

Fallout 3 - The Pitt DLC

Into the Pitt

Listen to "Wernher's Distress Signal" on your Pip-Boy. Select this quest in your Pip-Boy. Then find the huge Satellite Radio Tower complex in the center of the far northern border of the Capital Wasteland. Raiders infest the towers, and they will shoot at you if you get close enough. Enclave forces roam the area as well. Find Wernher, the man who broadcast the signal, a bit north the Satellite towers. Help him fight off a pair of Pitt Raiders underneath a tall, skinny microwave tower on the northern border of the map. Speak with him.

He comes from The Pitt, formerly known as Pittsburgh, Pennsylvania. The Pitt is still a large industrial city. A brutal slave master named Ashur controls it. Wernher has a plan to free the slaves, but he needs your help. If you wear a slave outfit, you can easily gain entrance into the city.

Go west and north, from the Radio Tower. On your way, you must pass Fort Constantine, which Enclave forces control. Work your way around the east side of the fort, to find a trail behind it. Defeat the soldiers operating a reinforced defensive position at the top of the trail. They may be using Heavy Incinerators.

Find the Train Tunnel northwest of Fort Constantine. Camped out at the tunnel are four Slavers. Use a Sniper Rifle to take one or more of them out from a distance. When the other slavers detect you, they will attack. Use the derailed train cars and jutting rock formations for cover.

One of the Slavers has the Slave Pen Key. Free the slaves from their holding cell. One of them may stop and thank you, before running off with his friends. Consider a healing sleep on one of the two mattresses. Look inside the ammunition and toolboxes for cigarettes, Shotgun Shells, .32 Caliber Rounds and a Tattered Slave Outfit.

Go into to the tunnel. Find Wernher there and speak with him. The game will warn you that once you enter The Pitt, you cannot return until you finish the last quest. Get on the hand-powered cart and take a ride to the outskirts of The Pitt. Follow Wernher, and take an over-watch position as he speaks with a group of Pitt Raiders. The conversation does not go well. A fight breaks out. Use cover, and defeat the large group of Raiders. Search their position for treasure.

After the fight, Wernher will open a locked gate ahead. Beyond the gate is a large bridge. Wernher will give you instructions on how to infiltrate The Pitt and, if you ask, a concealable weapon (.32 caliber pistol or a switchblade). Then he will leave you on your own. Before you cross the bridge, search the area to find three Radaway near a boarded-up door. Look for three Stimpaks inside the overturned tractor-trailer rig. Find two Rad-X on a coffee table. In the destroyed building, live three Wildmen who, ironically, might be women. They are Pitt rejects, and have little, other than cigarettes and a bed.

When you cross the bridge, watch for Bear Traps, Vicious Dogs (halfway across - listen for their growls), an overturned truck with leaking Radioactive Barrels, a Pitt Raider or two standing atop a steel beam on the far end of the bridge and many Frag Mines.

As you near the other side of the bridge, you will see slaves attempting to run away. They will trip some of those mines and fall dead. This is your last chance to put on a slave outfit, unless you want to blast your way in. When you get near it, the gate will slide open. A slaver named Mex will approach you, strip you of all of your gear, and tell you to get back into the downtown area. Go through the door on your left (Downtown), near the locked safe. Mex left you with nothing else in your inventory except your concealed weapon.

Note that you may kill the defenders at the gate (including Mex), and force your way into Downtown. However, as soon as you get through the door, a group of Pitt Raiders will beat you senseless and leave you on the pavement. Midea will wake you. The quest continues the same.

Unsafe Working Conditions

On the other side of the door, you will see a slaver interrogating a group of three slaves. Then he will shoot them dead. In front of you is a giant, well-lit pit. Slaves are cutting apart pieces of old steel. They throw the steel into a nearby furnace to melt. On the far side of this hole, find a walkway going east. Follow it and find Wernher's friend, Midea. She knows better than to speak to you for very long out in the open. She will invite you back to her house.

Before going to Midea's house, go west and north to the other open area near the fiery pit. You will find a lone man here named Adan, who is cutting apart an old, rusted-out vehicle. Speak to him if you like. Open the fire hydrant, half-buried in a debris pile near Adam, for one or two Stimpaks. Note the nearby door west that leads to The Mills. You will be coming back here shortly.

Now backtrack and follow the path Midea took. Find yourself in an open plaza. Of interest is the woman shackled to a medieval torture device east. The north side of this plaza has a door to Midea's house. Before you go inside though, walk down the alleyway north, next to her building. At the dead end, find more Stimpaks and maybe some Purified Water inside a red engine block.

Now enter Midea's house and speak with her. She will say that, even in private, they have little time. Her plan has you collecting Steel Ingots. Find these ingots in hazardous areas occupied by ex-humans called Troggs. On the plus side, you can arm yourself at The Mill. A Slaver named Jackson will interrupt your conversation. Midea will explain your presence. Take two Med-X from underneath her plate of Squirrel Stew. Exit the house and then backtrack to where Adan is working. Enter The Mills through the door you saw earlier.

The Mill is a building shaped like an upside-down U. It has little treasure. If you speak to a man named Brand, he will reveal that he is spying for the slavers. He will try to convince you to find out (and give to him) information about the plans the slaves are making.

Find Marco, who is covertly changing standard mill tools into weapons. Pass beyond the sign for "The Steelyard". Look for signs on the wall that say "Arena" and "Downtown". Marco is inside a small room near the signs. He will give you a weapon called an Auto Axe.

Now backtrack west and south, to find a Slaver named Everett. He is standing at the top of some steps to the west. The sign on the wall behind him says "The Steelyard", where the Steel Ingots you must collect are located. Speak with him and then follow him down the passage. Pass through Everett's little office. Go through the door to the Abandoned Area. Then follow Everett through the, caged-in route to its end, where Everett will stop and give you more instructions. Go through the nearby door to the Steelyard.

Beyond the door, check the slave corpse in front of you for an Assault Rifle and 100 rounds of .556 caliber ammo. Pick up the first two (of a hundred) Steel Ingots you can find. Ignore the ramp leading up. Instead, turn left and go down to ground level. The first enemies you meet are slow and weak. Use the Auto Axe as much as possible, to preserve both your ammunition and the condition of your rifle. When you find another Assault Rifle, use it to repair this one.

A note about the 100 Steel Ingots...There are substantial rewards for these at the end of this quest. For each 10 you find, the rewards get greater. Try to find all of them to get the greatest rewards - more treasure than you can carry. The numbers in parentheses are a running total of how many ingots you should have. Corroborate this by occasionally checking your totals in your Pip-Boy.

Continue through the Steelyard and climb on the disabled bus, up the wooden ramp to its roof. At the front end of the bus, you will see some giant dumpsters on your left. Carefully jump from the top of the bus into the leftmost dumpster, and find Two Steel Ingots (4). The next large dumpster, which you can access by jumping from the previous dumpster, has Two Steel Ingots (6). Finally, if you hop across the next large dumpster and then drop down into a normal-sized yellow dumpster, you will find three more Steel Ingots (9).

The derailed train cars nearby are your key to the next three groups of Steel Ingots. To reach them, climb the staircase near the yellow dumpster you just raided. Then, go right, in position to jump atop one of the train cars. When you do, the glint of Two Steel Ingots (11) should catch your eye. Take them quickly. As you walk north, along the roofs of the train cars connected by planks of wood, you should see a Trog crawling toward you. This is a good time to try out your Auto Axe. Continue to the far end of the trains, where rubble has blocked the tunnel. Find two Steel Ingots below and to your right (13), near the corpse. As soon as you grab them, two Trogs will attack you.

Now backtrack to the staircase near the yellow dumpster and climb the stairs again. Notice five metal girders that span the tracks and trains below. Walk to the third one in line (the center one). Jump on the girder and then carefully cross to its eastern end. Drop into a large dumpster below you and pick up Three Steel Ingots (16).

Notice the computer terminal (hard), below and to the north. If your Science skill is high enough, you can release the four Security Robots from their enclosures. They will attack many, but not all, of the Troggs and kill them for you.

Backtrack, again, to the top of the staircase you used to gain access to the train car rooftops and steel girders. Head *slightly* right, as if you were going back towards the trains, then jog slightly left. Go through a hole in the tattered chain link fence. In there, find Two Steel Ingots (18). Now go back to the top of the stairway. With your back to the trains, look left to see a larger hole in the fence. Step through to see a large area now accessible to you. To your right, go up the steps into a small metal building. On the back shelves, find Stimpaks, Radaway and Two Steel Ingots (20).

Now, if you are facing the entrance to the metal building, go left toward another large dumpster at the corner of a building. Turn east around the corner of the building. Go all the way to the east wall. Your radiation meter will start clicking as you move down a metal grating over a submerged, water-filled tunnel. At the eastern end of the grating, near the wall, find a slain Pitt Raider.

Take the Assault Rifle he was carrying, as well as his Gamma Shield Armor. This armor has radiation resistance that you will soon need. Be aware that, while you are putting on the armor, Troggs are preparing to assault you from the north. Some of them are becoming impatient and may rush you while you are distracted. Keep an eye out for them while you don the armor and repair your existing Assault Rifle with this spare. Also, pick up the .556 caliber ammunition from the boxes and the Three Steel Ingots (23).

Then, move north into an area filled with barrels of radioactive waste. The Troggs will attack you here. In the middle of this cluttered, irradiated area, find Three Steel Ingots (26).

Instead of backtracking out of here, continue north through the debris, radioactive waste barrels and Trogg corpses until you can go no farther, then go west. This area is free of radiation. Beyond the first staircase, turn south, west, and then south again, to where you started. In front of you should be the same big dumpster at the corner of a building that you saw earlier. Go up the stairs near the dumpster, to the roof. Follow the roof west, back to a point just above the dumpster. Jump into the dumpster and find Two Steel Ingots (28). Do not jump out of the dumpster yet.

Note the barbed-wired fence parallel to the southern wall. The fence and the wall enclose an isolated, walkway. Jump from the dumpster over the fence and then move west, to the end of the walkway. Find a deceased Pitt Slave and Two Steel Ingots (30). Jump up onto the pump and then use the nearby wooden planking to walk back over the fence.

Now backtrack to the grating covering the drainage ditch, at the end of which you found the dead Pitt Raider. Go east along the grating again, but only as far as a gate to the north. Go through the gate to find a few meds and Two Steel Ingots (32). Then go up the staircase next to you. This will lead you back up to the series of rooftops you were exploring earlier.

You may have noticed a wooden plank gapping the space between the rooftop you are now standing on, and the rooftop of a nearby building north. Cross the plank and stop at the end. Notice that you have a choice of two more planks in two different directions. Take the one in the upward-sloping northwest direction. Pick up two Steel Ingots (34) en route. Then, on the other side, pass by the Pitt Slave corpse you find, and circle west, around to the other side of the rooftop. At this point, up to three Wildmen will attack, either here or when you return to the ground. Temporarily delay your Ingot hunt, Sneak up on them, and kill them.

Now work your way back to the west end of the first rooftop and look down to see the brown rusty roof of a metal storage shelf. Jump down onto that roof and take two Steel Ingots (36). Then drop down to the ground and find two more Steel Ingots (38), on one of the shelves.

From here, go west a bit, then north, east (along a chain link fence), and south, to a dead end around the other side of a large building. Find a dead Pitt Slave here. Take the Combat Shotgun, Shotgun Shells and two Steel Ingots (40).

Turn around and go to the corner of the building again. Now go west, all the way to the wall, and then south just a bit, to see a cart once used to move coal. Look inside this small cart to find a First Aid Kit, some .556 caliber ammunition in a box, and four Steel Ingots (44). Troggs may attack you here, so keep your weapon ready.

Backtrack east and south to the rusty shelf and look underneath the staircase on the same building. Find Two Steel Ingots (46). Then continue south towards the fence, over which you earlier jumped. See a well-lit area with a boarded up door on the western wall. Further south of you, is a staircase going up.

Almost immediately after climbing the first tier of stairs, you should find a unique corpse. Take Wild Bill's Sidearm and .32 caliber ammunition. Find Two Steel Ingots (48) sitting next to his body. Continue up the staircase to the top. There, find the living quarters of the Wildmen. You may find two more of them here. Get some meds, .556 caliber ammunition boxes, and Two Steel Ingots (50). Sleep off your wounds. Go up a ramp, from the bunk beds to some more ammo boxes.

Now walk east and then north, along a series of catwalks. Alongside of you are gigantic, rusting pipes. You will attract the attention of three Troggs. As you make the first turn, use your V.A.T.S. to find them scurrying toward you along a pipe. Pick a fighting spot and let them come to you. Since you are so far above ground level, a fall here can be catastrophic, so pick a spot with handrails.

Continue along the catwalk as it goes underneath one of the huge pipes. On the other side, one of the pipes is now running parallel with you. After you take a few more steps, notice that the pipe turns east into the far distance. At the *very end* of that pipe, just before it turns up, are Two Steel Ingots (52). **Save your game** here, in case you fall.

Jump over the handrail and, carefully, *walk* along the top of the pipe to retrieve the ingots. Then walk all the way back to your starting point and jump back onto the catwalk.

Continue along the catwalk north, to some stairs, and climb them up to a rooftop. Go along the roof west, then south and then up more steps. Go south along the next roof, but not all the way to the end. Notice a gap going west, to an isolated section of the rooftop. Trogs may be in there, so have your weapon ready. Go to the northwest corner, to find a dead slave. Find some Frag Grenades on the corpse. Open two First Aid Kits and pick up Four Steel Ingots (56).

Do not backtrack to the previous pathway. Instead, work your way south, through a fallen chain link gate along the back end of the roof. Fight a couple of Wildmen roving the rooftops. Take them by surprise, since they expect you to come from the other side of the roof. Move along the roof, constantly checking V.A.T.S. When you lock-on to one of the Wildmen, hit them before they notice you. After you have killed them both, begin a long climb to the top of this smoke stack.

You will come upon a stairway landing, partway up the stack, defended by a large group of Wildmen. They may begin shooting down at you through the steel grating before you get to the landing. At the top, defending the landing is a Mark VII turret. Hack the computer terminal west of the stairs (average) to turn off the turret. Consider retreating below, to heal on the bunk beds at the Wildmen camp. However, one or two of the defenders may chase you back there.

When the landing is clear, continue climbing up the staircases and catwalks above the smoke stack. At the very top of this climb, is a small platform. Sitting on this platform are Twelve Steel Ingots (68), as well as Stimpaks and Purified Water. Watch your back for Trog attacks.

Now climb back down. However, you do not need to go back the way you came. Instead, go down eight short stair segments to the first major landing below the top. Watch out for Trogs as you take the steps down. Some of them will come up after you. Others will wait in ambush. At this first large landing, find an open-air chute to the east, sloping steeply down, to a point far below. Jump onto the chute and then walk all the way down to the wall. When you reach the eastern end of the chute, carefully jump onto the platform north, and then pick up Seven Steel Ingots (75).

Now begin a long trek back to where the two Wildmen were guarding the stairs leading up to the smoke stacks. Face west and then jump over the balcony, down onto the roof below your platform. Walk along the rooftops west. Drop down to the ground and continue west, to the stairs where you found Wild Bill. Then climb those stairs again, back up to the small camp with the bunk beds. Now retrace your steps, along the catwalks, to that roof where the two Wildmen were guarding the stairs to the smoke stack. This next part is dangerous. Heal yourself and then **save your game**. Move over to the eastern edge of the roof, next to the fence on the south side of the roof, and look down. See a long drop to another roof with a set of three round air vents. Walk off the edge of the roof, where it curves down. If you survive, heal yourself with Stimpaks. If not, load your save, use some Med-X and try again until you do survive the fall.

Look over the edge of this lower roof to see an enclosed pathway running next to the large round tanks. Dropping from the roof is the only way to reach that pathway, because of the chain link fence. So, drop down again. Your injuries should be minimal this time. Move east down the walkway next to the tanks. Just past the first tank, go right to find two ammo boxes and meds. Now continue along the path. Just past the second tank, to your right is a mound of dirt that makes an excellent fighting position against multiple enemies. Familiarize yourself with the position.

Now back on the path again, continue until you cannot go any farther and then look to your right. Find a corpse here with an Auto Axe and Four Steel Ingots (79) next to him. **Warning:** as soon as you pick up *anything*, a group of Trogs will drop off the same roofs you did and will begin creeping toward your position, along the walkway. If you have any mines, drop them on the walkway. Then pick up one of the ingots and run back to the fighting position you just explored. Get ready to fight the Trogs. If you stand on the mound of dirt between tanks two and three, they cannot surround you. Kill any Trogs that the mines do not kill, and then go back for the rest of the treasure. Jump down onto the pipe north and use the plank again to exit.

Go back through the broken fence, to the area with the train cars. Look for a door to the Supply Plant on the east wall, just south of the computer terminal. Past the door is a room with a computer terminal and a hallway east. The terminal (average) turns *on* the turret at the end of the hallway. If you select "Reconfigure Targeting Parameters" and "Activate Turret System", the turret will shoot *any living thing*. In the well-lit room at the end of the hall, Trogs are chasing Wildmen. Run down the hall and back, to initiate this sequence. The turret should kill most of them. Turn off the turret. Then go down the hall again and pick up Three Steel Ingots (82), lying on the floor.

Go north, down the next grating-covered, irradiated tunnel. Find some meds in a small metal office to the northwest. Then move along the catwalks to stairs that take you down to ground level. You will see a group of Trogs far below, feasting on something they have killed. Snipe down at them. Detour up some steps east, into a metal room. Get some ammo, grenades and meds. The terminal turns *on* the turret in the big room. Continue downstairs until you see a bed. Before you try to use it, deactivate the trip rope. If enemies are nearby, you cannot use the bed.

Move down the walkway west, until you come to some medical supply shelves with Stimpaks, Blood Packs, Med-X and RadAway. The terminal (average) activates the robot but all he does is clunk around getting in the way and telling you to "move along". Facing the shelves, take the doorway on the right first. This leads to a dead end corridor with Trogs and Wildmen fighting each other. Eliminate the winners and find eight Steel Ingots (90) at the end. One or more of the Wildmen have a Flamer. Backtrack to the medical supply shelves and take the other doorway.

Watch (front and behind) for more Trogs, until you get to a locked door (average) on your right. Pick the lock to find Six Steel Ingots (96) and much other treasure. Continue south and east, past the drinking fountain and up the stairs to a nice big room with a double bed. There are Trogs on the other side room, so go over and kill them before you do anything else.

Now find Flamer Fuel, a weapon called a Man Opener, lots of Jet, Stimpaks, and a Lone Steel Ingot (97) - all near the bed. The electric switch next to the bed starts up an automatic baseball-pitching machine. Now go east from the bed, then south and west through a corridor, to a door. Sometimes flammable gas fills the corridor. The electric switch next to the door opens it, providing a shortcut to the Steelyard door.

Go back to the Steelyard and then back toward the Mill, through the Abandoned Area. Troggs have broken through the fence while you were away. Fight them off and then determine the location of the tear in the chain link. Go through the hole, keeping your guard up, and find the final three Steel Ingots (100), in a coal cart to your left.

As soon as you walk back into The Mill, Everett will intercept you. He will ask you for the Steel Ingots you found, and will reward you based on how many of them you have brought back. He will take the Ingots from you in groups of ten, meaning that you will need to speak with him ten times to get all of the equipment and other treasures he has for you. So give him ten ingots and ask for a reward, repeatedly, until he has all 100 ingots. The quality of the reward gets better with each set of 10. If you can carry it, you may take it all back with you to the Capital Wasteland. If you found all 100 ingots, you get a special Achievement Award.

Now return to Midea's home and speak with her. She will tell you that Ashur is giving a speech in the plaza. He intends opening up The Arena for fighting. These arena battles are gladiator-like. They are also the only way a slave can get an audience with Ashur and freedom from The Pitt.

Step outside of Midea's home and you will see Ashur take the stage on his makeshift balcony. He will spout some inspirational words. He holds these events periodically. They provide amusement and a chance for a slave to gain freedom. The slave conspiracy has chosen you for this honor, to help you get the mysterious cure held by Ashur. When the speech is over, go back to The Mill. Inside, go west, to the first corner of the "U". Look west, to see an unmarked chain link gate.

Downstairs, you will meet a slaver named Faydra. Speak to her to gain access to The Hole, where the contests will happen. You must survive three fights with three different types of enemies. The difficulty scales up between battles. Radioactive barrels drop into the arena at the beginning of every fight. You may die from radiation poisoning, as well as weapons, if you do not act quickly to defeat your opponents. You may take RadAway and Rad-X from the table near Faydra before entering the Hole. Use the meds to aid you in battle. Go through the "Rusty Gate to the Hole".

In the first round, you will fight against three other slaves. After each battle, return through the gate to talk to Faydra. She will automatically heal your radiation damage between battles. Ask her for another fight. Go through the door to The Hole again. Your second battle is against the two Bear Brothers. One of them has a Flamer. Eliminate him first. Your final battle is against Gruber, who has an Infiltrator Sniper Rifle and many hit points. Because you found all 100 Steel Ingots, you have some excellent gear. You should not have much difficulty with any of these three fights.

Free Labor

After you have won all three fights, you get the "Pitt Fighter" Perk (+3 Damage and Radiation Resistance). In the room where you talked to Faydra, open a footlocker to get back all the gear that Mex took from you. This action will severely over-encumber you. Pick through all the gear and put much of it back in the footlocker.

Once you have done that, go to Uptown. The entrance is located inside The Mill. Exit The Arena and then turn north. See the sign painted on the west wall and an arrow pointing to "Downtown". Go all the way to the end of The Mill. A guard named Hammer is standing at a chain link gate. He will make a snide comment as you pass him. Beyond the gate east, is a door marked "Uptown".

On the other side of the door, take the ramp up east. At the flaming barrel, go up the ramp east and stop at the triple-junction. The fork to the east and then south, will lead to a door that will get you to a position above the living and working areas of The Pitt's slave community. If you accidentally fall, or deliberately jump down there, you can get back up here through a gate west of Midea's house, then through the door north. Find many valuables up here. Note that angry Slavers will come after you, for the duration of your time in the Pitt, if you take *anything* marked with red text.

Return to the triple-junction on the ramps. Go east, steeply up the ramp to the roof at the top. Continue across this roof, north to a down-sloping ramp. Off in the distance east, see the odd-looking statue. Walk east, underneath the statue, to the large door at the top of the steps of the large building. This building is Haven, a large skyscraper that The Pitt leadership calls home. It is also where you will find Ashur, Master of the Pitt.

Haven is a dangerous place for those hostile to Slavers. However, they will not attack you - until and unless you threaten them. You may explore the first two floors of Haven, unmolested, as long as you keep your hands to yourself. If even *one* Slaver sees you steal anything, they will all come after you. Footlockers and some other containers, however, have treasure marked in blue text. Take all of that you want.

After exploring the first two floors of Haven, take the elevator (second floor) to the upper levels of the decaying skyscraper. Up here, do more exploring. When you are ready, speak with the leader, Ishmael Ashur. You must now pick a side. Join Ashur and his crew, or free the enslaved.

If you join him, at the end of the conversation, Ashur will run off downstairs. Sandra, the scientist in the laboratory near Ashur's office, will also wonder where her husband went. He went to deal with a slave revolt. Somehow, they know that you have betrayed them and they will not get "The Cure". Go to Media's house and find out where Wernher is hiding. She will point you to The Steelyard. Go there, up the stairway to the Wildmen camp where the bunk beds are. Go through the newly uncovered door north of the camp, to find Wernher waiting. When he realizes that you have not brought The Cure, he will attack you. Kill him and then return to Ashur, in Haven. He will grant you full privileges and the Booster Shot Perk (+10% Rad Resistance) - end of story.

If, however, you want to side with the slaves, your task will be a bit more complex. When you confront him, Ashur will draw his weapon and attack you. After you defeat him, many of his peers will come running into the room. A good defense here is to retreat into the nearby laboratory and kill Sandra, who is Ashur's scientist-wife. In the lab, put your back to the wall, and then shoot enemies as they funnel through the narrow doorway. Defeat all enemies on this top floor.

Now pick up the baby, Marie, from the cradle in the laboratory. The game will let you know that you have found The Cure. Retrieve the key from Ashur's body and open the safe in his room (accept some Bad Karma) to find diaries outlining the cure, other data about The Pitt, Stealth Boys and Mentats. Take the elevator down to Haven's main floor. When you get downstairs, expect to fight many more Pitt Raiders. If the front door will not open, find and kill any remaining hostiles.

When you get outside the building, go back to Downtown. If you are unable to Fast Travel, because there are enemies in your vicinity, eliminate them and then try again. Alternatively, if possible, move farther away from the enemies and try Fast Travel again.

On the other hand, you could just blast your way through the Raiders and go overland to Downtown. Whichever method you choose, when you arrive Downtown, move cautiously towards Midea's home. Kill all hostile Slavers en route. Speak with her and attempt to hand over the baby. She will refuse to take it, but instead tell you to see Wernher, who is hiding in the Steelyard.

You may have to defeat a couple of Raiders just outside Midea's home. Return to The Mill and then The Steelyard. Keep your weapon ready. Any Trog or Wildman you did not already kill while searching for Steel Ingots will attack you now. To find Wernher, go up the stairs where you found Wild Bill, to the Wildman camp with the bunk beds. North of the camp, beyond a newly uncovered door, is Wernher.

He will tell you that it is time to turn the Trogs loose on the Slavers. He will give you a Power Plant Key. Go to the northwest corner of the Steelyard. The key unlocks the manhole cover there. Floodlights keep the Trogs out of Uptown. You must turn off those lights.

There are many Trogs below the manhole, and this variety moves *much* faster than the ones you have dealt with up to now. They will constantly try to blindside you. One moment the area will be clear and in the next moment, they are clawing at your legs. Keep a weapon ready at all times. Be aware of combustible gas-filled rooms. Do *not* use a firearm in those rooms. Look for the occasional Frag Mine. You cannot get lost, but you have a long journey ahead of you.

Below the manhole cover, go east; down the tunnel to a metal grate blocking the tunnel. Shoot two Trogs eating raw meat on the other side of the grate. Then go through the hole in the wall east, to the next tunnel. Exit the tunnel east and up the stairway. At the top of the stairs, is a room with big pipes. Go up the ramp east and watch for three Trogs at the top. Three or four more of them will come scabbling toward you along the wire fence tunnel. You should hear the noise they make.

At the end of the wire fence tunnel, as you go down the ramp to the floor below, watch behind you for four more Trogs. On that floor, beware of two mines in the northeast corner. Just beyond the doorway south, watch for six fast-moving Trogs coming down the ramp to the south.

Exit the room north, through another tunnel. Watch out for a mine near the corpse in the corner. The next room may be full of explosive gas. Throw a grenade in there and then kill any Trogs that survived the blast. Then go up the stairway to a catwalk and, as you walk along, watch your back for two Trogs sneaking up behind you. At the end of the catwalk, go through the doorway west.

In that next room, you may "Activate Switch" on a steel beam in the northwest corner to release a Protectron. Even so, watch for two Trogs to sneak up on you. Then go just inside the tunnel on the south wall and log onto the computer terminal. Select "Terminate Floodlight Power".

Continue through the tunnel, up the stairs south, to find a door to Uptown. **Save your game** here.

On the other side of the door, you will find yourself adjacent to Haven's towering skyscraper. Shortly after you step through the door, the lights go out and the slaughter begins. Now you have to deal with Slavers, Pitt Raiders and Trogs - in the dark.

While the Trogs, Slavers and Raiders will focus on each other most of the time, any of them will also attack you, should they notice you. You must get to Downtown. Fast Travel by Pip-Boy is iffy. Your enemies are near. If you are brave and well stocked with curatives, you can fight your way overland to get Downtown.

However, if you act quickly, you can run up the front steps of the Haven building and into a far corner of the wide patio in front of the building. At the top of the steps, run *away from* your enemies as far as you are able. Quickly bring up your Pip-Boy and try Fast Travel again. This will work if your enemies have not yet seen you.

In any case, when you get to Downtown, go to Midea's house. When you do, you find Wernher standing in the plaza. Speak with him. He will thank you for a job well done. Midea will give you 30 caps and 10 Experience Points for every Teddy Bear you bring her. Speak with Milly, wandering nearby, about Wild Bill's fate. She will give you six Stimpaks.

You may take advantage of ammunition recycling inside The Mill. Go into The Mill and find a computer terminal on your left, up some steps. Activate the terminal and it will tell you how to change ammunition that you do *not* want, into ammunition you *do* want. If you have some extra .32 caliber ammunition, for instance, put it in the bin under the huge stamp mill west of the terminal. Then go back to the terminal and choose what kind of ammunition you want, from a list. Then go back to the bin and pick up your newly minted ammo.

If you want to do some more treasure hunting, return the vicinity of the Haven skyscraper. You will have to kill a few Trogs and Pitt Raiders along the way.

Northwest of The Haven, go through a "Door to Abandoned Apartments". This building has fifteen Troggs. At least four of them, and as many as nine of them, will attack you just inside the front door. The computer terminal on the lobby counter will unlock (hard) a safe, with caps inside. Find a Nuka Cola Quantum on the kitchen counter and another bottle below that.

Behind the locked (average) door in the hallway west, is an apartment with meds and six cartons of cigarettes. Troggs may attack you from the hallway behind you.

Farther down the hall north, in the end apartment open an ammo box in the bathroom. Look for meds in the kitchen. Beware of three Troggs at the top of the rubble slope west. At the top of the slope, find flammable gas in the air, a Nuka Cola Quantum, meds, a Power Fist and Pre-War Money. Turn around and face east. Access the second floor apartments.

Along the hallway, in the first apartment you come to on the second floor, is a locked door (easy). The bedroom beyond has a Laser Rifle, Micro Fusion Cells, three ammo boxes (.556 caliber), three Chinese Assault Rifles, Pre-War Money, a Floor Safe (average) with caps, meds, money, ammo, a Chinese Pistol with ammo and a "Hat of the People".

The apartment at the end of the hallway south may have as many as five Troggs in the bedroom. This apartment sometimes spawns explosive gas. Toss in a grenade before you enter.

To get out of The Pitt, leave the way you came in. If you did *not* shoot your way in, but did kill Ashur, be ready for the Slavers at the entrance. They will attack you. One of them is Mex, the person who confiscated all your gear at the start of the quest. Two of them are carrying Infiltrator Sniper Rifles. They use common .556 caliber ammunition. On your way across the bridge, use the pedestrian walkway along the east side. Go up the long steep ramp to the sniper's nest at the top. Pick up some treasure and admire the view. Then backtrack all the way to the train tunnel through which you traveled to get to The Pitt at the beginning of the DLC.

Chris Barton - Revised 04.13.2013