

# Fallout New Vegas

## Lonesome Road DLC

[Chris@CustomWalkthrough.org](mailto:Chris@CustomWalkthrough.org) – June 8<sup>th</sup>, 2019

### The Reunion

Lonesome Road is the fourth, and final, major DLC released by Bethesda, for Fallout New Vegas. After you have installed the DLC and started the game, a pop-up message, from Ulysses-Courier Six, will tell you about "The Reunion". Then a second pop-up message will tell you that the game has raised your level cap by five. As with all new adventures, remove unnecessary items from your pack, to leave room for new treasures. Then open your Pip-Boy world map and find the Canyon Wreckage, west of Primm and southwest of New Vegas. Equip a good varmint gun and then Fast Travel to the canyon. Defend yourself against an attack by two to five coyotes. Open a Duffle Bag of treasure. Activate the side door of the bus that blocks the canyon. Read a pop-up message and select the option to "Walk the Lonesome Road".

### The Silo

Use the wooden ramp to climb northeast, up to a low rock ledge with a Duffle Bag. The upper end of the upturned blue Corvega has a Suitcase with some money inside. Walk along the inside of the big pipe, up to the rock ledge and then open another Duffle Bag. Be careful not to walk over the edge of the cliff. Go back down the pipe and look underneath it for a Caravan Crate, next to a blue three-wheeled cart lying on its side. From here walk two planks west, to the second big pipe sticking out of the rock face to the east. Get two Jet meds and open a Toolbox. Finally, go back to the base of the big pipe and walk northwest, along a narrow ledge. If you fall over the edge, into the huge smoking hole in the ground, you will die. Before walking under the fallen metal tower, climb up the rock face to find a third Duffle Bag. A short way farther, find a metal door, "Travel to Hopeville Missile Silo".

The door at the bottom of the concrete slope will open as you approach it. Inside the metal room, the reactor door on the north wall will not open. You cannot hack the control panel on the east wall, even if you have a Science Skill of 100. The panel controls the blast doors. Open a Toolbox. Activate the "Maintenance Access Level Three" terminal to find out that: the facility has three levels, the security is off for all three levels and emergency power is on standby. Select "Unlock Maintenance Access Door". The door on the south wall will open automatically.

Go through the tunnel south, to a door with a lit "Utility" sign. In that room, open two Ammo Boxes, one locked (easy). Get a Breathing Mask (+5 to Rad resistance), and pick up an Arc Welder in need of repair. Find a Duffle Bag hidden behind the door on the east wall. Find a First Aid Kit on the floor.

Then "Activate Maintenance Bot Control" terminal and select "Unlock Prototype Bot Pod".

The Eyebot in the pod will spark with electricity, come to life and exit the pod. After playing a few musical notes and a slogan from an old television series, ED-E will speak to you.

Ask ED-E about the music he played. He will give you an evasive answer. Ask him to help you and he will give you the "Enhanced Sensors Perk". ED-E will play a recorded message from his scientist-creator, Doctor Whitley. You will learn that the robot can override the electronic security of control panels with dish-shaped receivers. He will follow you wherever you go and defend you against threats. Activate the Ralphie poster on the wall, to begin the "Feel like a Kid Again" challenge 01/20.

Return to the exit door on the west wall and activate the Commissary Terminal, only to learn that it is locked. ED-E will zap the terminal with electricity. Now you can access the Universal Repair Interface. The machine will repair your weapons and armor, in exchange for a large quantity of caps. Access the Commissary, to purchase ammo. It will also sell you three mods for a SMMG, a variety of meds and three mods for a Rocket Launcher that you do not yet own. These three Rocket Launcher mods together, complete a challenge, "Rocket's Red Glare". It is the signature weapon of the DLC.

Return to the first room and ED-E will automatically zap the control panel for you. Activate the Silo Control Panel and then pull the red handle on the panel, to restore full power to the silo. The blast shield covering the windows on the east wall slides open to reveal the central core of the silo, and the door on the north wall will open automatically. You can see two more Eyebots working on the giant missile inside the silo. Go through the north doorway, to find a "Destroyed Eyebot" lying on the floor of the tunnel. Take his "Eyebot Upgrade Circuit Board". A pop-up message will tell you that, after you install it in ED-E, this module will grant you the "Camarader - E Perk (Rank 1)". This allows ED-E to repair your currently equipped weapon once a day.

Hack the "Hydraulics Access Level Three" computer terminal (easy). Select "Unlock Hydraulic Access Door", to open the door automatically. Then go through the door, into the small room. Pick up scattered components for making Weapons Repair Kits, a Nail Gun in need of repair, nails for the gun, meds in a First Aid Kit and some loose ECPs (Energy Charge Packs). Speak with ED-E. Have him make Weapons Repair Kits for you, using his Multitool function (Repair 25). This lowers the overall weight in your pack and provides a method to raise the value of weapons you want to sell. ED-E can also make ammo for you, if you ask him (Guns 25).

Then go through the door at the blocked end of the tunnel, into the silo. Open the upturned locked desk (easy), to get the "Hopeville Silo - 2nd Level Security Code". The Utility Door on the east wall hides a locked Ammo Box (hard), containing ECPs. The locked Metal Box (easy) has assorted minor treasure. Go down the steps to get a great close-up view of a giant rocket engine. Pick up a few treasures in the area. Now go *up* the stairway.

Halfway up, ED-E will play another stored message for you. Speak with him. At the top of the steps is the door to Operations. Behind the door is a hostile Sentry Bot. Activate the "Security Control Level Two" terminal, and then select "Deactivate Second Level Robot Security". Now go inside Operations. The Sentry Bot will not attack you. However, you can still take its missiles and other treasures. Note the large schematics on the wall, describing the operation of the Rocket Launcher.

The locked desk (hard) has the "Hopeville Silo - 1st Level Security Code" and a Plasma Defender pistol in need of repair. Find a Nuka Cola Quartz bottle in a box under the desk. Then go through the east doorway and up the stairs, to a door marked "Storage".

Past the door, open a locked (easy) Tool Cabinet to find another Nail Gun. Search the dead Sentry Bot and the two dead "Marked Men" for treasure. Open a Metal Box. ED-E will fly through the west door. You will hear him fighting a Sentry Bot in the next, slightly irradiated room. Go inside the room and, with a Repair Skill of 50+, you can repair the "Hopeville Silo Turret Security Terminal". Then select "Hack Security Turrets" to make them friendly. This room has two exits.

The wide metal door on the west wall opens to General Martin Retslaf's office. His corpse is slumped over his Command Desk. Inside the desk are his "Silo Network Security Codes". Activate his computer terminal. Select "Deactivate Personal Sentry Systems" and "Open Personal Sentry Doors". Behind the now-dormant Sentry Bots are Plasma Mines, a Plasma Rifle and an Ammo Box. The letters on the painted floor read, in part, ExitusActaProbat, "The end justifies the means".

Now return to the silo and go through the door on the south wall. Beyond the door are a dead Sentry Bot and two dead Marked Men. Stand near the Mainframe on the west wall and ED-E will fly over and zap it. Find a First Aid Kit leaning against an electric panel near the Mainframe. Place two Plasma Mines in front of the closed door on the south wall. Activate the Mainframe and select "Open the silo's bunker doors". As soon as you do this, the alarms will sound and a Sentry Bot will attack through the newly opened door on the south wall. The mines you laid should disable the robot. Because the Mark IV turrets on the other side of that door are now friendly to you, they will attack the two Sentry Bots visible through the windows east. Go through the south doorway.

If you turned off the Turret Security, the two Mark IVs will not attack you either. Open a locked (average) Ammo Box behind some sandbags. In the Sentry Security Room on the north wall, open two Military Shipping Crates for some meds and Plasma Grenades. Find a First Aid Kit and two Ammo Boxes, one locked (average). A locker has valuable U.S. Army Combat Armor you can sell.

Exit the concrete tunnel at its east end, through a "Door to Hopeville". On the other side of the door, ED-E will turn toward you and a deep male voice will speak to you through ED-E's interface. This is the voice of Ulysses. Have a long conversation with him. Choose the [Perception] option, to begin a Challenge "Most Likely to..." 01/06. At the end of the conversation, this quest ends.

## **The Job**

Now you must find the "Laser Detonator". Go through a hole in the fence east and open a Military Shipping Crate resting against the west rock wall, to get some ammo. Jump onto the roof of the gasoline service station Solitaire and then jump onto the awning near the sign. Open a First Aid Kit. Stand on the northeast end of the roof and use a scoped weapon to target two Marked Men hiding in the debris farther east. After you hit one of them, ED-E may fly off and attack them too.

Drop down through the hole in the roof of the service station, to its maintenance bay. Pick up two or three Stimpaks. Find a Nail Gun and nails in a Toolbox. Open a Metal Box. The locked (hard) floor safe has a gun, ammo and Pre-War Money. Examine the Ralpie poster on the wall 02/20.

Walk northeast, to where the two Marked Men were hiding. Open two Ammo Boxes, one locked (easy), near where a small howitzer is lying on its side. Collect the E-Cells (Energy Cells), Micro Fusion Cells and ECPs. The dumpster below the gun platform has a Metal Box and two bottles of Steady. Northeast of this location is the "Hopeville Missile Base Headquarters". Beware two Marked Men waiting beyond the wall on the east side of the facility. The back wall of this building has a locked (average) Footlocker buried in a pile of debris. Examine a Ralpie poster on this wall 03/20. Note that Ulysses has stenciled flags on surfaces all over the Divide. White flags point to the way you should go. Blue flags mean that treasure is nearby. Red flags mean that danger is nearby.

Go up a ramp of debris, to the roof of the building and unlock an Ammo Box (average) with ECPs. Another part of this roof has an Ammo Box containing Rockets. Walk up a steel beam to get to a ledge on the third floor. Find a locked (very easy) Ammo Box and a Military Shipping Crate with ammo. Around the corner of the ledge, find two loose bottles of Steady.

Drop down from the roof and enter the Headquarters building. Immediately target a Marked Man Ravager, just beyond the door, before he can attack you. A Marked Man Hunter lies in wait along the hallway north, but ED-E may fly off and attack him for you. A desk has a Salesman Weekly.

One room in here has an Auto-Doc and a Commissary that ED-E will unlock for you. Pick up a book, "Nikola Tesla and You", from a lower bookshelf (Energy Weapons +3). Another room has a sparking "Destroyed Eyebot". Remove its "Eyebot Upgrade Circuit Board", to upgrade ED-E. This will give you the "Camarader-E Perk (Rank 2)". Now ED-E can make Micro Fusion Cells *or* small E-Cells for you, once a day. Another room has two safes, one of them already open. The locked safe (hard) has the "Hopeville Base-Armory Access Codes". One bathroom has a First Aid Kit with meds. The other bathroom has a .357 Magnum revolver, a box of .357 caliber ammo and a bottle of Steady.

Climb up the rubble pile east of the Headquarters Building. At the top, open an Ammo Box. This is the Marked Men Camp. Drop down to the ground north, but be advised that you will have no option to leave until you have killed all the rest of the Marked Men in the camp. Open a locked (average) Ammo Box, and an unlocked Ammo Box, both with Flamer Fuel. A Marked Man Hunter with a Rocket Launcher is standing watch on the top floor of a house to the southeast. Sometimes, a second Marked Man spawns there. Equip a scoped weapon, take cover and then shoot him/them.

Before you climb the rubble pile to the sniper's position, locate a concrete pillar leaning against the north wall of that house, at ground level next to a pair of posters. It provides good cover. Then climb up the rubble pile and go through the window to the dead Hunter's location. This floor has two Explosives Crates, a First Aid Kit and a yellow painted arrow on the wall.

Climb up the broken concrete pillars to the upper floor. Find the dead body of the Hunter. Pick up two "Red Glare" Rocket Launchers (Damage 62, Damage per Second 250). Use one launcher to repair the other. The launcher holds canisters with thirteen Rockets each. Find two loose canisters.

A Military Shipping Crate has even more Rockets. The Hunter's corpse has Rockets and a "Blade of the West" (Damage 59, Damage per Second 124). You may find the dead Hunter on the roof to the south, along with a Military Shipping Crate and a Duffle Bag. Sitting on top of a broken crate, is the "Laser Detonator". As soon as you pick up the detonator, five or six assorted Marked Men will assault your position from the road below. ED-E will fly down and attack them. Quickly drop down to the concrete pillar leaning against the north wall of that house. Defend yourself from there.

After the Marked Men have all died, walk two doors south, to a house with a freezer on the ground floor. Inside the freezer, find much loose ammo and two Ammo Boxes. Take four Bobby Pins from the top of a display case near a Salesman Weekly. The Tool Cabinet in the bathroom has a Nail Gun and plenty of nails for it. On the outside wall at the back of this house, examine the Ralphie poster 04/20. Go upstairs and open a locked (average) Footlocker, for a gun and some ammo. Jump to the second-story ledge of the building to the south. Walk along the ledge, around the corner to the front of the building, and then open a Military Shipping Crate to get more Rockets.

Sitting on the back of a truck south of this house is a large Nuclear Warhead oozing radiation. If you "Examine" the warhead, you get a pop-up message about it. Stand a safe distance to the north of the warhead, equip your Laser Detonator and then point it at the warhead. A short burst of the laser will cause the warhead to smoke and strobe bright and dark. Hold down the trigger for a long burst of laser light and then watch the huge explosion. This begins the "Warhead Hunter" challenge 01/30. Now there is a big hole in the barrier for you to use as an exit from the camp.

Past the hole in the barrier, turn west and walk to the Armory Quonset Hut. You already have the password (from HQ safe) for the Armory Access Terminal outside the door. Select "Unlock Armory". Enter the armory and find three Ammo Boxes, one Toolbox with minor treasure, one Footlocker, a Duffle Bag of Caps and other treasure. Find Pre-War Money on the floor and in a cash register. Find four Rocket Canisters, two boxes of .308 Hollow Point ammo, and a locked locker (very hard) with Riot Gear and a Riot Shotgun. More Riot Gear hangs inside the unlocked locker. Find a "Guns and Bullets" under the desk, to give you +3 to your Guns Skill. Find loose Rockets in several places.

Outside the Armory, continue west. While still on the road, stop just past the chain link fence. Look inside a sewer pipe north for a Duffle Bag. Then continue west, to the Solitaire service station. Get out your Laser Detonator and detonate the Nuclear Warhead south of the station 02/30. Your pack may now be full of treasure. If so, consider returning to the nearby Commissary machine, inside the Headquarters building. After you take all or most of its Caps, the machine refills its Caps inventory. You can do this repeatedly. Then return to the area of the Solitaire service station.

The low building to the south is the "Hopeville Women's Barracks". One side of the building has two Ammo Boxes, one of them locked (average). Up on the roof; find a Military Shipping Crate and a Metal Box. Inside, as soon as you get to the bathrooms at the other end of the building, two Marked Men Marauders will barge in through the front door, to catch you unaware.

After you kill the Marked Men, examine the Ralphie poster on the wall 05/20. Open a Toolbox, two Footlockers and three Ammo Boxes. Pick up three boxes of .308 caliber Armor Piercing ammo. Open a locker, to get some U.S. Army Combat Armor. Get two Rocket Canisters from the bathroom. Find a locked First Aid Kit (average).

Southeast, behind the Women's Barracks is a locked (easy) gate to the Loading Station. The truck behind the gate has two Military Crates with ammo. The overturned truck nearby has a Toolbox containing holotape "Ulysses Log: Y-17.5". On it, he speaks of meeting Christine Royce, in the Big MT. She is an ex Brotherhood of Steel Knight. This begins the "Ulysses' Odyssey" challenge 01/06.

To the south of the pair of trucks, behind the Quonset Hut, check a set of metal shelves for lots of minor treasure. Find the pathway south lined with four active Plasma Mines. One hides behind an empty steel drum. Another hides between two Military Shipping Crates on the ground near a skeleton. Lying on the rocks above the shipping crates is a Duffle Bag. Jump onto the roof of the Quonset Hut to find some meds and a Toolbox.

On the other side of the fence northeast of the hut, are two more Quonset Huts and the "Hopeville Men's Barracks". A Metal Box between the huts has the "Base Service Gate Key". Open a Military Shipping Crate on the back of a truck. Open a First Aid Kit on the roof of one of the huts.

Enter the Men's Barracks. Beyond the door, fight two Marked Men Ravagers and a Hunter. Open two Ammo Boxes and two Footlockers. The locked locker (hard) has some U.S. Army Combat Armor. Open a locked Metal Box (easy) for assorted treasure. Find a hidden First Aid Kit near a Duffle Bag. Find a "Tumblers Today" inside a box in the bathroom, for a +3 boost to your Lockpick Skill and a Stimpak in a bucket. Find two boxes of 20 gauge shotgun rounds on the floor. Sell your excess inventory to the room's Commissary terminal.

Climb the side of the big fallen tree outside the barracks, up to the roof. Open the Military Shipping Crate to get some Rockets and find a bottle of Steady on the same roof. Now walk southeast of the barracks, to a broken tower. Part of it has dropped to the ground, next to a Military Shipping Crate.

As you climb the concrete steps of that tower, watch for a Marked Man Ravager and a Scout east. Open another Military Shipping Crate at the top of the tower steps, for Rockets. Open the Ammo Box, to get some Micro Fusion Cells, E-Cells and ECPs. Then drop down the steps and go east, into the fort-like enclosure where the Marked Men came from. This is the Marked Men Guard Outpost.

The ground floor has a Workbench with Fixin Things, a Loading Bench, a locked Metal Box (average) with minor treasure, and a Military Shipping Crate with ammo. Find three or four Frag Grenades in a Pot on a high shelf. Find a First Aid Kit hidden behind a wood cabinet.

Upstairs, find a locked (average) Ammo Box containing ECPs, and two unlocked Ammo Boxes. The desk has two Rocket Canisters. A Military Shipping Crate has Rockets. A fourth Ammo Box sits *outside* the window on the south wall. On the outside wall next to it, find a Ralphie poster 06/20.

Exit this building to the one next door. Watch for two Marked Men Hunters and a Ravager who may attack from the rubble east of that building. Look behind the building for an Ammo Box. Look along one wall of the building for a trap door to a basement, and then open that door.

In the basement, find one Ammo Box, two Service Rifles, a First Aid Kit, and some loose 5.56 clips. Find a book "Tales of a Junktown Jerky Vendor" on top of a bloody counter. It gives you a three-point boost to your Barter Skill. Examine the Ralphie poster on the wall 07/20.

Exit the basement and climb the rubble pile east. It used to be a large concrete building. The narrow upper ledges near the leaning blue truck have some meds, a Sniper Rifle, and a locked (average) Ammo Box with .308 caliber ammo. Open a Military Shipping Crate.

Southeast of this concrete building is the Marked Man Supply Outpost, slightly irradiated due to the presence of another large Nuclear Warhead. Find it sitting on top of a crate and then detonate it 03/30. A Metal Box inside one of the trailers has a "Warehouse Stash Key". One Shipping Crate inside a truck trailer has meds. Another crate has ammo. Find three loose Rocket Canisters. A Parts Cabinet, inside the Roll-Off Trailer on the rubble pile, has reloading supplies. Next to it, sits a Metal Box.

Go north, from the outpost to the crossroads, and then east, to a locked chain link gate between two sections of the large brick warehouse building. You have the Warehouse Stash Key, so open the gate. Inside the small hideout, find a Military Shipping Crate containing Rockets. Also, find a holotape "Ulysses Log: Y-17.21". On it, Ulysses talks about his interactions with the White Legs 02/06. Examine the Ralphie poster on the wall 08/20.

Now walk along the road west, to another truck with a Nuclear Warhead on the back. Stand well back from this truck and use the Laser Detonator to explode the warhead 04/30. After the explosion dies down, five to six Marked Men, including a Blister with a Flamer, will attack you from the compound beyond the new hole you just created. Take cover and use a scoped weapon to defeat those who hide in the building. Then enter this "Marked Man Base" and loot it.

Climb the ramp up the side of the Fire Truck to access part of the building. Find the curious little concrete huts, in which the Marked Men take shelter. Open two Ammo Boxes, one of them locked (hard) and a Military Shipping Crate. They have Rockets, ECPs, Micro Fusion Cells and E-Cells.

On the ground floor, find two Rocket Canisters in a bathtub. Near the tub, is an Ammo Box with Flamer Fuel. Up the concrete steps, find an Ammo Box, two Rocket Canisters and two Military Shipping Crates. On one side of the Fire Truck, find an Ammo Box with Rockets.

East of the Fire Truck, debris has blocked the road tunnel. Detonate the Nuclear Warhead to make a hole 05/30. Cross the two-car "bridge" and stop on the other side. Below the bridge are two Military Shipping Crates with many Rockets and a First Aid Kit. Back up on the roadway; walk up a sloping concrete pylon southwest, to the top. Then jump through the window west, to a narrow ledge with a Military Shipping Crate. Inside the crate is a "Shoulder Mounted Machine Gun" (Damage 31, Damage per Second 218, weight 17).

Now go east, to the Collapsed Overpass Tunnel. Open a Duffle Bag near the "Keep Out" sign. Then enter the tunnel. On the other side, ED-E will play another stored audio holotape. Have another conversation with him. Inside the white and red truck trailer, examine the Ralphie poster at the very end 09/20. Make your way slowly through the debris-filled tunnel until you get to the corpse of an NCR soldier. You may get a fleeting glimpse of a new creature. Search the trooper for his Flash Bang Grenades and "Bravo Mission Orders", which show that the team expected minimal resistance.

A pop-up message will tell you about the Flash Bang Grenades. Near the corpse is an ammo crate with more Flash Bangs. Inside the Roll-Off Trailer next to the corpse, find a Duffle Bag. Just west of the corpse is a Military Shipping Crate with Rockets.

Go east until you get to a truck trailer. Climb up the concrete debris north, and go inside the trailer. Open three Military Shipping Crates with lots of ammo. An Ammo Box has Flash Bang Grenades.

Just beyond the trailer, get your V.A.T.S. ready to target a small fast reptilian monster called a Tunneler. It will climb out of a smoking hole in the ground, ringed by concrete blocks. A trailer southwest of here has three Military Shipping Crates with much ammo. Farther southeast, are three to four more Tunnelers. On a ledge to the southwest is a locked safe (hard), with a variety of treasure. Below the safe is a Parts Cabinet with reloading supplies. Two Metal Boxes lie next to the cabinet.

Underneath the overturned boat, is a Duffle Bag with meds, ammo, and Caps. Around the other side of the boat are two Military Shipping Crates with Flamer Fuel and MREs. One Sunset Sarsaparilla truck trailer has many intact bottles of the tasty beverage. Farther northeast, on the wall-side of the City of Searchlight Fire Truck, are two Military Shipping Crates with a variety of ammo.

After you continue north from here, a group of five or six Tunnelers will attack you. In front of you is a green military truck with a single headlight turned on. Jump up on the hood of that truck, to safety. The Tunnelers will not be able to get up to you. Tunnelers are particularly vulnerable to the Shoulder Mounted Machine Gun, but you can take your time here and try out several weapons.

Find a Duffle Bag, west of the truck where a lantern is shining. East of the truck, find a sandbag emplacement with a Metal Box, Toolbox, and a First Aid Kit. Pick up a Teddy Bear sitting in a wood box, to find a copy of "Duck and Cover" magazine (+3 to Explosives). Continue east, up the slope to the "The High Road" exit. Northwest of this exit, find a Military Shipping Crate and a Metal Box.

## The Launch

At the base of the freeway ramp rising out of the collapsed tunnel, Ulysses will speak to you again through the ED-D interface. Have a long conversation with him, to continue the "Most Likely to..." challenge. When you see it, choose the dialog option, "What makes you think this leads home?" to get a point for the challenge 02/06. When the conversation is over, open a Duffle Bag and then walk up the freeway. Fight a Marked Man Ravager and a Marked Man Beast.

Have ED-E unlock the Commissary on the back of the Military Truck. Sell some of your treasure. Open a "Satchel Charge" box. These charges work similarly to Frag Mines, except that the fuse is only two seconds long. Open two Ammo Boxes (one locked - average), a Military Shipping Crate and a locked (average) Satchel Charge Box. Pick up two Satchel Charges lying loose, on the ground. Find a First Aid Kit on the bed of the truck, near the cab. Then walk northeast, along the freeway.

Pass a Suitcase next to a junk Corvega and then stop at the Red Cross Sign in the middle of the road. A Marked Man Scout stands high up in the debris hanging over the road. A Hunter waits on the freeway beyond the debris. If you equip a scoped weapon and move your clock to late afternoon (sunlight behind you), you can even see Ulysses stalking you from a hole, high in the building east. He walks briefly in front of the green freeway "Exit" sign lodged in the hole. When you detonate the Nuclear Warhead 06/30, you may also kill one or both of your two Marked Men enemies.

After the detonation subsides, look in the pickup truck for a Suitcase, and then go inside the blackened shell of a bus to find another Suitcase. Just north of the bus is an Ammo Box with Flash Bang Grenades. Near it, is a locked (easy) Ammo Box. A Military Shipping Crate has Rockets.

Note the white painted arrow on the concrete next to the Ammo Boxes. Normally, the game would not allow you to climb such a steep slope, but in this instance, you can. This is an extremely dangerous sequence. **Save your game** before you attempt it. Climb up the girder, all the way to a window opening. Go through the hole and move *very* slowly over the debris. Note that one narrow section of broken concrete acts as a bridge to a ledge south. Before you cross the bridge, shoot the Satchel Charge on the other side. The rest of the "Crow's Nest" ledge is relatively safe.

Open three Ammo Boxes and a Satchel Charge Box. Take the dead NCR trooper's Sniper Rifle. Find two Stimpaks in a wooden box, along with two Med-X, a "Milsurp Review" and a "Taeles of Chivalrie" magazine. Open a Metal Box, a Toolbox and a Duffle Bag containing meds, Caps and ammo. Open two First Aid Kits, one locked (average). Examine the Ralphie poster on the wall 10/20. Listen to "Ulysses Log: Y-17.16" 03/06. On the holotape, he speaks about how he found the "Big MT".

Be just as careful backtracking down to the freeway. Open a Satchel Charge Box and a First Aid Kit just past the collapsed building from which you climbed down. Directly on the other side of the concrete freeway divider from here, open two Ammo Boxes.

As you walk southeast, you should detect three threats ahead. These are Deathclaws. When you snipe one, it will run up the freeway toward you. This is a good opportunity to use the Satchel Charges. You can see a Nuclear Warhead on the back of a truck. Shoot it from a long distance 07/30. You may kill one of the Deathclaws with the explosion.

When you enter the large aluminum motor home, another Deathclaw will try to blindside you by dropping down on the trailer from the overpass above you. Well-placed Satchel Charges can aid you here. This one is harder to kill than its mates. It can fit inside the trailer too. Inside the trailer home are two Ammo Boxes with Overcharged Micro Fusion Cells, ECPs, and E-Cells. Other ammo may include Flamer Fuel, .357 Hollow Points, 5.56 Armor Piercing, .45-70 Government Hollow Points, 12 gauge Slugs, and 12.7mm Hollow Points. Open a Suitcase, to get some Pre-War Money.

Walk farther south along the freeway. Open an Ammo Box and a Toolbox, next to a "Roughin' it" bedroll kit. This allows you to sleep virtually anywhere, but weighs 15 units. When you get to the area where the nuke was, you will find the "Ruined Highway Interchange". You may also find another Deathclaw. Inside the big Roll-Off Trailer, open a Metal Box and Duffle Bag.

A survivor of the war used the nearby truck trailer as a camp. Along with four magazines, you will find a "Survivor's Footlocker" containing ammo and meds. Two Military Shipping Crates have Rockets and other assorted ammo.

Continue down the freeway and kill another Deathclaw. When you get to the green Military Truck lying on its side, ED-E will play a recorded phone conversation between Doctor Whitley and Colonel Autumn. After the recording plays, have another talk with ED-E. Lying on the ground, among the barrels of nuclear waste, are two Lead-lined Metal Boxes. They contain Flamer Fuel, meds, Breathing Masks and a Flare Gun. Across the freeway from the NW Disposal Systems truck are two Suitcases containing Pre-War Money. At the end of the freeway, climb the debris pile blocking the tunnel.

At the top of the pile, go inside the truck trailer and open two Military Shipping Crates with meds and MREs. Next to the trailer is another one of Ulysses' campsites. Inside the Duffle Bag are some ammo, Caps and meds. Open a Metal Box. Listen to Ulysses Log: Y17.22, where he talks about a possible alliance between the White Legs and Caesar's Legion 04/06. Avoid going farther up the dangerous road northeast for now.

Down the hill west of the campsite is another Nuclear Warhead. After you detonate it 08/30, go down the hill and open a Metal Box. Continue down to the site of the explosion and open a Duffle Bag. The game calls this area the "Junction 7 Rest Stop". Walk over to the ruins of Parker's Restaurant.

On the outside wall, examine the Ralphie poster 11/20. In this area, three Tunnelers will attack you. The other two threats you see are Deathclaws that have spawned on the freeway above you, but will not yet run down to attack you. Go up the stairs inside the restaurant to find two magazines, a minor Footlocker, a First Aid Kit and a "Snow Globe - Lonesome Road" on the second floor.

When you walk down the slope south, the Deathclaws on the freeway above you may come down to try and blindside you. Mines in the alley next to the restaurant can help slow down this Deathclaw attack. On the sloping ground northeast of the restaurant, are a Garbage Can and a Metal Box. Climb west, up the rocks near the can, to a Corvega.

Jump on the hood of the car and then onto the roof of the Cherry Liquor Store. Find a First Aid Kit and a Duffle Bag with Caps and ammo. Open two Metal Boxes containing primers, Flamer Fuel and other treasure. Use the primers at the Loading Bench inside the liquor store. Two Parts Cabinets and a Metal Box inside the store have other ammo-reloading supplies. Two Ammo Boxes have Rockets and Flamer Fuel. Out back of the store are Military Shipping Crates with meds and Rockets.

Walking back up the slope to the freeway, detour under it. Find a "Survivor's Locker" with much ammo, Caps and meds. Nearby, find two Damaged Shipping Crates. Back up at the freeway, before you take the High Road east, look on the north side of the freeway for two Damaged Shipping Crates and a Suitcase with Pre-War Money and meds. Then climb the hill east, along the High Road.

Watch for active Satchel Charges on the road, starting just before you get to the big red City of Searchlight Fire Truck, next to the fire truck, at the front of the fire truck, under the fallen girder, near the dumpster, just past the dumpster and between the two cars. Because these charges, unlike Frag Mines, give you only two seconds warning before they explode, do not try to salvage them. Shoot them instead. The first hit from a Gauss Rifle will move the charges, but not explode them.

If you want to avoid the Satchel Charges, climb up the rocks at the right side of the truck. This route also takes you to a good sniping perch. Start targeting three Marked Men in a building to the northeast. One of them, Bonesaw, has a Chainsaw. When he dies, the game will give you the "Marked Perk", for +10% Damage against and +10% Damage Resistance to, Marked Men.

The upper floor of the building closest to the road has three Ammo Boxes. Find Rockets, ECPs, E-Cells, Micro Fusion Cells, and .308 rounds. On the ground floor, a Military Shipping Crate has only a few MREs, but two Satchel Charge Boxes and a First Aid Kit, hiding behind a piece of corrugated sheet steel, make the detour worth taking.

Southeast of this building, in a small concrete block hut are two Satchel Charge Boxes (one locked - average) and another "Roughin' it" bedroll kit. Nearby, is a Metal Box. Across the street are three more huts, with minor treasure in and around them.

Look south of these huts, to see a green truck. Behind it, is another Nuclear Warhead 09/30. Shoot the nuke and then jump onto the back of the truck. Open two Military Shipping Crates for their Rockets and assorted ammo. A Duffle Bag next to the truck has assorted treasure. In the cave hole opened by the explosion, find three Lead-lined Metal boxes containing meds, Flamer Fuel, a Flare Gun and Breathing Masks.

In the dumpster on the east side of the large destroyed concrete building, find two locked (average and hard) Ammo Boxes with ECPs, E-Cells, and Micro Fusion Cells. The Duffle Bag contains Caps and other treasure. The ground floor of the building has a Tool Cabinet with minor treasure. Open a Metal Box next to the Loading Bench. Open three Military Shipping Crates to get some assorted ammo. Find a First Aid Kit and a Metal Box, under the stairs. Upstairs, find two Ammo Boxes, one locked (average), with .308 caliber ammo. Nearby are a Sniper Rifle and a box of .308 caliber ammo on the windowsill. Examine the Ralpie poster on the side of a concrete column 12/20.

On the north side of this building, find a Workbench and a lot of Scrap Metal. Now go north, to the small building with a satellite dish on its roof. This is the Ashton Silo Control Station. Inside the building, ED-E will unlock the control panel for you. The Footlocker has an Industrial Hand, a melee weapon that ignores Damage Threshold and Damage Rating. Access the panel, to activate the Control Station. Then pull the red handle to launch the ICBM inside the silo in front of you. Tilt your camera view to watch it rise up through the atmosphere. After that sequence finishes, ED-E will play a recorded goodbye holotape message. The message is from Doctor Whitley to ED-E. After the message plays, speak with ED-E. After that conversation, a pop-up message will suggest that you go to where the missile exploded. That will happen much later.

## **The Divide**

Open the "Door to Ashton Missile Silo Lift". When you arrive on the other side of the door, be ready to fight one or two Tunnelers. The entire building shakes with the sound and force of explosions. The area is irradiated. Move past the chain link gate, to the yellow control panel and "Activate Lift to Ashton Missile Silo". The lift will begin to descend rapidly. Between the top of the lift slope and the bottom, six more Tunnelers will attack you. At the bottom, go through the big metal door.

On the other side of the door, the shaking from explosions continues. The alarm still blares at you. Open a Military Shipping Crate for its Rockets and three Metal Boxes for their minor treasure. A nearby Ammo Box has 10mm cartridges. A Weapons Repair Kit sits on top of the center console.

Two doors exit this room and they both go to the empty hole where the missile used to be. Open the door on the northeast wall and go down the corridor. Hack the computer terminal (average). Select "Disengage Lock". Inside the room are minor treasure, an unlocked locker with U.S. Army Combat Armor and a locked locker (average) with meds and another set of U.S. Army Combat Armor. Find a magazine in the desk.

Farther down the corridor, open the door on the southeast wall. In the room behind the door are a live Sentry Bot, an Auto-Doc, a Toolbox and a Commissary that ED-E will unlock for you. Under the desk, is a locked (average) Metal Box containing minor treasure. Inside the desk are two magazines, "Fixin' Things" and "Programmer's Digest". Southwest, just around the corner from this room, another door opens to the silo room with the big hole in the middle. There are two Footlockers in this room. One is on the other side of the hole in the middle of the room.

Part of the catwalk is broken. Watch that you do not fall down into the deep hole. Then access the computer terminal (hard). Select "Disengage Lock" and then go inside the small storage room. A Supply Cabinet has minor treasure. Collect two Rocket Canisters, Scrap Metal and Wonderglue from the shelves. Take an "Eyebot Upgrade Circuit Board" from the Destroyed Eyebot on the floor. This will give you the "Camarader - E Perk (Rank 3)", for +2 to your Damage Threshold. This benefit also applies to ED-E. Return northwest, to the first room beyond the lift, and take the stairway down.

Open a Tool Cabinet and then go through the door to the second level of the Ashton Silo. The locked (average) door on the southeast wall opens to a small Supply Closet. It has a locked (hard) Metal Box with minor treasure, and a locker with armor. The northwest corner of the room has a stairway down to the bottom of the fiery hole. Two Tunnelers wait for you down there somewhere. However, do not yet go all the way down. A rock ledge runs all the way around the silo, just underneath the catwalk. Jump to that ledge and walk all the way around the silo, ignoring the fiery places. Open three Metal Boxes, a locked (hard) safe, a Toolbox and a Duffle Bag. Pick up a Big Book of Science, for a +3 boost to your Science Skill. Then walk to the bottom of the stairway.

Before you open the "Door to Sunstone Tower", open two safes (hard), two Metal Boxes, a Duffle Bag, a Toolbox and a Suitcase. Among other treasure, they contain meds, Caps, and Pre-War Money.

On the other side of the door is a stairway that climbs to the roof. At the first landing, two Tunnelers wait in ambush. A nearby hallway has a First Aid Kit. The small room has a safe (average) behind the bookcase, containing a .357 Magnum Pistol and ammo for it, as well as other assorted treasure.

Then continue up the stairway to the next landing and kill two more Tunnelers. A Suitcase in the hallway has Pre-War Money. One orange chair has a First Aid Kit on its seat cushion. Find one or two magazines on a bookshelf in the hallway. Inside the room on this level is a locked (easy) desk with Pre-War Money and meds. Find two magazines, "Meeting People" and "Salesman Weekly" in a filing cabinet. Examine the Ralpie poster on the wall 13/20. Then continue up the stairway, open a Filing Cabinet and a Toolbox and then open the "Door to the Divide".

On the other side of the door, Ulysses will speak to you through ED-E's interface. The game awards the four final points 03-06/06, in the "Most Likely to..." challenge. If you want to complete this Challenge, one of your first dialog choices *must* be: "I had nothing to do with this", or "What happened here?"

Then, choose both of the following:

"You said I brought it from the West?"

"Why would I have brought it here?"

Near the end of the conversation, choose the following dialog option:

"I'm not done talking to you yet, there's more I want to know."

Then choose the following two options:

"You said you made a promise not to kill me. Why?"

"What's our history? How do you know me?"

After the conversation, use a scoped weapon to look over the edge of the roof. You should see six or seven Marked Men far below. Hiding in the shell of one of the buildings are two Mole Rats. Look northwest, west and southwest, to see three Nuclear Warheads.

A Military Shipping Crate on the helipad has some Rockets. Your route down is by way of the metal grid at the side of the building. This is a good place to use your Satchel Charges. Sneak down and place four to six charges on the grid, well-spaced. Be alert as you come to the white painted sign halfway down the sloping grid. The sign reads "the Divide". Here, look for Ulysses again stalking you in the window of the building in front of you to the south. He is only briefly visible.

Then return to the roof. When you target a Marked Man with a scoped weapon, he may run up that slope to fight you, triggering the charges. Detonate the three warheads (10, 11, and 12/30), kill all of the Marked Men and kill both Mole Rats, while you are still on the roof.

Then walk about halfway down the building, to the top of a stairwell. East of the stairwell, walk to a room containing "Ulysses Log: Y-17.23" 05/06. He talks about how the White Legs came to mimic the appearance and ways of Ulysses. A locked safe in the room (average) has a .357 Revolver, ammo for it, Pre-War Money and meds. Two Ammo Boxes in the room have Rockets and Flash Bang Grenades. On the catwalk outside the room, find a Duffle Bag with Caps, ammo and meds. Then backtrack a bit and continue down the stairway.

A Suitcase in the room at the bottom has Pre-War Money and meds. A locked (hard) File Cabinet has magazines. When you exit this room, ED-E will play a recording about how a young boy found ED-E damaged. The boy's father allowed the boy to keep ED-E as a pet. Continue down the metal grid, to the room just above street level. Find two Ammo Boxes with Flash Bangs, ECPs, E-Cells and Micro Fusion Cells. Then, at ground level, open a Military Shipping Crate containing Rockets.

As you walk toward the concrete block huts, shoot an active Satchel Charge on the ground. A Military Shipping Crate near one of the huts has ammo. Two Marked Men will attack you from the top of the destroyed building to the west.

Walk to the east wall of the debris pile, to find a Duffle Bag containing Caps, meds, and ammo. Next to the bag, on the ground, is a Hunting Rifle. Just south of that, is the building where the Mole Rats are/were. It contains a Metal Box and a Duffle Bag with "Pvt. Foster's Personal Journal", which begins the "Nostalgia" challenge 01/10. A Duffle Bag sits inside a drainage pipe just southwest of this area.

The living quarters in the building on the south wall of the canyon has a locked (very easy) Filing Cabinet with minor treasure. A Duffle Bag has Caps and ammo. Southwest of that building, find a ramp leading up to concrete huts. On the ground in front of the ramp, shoot two Satchel Charges.

East of these huts, find an enclosed area with more huts. Open two Ammo Boxes with ECPs, E-Cells and Micro Fusion Cells. At the east end of this area, go through a window into the second floor of a building. The desk has a magazine. Two Military Shipping Crates have rockets and MREs.

When you get to the west end of the canyon, the game has blocked your route by placing a Nuclear Warhead in the middle of the trail. Stand as far back as you can and then detonate the nuke 13/30. On the other side of the opening, two or three Marked Men will attack you. Kill them and then go southwest, up a concrete beam and a metal grid ramp, to the "Third Street Municipal Building".

Inside the building, access the "Office of the Treasurer" terminal (easy) to learn about the diabolical plans of the Political Office 02/10. Find two First Aid Kits hidden behind a bookcase. Then get a weapon ready and enter the "Sewer Grate to Municipal Sewers", west of you. Past the grate, walk along the inside of the pipe to a small cave defended by two Tunnelers. Then find a Destroyed Eyebot. Take its "Eyebot Upgrade Circuit Board" for the Camarader - E Perk (Rank 4). This increases your Damage +5 when using beam weapons. ED-E gets the same bonus.

Exit the cave east, up through the "Sewer Grate to the Divide". This puts you on one of the upper floors of the Municipal Building. Search the dead NCR trooper for .308 rounds and his Riot Control Gear. Next to him are two boxes of .308s and his special Sniper Rifle, which gives a bonus to Critical Chance. Examine the Ralphie poster on the wall of the next room 14/20. This Physician's Office has a few meds and some magazines. A Duffle Bag has ammo, Caps and meds. A copy of "Lying, Congressional Style", hiding under the desk, gives you +3 to Speech.

Retrace your steps to the street below and go west, to the blocked end of the canyon. Open a Metal Box and a Duffle Bag holding ammo and Caps. Then retrace your steps to the wide roof of a building to the northeast. On that roof, are an Ammo Box with Rockets and a Satchel Charge Box. Then drop down and stand in front of the destroyed open corner of that building. Shoot the Satchel Charge resting on the tiled floor. Then go inside and up the stairs.

At the top of the stairs, find the Ralphie poster on the wall 15/20. Find an Emergency Kit in a nook next to the poster and a Flare Gun, Flamer Fuel and meds. On the floor next to the kit is some Steady.

Go along the hallway north, to a room where two Ammo Boxes hide behind a mattress. They hold Flash Bang Grenades and Rockets. Next to the Ammo Boxes is a Duffle Bag with ammo and Caps. Shoot two active Satchel Charges on the ground at the north end of this building.

Northeast of this building, find another collapsed building. Narrow tunnels through the wreckage allow you access to the building. In the first tunnel is the final "Ulysses Log: Y-17.17" 06/06. He talks about the scientists in the Big MT and old America. A second tunnel in this building leads to a locked (easy) Filing Cabinet with only minor treasure.

East of this building is an even larger destroyed concrete building. This one was the Saturnite Knife Factory. Steps and a ramp, up the side of the building, get you up to the top. On the "roof" of the Saturnite building, open two Ammo Boxes containing 10mm cartridges and Flash Bang Grenades. Two Duffle Bags on the same roof have Caps, meds and ammo.

Back on the ground, north and east of the Saturnite building detonate a Nuclear Warhead 14/30. Lying on the ground where the nuke was, at the other end of a concrete beam, is a Destroyed Eyebot. Take its "Eyebot Upgrade Circuit Board", for the "Camarader - E Perk (Rank 5)". This gives you an increase in V.A.T.S. accuracy while ED-E is your companion. He gets the same kind of boost.

Now walk north, toward the fiery hole in the debris. When you get to the hole in the side of the building, ED-E will play music, followed by the sound of a gunshot. Speak with ED-E, and you may learn that Raiders were responsible for damaging him. The building ahead of you acts as an entrance into the "Cave of the Abbadon". Think about equipping your Shoulder Mounted Machine Gun.

## **The Tunnelers**

Inside the cave, you may want to turn on your Pip-Boy light. Open a Metal Box and two Ammo Boxes for their Flamer Fuel, and Flash Bang Grenades. Be ready to repel four to six Tunnelers, although they may not attack you until you get deeper into the cave. Climb up the rocks to the second floor of the entrance building. Up there, open a gun case, to get a Sniper Rifle and .308 rounds for it. An Ammo Box there has some Rockets. A Toolbox has a Nail Gun, nails and other assorted treasure.

Drop down from the building and search the northwest end of the upper ledge. Behind the "Dina's Motel" sign, find a Duffle Bag with ammo and Caps.

A Suitcase against the east wall of the upper ledge has Pre-War Money and meds. On your way down the rock slope to the north wall, open a Metal Box near the "Travel Service" sign. Continue to the north wall and find a Suitcase with Pre-War Money and "Sunflower Summers' Diary", a sad, delusional account 03/10. Open a First Aid Kit nearby. Then go south, open two Metal Boxes and stop when you get to a narrow section of the cave. Save your game.

Just past that point, six or seven more Tunnelers are waiting for you. Note the two destroyed Corvega automobiles stacked together on your left. Throw a Flash Bang grenade into the next large section of cave and then jump on top of the cars. The Tunnelers do not seem to be able to climb such slopes. Destroy the Tunnelers, including a "Tunneler Queen", as they mill around below you. Some of them may wait in ambush in the next part of the cave. Be ready for them when you go in there.

A Duffle Bag on the east wall has ammo, Caps and meds. A Duffle Bag and a Suitcase on the west wall have Pre-War Money and Caps. Find two First Aid Kits behind the large sign that looks like a red cross. There is a place immediately behind the sign where your character can become stuck in the matrix. You might want to save your game before you go there, or avoid standing behind the cross.

Very soon now, ED-E will have to leave you. If you have been using him as a Pack Mule, now is a good time to Fast Travel out of the Divide. Otherwise, you will become severely overburdened, far from home. Store and/or sell your treasure, heal up, repair your gear and then return to the Divide.

Enter the building near the Auto-Doc and then go through the "Door to Buried Buildings". Beyond that door is the base of a stairwell. Go up four flights of stairs to a room with red carpeting. In that room, ED-E will play an excerpt from an old video about Ralphie. Speak with ED-E afterwards.

Examine the Ralphie poster on the wall of the next room 16/20. Open an Ammo Box behind a knocked-over table, for some 10 mm rounds. Then go through the "Door to the Divide".

On the other side of the door, Ulysses will speak to you again, through the ED-E interface. Then Ulysses will take ED-E from you. Any gear that ED-E was storing will go into your inventory.

## **The Divide (continued)**

After ED-E leaves, open two Military Shipping Crates and a Metal Box. Get some Rockets and MREs. Then go down the concrete steps to the bottom. The room to the east has a First Aid Kit. Then go down a ramp, to the floor of the canyon. South from the end of the ramp is a Military Shipping Crate in a tunnel. It has meds and a Doctor's Bag. The building on the north wall of the canyon has a locked (hard) Wardrobe, but it has only minor treasure. Your movement spawns two Deathclaws behind a white truck trailer near the gushing pipe. When they notice you, they will come running.

After you kill the two animals, open two Metal Boxes (one locked - easy) inside an open Deathclaw Cage to the east. Then find a Duffle Bag on the other side of the blue truck trailer. Inside the bag, find ammo, Caps, and a "Mission Report" that discusses the origin of the term "Marked Men" 04/10. Now find a second Duffle Bag against the northeast wall, containing Caps and meds.

West of the pipe gushing with water, are three Marked Men. They have a camp high up on the large building. Use a ranged weapon to eliminate them as a threat.

Now go inside the white trailer where the Deathclaws spawned and open three Military Shipping Crates. They have Micro Fusion Cells, Rockets and other ammo. The north side of the gushing pipe has a Duffle Bag containing ammo.

**Save your game.** Behind the pipe, is a narrow canyon leading to a dark cave. Before it gets too dark, blow the Nuclear Warhead poking out from the rock to the south 15/30. Just past the point where the cave darkens, open a Duffle Bag. Consider turning on your Pip-Boy light.

In the bag are ammo, Caps and a "NCR Radio Distress Beacon". This is an audio holotape from Trooper Gleason, who is under attack by a monstrous Deathclaw and pleading for help 05/10. Equip your most powerful close-in weapon. As you move past Gleason's skeleton, the wall behind you collapses into the tunnel, revealing another Nuclear Warhead. A bit farther into the cave, you will meet an extra-tough Deathclaw named Rawr. Take some meds and kill it with your gun, or ...

Another way to kill Rawr is to drop four to six Satchel Charges, two steps past the two tires. If you go any farther, he will attack. Then go back to a niche in the rock near the nuke, as far from the mines as you can go. Face southwest and toss a Frag Grenade over the low rock wall. This will agitate Rawr into investigating your side of the wall. When Rawr runs over your mine trap, he will die.

Search Rawr's corpse for "Rawr's Talon". A pop-up message will suggest that you use the talon at a Workbench, to make a weapon. Search the cave for an Emergency Kit with Flamer Fuel, meds and a Flare Gun. Find a Suitcase on the south wall, containing E-Cells, a Plasma Pistol and Pre-War Money. Blow the Nuclear Warhead, to clear an exit from the cave 16/30.

Now find and detonate a Nuclear Warhead to the northwest 17/30. This makes a hole underneath the Boxwood Hotel, the large building where the three Marked Men were. As you move toward the hole, shoot an active Satchel Charge lying on the ground. Sometimes, the matrix hides this explosive. Find it just past the first row of windows in the fallen building, before you get to the blue Corvega. Walk through the tunnel underneath the building. On the other side of the tunnel, target a Marked Man sniper, high on the hill north of you. Open a Satchel Charge Box and Ammo Box. Watch out for a stealthy Marked Man Blade sneaking up on you. Then walk up a metal ramp east, into the hotel.

A tunnel goes all the way through the Boxwood Hotel. On the other side, find a Marked Men Camp. They shot at you earlier and you may have killed them all. A Duffle Bag has Caps, ammo, meds and an "NCR Ranger Action Report - Addendum". It mentions heavy Legion activity 06/10. An Ammo Box has Rockets. A second Duffle Bag has ammo, Caps, meds and an "NCR Ranger Action Report" that talks about using the Divide as a route to get to Hoover Dam 07/10. A Footlocker has an Industrial Hand and other minor treasure.

Now go up the ramp north, to another hallway west. Activate Jackie's Computer 08/10. Open two Ammo Boxes with Rockets, ECPs, E-Cells, and Micro Fusion Cells.

Return to the top of the ramp you used to get up to the camp. Look southwest, west and northwest, to see three more Nuclear Warheads, and then detonate those 18, 19, 20/30. A Marked Man may die in the southwest explosion.

Now get to the "roof" of the hotel. One route is to jump north, up the rocks just west of the telephone pole. Then turn north, to see a concrete beam. Under it, are a Duffle Bag and an Ammo Box. Then climb the beam to some concrete steps inside the hotel. Go all the way up to a hole in its side. Go through the opening south, onto the roof.

Another way up to the roof of the Boxwood Hotel is to jump up the rocks northeast of the second large gushing pipe. Then jump up on the pipe and down into a campsite. Shoot a Satchel Charge on the ground, as you exit the camp north, to the roof of the hotel.

Just south of the roof, where you begin absorbing Rads, in a spot between you and the Nuclear Warhead to the southeast, shoot a Satchel Charge on the ground at the base of the half-buried pipe. When you blow the nuke, a tan trailer will fall over the cliff, providing a handy ramp down to the area near the first big gushing pipe 21/30. A message will mention the "Wastewater Treatment Plant".

Near the explosion site, open two Lead-Lined Metal Boxes, to get meds, Flamer Fuel, Breathing Masks and a Flare Gun. Then enter the "Sewer Grate to Wastewater Treatment Plant". Beyond the grate, open an Ammo Box. Beyond the end of the tunnel, three to four Marked Men and two Tunnelers are having a disagreement in the next room. Kill the survivors.

Up the stairway northeast, is a room with the "Manager's Terminal" 09/10. His desk has a magazine. Examine the Ralphie poster on the wall 17/20. Open an Ammo Box. Pick up two boxes of 10mm ammo on the floor near a table. Get a "Pugilism Illustrated" hiding in the northeast corner of the room, for a +3 boost to your Unarmed Skill. Exit the same way you entered.

Outside the sewer, walk up the rock trail southwest, and then up a metal grid to a building. Inside, find an Ammo Box with Rockets. Open a Satchel Box.

Jump down into the nice built-in swimming pool below you. Swim to the deep end and open an Ammo Box with Flash Bang Grenades. On the pool patio, find a "Survivor's Footlocker" with lots of ammo. Look over the edge of the patio, to see another Nuclear Warhead below you east. After you blow the nuke, make your way down to the area of the explosion 22/30. Be wary of an active Satchel Charge on the path, unless you came up this way earlier. Near the gushing pipe, find a Footlocker with ammo. A Duffle Bag has Caps and ammo. A Metal Box has meds and minor loot.

Go to the southwest end of the canyon, to a building underneath the pool. Find a First Aid Kit and an Ammo Box with 10mm rounds. Find the Ralphie poster on the wall 18/20. At the Workbench at the end of the room, a pair of Marked Men will ambush you from behind, one of them stealthy.

At the Workbench, if your Unarmed Skill is 75+, you can make a "Fist of Rawr", from its talon. This weapon deals Damage of 50 and Damage per Second 98 (more with certain Perks). Also, the weapon gives Bonus Critical Chance, Bonus Critical Damage and Bonus Limb Damage.

In the building at the west end of the canyon, are two Duffle Bags with meds and ammo. Also, find a Metal Box with minor loot. From here, go north, through a narrow side canyon. Just past the puddle of water is a live Satchel Charge. A bit farther ahead, the game will tell you that you have come to the "Waste Disposal Station". At this point, two Marked Men will ambush you from behind. Open a Duffle Bag, to get some Caps and ammo. Examine the Ralphie poster on the wall 19/20.

Now enter the northwest "Door to Waste Disposal Station". Find a cave full of radioactive barrels. They fell through the collapsed floor of the facility above you. You cannot get up to that part of the building. The area with a huge pile of barrels has a First Aid Kit, and a Lead-Lined Metal Box with meds, and a Flare Gun. Then go east, through a side tunnel.

Pick up two clips of 5.56 caliber ammo lying on the ground. Follow the trail of 5.56 Cases. A Lead-Lined Metal Box among three barrels at one dead-end has Rad-X, RadAway and a Breathing Mask.

A skeleton at the other dead-end has a note from James Rubinek to his wife Anna 10/10. His Duffle Bag has 5.56 rounds, lead, powder, primers and meds. His Marksman Carbine lies beside him, along with a clip of ammo for it. Exit the cave the same way you entered. Fight one Tunneler in the tunnel on the way back, and three to four more in the large cave with all the radioactive barrels.

Now leave this part of the canyon. Again, climb up the rocks just west of the telephone pole, to get to a bridge going southwest. Alternatively, if you have difficulty climbing the rocks, walk up the new trailer-ramp near the first gushing pipe, cross the roof of the Boxwood Hotel and then go down the concrete stairway to the bridge.

Whichever way you get to it; as you cross the bridge, shoot two Satchel Charges on the other side. Inside the room on the other side, watch for three to four Marked Men living in a camp beyond the south end of the room. One of them may be stealthy. A Metal Box and an Ammo Box in the room have ECPs and meds. A Duffle Bag contains Caps, meds, and ammo. In the Marked Man campsite, find a First Aid Kit, three Metal Boxes, a Military Shipping Crate with Rockets and two Ammo Boxes in a concrete hut. Then go through the door to Ulysses' Temple, completing the quest.

## **The Courier**

On the other side of the "temple" entrance, you can hear a Sentry Bot patrolling in the room on the other side of the wall. Find two Military Shipping Crates with Rockets and other ammo. Nearby, find a locked (average) First Aid Kit. Then open the door on the north wall.

Beyond the door is a short hallway. Hack the terminal on the wall (hard). Select "Disengage Lock". Then go inside the storage room and open two Grenade Boxes and two Mine Boxes. Get Pulse Grenades, Plasma Grenades, Plasma Mines and Pulse Mines. The locked (very easy) locker has ECPs and a Laser RCW rifle.

Beyond the door at the end of the hall, prepare for a tough Sentry Bot. Open the door and throw a couple of Pulse Grenades into the room, which should disable the robot. Activate the "Maintenance Terminal" and select "Access Main Corridor", to unlock the door on the south wall. Select "Access Eyebot Maintenance Area", unlocking two doors to the room behind the windows. Kill another Sentry Bot *and* two Mark VI turrets in the room and then activate the Repair Pod Terminal. Choose to open Repair Pod 2, releasing ED-E from his prison.

Speak with ED-E and then go back to the first room. ED-E will unlock the *final* Commissary for you. Do some trading with the machine. Have it repair your armor. Then go through the door on the south wall. On the other side is a concrete tunnel with an Auto-Doc and an "Emergency Kit" with Flamer Fuel and a Flare Gun. Then activate the "Elevator to Temple".

You arrive in a small anteroom with locked doors to the north and south. In front of you is a huge hanger containing seven ICBMs, three-each in deep wells on the north and south sides. One is just rising into firing position at the far west end of the hanger. Ulysses waits for you there.

Before you do anything else, detonate the six Nuclear Warheads at your end of the hanger 23-28/30. Tell ED-E to wait, and then go down the steps into the deep well on the south side of the hanger. At the bottom of the steps, you can see a blue laser tripwire. If you break these beams, missiles shoot down at you from the ceiling of the hanger. Although you could jump over this beam, a safer way to cross it is to jump on the control panels and use them as a bridge to the other side of the beam. You could also drop down into the well, landing behind the ladder. Then, if your Repair Skill is 90+, disable the beam. Find two more trip wires farther down the catwalk. Open two Ammo Boxes. The Eyebot Control Console may activate later, depending on your dialog choices.

Exit the well and cross to the north side of the room. Open an Ammo Box and a Satchel Box. Take note of the small cubicle behind the boxes. Then go down the steps into that north deep well.

Get to the other side of the first laser beam, at the bottom of the stairs. Avoid a second laser beam. Find two Ammo Boxes. Shoot the Satchel Charge at the *very end* of this catwalk. Someone has rigged the inert Eyebot Control Console to trigger an explosive when you get close to the console. Approach the console and then quickly jump back, to trigger the explosive without suffering any damage.

Search the two shallow wells in the center of the hanger for two Ammo Boxes and a Footlocker, containing an Industrial Hand and other minor treasure. Near the Footlocker, on the floor, are one or two Rocket Canisters. The Launch Terminal has a First Aid Kit.

Now ask ED-E to follow you again and open two Ammo Boxes northeast of where Ulysses stands. Check that ED-E's health meter is full and use some Stimpaks to heal him, if necessary. Then confront Ulysses. You have several options, depending on your dialog choices.

If you say, "The Divide couldn't stop me, the Mojave couldn't kill me - you don't have much chance." or "Forget this, I'm going to teach you what crossing the wrong Courier means.", then you will initiate a fight with Ulysses, seven to nine Marked Men, a Repair Eyebot and a Medical Eyebot. The first thing Ulysses will do is try to blind you with Plasma Grenades, so run for cover.

If you have a Repair or Science Skill of 100, you have an additional option to drop down into the deep wells, and use *both* Eyebot Control Consoles to turn off both of his Eyebots. You may also re-target those Eyebots to attack Ulysses and the Marked Men. This makes the fight much easier.

While you fight the battle, remember that just north of the elevator anteroom, a pair of tall control panels forms a tiny cubicle, just behind the Ammo and Satchel Charge Boxes. If you run to this cubicle, it will provide great cover. Enemies cannot surround you. In fact, if you get there quickly, they may not even notice you, for a short while.

Stand close to the cubicle, where you can see the battle going on at the west end of the hanger. ED-E will continue the fight in your absence. ED-E cannot die, but he can become unconscious. The Marked Men will come through the two locked doors in the anteroom (short hallways with no treasure), replacing their comrades who fall in battle. Take some Buffout, Med-X, Psycho and Steady. Equip your Anti Material Rifle, or any scoped weapon, and start sniping Ulysses. After you finally kill him, start targeting the Marked Men. Oddly, they all explode into piles of Goo when they die. Some of them are using Stealth Boys. After the battle, note that Ulysses has left you his personal Footlocker, with some meds and ammo, near the elevator door.

If you say, "I still don't understand - why are you doing this?", or "What happened at the Divide, what I did, was an accident. What you're doing - it's madness.", then you have more peaceful options. However, to keep Ulysses alive, you must still choose reasonable responses. If you become aggressive or snide, he can still decide to attack you.

You can convince Ulysses not to launch the ICBMs. Then you, Ulysses, a Repair Eyebot, a Medical Eyebot and ED-E will have to defeat a small army of 12 to 15 Marked Men. Ulysses was using them as a potential backup. If he could not stop you, perhaps the Marked Men could.

Whichever choices you made, after the battle, loot your enemies' corpses and then walk over to the Launch Terminal, near the center of the hanger. You must make a decision. If you attempt to cancel the launch, you must have ED-E decrypt the military abort code. If you choose this option, then ED-E will explode into small metal shards after he stops the launch. If you choose to launch the ICBMs, then one *or both* areas of the Mojave will suffer destruction, depending on your choice.

Either way, any treasure ED-E was carrying for you returns to your inventory.

If you chose to launch the ICBM, you get to watch it lift off. In any case, explosions rock the hanger and you must leave through the elevator door on the east end of the room. When you activate the elevator, the closing cut scene rolls. Afterwards, you find yourself standing at the Canyon Wreckage site. If you launched one or both of the nukes, you can see what happens when they drop onto their targets. If you did not kill Ulysses, a Footlocker in front of you has "Ulysses Last Message" and some treasure that he left you. Whatever choice you made, you may add one point to an Attribute.

If you launched one or both of the ICBMs, you can visit those highly irradiated sites. Fight tough battles with the survivors and loot much ammunition. If you launched against Caesar's Legion, you may go to Cottonwood Cove and use the rusty red rowboat on the shore to travel to Dry Wells Camp. There, a *very* tough Gaius Magnus leads the remnants of the fighters.

If you launched against the NCR, you may go through the West Gate at the Mojave Outpost. This takes you to the Long 15 Camp. A *very* tough Colonel Royez leads the survivors of the outpost. After you kill them all, you will find even more ammunition and treasure than at the Dry Wells site.

If you were looking for Nuclear Warheads 29 and 30, and the last Ralphie poster, you have not been there yet. The final Divide location, the Courier's Mile, is still waiting for you. Go through the door of the bus, once more to the Divide. If you did not kill Ulysses, you will find him sitting on a rock that overlooks the Divide. Speak with him, to learn a recipe for "Bitter Drink", made from Xander Root and Broc Flower. He will give you a few treasures, and spout philosophy.

However, to continue Lonesome Road, enter the Hopeville Missile Silo again. You can still do this even if you did kill Ulysses. Inside the silo, fight Sentry Bots and Marked Men, until you can exit the silo in Hopeville. Alternatively, you could Fast Travel to another location in the Divide. However, any place you go will have Marked Men defending it. Then go west, to find Courier's Mile. At the barrier, kill a Marked Man Hunter and open a Duffle Bag.

Beyond the barrier, be ready to use Rad-X and RadAway constantly. Walk down the road until you see a Barber Pole. You may see Deathclaws in the distance. There are eight or nine of them, along with six or seven Marked Men. Do not even think of taking them on all at once. Instead, climb up on *top* of the block wall next to the Barber Pole. If you do not stand on high ground, part of that large group of Deathclaws will run up the road and overwhelm you before you can blink.

Equip your Anti Material Rifle or other scoped weapon and target the five or six Deathclaws to the southeast. When you can see no more movement there, search the area east, for more Deathclaws and some Marked Men. You will not see all of the Marked Men. Some of them may run up the road to attack you. They may knock you off your perch. When you see no enemies, go down the hill.

Find the remaining Marked Men all in a group. As soon as one of them sees you, they will all attack. One of them has a Flame Thrower. This weapon will damage and blind you.

Loot the entire, roughly circular, area for a great quantity of ammunition. Find plenty of Rad-X and RadAway to replenish your supplies. Some High-Tech Gun Cases have interesting equipment inside, including a Grenade Machinegun, and extended magazines. Just southeast of the Barber Pole is one of the last two Nuclear Warheads 29/30. In that same area, on the wall of a destroyed building, find the last Ralphie poster 20/20. The last warhead is on the far north side of the circular area 30/30.

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