

# Fallout 3 - Experimental MIRV

On the northeast border of downtown Washington D.C. is the National Guard Depot. Down deep in the bowels of this building is a locked door. Behind this door is a bunker containing the single most powerful weapon in the entire game. However, you cannot open that door before first obtaining four special holotapes created by the Keller family before the war. Find the tapes all over the Wasteland. Each tape has one number of the four-digit password that logs you onto a computer outside the door to the bunker. You have no quest arrows or map markers to aid you.

The Experimental MIRV can shoot eight Mini-Nukes - *all at the same time*. Although this is a flagrant use of scarce ordnance, eight shoulder-launched nukes put on quite a show. Save your game before you use the weapon. Load that save and try this awesome weapon in different places.

## The Pylon Shack

You do *not* need this holotape to complete the quest, because it does not have one of the four code numbers. The tape, however, does provide an important link to the back-story for this quest. In addition, there is a Mini Nuke and Pre-War Book here to make your journey more worthwhile. Fast Travel to Arefu and then walk west, toward the line of electric pylons in the distance. Underneath one of them is a sometimes-deserted habitation constructed out of the usual Wasteland junk. The difference between this tower and the others is easy to see, even from a distance. You will find the first Keller Holotape on a bookcase shelf - down low.

## Rockbreaker's Last Gas

Go northwest, from The Pylon Shack. Look for Enclave soldiers defending a Red Rocket gas station. Eliminate them first. West of the gas station, note a high rocky promontory. Locals call this the Sniper's Shack. Climb the mountain and go inside the shack. Inside, find the Keller Holotape sitting on the workbench. Find a copy of "Dean's Electronics" in a box below the workbench and a copy of "Guns and Bullets" on the nightstand under the Pre-War Book. In the locked locker (very hard) is a Victory Rifle. Outside, when you leave the shack, Talon Mercenaries may attack you. Super Mutants may attack from below.

## Grisly Diner

In the northeast section of the Wasteland is the Temple of the Union. Go a short distance farther northeast from there, to find the Grisly Diner. There are mines set around the front and rear of the diner. The place will appear deserted at first, but a group of Raiders will sneak up on you while your search the diner. Find a copy of "Tales of a Junktown Jerky Vendor" behind the counter, but watch for a metal pressure plate. It releases a trap that swings from the ceiling. Outside the back door, find the Keller Holotape sitting on a desk.

## Hallowed Moors Cemetery

Go north from Big Town or northwest from Meresti Train yard, which is north of Megaton. You will see what is left of a chapel, surrounded by gravestones. Super Mutants defend this destroyed church. Just inside the front door is a podium. On the podium is the Keller Holotape. Inside the podium is a "Big Book of Science" Consider releasing the Captive. Near the Captive, pick up a small crate containing two boxes of Abraxo Cleaner or detergent. Underneath that box, find two Stimpaks. Find a Mini Nuke inside a wooden crate on the table. Find three Frag Grenades in an overturned wooden crate, behind the table near two ammunition boxes. Find a Chinese Assault Rifle on the Makeshift Bedding in the center of the room. On the shelves near the Captive, is a "D.C. Journal of Internal Medicine".

## Anchorage Memorial

East of Megaton, on the west bank of the Potomac, is Wilhelm's Wharf. Walk east from Wilhelm's Wharf, across the river bridge, to the Anchorage Memorial. This bronze monument commemorates the battles at the Anchorage Front Line in Alaska, during the war. The monument rests on a manmade island in the Potomac River. Someone has lined the small bridge with many Frag Mines. Watch out for Mirelurks. From the east side of the bridge, swim east across the narrow channel. You will absorb a few Rads. A Super Mutant and two Centaurs guard this site. Walk to the two tractor-trailer trucks, one tan and one blue. Behind the trucks, find a tent. Inside the tent, on the table, is the final Keller Holotape. Consider releasing the Captive. Look inside the tan trailer for some treasure.

## The National Guard Depot

The rubble in Washington D.C. prevents an easy approach to the depot. If you skirt around the edges of the city, you will avoid much of that debris. Start at the Super Duper Mart, northeast of Megaton. Then cross the bridge northeast, over the Potomac River. On the other side of the river, begin a long trek, generally east, almost to the edge of the map. The armory is well marked, with a big sign on the front of the building and a fenced parking lot across the street containing large green military trucks.

Get ready for a brutal fight against many types of robots and turrets as you work your way through this building. A Tesla Cannon or a Missile Launcher (take two - they break easily) work well against these very tough enemies, as long as you have enough space in front of you. However, if your opponent is too close, then you will take damage as well. At close quarters, a Gauss Rifle works better, because of its knockback capability. Lesser weapons will also work of course, but it will take you a lot longer to destroy the robots.

When you get to the front door of the armory, save your game. Enter the front door and turn east. Throw a grenade there to explode the flammable gas. Notice that the south wall ends near the steps. Your first Sentry Bot is on the other side of that wall. Peek around the end of the wall and surprise the robot.

Now go up the short flight of stairs to the top. Notice that the floors have collapsed in many places. Carefully jump over the pipe in front of you southwest. You might slip and fall down through two holes in the floors during this jump. If so, climb the north stairs, to find the armory entrance again, to the west.

There is another way to get to the floor on the other side of the pipe. From the same floor as the armory entrance, walk all the way to the south wall (past the hole). Then take the stairway up.

Now, on the other side of the pipe, go through the doorway to the west. Then go through a doorway north. You will find yourself in a small room with office cubicles. Go west, through this room and out through the north door at the end. Go west through the next large room, and then turn south around the corner. Destroy two turrets on the ceiling. Kill a Sentry Bot. Now walk south, as far as you can, to a set of stairs.

Be on the lookout for a Sentry Bot as you walk down the stairs. Then walk as far east as you can. Zigzag through a dining room with two Nuka Cola machines, to a "Door to Depot Training Wing". On the other side of this door, if you did not find a Sentry Bot at the bottom of the stairs, it will be on the other side of the door.

Go east, *just past* the hole in the wall. Then turn north and walk a short distance to a doorway. Beyond the doorway is a hallway with American flags at both ends, defended by a Sentry Bot and a turret. The closet across the hall has a computer terminal (average) that turns off the turret. The office at the top of the stairway at the east end of the hallway has a locked (average) safe with some Caps and Pre-war money.

Now go west, down the hallway to the corner and then turn north. Walk to a doorway on the eastern wall. The room beyond has a lot of ordnance for you to loot. Turn right (east) the first chance you get, through a set of double-doors. The doors open to the firing range. Two Sentry Bots and a Mister Handy (or Protectron) defend the room from behind sandbag emplacements at the other end of the room. The left end of the firing booths gives you access to the room. Cross the room and exit through a door on the southeast wall. On the other side of that door, take four First Aid Kits. Then zigzag through the room, to a "Door to Depot Offices".

Beyond that door, walk across the hallway and go through another door. Go south to a balcony overlooking a large room full of office cubicles. In the center of this room is another balcony, with a door on the south wall that you need to go through. You must go down one stairway and up another, to get to that doorway. There are two robots down below you, and also a pair of nasty turrets above that door on the south wall. Because the turrets are immobile, they are vulnerable to missiles. Behind a locked door (average) on the west end of the room is a computer terminal (average) that can turn off the turrets.

Once you make it through that south door, continue past a large wooden u-shaped counter. Behind the counter are steps going up. At the top of the steps, fight two robots and then turn west, and go all the way to the wall.

Now go north and duck your head down, under a big piece of collapsed ceiling. Circle around to the other side of it. Notice that the collapsed ceiling acts as a ramp to allow you access to the floor above. Go up the ramp, fight another Sentry Bot, and then go through the door at the top. Then take just a few more steps to a "Door to National Guard Depot".

On the other side of that door, look west to see an electric switch mounted on the wall. Activate that switch. Now drop down, from the location of the switch, through *two* collapsed floors. Kill a Sentry Bot at the bottom. Go north, through a door with a pair of flashing lights above it, into a small metallic room. Find another electric switch on the north wall of that room. Activate this switch. A floor plate will slide back to reveal a set of stairs leading down.

Go down those stairs to a door marked "Door to National Guard Armory". On the other side of the door is a "Utility Door". Activate the electrical switch to the right of the door. The door will open. Beyond it is a room full of weapons and ammunition. At the far south end of the room are a "Bunker Access Terminal" and a locked door to the bunker. Pick up the Small Guns Bobblehead on a shelf near the terminal.

Activate the terminal and select "Enter Access Code". If you have the four Keller Holotapes containing the password numbers, the locked door will open. Inside, kill a ghoul Glowing One and then loot the room. Open a locked (average) safe for a few Caps and Pre-war money. In addition to the Experimental MIRV and five Mini Nukes, you will find the skeletal remains of three members of the Keller family.

To get out of the building, retrace your steps to the door with the flashing lights. Go northeast through this room and look for a sign on the wall "Stairs". Go east, through the doorway next to the sign, to find a stairway. At the top of the stairs, walk north. Skirt around the holes in the floor until you reach the north wall. Turn west and walk to the double entrance doors from where you started.

# Fallout 3 - Anchorage War Memorial

Mounted on what was previously Theodore Roosevelt Island in the Potomac, a bronze statue of three soldiers is still standing after 200 years exposed to the elements. The memorial commemorates the battle for Anchorage, Alaska, during the war. The pre-war government built a sprawling underground installation beneath the base of the monument. This structure may have doubled as a shelter during the war. It consists of four interior sections: Facility, Facility Bay, Offices, and Service Entrance.

After the war, a group of Wastelanders encouraged the Mirelurk population to breed inside the facility. Those Wastelanders systematically harvested the Mirelurks, selling large quantities of their meat to the survivors of the war. This business was successful enough that it had to hire new workers. According to the note on Ted's corpse, he suspected one of those employees of sabotaging the operation. A note on the saboteur's corpse states that a competing food supplier was paying him. Somehow, the Mirelurks escaped confinement. They promptly killed everyone in the complex.

## Accessing the Island

The monument rests on a manmade island in the middle of the Potomac River. A long bridge connects the island to the west bank of the river. On the bridge are many Frag Mines. There are four entrances into the facility: one on the northwest side of the monument which connects to the **Facility**, one on the southeast that connects to the **Service Entrance**, one to the south (underwater) that connects to the **Facility Office**, and one inside a concrete well on the west side of the monument - the **Facility Bay**. Use any of these entrances.

## Facility

This is the living quarters and main workspace for the Wastelanders who ran the meat-processing facility. The area consists of two floors with minor loot strewn about. Exits on the east wall of both floors lead to the Facility Bay. On the Second Floor, there is a Workbench against the south wall with a Bottlecap Mine. Be wary of one Mirelurk inhabiting this floor.

On the First floor (*below* the Second Floor), in the west room, is an unlocked safe containing a Door Component and a copy of a "Dean's Electronics" Skill Book. The room served as a medical clinic and has three Pre-War Books. There is a DC journal of Internal Medicine on a table with a battery-powered lamp, east of the safe. The book is hard to see, behind the lamp. Also on the First Floor, is a Nuka-Cola Vending Machine next to the stairwell on the north wall. Look behind that machine to find the "Holotape Access Code".

## Facility Bay

This Bay serves as a hub that connects the other three areas together. The Bay consists of four floors, connected by a central stairway. You can identify the Second Floor by its three exits that lead to the **Facility, Facility Offices and Service Entrance**. The First Floor (*below* the second) has several Mirelurk spawning pods and an exit to the Service Entrance. The Third Floor (*above* the second) has an exit to the Facility. The Fourth Floor, at the very top of the stairs, exits to the outside. Access the computer terminal (average) next to the door, to unlock the door. Four Mirelurks patrol this area. Find the dead saboteur (with a note) on the top floor.

## Offices

There are two offices. The one with the intact floor, just past the entrance, has a safe. There is a Nuka-Cola Vending Machine against the west wall, next to some Lockers and bathrooms at the end of a short hallway. The other office has a collapsed floor that serves as a ramp down to a large, natural, underground Mirelurk breeding cavern. You will find that radioactive water half-fills and, near the end, completely fills the cavern. Several Mirelurks live here. At the very end of the cave complex is an underwater exit to the Wasteland.

## Service Entrance

This is easily the most confusing part of the underground. There are Three Floors. The First Floor connects, through a door on the west wall, to a small sewer area serving as a secondary breeding ground for the Mirelurks. You may have visited this area earlier in the Wasteland Survival Guide quest. Go through the door and travel west to the corner, and then right (north) to a four-way intersection. Continue straight through this intersection until the last door on your right (east). This door is marked as the Utility Closet.

Open the closet with the Door Component that you pilfered from the safe in the clinic in the Memorial Facility; but only if you have a Repair Skill of 35 or above. If you have a Repair Skill of 95+, you do not *need* the Door Component to open the Utility Closet. Inside the closet find the Anchorage Stash Key, the Anchorage War Memorial Stash holotape, a Nuka Cola Quantum, a "U.S. Army: 30 Handy Flamethrower Recipes" Skill Book and "The Tenderizer" (a fancy sledgehammer).

Downstairs, *below* the First Floor, is the Second Floor. This is the dining and kitchen area, containing three First Aid Kits. There is a door here leading to the Facility Bay. On the west wall is another door, behind which is a set of stairs leading down to a pair of small rooms. That pair of rooms is the Third Floor.

Another access to the Third Floor is by a set of stairs near the kitchen in the northeast corner of the Second Floor. One room on the Third Floor has a set of three refrigerators. The one on the right is slightly smaller. It hides a secret compartment. You must have the Stash Key (found in the Utility Closet) in your inventory, to open the secret compartment. Inside are many Caps (amount varies) and a Recipe for Mirelurk Cakes.