts of subjects. You can eventually get into doing some work for him, and he'll offer you a job to take. This job is a bit of an interesting one, to be sure. James Garret doesn't only run a casino here. Indeed, it's also a warehouse. And he has some clients who have... well... they have some interesting requests. If you can find people to fulfill each of these clients' wants and needs, then you'll be able to earn some Bottle Caps from your new friend James here. Well, let's get to it.



The first person we're going to go after is the ghoul who dresses like a cowboy. If you've gotten far enough in the main quest, you've likely already visited the Old Mormon Fort here in Freeside. Within the confines of the fort is one of the Fellowship's bodyguards, a female ghoul by the name of Beatrix Russell. Speak with Beatrix and ask her if she's looking for any side work. When you present her with James' offer, you'll have to convince her to take it with your powers of Speech-based persuasion (so make sure to have at least a moderate Speech statistical level before attempting this). Once you've managed to convince Beatrix, she'll scamper off to the Atomic Wrangler Casino. The game will prompt you to return to the casino yourself, in order to let James know that someone new is joining-up. But that's not necessary right now, since you can tell him about all of your catches all at once.



The second person we're going after here is the "suave talker" James seeks for one of his clients. Now, believe it or not, there are actually two separate people to recruit for this particular role, and there's nothing to stop you from recruiting both characters for the same job (other than the fact that you can't ultimately choose them both for James' request). First, let's recruit Santiago. Santiago is located behind the blown-out building across the street from Mick and Ralph's shop near one of the entrances into Freeside. You'll find him huddled around a pair of blazing barrels. Now, you'll again need to use Speech-based powers to convince Santiago, although we found that if you already shook him down for owed Bottle Caps in [the Side Quest known as Debt Collector](#), then you can convince him to take the job without any persuasion whatsoever. After all, in that case, Santiago is totally broke.



The other person in question that fits the mold for a "suave talker" is a man named Old Ben. Old Ben is certainly one of the most memorable characters here in Freeside, and you can find him roaming around near the security checkpoint leading towards the outskirts of the New Vegas Strip. Chances are that you've already talked to Old Ben if you've explored Freeside thoroughly. If you have, then you will know that Old Ben already has experience as a male prostitute, so this isn't anything new for him. Nonetheless, he'll still need to be persuaded to take the job. But if you've already persuaded both Beatrix and Santiago, then you should have no issues doing the same with Old Ben.



The final character you're going to need to track down is described only as a "sexbot," with little other explanation of how you go about finding or getting one. Now, there's a way to fast-track this entire operation if your Science skill is pretty high, since you can cut right to the chase, track down the robot in question, reprogram it to James' specifications, and send it on its way. Our walkthrough assumes that you can't do that. If your Science skill is low-to-moderate, then what you'll want to do instead is head to the shop in Freeside called Mick and Ralph's. There, speak with Ralph, and inquire about a holotape that may be used to reprogram a bot for a "new" purpose. Ralph will agree to make you a tape (you may need to pay varying amounts of money for it, however, though you can talk him into giving it to you for free if your Speech skill is high enough). He'll need time, though, so after speaking with him, wait twenty-four hours (you don't even have to leave the store), and then speak with Ralph again to get the holotape in question.



With that holotape in hand, Ralph will send you over to the disheveled remnants of Cerulean Robotics, which is on the far end of the town, amongst a bunch of rubble. You can simply follow your map to find the entrance into the small facility; it's amongst a bunch of debris in one of the most broke-down corners of Freeside. Once you're inside, you can wield your weapon-of-choice to take care of the Giant Rats that roam around within (though these creatures don't seem to be the least bit hostile). What you're most interested in, though, is the nook on the left side of the building. There, you'll find a robot within some sort of small chamber. Activate the computer next to the chamber to awaken the robot, placing the holotape in to program it (or using your Science skill to do the same, should you so desire). This will awaken the robot. You can then test it if you want (ew!), or simply send it on its way to the Atomic Wrangler Casino.



With this purported sexbot all ready to go, that should be everyone. You've now recruited all of the characters you needed to. There's nothing left to do now but to return to the Atomic Wrangler Casino, so that you can report the good news to James. You'll need to report each of the wanted prostitutes as having reported to duty, which will earn you small quantities of experience (and perhaps even some Caps, should you play your cards right). By delivering all three characters (you'll have to choose one of the two suave talkers you found), you'll finish the side quest and earn a hefty amount of experience points for your hard work. Most excellent.



■ Steps...

(1) Deliver the Crimson Caravan invoice to Doctor Hildern at Camp McCarran. (2) Return to Alice McCafferty and let her know you've delivered the invoice. (3) Alice McCafferty, owner of the Crimson Caravan Company, has additional jobs available. (4) Negotiate with Cass to buy out Cassidy Caravans for the Crimson Caravan Company. (5) Convince Henry Jamison to quit his position at the Crimson Caravan Company. (6) (Optional) Acquire the Gun Runners' secret manufacturing specifications from their factory. (7) Let Alice McCafferty know that Henry Jamison's employment has been terminated. (8) Tell Alice McCafferty that the Crimson Caravan Company now owns Cassidy Caravans. (9) Hand the Gun Runners' manufacturing specifications over to Alice McCafferty.

■ Important Items...

Assault Carbine, Laser Rifle.

There are one of two practical ways you could possibly contract this side quest. The first is directly related with another side quest, [one called Heartache by the Number](#). In that side quest, you'll meet a young alcoholic named Cass at the NCR's Mojave Outpost, who will alert you that the Crimson Caravan, a well-organized company that shuttles goods (primarily water) across the Wasteland, is looking for workers. Or, you could simply stumble upon the Crimson Caravan's compound, which is located right in the New Vegas mix, northeast of Camp McCarran.



Once within the compound (which you should be able to enter at will), you'll be able to explore freely. Unfortunately, you're not going to find much of interest within the walls of the Crimson Caravan's protected compound. You will likely run into your old friend Ringo immediately upon entering the area (you'll remember him [from the Side Quest called Ghost Town Gunfight](#), if you undertook it). After speaking with Ringo and learning a bit about the Crimson Caravan, you can seek out the main office, where you can continue with your task in earnest.



Within this building, you'll find two people that you can speak with, along with a bunch of workers and the like that won't have much more to say to you than a simple passing word. The well-dressed gentleman near the door, Don Hostetler, will engage you in some conversation about the Crimson Caravan, but once that brief talk is over, you'll have nobody else to speak with but the woman behind the desk at the far end of the room. This woman's name is Alice McLafferty, and she runs this whole operation.



Engaging Alice in conversation will allow you to learn a great deal about the Crimson Caravan and the thriving business they have going on. Alice has come to New Vegas to make sure this particular branch of the business is working to capacity (having originally hailed from California), hence her well-dressed demeanor. When you inquire about any jobs Alice might have available, she'll tell you that she has nothing too glamorous for you to do. But she does need a messenger to relay a message to a nearby NCR outpost. Doing so will prove to her your worth, and allow you to undertake future business with her. Agree to this, take the message in question, and go out on your way. Feel free to explore the rest of the Crimson Caravan's compound on your way out if you'd like. You won't find much of interest (save some barracks with items you can steal, if you're willing to risk getting caught).



Once out on the Wasteland, you'll want to head in a southeasterly direction towards Camp McCarran, which should have appeared on your map after accepting Alice's offer. This area, which is one of the more metropolitan locations on your map, shouldn't have too many (if any) enemies to deal with. As you work your way southward, you'll likely run into the NCR Sharecropper Farm, but not much else. You can feel free to speak with anyone you run into, however. But ultimately, your goal is to reach the McCarran Airfield, renamed by the NCR folks as Camp McCarran. This old, abandoned Air Force base is where the message you're carrying ultimately needs to be delivered.



Once you're within the walls of the airfield (which should happen easily, so long as you're not on bad terms with the NCR, in which case you may not be able to complete this task at all), you'll want to seek out the gigantic terminal to the right of the entrance. The terminal building is rather clearly sitting there, waiting for you to enter it. Feel free to speak to anyone else around you if you'd like (though those conversations won't be covered here). Once inside the terminal, head forward, and then when you run into some escalators, swing to the left. If you follow your compass instructions, you'll uncover the doctor's office you're seeking before long. Speak to Dr. Thomas Hildern and hand over the message. You could optionally cop another side quest from him at this point, but chances are, you'll want to continue to focus on the task at hand instead.



With the note successfully delivered to Dr. Hildern, go ahead and return to the Crimson Caravan's base, northeast of the NCR base you're currently at. You should be able to travel there via quick travel should you so choose. When you return to the home base of the Crimson Caravan, go ahead and speak with Alice once more. Alice will be impressed at your hard work and will offer to give you more work, should you so choose to pursue it. Three jobs should be presented to you. One involves convincing a person who owns a competing caravan to sell it to Alice. The second revolves around a man named Henry Jamison, who Alice needs fired from his position. And the third task involves a gun manufacturer. Alice wants you to somehow steal the secrets to their manufacturing process so she can begin manufacturing weapons on her own.



So, let's take these tasks in order. The first task, once accepted, will require you to head to the Mojave Outpost, which is located on the far southwestern end of the map. You've likely already been to this NCR-controlled outpost, with the two gigantic statues sitting out front. In case you've not been there (and thus can't fast-travel), you'll be able to find the location to the southwest of Primm. Either way, when you arrive, seek out a woman named Cass sitting at the outpost's bar, getting drunk. This is the woman who will offer you [the Heartache by the Number Side Quest](#), which would have turned you on to the Crimson Caravan in the first place. Either way, speak with her about Alice's offer to purchase her caravan. Unless you have a very, very high speech or barter skill, you simply won't be able to convince her. But it's certainly worth a try, nonetheless. If you can't convince her yet, you'll have to come back later, when your statistics are high enough to do so.



Your second task is actually pretty easy, as long as you have access to Freeside (and you should). Head to the inner section of Freeside, closest to the robot-protected entrance to the Strip. Nearby, you'll find a casino called the Atomic Wrangler. Head on inside and look for a well-dressed gentleman named Henry Jamison. This is the deadbeat Alice told you to look for. You need to convince the man to quit from his position at the Crimson Caravan. You can convince him outright if some of your skills are high enough, but at the very least, you'll be able to promise him some severance and the like to get him off of the job. Alice won't be thrilled if you offer him severance, of course, but you have to do what you have to do.



Once you've done that and reported back to Alice McLafferty with news of Henry Jamison's resignation, you'll then be able to take on the "optional" task here, which isn't really optional at all. Alice needs you to somehow procure the weapon-manufacturing secrets of the Gun Runners, an organization stationed at a well-guarded facility to the southwest of the Crimson Caravan compound. Now, how you go about getting into the Gun Runners' building is up to you, but we highly, highly recommend that you don't go in with guns blazing. Not only will you probably get mowed down (after all, you can expect the Gun Runners' personnel to be well-armed and heavily-armored), but doing so will likely stop you from completing other side quests. The idea here, my friends, is to sneak in and get what you want without anyone being the wiser.



As always, the key to sneaking is a Stealth Boy. Approach the locked outer gate surrounding the Gun Runners' building, activate your Stealth Boy, and pick open the locked gate. Once that's done you can then move forward and slightly to the right to enter the Gun Runners' building. To keep the noise you make to a minimum, crouch down and run forward. You want to find the room directly across the building from the entrance. In here, you can find a couple of weapons to grab, including an **Assault Carbine** and a **Laser Rifle**. But the computer terminal in this same room is key. Activate the computer and grab the requested schematics off of it. Then, staying crouched, leave the building and quick-travel back to the Crimson Caravan. Upon reporting back to Alice for a final time, this side quest will finally wrap up.



■ Steps...

(1) Find Jack's love interest. (2) Ask Pearl for permission for Janet to enter Nellis. (3) Tell Jack Janet is interested in him. (4) Take the Boomer Outfit to Janet. (5) Speak to Alice McLafferty to behalf of Janet. (6) Let Janet know McLafferty agreed to pay her. (7) Meet Janet back at Nellis. (8) Return to Jack.

■ Important Items...

Boomers Disguise.

Undertaking this particular side quest will require you to head to the heavily-armed location known as Nellis Air Force Base, which is the Boomer-occupied location at the far northeastern reaches of the Mojave Wasteland. Getting there can be complicated and outright dangerous; [our Walkthrough will have more details on getting there](#), specifically outlined during the mission Wild Card: Side Bets. When you've safely arrived and have free reign to travel wherever you want around the base, you'll want to seek out a younger man named Jack. Chances are, you're going to find him at the base's large hangar.



Upon speaking to Jack, you'll learn that he has a crush on a female worker located at the Crimson Caravan Company. The Crimson Caravan Company's compound is located southwest of Nellis Air Force Base, and as one of their closest neighbors, the Boomers regularly spy on them. Jack located a woman with short red hair that he has a huge crush on, and his request to you is a little on the outrageous side. Basically, he wants you to head over there and tell Janet that he wants her. Strange, but true. With your instructions learned, go ahead and quick-travel over to the Crimson Caravan Company (or head over there on foot, if you must). You should find the woman with the short red hair tending to some livestock within the walls of the company's compound. Her name is Janet.



When you speak to Janet and tell her why you're here, she'll have some rather startling and outright strange news for you. It appears that the Crimson Caravan has been spying back on the people at Nellis, and she's taken a look at the young blond man named Jack, who happens to be the very man who sent you to her in the first place! Taken aback, Janet still wants to travel to Nellis to meet Jack, but knows that it won't be easy. Avoid lying to her, and instead tell her that you'll return to Nellis to speak to Pearl (the Boomers' leader) to see if you can get her safe passage. Quick-travel back to Nellis Air Force Base hereafter, and seek out Pearl in her home. Tell her about the situation and use your powers of persuasion, if you can, to convince her to let Janet come to Nellis. Then, whether you were successful or not with your pleas to Pearl, visit with Jack back at the hangar. Upon letting her know the situation, he'll offer up a disguise that will let the gunners at the front gate know not to shoot on her.



Things are going swimmingly here, but there are still some complications to deal with. When you return to tell Janet the good news, she'll take the outfit from you, and is otherwise excited to head to Nellis. But she's been working with the Crimson Caravan Company under contract, and fears that if she leaves now, before her contract is up, she won't be paid. Speak to the local proprietor of the Crimson Caravan Company in a nearby office. Named Alice McLafferty, this older woman is a tough-as-nails businessman. You'll need to use pretty significant powers of persuasion, whether Barter or Speech, to convince Alice to let Janet go *and* pay her monies owed. Fortunately, you should be able to wrap this side quest up without getting Janet's money, but it's still pretty important that you do right by Janet before heading back to Nellis Air Force Base to see the two lovebirds happy together.



With everything sorted out, Janet will leave her post at the Crimson Caravan Company and head over to Nellis. As long as she has her disguise and has been let go from her contract, this should happen with no problems. What's frustrating is that Janet doesn't seem to travel to Nellis automatically, so you'll have to wait for her to arrive at the hangar where Jack is stationed, which could take a little while. Nonetheless, when the two meet and begin to talk, you can eavesdrop on their conversation. But to wrap things up once and for all, you'll need to talk to Jack himself, who will thank you for your hard work. Thereafter, you can let these two lovebirds go about their business as you tend to other, more pressing matters.



■ Steps...

N/A

■ Important Items...

None.

This is an unofficial side quest (hence our made-up name for it), and there's no real reason to undertake it, other than for a brief, humorous scene. During your time in Freeside, chances are you'll run into two children scampering around, chasing after a Giant Rat. You'll run into them most often around the Old Mormon Fort, where the Followers of the Apocalypse are holed-up. If you take aim at the Giant Rat and kill it, the children will run up to the rat and voraciously eat its meat. If you speak to them hereafter, they won't engage you in conversation, but they will thank you for felling their prey for them. Strange!



Fallout: New Vegas Trophies / Achievements

■ **Ain't That a Kick in the Head** 10G / BRONZE ↓

Complete Ain't That a Kick in the Head.

■ **All or Nothing** 15G / BRONZE ↓

Completed All or Nothing.

■ **Arizona Killer** 20G / BRONZE ↓

Completed Arizona Killer.

■ **Artful Pocketeer** 15G / BRONZE ↓

Picked fifty pockets.

■ **Blast Mastery** 15G / BRONZE ↓

Caused 10,000 damage with Energy Weapons.

■ **Caravan Master** 30G / SILVER ↓

Won thirty games of Caravan.

■ **Come Fly With Me** 20G / BRONZE ↓

Completed Come Fly With Me.

■ **Crafty** 15G / BRONZE ↓

Crafted twenty items.

■ **Desert Survivalist** 15G / BRONZE ↓

Healed 10,000 points of damage with food.

■ **Double Down** 10G / BRONZE ↓

Played ten hands of Blackjack.

■ **Eureka!** 15G / BRONZE ↓

Completed Eureka!		
■ For the Republic	30G / SILVER	↓
Completed For the Republic.		
■ G.I. Blues	20G / BRONZE	↓
Completed G.I. Blues.		
■ Globe Trotter	25G / SILVER	↓
Discovered all Snow Globes.		
■ Hack the Mojave	25G / BRONZE	↓
Hacked twenty-five terminals.		
■ Hardcore	100G / GOLD	↓
Played the game from start to finish in Hardcore Mode.		
■ Jury Rigger	15G / BRONZE	↓
Repaired thirty items.		
■ Know When to Fold Them	10G / BRONZE	↓
Won three games of Caravan.		
■ Lead Dealer	15G / BRONZE	↓
Caused 10,000 damage with guns.		
■ Little Wheel	10G / BRONZE	↓
Played ten spins of Roulette.		
■ Love the Bomb	15G / BRONZE	↓
Caused 10,000 damage with Explosives.		

<ul style="list-style-type: none"> ■ Master of the Mojave 	25G / SILVER ↓
Discovered 125 locations.	
<ul style="list-style-type: none"> ■ Mod Machine 	15G / BRONZE ↓
Installed twenty weapon mods.	
<ul style="list-style-type: none"> ■ New Kid 	10G / BRONZE ↓
Reached 10th level.	
<ul style="list-style-type: none"> ■ New Vegas Samurai 	15G / BRONZE ↓
Caused 10,000 damage with Melee Weapons.	
<ul style="list-style-type: none"> ■ No Gods, No Masters 	15G / BRONZE ↓
Completed No Gods, No Masters.	
<ul style="list-style-type: none"> ■ No Tumbler Fumbler 	15G / BRONZE ↓
Pick twenty-five locks.	
<ul style="list-style-type: none"> ■ Ol' Buddy Ol' Pal 	10G / BRONZE ↓
Recruited a companion.	
<ul style="list-style-type: none"> ■ Old-Tyme Brawler 	15G / BRONZE ↓
Caused 10,000 damage with Unarmed Weapons.	
<ul style="list-style-type: none"> ■ One Armed Bandit 	10G / BRONZE ↓
Played ten spins of Slots.	
<ul style="list-style-type: none"> ■ Outstanding Orator 	15G / BRONZE ↓
Made fifty Speech challenges.	
<ul style="list-style-type: none"> ■ Render Unto Caesar 	30G / SILVER ↓

Completed Render Unto Caesar.		
■ Return to Sender	20G / BRONZE	↓
Completed Return to Sender.		
■ Ring-a-Ding-Ding	25G / SILVER	↓
Completed Ring-a-Ding-Ding.		
■ Stim-ply Amazing	15G / BRONZE	↓
Healed 10,000 points of damage with Stimpaks.		
■ Talent Pool	20G / BRONZE	↓
Completed Talent Pool.		
■ That Lucky Old Sun	20G / BRONZE	↓
Completed That Lucky Old Sun.		
■ The Boss	30G / SILVER	↓
Reached 30th level.		
■ The Courier Who Broke the Bank	30G / SILVER	↓
Get banned from all the Strip's casinos.		
■ The House Always Wins	30G / SILVER	↓
Completed The House Always Wins.		
■ The Legend of the Star	20G / BRONZE	↓
Completed The Legend of the Star.		
■ The Whole Gang's Here	25G / SILVER	↓
Recruited all companions.		

■ **They Went That-a-Way**

25G / SILVER ↓

Completed They Went That-a-Way.

■ **Up and Comer**

20G / SILVER ↓

Reached 20th level.

■ **Veni, Vidi, Vici**

15G / BRONZE ↓

Completed Veni, Vidi, Vici.

■ **Volare!**

20G / BRONZE ↓

Completed Volare!.

■ **Walker of the Mojave**

10G / BRONZE ↓

Discovered fifty locations.

■ **Wild Card**

30G / SILVER ↓

Completed Wild Card.

■ **You Run Barter Town**

15G / BRONZE ↓

Sold 10,000 Caps worth of goods.

■ **You'll Know It When It Happens**

20G / BRONZE ↓

Completed You'll Know It When It Happens.