

Fallout 3 - Broken Steel DLC

Death From Above

Although Bethesda Softworks released this DLC months after they released "Operation Anchorage" and "The Pitt", "Broken Steel" is the DLC that continues the Main Quest. The game will lift your level cap to 30. If you install Broken Steel before you finish the Main Quest, your character will seamlessly wake up in the medical wing of the Citadel, after activating Project Purity. Elder Lyons will tell you that the purifier is working perfectly. The D.C. Wasteland finally has a reliable source of uncontaminated water.

Follow your quest arrow. Find and speak with Scribe Rothchild, probably in the laboratory. He will brief you on your next mission and tell you to meet Paladin Tristan at the Rockland Car Tunnel. After you repair your equipment, sell your excess inventory and buy ammunition, exit the Citadel and Fast Travel as far southwest as you can. Then follow your quest arrow to the tunnel, fighting monsters all the way.

Ignore the sentry outside the door. Go inside and loot the first room on your left. Then speak with Paladin Tristan, who will brief you. Search the room for anything you want and then follow Tristan outside, where you will see the Liberty Prime robot destroying all Enclave opposition. When he gets to the concrete wall, he will punch a hole in it. Then the robot will suffer catastrophic damage from orbital bombardment.

Tristan will stop you and insist that you go inside the Enclave facility and find out why the robot died. Follow the rest of your squad through the hole in the wall, and then through the metal "Door to Satellite Facility". Beyond the door, fight more Enclave defenders and then go down the corridor south. Loot the first room on the right, and then continue to a room with a stairway going up. Loot the Ammunition Crate in the room, and then go upstairs. Eliminate more Enclave soldiers at the top. Exit the room through the west door.

On the other side of the door, go down the corridor to the first room on your right. Deal with two Enclave personnel. Continue south, down the corridor and through another door. Kill more Enclave soldiers, and then go down the staircase to a room with bunk beds. Then go south, down the tunnel and around a corner to a well-defended Enclave emplacement. Loot three Ammunition Boxes, and then go up the stairway. Enclave troopers defend the room at the top. Pick the lock on the door on the east wall to access a closet with Stimpaks. Open two ammunition boxes.

Then go through the big door on the west wall, around the corner and through another big door. Access the "Satellite Uplink Terminal". Choose "Request New Telemetry Data" and "Download Telemetry Data to User Device". Then go through the small door on the west wall, up the staircase and kill the turret on the ceiling. Continue up the stairs to the "Door to Capital Wasteland". Eliminate any enemies on the ground below and then Fast Travel back to the Citadel.

Downstairs in the laboratory, speak with Scribe Reginald Rothchild and give him the downloaded data. Now follow your quest arrow to Elder Lyons. Speak with him to begin the quest "Shock Value". Then follow your quest arrow to find Paladin Tristan. He wants you to go to Old Olney Powerworks and get a Tesla Coil. Ask him for extra help. He will send you to Scribe Vallincourt. She will give you a Deathclaw Control Scrambler. It will make Deathclaws attack their masters.

Shock Value

Rest and refit. Then Fast Travel as close as you can to the *two* quest arrows on your world map. Canterbury Commons and the Robot Repair Center are good starting points. The southeastern most arrow is an Enclave encampment underneath a section of broken freeway. To fulfill the optional part of this quest, unlock the Deathclaw Cage in the camp, releasing the animal to kill the Enclave soldiers. You could also sneak up the freeway ramp, get above the camp and then watch the Deathclaw attack the Enclave soldiers. The game may not give you credit for this part of the quest until you go down into the Old Olney sewers.

Then make your way to the city of Old Olney, marked by the other quest arrow. Be *very* careful, because Deathclaws infest the ruined city. They are not only strong, but also fast and silent, unlike the Giant Scorpions that also inhabit the area. Get up on top of one of the high rock piles at the edge of town, without the Deathclaws spotting you. Then you can safely snipe the obvious enemies. When you have cleared the outside of town, go into town, walk along the ruined streets killing Deathclaws there as well. Do *not* fall through a large steel grate north of the fire station.

The second part of this quest requires you to get inside one of the town buildings. However, you cannot access any of them from above ground, due to the debris clogging the streets. You must find a manhole cover to the Old Olney Sewers, in a dead-end alley on the south side of town. However, many Deathclaws are down in the sewers as well. So, after you find the manhole cover, scout the above ground area nearby, for good fighting positions.

Then open the manhole cover, go down the ladder, and look for your first Deathclaw. Get its attention and then run back up the ladder to your preselected fighting position. It will follow you up the ladder. Deal with the Deathclaws one-at-a-time, on your own terms. You can try to fight them in the sewers, but they may overwhelm you. Shoot their legs first, to slow them down.

You will find your first Deathclaw just north of the bottom of the manhole ladder. Find one more a bit farther north of that. Find a third Deathclaw around the corner east from that. When you have killed those three, turn around and go through the door at the opposite (south) end of the wide tunnel. Go through the metal door you find there.

A door to the north opens to a room with a First Aid Kit, ammo, a workbench and a Bottlecap Mine. A door to the south goes to a group of dead bodies. One of them is wearing "Prototype Medic Power Armor". At the dead end, is a "Duck and Cover" Skill Book.

Read it for +1 to your Explosives Skill. Beyond those two doors, the tunnel turns a corner and ends in a room converted to a bedroom. Find six mattresses, three locked wall safes (average), one Fat Man nuke launcher, one Missile Launcher, one Nuka Cola Quantum and a Deathclaw defending the room. Then turn around and go back north, past the manhole ladder, until you get to a major intersection. You have two ways to go from here.

Behind the door to the east is a Deathclaw, in a room with a locked (very hard) door. In the closet beyond the door, are two First Aid Kits, one Mini Nuke and some .556 caliber ammunition.

The tunnel to the north goes to another intersection. One fork goes to a door on the north wall that puts you in a room with a Deathclaw, some ammo boxes, a First Aid Kit and a computer terminal that activates a maintenance robot. The north exit from this room puts you in a concrete well below a metal grate, near a red brick municipal building, north of the Old Olney fire station.

The other fork of the intersection takes you to the "Ladder to Old Olney Underground". At the top, have a brief meeting with two ghouls, before they run down the manhole cover to get away from the Deathclaws. Search their well-equipped camp for supplies. Then go up the south stairs to a second level above the camp. You will find a pool table and two dead ghouls. Exit this room into a hallway west, and then south, to find two more dead bodies.

At the bottom of the stairway west, are a First Aid Kit and a bed. Just beyond the hole in the wall west, is another Deathclaw. Equip the Bottlecap Mine and drop it on the floor of the narrow tunnel, just inside the opening. Go west, up the ramp just far enough for the Deathclaw to see you. Then quickly run back east, past the mine before the Deathclaw trips it. The explosion will kill the animal. Now return all the way up to the top of the ramp. Find a large hospital ward.

At the top of the ramp, turn south to find a children's playroom with a Mini Nuke underneath a toy bear. Then loot the entire top floor of the ward. The floor below this one has a Deathclaw and it may come up the rubble piles to attack you. The stairway to the northwest will take you down to a part of the lower floor with several Stimpaks and a Power Fist. Then go back upstairs and over to the big brown semicircular wooden counter in the southwestern part of the room.

From the counter, make your way down the debris to the lower floor. Stop at the bottom and equip a weapon. Shoot the Baby Carriage to explode the mine hidden inside. Then go past it to a hallway north and take the stairway down to a basement with several sections and several Deathclaws. In the first small section, find a Chinese Assault Rifle, a First Aid Kit, grenades and flamer fuel.

Go through the north door to find the next small section of basement. Near the sandbag emplacement, find two ammo boxes, three mines on the floor (one hidden) and a hunting rifle. Beyond the hole in the west wall, is a larger part of the basement with four Deathclaws.

Equip your Frag Mines, and then drop four of them on the floor in the narrow western passage. Now get the attention of one of the Deathclaws. A scoped weapon is a good choice. Stand well away from the mines as the animal comes running. The mines will kill it. Repeat this tactic for a second Deathclaw. Now you can enter the larger basement room.

Unlock (average) the metal gate in the center of the room to find a set of steps going down. Below, find a Chinese Assault Rifle, .556 caliber ammo, a First Aid Kit and a Nuka Cola Quantum.

Past the center of the basement, to the west, are another Deathclaw and a room with a bed. Sleep for an hour, to heal, and then continue to the northwest area of the basement. Find a Bottlecap Mine on the shelf in the fenced-in area. Open the First Aid Kit on the opposite wall. Around the corner to the east is the last Deathclaw. Use the second Bottlecap Mine to kill it. Then explore that section of the basement, to find a set of stairs going up to the north.

At the top of the stairs, go through the "Door to Old Olney S. Wilson Building". On the other side of the door, you will hear the sound of Enclave Vertibirds. You will soon find yourself in a huge room, virtually destroyed by the war. All of the floors have collapsed. At the extreme north end of the room are four Enclave troopers. Two of them will come after you. The other two will wait to ambush you at the other end of the room. This is another fine opportunity to use a scoped weapon. Be aware that one of the four has a Heavy Incinerator.

To the west of where you entered the big room is a set of broken steps that you can still use. On the upper level, find a locked wall safe (easy). Loot the entire building, top to bottom. When you have all the treasure you want, go through the door at the northern end of the building and down a stairway through a "Door to Old Olney Powerworks".

Past the door is a hallway. The door to the east is a bathroom. At the top of the stairs, you have two ways you can go. The west fork goes down a hallway to a locked door and a computer terminal. Access the terminal (100 Science), for a shortcut to the Tesla Coil room. Otherwise, you must go south, out onto a balcony overlooking the generator room. Two Sentry Bots wait below to kill you. The office east, along the balcony will give you a better location to snipe at the robots. You will take some damage going there, but there is a First Aid Kit in the room. Stand on the desk to get a good angle of fire down on them. After you have disabled them, go down the stairs.

From the generator room, exit through the east doorway. You will come to another room with a stairway up to a balcony. On that balcony is another Sentry Bot. Run up the stairway to the top and use the office cubicles there for cover. Pop out and shoot the robot.

At the other end of the balcony is an Automated Control Terminal. If you can hack the terminal, you can "Vent Radiation" and "Shutdown Automated Process". This will eliminate some serious radiation in the next hallway and stop the aggressive behavior of the robots in the next room.

Otherwise, take some Rad-X and run through the hallway. You will find yourself in a room crackling with electricity. The computer terminal on this end of the room does the same thing as the last one. Three steel mesh walkways run to the west end of the room. Sentry Bots run along the side walkways. The bathroom on the south wall has three grenades.

If you hacked the terminal, you have nothing to fear. Otherwise, kill the robots and walk to the Security Terminal at the west end of the room. Again, if you can hack the computer, you can "Disengage Security System" and "Disengage Security Door", to make your life easier and longer.

Beyond that door is a hallway. At the south end of the hall are two turrets behind a wall panel. If you hacked the computer, you can see the turrets and they will not fire on you. If you did not hack the computer, you will *not* see the turrets - yet. Go to the north end of the hall. If you hacked the computer, open the door. If you did not hack the terminal, pull the switch. This will unlock the door *and* lift the panels at the other end of the wall. Quickly destroy the turrets or run through the east door before they cut you to ribbons. Open the two ammo boxes above the turrets to get some rare Alien Power Cells. Beyond the east door, find the Tesla Coil room.

Face north, and then go through the door on your *left*, even if you got here through the shortcut. Go downstairs and through three doors to find the room with the crackling Tesla Coil. If you can hack the "Remote Access Research Terminal", you can shut down the coil and make it safe. Choose "Trigger Machine Failsafe". If you throw several Pulse Grenades into the coil room, the apparatus will shut down. If you go upstairs and drop down next to the three switches on the wall, you can pull them, to shut down most of the power. Otherwise, with full health, take some Buffout, take some Rad-X, and then go in and touch the coil. The electric charge will seriously damage you, but it should not kill you. Pick up three blue Alien Power Cells in three separate places in this office.

Then go back upstairs to the ladder you passed on your way down. If you have too much treasure, you can drop it on the floor. Come back through *this* manhole cover safely later. Equip a good weapon, turn the clock to daylight and then climb the ladder to get back to the surface. Note that if you ever return to the Old Olney Sewers, you may find as many as *four* Deathclaws clustered at the bottom of the manhole ladder you *first* used to enter the sewers.

Then Fast Travel back to the Citadel. Go through the first door on your right, to get to the A-Ring. Find Paladin Tristan and give him the Tesla Coil. This starts your next quest "Who Dares Wins".

Who Dares Wins

To start this quest, you must first find the Presidential Metro, which eventually leads to Adams Air Force Base. To get to the Presidential Metro, Fast Travel to the "White House Plaza". Near the beautiful statue of three girls holding bowls, look for three red rubber traffic cones marking the "Manhole to Utility". If the White House Plaza is not yet on your world map, go to Metro Central instead. From there, walk west to find the statue. Skip past the **green** section below.

If you have not found either of the above locations, then you have a longer walk ahead of you. You found Chevy Chase North (Tenleytown Station) when you did the GNR Radio quest. Fast Travel there and then walk east, to Chevy Chase East. You must fight several mutants along the way, including possibly a Super Mutant Overlord near a bus. They are very hard to kill.

Beyond the door to Chevy Chase East, get a Nuka Cola Quantum from the vending machine and then walk east, to the tracks. Kill two ghouls and then go south, down the tunnel. When you get to an intersection of tracks, turn east. Continue all the way *through* Metro Junction, to the end of the tunnel east. Kill any ghouls that get in your way. At the end of the tunnel, go through the north door, along the short corridor and outside, through the "Door to Vernon Square".

Although there may be mutants outside, you will not be here for long. Run southwest to find a "Door to Freedom Station". On the other side of the door, kill a ghoul around the corner. Then go down the steps east and kill two ghouls at the bottom. Continue south, along the catwalk and then down two tiers of steps to another catwalk. Go north and then west, past the radiation sign on the wall. Now go down the steps north, and then kill two ghouls in the next tunnel.

Go east, down the tunnel, avoiding the three piles of radioactive barrels. Kill another ghoul and then go through the door on the east wall. Deactivate three Bear Traps in the next room and kill a ghoul. Continue east, to an intersection of corridors. Go up two tiers of steps to the station concourse. Kill one ghoul and then deactivate three Bear Traps on the floor. Exit through the gate to Pennsylvania Avenue. Kill a mutant at the top of the stairs outside. Then go south to the street intersection. Turn west and go as far as Executive Avenue. Fight a mutant who lives in a trailer. Then continue west to the beautiful statue of three girls holding bowls. Walk northwest from there to see three red traffic cones marking the "Manhole to Utility".

Below the manhole cover, the door to the east has a First Aid Kit and a "Pugilism Illustrated" Skill Book on the bench. The wide tunnel north is a series of dead ends. One file cabinet has ammo. The narrow corridor to the west ends at two doors. The one marked "Door to Pennsylvania Avenue" puts you at the highly irradiated hole where the White House once stood. Two Glowing Ones inhabit the area and will immediately attack you. The door to the north, marked "Door to Presidential Sub Level" is the one you want.

Beyond that door, follow the only path you can, until you come to a tiled room with two elevators. Here, you will begin to encounter hostile robots. Just past the room, look in the short corridor to the east for a First Aid Kit, ammo and a wastebasket of Pre-war money on top of the file cabinets.

Downstairs to the south is a stairway landing and then a Parquet hallway lined with broken statues. Watch for a robot, and a turret on the ceiling. Continue north to find two broken subway cars and one or two robots. If you do not see the second robot, you will find it down the tracks.

Go east, down the tracks to the double doors opening east. Beyond the door, find Pulse Grenades, Micro Fusion Cells and a First Aid Kit. Then go downstairs and out onto more tracks, where a robot will attack you. Pulse Grenades work well on them. West of the door, are two more disabled subway cars. One of them has a Senate Employee ID card. Another has a Mini Nuke and Laser Pistol, but do not go inside this car, because you may become stuck inside it.

As you walk east, down the tracks, watch for a turret on the ceiling. Then defend against two more robots near the maintenance room on the east wall. Beyond the maintenance room, go through the double doors to the east. You will see M.A.R.Go.T., the computer that runs the automated systems in the presidential subway tunnels. **Save your game** here.

Before speaking with "her", you *can* shoot both Mark V Turrets on the ceiling on either side of the computer. They are on standby now, but will fire on you if you do *not* successfully deal with M.A.R.Go.T. However, if you can convince her to grant you full security clearance, those turrets will instead fight on your side, firing on ghouls who might chase you back from the next area.

Try to convince "her" that you are a member of the army, a senate employee or security technician. Then the door on the far side of this small room will unlock. If you fail to convince her, the door will still open, but a Robobrain will attack you from behind, in addition to the two Mark V Turrets. On the other side of the door to the east, behind M.A.R.Go.T., is a wide subway intersection. There, witness a raging battle between many ghouls and security robots.

Sometimes the ghouls win and sometimes the robots kill most of them. If you failed to convince the computer to trust you, all of the battlers will attack you, including the turrets on the ceiling. Continue south, down the tracks, until you find the "Equipment Room". Search the room for a First Aid Kit and a Nuka Cola Quantum. Exit through the door on the other side of that room.

Walk south, along the tracks, and then east, to a room with the only working subway train. However, according to M.A.R.Go.T., someone or something has forcefully removed the Main Fuse from the fuse box. The "Presidential Metro Sentinel Unit" has a spare Main Fuse. The robot will install it for you if all the ghouls are dead. Or, you could kill the robot to get the fuse, and then install it yourself. A bug in the game will sometimes not allow the Sentinel Unit to install the fuse, even though the security threat is over.

If you destroy the Sentinel Unit, all the robots will attack you, including two more behind the two locked steel doors. To avoid this, use V.A.T.S. to disable the Sentinel Unit's "Combat Inhibitor", located on the middle of its back. Then run into the metro tracks tunnel. The other security robots will disable the Sentinel Unit for you. Get the Main Fuse and install it on the fuse panel. Search the small office nearby for Stimpaks. Then get on the front end of the train. Activate it, for the only train ride in the game, and soon find yourself at the Adams Air Force Base metro terminal.

Go up the stairs east. At the top, do *not* go around the corner, or two Enclave troopers and one Mark VII turret will attack you. Instead, open the locked (average) door to the north. Hack the computer terminal (average) and turn off the turret. Then go north and east, to attack the two Enclave troopers from behind them. Next, go up the stairs to the north and through the door to Adams Air Force Base. At the top of the steps, you will face no enemies in the immediate area.

Angle northwest, to the metal building built on top of a steel framework. Search behind it for a wooden crate containing the Tesla Cannon that the Brotherhood airlifted in for you.

Then go inside the front entrance of the building and loot it. Hack the computer terminal (average) to turn off *some* of the 15+ turrets on the rooftops of the base.

The turrets are extremely difficult to see, so use V.A.T.S. to show you turrets that you otherwise would not see. Use cover as much as possible and destroy all of the turrets as you move forward.

Destroy a lone Hellfire-class Enclave soldier to the northeast. A scoped weapon will allow you to stay out of range of his Heavy Incinerator. Move over to his position and loot it. Go inside the metal building nearby and hack the computer terminal (average) to turn off more turrets. Then go up the stairway east, to find yourself on a rooftop. Find a building at the north end of the roof.

Enclave Vertibirds will begin landing troopers on the rooftop next to you and on the runway below you. Use the building on the roof for cover, but be aware that your enemies will shoot you through the open window that overlooks the runway. The Enclave troopers will eventually attack you from a second stairway east of the building. Use V.A.T.S. to kill them as they reach the roof.

If you can set the Vertibirds on fire, they will eventually explode. In fact, stay away from any burning vehicle, because they all explode eventually. When you think the area is clear, jump on the awning to the southeast, for Micro Fusion Cells and a Mini Nuke. Then go down the stairs and look for any enemies that you missed. Follow the chain link fence northwest, for some treasure.

Then go up a stairway attached to a second building, east of the chain link fence. Pick up some more treasure there, but do not touch the Artillery Switch. Read the note to find out why. Now go down to the runway and north, through the door of an open hanger. Kill the Enclave Soldiers and Scientists inside. Shoot the four Deathclaws in their holding pens before the Enclave Scientists have a chance to release them. Search the hanger for treasure.

Exit the hanger north, to find more hangers. Kill two Enclave Scientists. They are afraid of you, but they are carrying weapons, so they are a threat. Search this entire area thoroughly, for much treasure. One staircase next to the force field goes up to a fortified Enclave position. You should find at least one defender and some treasure. From up there, however, several more Enclave troopers can see you. They will shoot at you and come running up the stairs to attack you. Stand behind cover and point your weapon at the top of the stairs. Use your V.A.T.S. when you see them.

Then move into the area where your enemies came from, and loot their positions. The war hit this area hard. Hangers are now piles of rubble. You will see and hear Brotherhood forces creating a diversion for you. Maneuver your way northeast, toward the Air Traffic Control Tower.

Inside, on the first floor of the tower, disable a Sentry Bot. Then open the First Aid Kits on the first floor and pick up a rare Scoped Sniper Rifle. Go up the staircase to the top.

Log on to the computer terminal. Select the option to lower the ramp for the giant tracked Mobile Satellite Base out on the runway. When you exit the tower, Enclave troops will fire upon you.

Before you go inside the mobile base, you may want to visit the Adams Storage Facility at the southeast end of the runway. Destroy four turrets on the roof outside. Then go inside and destroy another turret. Find a Nuka Cola Quantum, many missiles, two Mini Nukes, and boxes of .308 caliber ammo for your Sniper Rifle.

When you exit the storage facility and make your way toward the mobile base, robots may attack you. At the mobile base ramp, you may have to fight one or two Enclave troopers. If you have not done so already, collect enough Plasma Rifles to repair one for your own use. Try it against the large groups of Enclave defenders you will have to fight when you enter the mobile base. The Tesla Cannon has nice power, but it takes too long to reload while fighting multiple enemies.

Go up the ramp and through the door. Access the computer terminal to the left of the force field, to shut it down. Explore the part of the room on your right (south). Speak with the mechanic, Stiggs, for some information about the facility. Pick up some ammunition and other treasure. Shut down the force fields as necessary. Do not climb the ladder.

While you do all of this, a group of elite "Sigma Squad" soldiers may come down the stairway at the north end of the room. If you do not deactivate the force field at the bottom of the steps, they will. You may have to fight the entire squad of *at least* five troopers. More of them may be waiting for you at the top of the stairs.

When you get to the top of those stairs, go through the door and defeat any remaining enemies in the small lobby. If you have enough ammunition, take your time and clear the entire facility of enemies. The Enclave troopers will try to mob you. The scientists will run away, but may also fire at you with laser pistols.

If you want to focus on the mission, run west, down the long corridor. Go around the corner south. Continue through a double set of zigzags until you reach a large high ceilinged room. Go up the stairway immediately in front of you. At the top of the stairs, turn around and go straight toward a green sign above a doorway, marked "Medical Bay". Stop there and face east. Go through the doorway marked "To Launch Pad". Continue straight through a door marked "Main Frame" and "Robotic Defensive Control". You may have to pick the lock on the door, or hack the terminal.

On the other side of the door, you find yourself in a circular room. Two computer terminals in the center of the room allow you to shut down the security robots and unlock all the doors. Choose "Perform Safety Shutdown" to idle all the security robots. Alternatively, choose "Scramble Robot Targeting Parameters" to cause all the security robots to attack everything they see. Then walk around the balcony until you see a ladder going up. **Save your game** here.

Climb the ladder up to a small metal storage room sitting on a large outdoor platform. Enclave troopers, robots and turrets defend this area. Use the large white storage crates in the room as cover. Pop out from behind the crates and use V.A.T.S. to target the troopers. Soon, they will storm into the room. When the first group is dead, explore the rest of the platform. Run back to the room when you run into heavy resistance.

When you get close to the small room at the base of the tower, an Enclave Vertibird will land on the nearby Helipad. If you target the aircraft with your Plasma Rifle, you may cause it to explode. If you fail to destroy the aircraft, you will have to fight another squad of troopers.

Enter the small room and then go through the door on the wall of the tower. Fight your way to the top (third) floor of the tower. Access the Security Terminal to "Unlock Station Doors". Then access the Satellite Uplink Terminal to choose a target from the list.

The effects of your decision are permanent. You only have two working options. One is Adams Air Force Base, and the other is the Citadel. Then go through two doors to the south, to find a landing pad. A captured Vertibird, with Brotherhood livery, will land on the pad to pick you up. Take a ride in the aircraft.

If you choose to destroy the Citadel, all members of the Brotherhood will become hostile as soon as you land at the destroyed Citadel site. After a big fight with them, you can go inside the remains of the Citadel and gain access to the armory. Inside, are many heavy weapons, ammo, Mini Nukes and "Callahan's Magnum" (the most powerful handgun in the world) in a wall safe. However, you cannot do the Side Quests (below) if you destroy the Citadel.

If you chose to destroy the Mobile Satellite Base, the chopper will land a short distance away, so that you can watch the orbital bombardment. Get in the aircraft again, for a ride to the Citadel.

Side Quests

If you destroyed the Citadel, you *cannot* do these quests. Speak with Scribe Bigsley. He is working in a windowless office inside the Jefferson Memorial. Have a long dialogue with him. The game will add the "Holy Water" and "Protecting the Water Way" quests to your Pip-Boy.

Holy Water

Select this quest in your Pip-Boy and then go to Megaton. Step outside the gates to find a woman (Rosa) speaking with a bearded man (Micky). She will give him a bottle of Holy Water. Micky will drink the water and fall to the ground dead. Speak to the woman to learn that Brother Gerard gave her the water. Then Fast Travel to Springvale. Gerard is giving away irradiated water in front of a broken down house near the Red Rocket fuel depot. He will give you some too. Drink the water.

Tell Gerard that the water is tainted and he will tell you that is a good thing. To stop this cult from poisoning the local residents, you must either destroy them all, or convince the leader not to trick people into drinking the irradiated water. If you use force, the task is simple. Kill Brother Gerard, get his key, open the trapdoor to the basement of the house and then kill everyone.

If you want to complete the task peacefully, you could irradiate yourself sufficiently that Brother Gerard will give you his key. Fortunately, finding a way to irradiate oneself in the wasteland is frighteningly easy. The water below the Springvale School is a good place, and a 200 Rad dose is enough radiation to convince Gerard that you are worthy. Or, you could activate the radiation trap inside the ruins of the house. You could also pick the lock on the trapdoor, avoiding irradiation.

Then go down into the basement. With high enough Charisma (or Speech), you can convince Mother Curie III to stop tricking people into drinking the water. Alternatively, you could irradiate yourself to above 800 Rads, and then Curie will think you are the Prophet of Atom and will stop giving away irradiated water. Return to the Jefferson Memorial and speak with Scribe Bigsley.

Protecting The Water Way

Fast Travel to Rivet City and look underneath the metal stairway for Officer Lepelletier's ad hoc office. The Brotherhood has put her in charge of distributing the water from Project Purity. She is having trouble with bandits attacking the water caravans. She wants you to follow the next caravan, find out who the bandits are and stop them.

Fast Travel to the Jefferson Memorial and walk north, along the shore. You may have to fight some Enclave forces and other enemies. Eventually, you will come upon the water caravan. Either the bandits are already dead, or the fight is ongoing. When the bandits are all dead, search one of them for a voice recording. Listen to it to find out that their hideout is located at Wilhelm's Wharf.

Continue north, along the river bank, until you get to the Anchorage Memorial. Cross the bridge on the other side of the memorial to get to the other side of the river. If this is your first time on that bridge, be careful of all the mines. On the other side of the bridge, look north to find a small rusty brown shack. Go there and speak with, Split Jack, the leader of the bandits.

You can join his gang if you like. You can kill the lot of them if you like. Or, you can challenge Split Jack to a fight for leadership of the gang. He will give you a choice of three weapons. If you defeat him, the rest of the group will decide that they do not want to be bandits anymore. Instead, they want you to convince Lepelletier that she should pay the gang protection money. If you do this, they will split the money with you. You do *not* have to accommodate them to finish the quest. Speak with Lepelletier at Rivet City, and then Scribe Bigsley at the Jefferson Memorial.

The Amazing Aqua Cura

Find the Museum of History, on the downtown mall. Go through the front door to see signs all over the place advertising The Amazing Aqua Cura. A ghoul named Griffon is standing on a low stage hawking his new cure-all. Speak with him and then purchase a bottle of the stuff. Drink it and then speak with him again. Tell him that your Pip-Boy has detected radiation in the water. Griffon will tell you that there must be something wrong with your Pip-Boy.

Go to the Jefferson Memorial and speak with Scribe Bigsley about the water. He will admit that he is accepting money from Griffon in exchange for water deliveries. He will also tell you where you can locate Griffon's bottling facility.

Fast Travel to the Washington Monument and then walk southwest. Find the Museum Authority Building. Go inside and search the Ladies bathroom. Find a Nuka Cola Quantum and a trap on one of the toilets. If you can deactivate it, you can get some Micro Fusion Cells.

Search the rest of the facility. The bottling operation is in the basement, defended by three ghouls. They will attack you when they see you. Find a voice recording by Griffon that will prove he is the leader of the operation. Go back to the Museum of History and confront him. You can end the quest violently or peacefully.

Chris Barton - Revised 04.11.2013