

# Fallout 3 - Operation Anchorage DLC

Operation: Anchorage is a Virtual Reality training aid. The U.S. Army used the simulation to train its soldiers during the attempted takeover of Anchorage, Alaska two-hundred years before the events of Fallout 3. A group of Brotherhood Outcasts wants you to complete the simulation so that they can open a locked weapons storage area. It matters not what you take with you for this DLC, because you lose it all for the duration of the simulation.

## Aiding the Outcasts

Access your Pip Boy's radio section and select the Outcast radio signal. Listen to an appeal for help. A bug in the game sometimes will not show the Outcast Radio Signal, but you can still go to Bailey's Crossroads, a metro station located adjacent to the Red Racer Factory. Select the quest "Aiding the Outcasts" in your Pip-Boy to put an arrow on your world map. Go to the far southern border of the map, west of the Jefferson Memorial and southwest of the Citadel.

At the Metro Station, look for a large poster, "Rebuilding America's Future Today", on the wall of a nearby building. Go through a "Door to Bailey's Crossroads Metro" in that building. Go down two flights of steps to the metro floor. Get a Nuka Cola Quantum from the vending machine. Continue east, and kill two ghouls. Downstairs north from their camp are some meds, ammo and cigarettes. Then continue east, to a "Metal Gate to Bailey's Crossroads". Set your clock to daylight.

When you go through the gate, at the top of the broken escalator, you will find yourself in the middle of a battle between the Outcasts and Super Mutants. Help kill two or three mutants and then, if he survived, speak with Defender Morrill. If you tell him that you heard the radio broadcast, he will send you to the base. Even if he did not survive, and even if you did not hear the radio broadcast, follow a wooden board ramp to the southwest.

Inside the largely destroyed concrete building, fight some more mutants. Continue south, toward the giant yellow construction crane. Go down the concrete ramp to the red elevator. Activate it and take a ride down to the Outcast Base. Defender Sibley will stop you. Follow Sibley to speak with Protector McGraw and then accept his proposal. Now follow Sibley to the pod room and speak with the ill-mannered, Specialist Olin. She will give you a Neural Interface Suit. Put on the suit and then activate the Simulation Pod. When you sit in the chair of the pod, the cover will enclose you. In only a few seconds, you arrive in the mountains of Alaska.

## The Guns of Anchorage

Speak with Sergeant Benjamin Montgomery. After a briefing, he will climb up the rock face. You will meet up with him again later. Check your inventory to find that the only weapons you have are a Trench Knife and a Silenced 10 mm Pistol with 60 rounds of ammunition. Go east, along the cliffs, to find a concrete pad with soldiers. Sneak up on them and use the "Property of the U.S. Army" sign as cover. Shoot the two soldiers and use the red Health Dispenser. Then go farther east, toward a suspension bridge.

On the other side of a bridge, are two more soldiers. See if you can use a long range shot to convince one of them to cross the bridge. Then ambush him. The other soldier may not fall for the same ruse. You will have to get closer. However, with enough shots, you can still knock him down without crossing the bridge. Then Sneak across the bridge and go up the steps east, to the top.

On the other side of the bridge, go southwest down the steps first, to get a Sniper Rifle. You may see two soldiers far below, on the concrete pad. If so, use the Sniper Rifle to kill them. Then go inside the metal building to the northwest. Pick up a Chinese Assault Rifle and equip it. Take some Frag Mines and grenades from the table and use the Ammo Dispenser. When you try to exit the building through the northwest doorway, at least three soldiers will begin shooting at you. They will come running along the huge white pipe that crosses the chasm. Deal with them.

Cross that white pipe until you get to the gangway going up the other way. Soldiers on the cliffs to the southwest may take shots at you. Walk that gangway up to the other end and find a Stealth Boy. Then go south, all the way across the big pipe, to the other side of the chasm. The Stealth Boy can help you with this crossing. Now zigzag up the side of the mountain using the metal catwalks. At the top, go through the door to the Cave Outpost.

Past the door, you will hear gunfire from two enemy soldiers shooting at American paratroopers dropping down. If you are in Sneak mode, they may not have seen you. Kill the two enemies and then pick up the Gauss Rifle, one of the most powerful weapons in Fallout 3. However, it comes with only nine rounds of ammunition. Then turn around to the southeast and look for a small well-lit cave. A narrow path leads down to a table with Frag Mines, grenades, Micro Fusion Cells, and another Chinese Assault Rifle. You already have one of these weapons, and the simulation will not give you a second one. However, you do get the ammunition that goes with a duplicate weapon. Use the Health Station and refill your ammo.

Go up the steps to the northwest, and then up the slope northeast. You will overlook the area you just left. Ahead, find another metal building. You may see a dead enemy fall through a hole in the ceiling. Following behind him is Sgt. Montgomery. He will cover your six. Exit the building through the east door and then go down the mountain trail north, along the Anchorage Cliffs.

Use your Sniper Rifle to eliminate a soldier in the building across the chasm east. When you get to another concrete pad, eliminate three or four more of the enemy, and then take some stairs south, down to the white pipe. Cross the pipe to the other side. Inside the building there, heal up and then pick the lock on the door (very easy) on the east wall of the building. Log onto the computer terminal and read the dispatch. Take, and listen to, the "Holotape-Bombardment". Get the briefcase from underneath the desk, which is "Intel #1". Then retrace your steps across the big white pipe and continue your journey north, along the catwalks and sections of rocky cliff.

Kill at least three more soldiers and then cross a bridge northwest, to a metal building and a locked door. Pick the lock on the door (very easy) and go inside to get the "Holotape-Goodbye".

Listen to the tape and pick up the briefcase "Intel #2". Then go back outside and head to the next metal building. Watch for two more defenders inside that building. Take the Micro Fusion Cells, Frag Mines and grenades. Fill up your ammo. Then continue through the building until you come to an intersection. Ahead of you are two reinforced concrete bunkers with horizontal fire slits, on the other side of a metal suspension bridge. A good sniper can shoot through those slits and kill the soldiers in the bunkers. The lower bunker has a turret. Kill what targets you can see, and then go through the nearby "Cave Passage" door to the north, to flank the bunkers.

Past the door, go up the long stairway, killing enemy soldiers as you go. As soon as you go through the door at the top of the stairs, you will find yourself back outside. The remaining enemy soldiers in the bunkers will begin shooting at you. From above them now, snipe down at them until there is no more resistance. Watch for one soldier with a flamethrower. The lower bunker has a computer terminal outside its door, to turn off the turret. Climb the steps up to the upper bunker to use a Health Dispenser. Go back down to a "Door to Chinese Artillery Outpost".

In the anteroom beyond the door, if you are in Sneak mode, the enemy may not see you, even if Sergeant Montgomery spooks them. Stay in Sneak mode and snipe the two enemy soldiers. Then go down the steps and watch for more enemy at the top of the high stairs to the north. Go up the ramp east and shoot a soldier in the northeast corner. Get some Micro Fusion Cells, grenades, and mines from the table. Perhaps the game creators intended that the Sniper Rifle found here, be a Missile Launcher. In any case, leave all the missiles where you find them. The simulation will take them away from you after this quest. Return to the base of the ramp and go up the staircase.

As you climb to the top, watch for more soldiers and then go east into a corridor. Find a locked door (very easy), and then open it. Inside, find "Holotape-Invasion", a Stealth Boy and a briefcase containing "Intel #3". Exit the corridor east, to a room with stairs going back down to the concrete ramp at the entrance. Instead, go north, along a wide balcony with a view of tanks to the east, far below you. Kill several soldiers defending this area, until you get to a table with Micro Fusion Cells, grenades and mines. Leave the missiles. Hack the computer terminal (very easy), near the table, to unlock the door. Inside the room, find "Intel #4" and some grenades.

Continue past the table and go up the staircase east. At the top, snipe three or four enemy soldiers in the distance east. Just northeast of your position is a Health Dispenser and two grenades. Kill more soldiers east, and continue along the balcony. Watch that you do not step over the edge. Your route will turn north, and you will see many tall shelves filled with large artillery shells. Kill the five or six soldiers in this room and then find two staircases. Use Health Dispenser under those stairs, to the northeast. Then climb the stairs, kill any defenders and go west, into a corridor.

In the corridor, find a locked door to the north (very easy). Pick up and listen to the "Holotape-Overrun". Then continue south, down the corridor. Climb another staircase west and kill one enemy soldier. Then go up the stairs south. At the top, pick up Micro Fusion Cells, mines and grenades. Leave the missiles. Use the Health Dispenser and refill your ammunition.

Continue up the stairs east, until you get to another room with artillery shells. Defending this room are several Crimson Dragoons. They are stealthy, cloaked soldiers. Watch for a ripple in the air as they pass. Your V.A.T.S. can see them, but not target them. If you hit them with a bullet, they become visible for a few moments. Deal with them and then go up the stairs to the top. On the north wall of this confusing set of catwalks, is a "Door to Artillery Overlook". Pick up the Micro Fusion Cells, mines, etc. Top off your health and ammunition before you go through this door.

On the other side of the door, find yourself in a short narrow rocky tunnel. At the end of the tunnel, a trail runs left and right, along a steep cliff. You will find enemies in both directions, including snipers above you. Use the rocky tunnel as a defensive position. Encourage the nearby soldiers to come into your tunnel, and then ambush them. To the south, are two enemies and a Health Dispenser. To the north, the trail splits. Down the mountain is a Health Dispenser, Ammo Dispenser, Micro Fusion Cells, grenades and mines. Up the trail is the first of the three big guns, well-defended by enemy soldiers.

Go north, up the mountain trail, to the first big gun. Kill the soldiers outside the gun emplacement and then eliminate any in the concrete bunker. Stand at the side of the gun and place an Explosive Charge against the marked spot. Then run inside the bunker. Do not stand near the Health Dispenser until after the explosion. In twenty seconds, the gun will detonate, rendering it useless.

Then move east, up the stairs, to the second of the three guns. Pick up some ammunition from the table and then set the Explosive Charge on the side of the artillery piece. There being no handy concrete bunker near this gun, just run away to a safe distance before the gun blows up. Then continue up to the third gun. Clear the bunker of enemy resistance, set the Explosive Charge and then run inside the bunker.

When the final explosion happens, the simulation teleports you to General Chase's field headquarters. Speak with the general to get a promotion and your next mission.

## **Paving the Way**

Follow General Chase to his war table, where he will point to his map. He wants you to complete two missions, before Operation Anchorage can begin. First, you must sack the Chinese listening post. Second, you must destroy the fuel cells at the nearby Chinese Chimera tank depot. After the briefing from General Chase, speak with Lieutenant Morgan to learn more about your mission.

Explore all dialog options with Morgan. Access Patterson's computer terminal and pick a team of up to three members. Choose "Strike Team Descriptions" to see a description of each specialist. "Markers" are the cost of choosing that specialist. Then go "Back", choose "Unit 1 Empty" and fill that slot with one specialist. Then go "Back" to "Unit 2 Empty" and choose another specialist. Then go "Back" to "Unit 3 Empty" and choose your last specialist. Then go "Back" and choose "Requisition Full - Commit Team" and "Deploy Team".

When you arrived in the Headquarters Tent, the simulation took all of your weapons and ammunition away. Move to the Requisition Terminal, on the other side of the table from Patterson's terminal. Check the descriptions of weapons load-outs and decide which one you want. Here, you may finally get a Missile Launcher if you wish. Take a syringe of Psycho from one table. Take "Holotape-I'm Okay" from the south table. Leave the tent and speak to Sergeant Montgomery, waiting nearby with your team. He will be your second in command on these missions. Tell him to wait for you just outside the mining town.

See the quartermaster, on the east side of camp. If you have a high Speech skill, you can persuade him to give you a Gauss Rifle. Go inside his tent and take more Frag Grenades, Micro Fusion Cells, and Missiles. Before leaving the safety of the American encampment, find the Medical Tent south of the Headquarters Tent, and then speak with Dr. Adami. She will give you five Psychos.

Walk north, to find the exit to the camp. Outside the camp, go east to reunite with your team. They are standing next to some train cars. Speak with Sgt. Montgomery. Tell him to begin the attack. Then follow along. Your team will run to the other side of the train and then along the main road. As you move east, watch for missiles, flamethrowers and snipers.

Look for a sloping path leading up to a destroyed building on your right. Go up the ramp and then through the front of the structure. Look to the west, to find "Intel #5", on top of some crates. Turn to the east to find Health and Ammo Dispensers. Then exit the building and continue east.

When you can go no farther east, turn north, and enter another large, destroyed building. Fight a group of enemy soldiers inside. On the other side of the ground floor of the building is a doorway that leads to some stairs that go down to a roadway. Walk north, for a long distance down this rocky road. Sections of chain link fence will keep you from straying from the roadway. All along this road, you will take fire from the right and left. Use V.A.T.S. to find the source of the fire, mostly Stealth Snipers and Dragoons. They may lie in wait and then ambush you from behind.

At the end of the road, you reach a stairway up to a "Door to Listening Post". Beyond the door, be ready for a soldier who may come through a door on the west wall of the room. The door to the right leads only to a bathroom. Go through the west door. Kill the radio technician and the soldier. Exit this room through the door on the north wall.

Go down the next corridor until you come to another door. Watch your back for a Stealth Soldier. Beyond the next doorway is a staircase leading up to a catwalk above the small room. Two or three Dragoons will attack. When you get a chance, look underneath those stairs for "Intel #6".

Climb the stairs and pass through a door north, into the next corridor. Fight three or four more Stealth Soldiers when the corridor opens up into a wider room. Then take the Frag Grenades, Micro Fusion Cells, and Missiles from the shelf in the middle of the room. Next to that shelf, use Health and Ammo Dispensers.

Go east, through the door that the soldiers were guarding, and take the stairs to the Listening Post. Kill the technician and two Crimson Dragoons. Then go south, through the double doors, outside. Eliminate any enemies there. When you have killed the last one, the simulation will teleport you back to the Field Headquarters. If this does not happen, look for enemies you may have missed.

## **The Chimera Tank Depot**

If you want to get a different weapons load-out, access the Requisition Terminal on the table. Then speak with the Quartermaster again. Otherwise, meet up with your team, waiting outside in the compound. If you lost one or more of your team on the Listening Station assault, ask Montgomery to "Radio Base that we need Replacements". Tell the sergeant to take them "Outside the Chinese Ice Camp". Exit headquarters and go west, to meet your team at a grove of frozen trees.

Move west, and deal with a handful of enemy soldiers. When you get to the Ice Base entrance, go northwest, into the tent. Log onto a computer terminal and read a dispatch. Take Missiles, Micro Fusion Cells, Frag Grenades and Frag Mines. Use the Health and Ammo Dispensers. Exit the tent on the other side, to find a wide-open area. Snipe enemies from the safety of the tent Dispensers.

Then go northwest, towards a group of three tents. Be ready for camouflaged Chinese snipers. They have great vantage points from which to fire, atop two guard towers. Enemies will come out of those tents on the far side of the compound.

When the area is clear, go inside the tent sitting by itself. Look for "Intel #7". Now go through the northernmost of the other two tents and out the other side. Go north, toward the factory buildings.

Sneak between the two buildings and quickly turn your attention to your right. You will see an enemy soldier guarding two imprisoned American GIs. Eliminate the enemy and then speak to each of the American captives to free them. Then, continue down the snowy roadway until it widens into a large field with a frozen pond.

Walk along a canyon and be very wary of the Spider Drones coming at you. Munitions experts designed them to self-destruct when they get close to an enemy. Destroy them before they get close. If two of them are near each other, you may be able to explode both with one shot.

Then continue to the Armor Depot. As you approach it, kill one defender in each of the two towers to the right and left of you. They are guarding the chain link gate. Missiles work well here. After defeating the snipers, go through the gate and walk south. Use V.A.T.S. to kill hidden enemies.

Go inside the first building on your left. In the corner near the window, find "Intel #8" on a table. Use the Health and Ammo Dispensers. Pick up some military ordinance. Exit the building and go southwest. Use V.A.T.S. to find well-camouflaged enemy soldiers lying in wait. You will see a parked Chimera to your right next to a large container marked "Fuel Tank A". Continue past that fuel tank and deal with enemy soldiers running at you from the western section of the depot.

Watch out for a moving, Chimera Tank that you must destroy. It can take quite a beating. Move around, using the cover of a nearby wall, to stay out of the way of its laser cannons. Jump out from behind the wall to fire at it. Jump back behind the wall to confuse it. Frag Grenades and Frag Mines also work well here.

After you have disabled the tank, mop up the rest of the enemy force. The building in the southwest corner of the facility contains Health and Ammo Dispensers, along with Micro Fusion Cells, grenades, mines and missiles. Now walk up to the giant Fuel Tank B, and Activate the fuel gauge on its side. Plant explosives on the fuel gauge, and then get to a safe distance within 20 seconds. Now do the same with Fuel Tank A. The simulation then teleports you back to HQ.

## **Operation Anchorage!**

Leave the Headquarters Tent and speak with Sgt. Montgomery. You have no other help for this final mission. Leave the compound as usual, but instead of going east (towards the listening station) or west (towards the tank depot), go north, towards a series of trenches.

You may find both friendly troops and enemies in the first trenches. Be careful on whom you fire. Run through the first trench, eliminating enemies as you go. When you emerge at the other end of the trench, run alongside the blue force field and enter a new trench. Soon, you should find more enemy soldiers. You will come to a small cubby on your left, guarded by an enemy soldier.

Go inside to find an American prisoner. Speak with him to set him free. Take "Intel #9" from the top of an oil drum, and use the Health Dispenser. Then continue down the trench. When the trench turns left, meet three enemy soldiers. Eliminate them and use the Ammo Dispenser. Go up the sloping pathway that leads northwest, out of the trench.

Now go west; staying parallel to the trench you just came through. It will be to your left. At the big pipe, turn north until you get to another enemy trench. Just inside the doorway below, are two enemy soldiers. One of them has a flamethrower. Throw a few grenades down there. Deal with a sniper too. As you turn the corner to rejoin the trench on the other side of this walled-in area, use the Ammunition and Health Dispensers. Take Missiles, Frag Grenades, Frag Mines and Micro Fusion Cells. When you reemerge, be ready to deal with more Spider Drones. Also, watch for two Mark I Turrets in the bunker ahead of and above you. You will come to an intersection.

Explore the east fork first. Eliminate many enemy soldiers including one wielding a flamethrower. You will come to a dead end. Pick up more Frag Mines, Frag Grenades, Missiles and Micro Fusion Cells. Retrace your steps back to the intersection, and then take the north fork. This path will lead to another intersection. Go west, fighting more enemy soldiers. Find a Health Dispenser at the dead end. Log on to the computer and read the dispatch. Then return to the intersection.

Go east, use a Health Dispenser, and then come up out of the trench. Attack the well-defended sandbag emplacements next to a small room to your west. Two enemy soldiers lie in wait. After you have defeated them, go through the doorway around the back of this small building. Find two more soldiers in the room, along with a Health Dispenser. Leave the building north, and then attack the bunker to the east. Defeat two Mark I Turrets and a few soldiers.

Run west, zigzagging through the sandbags and barbed wire. At the wall, you may see a Verti-Bird dropping off Power Armor-equipped soldiers, effectively flanking the enemy soldiers. Go north, and then through a doorway east, into a bombed out building. Find two enemy soldiers. Use the Health and Ammo Dispensers. Exit the building north.

To the east of you, neutralize a bunker with a turret. The building has a computer terminal that will allow you to turn off the turret. While you are doing this, watch for snipers to the west.

Then go west, to a small building with Ammo and Health Dispensers. Pick up grenades, mines, Micro Fusion Cells and missiles. Exit the building south, then west, then north, meeting up with the Power Armor soldiers. Clear the metal building to the west and then go inside.

Exit through the door on the north side of this building, to get access to the wide snowy plain with a lone bunker squatting on it. The bobbing-and-weaving Power Armor-wearing soldiers have stopped, because they cannot cross the field. The Pulse Field ahead disrupts their special armor. You must shut down the Pulse Field.

Cross the field to the bunker and kill two enemy soldiers. Watch out for the two Mark I Turrets inside, as well. Then go east, towards the Pulse Station farther across the snowy plains. This is the source of the Pulse Field's power but it is unguarded. Go up the stairs and Activate a large switch, to shut down the Pulse Field. Look for "Intel #10". Sergeant Montgomery will start the attack.

Resume your trek, toward the oil refinery northwest. Defeat enemy soldiers and two Mark II Turrets. The Power Armor squad will do most of the work, so take your time. Someone will set a charge and blow the gate. Go through the double doors beyond the gate. They will lock behind you. The commander of the enemy force will speak to you, and you will understand him.

With a high enough Speech skill and Charisma, you can convince him to kill himself with his sword. Otherwise, you must fight him. General Jingwei is a man of superior physical strength, despite his normal stature. Even with the Gauss Rifle, it will take many headshots to kill him.

Allow the rest of the squad to fight his minions. Try not to absorb too much damage, because you have no way to heal yourself. Jingwei will chase you wherever you go. Keep moving and plugging away at him and, eventually he will fall. If you grow weary of trying to whittle down his 1000 hit points, run between the two large cylindrical tanks on the west wall. Jingwei will not follow you there. Instead, he will begin a fight with Sergeant Montgomery, who is invulnerable. Inevitably, Jingwei will die by the sergeant's hand. You can stand next to them and watch the entire fight.

When Jingwei dies, General Chase will arrive and congratulate you on a job well done. If you found all ten Intels, he will give you the Covert Ops Perk. It gives you +3 points to Small Guns, Lock Pick, and Science. Then the simulator will wake you up in the real world. Protector McGraw will speak to you. Follow him to the south end of the facility and activate a computer terminal. Open the locked door to all the special weapons. Go inside and take whatever you want, especially the Gauss Rifle. Then live happily ever after.

You may have noticed that the other members of the Brotherhood Outcasts do not show much gratitude toward you. Their comments to you are short and clipped. While you are rummaging through the room full of goodies, deciding what you want, you may hear an argument starting outside the door. If you pay even closer attention, you will hear that most of the group does not feel that you deserve to walk off with whatever you want from the room.

Protector McGraw, however, insists that a deal is a deal. The others violently disagree and try to take the weapons from the shelves around you. McGraw tries to force them to stop, but they turn upon him and kill him. Now they are coming after you as well. Specialist Olin's attitude toward you has softened. She will fight on your side, and may well survive.

Arm yourself and take cover behind the shelves. If you are careful, you can take the rest of the ungrateful Outcasts down, one-at-a-time. Then pilfer the facility at your leisure. Take a few minutes to explore *all* of the rooms. Find lots of First Aid Kits and Ammo.

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