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Fallout tactics beginner' s guide

the rest of the world vying for the attention of players, distracting them from a less obvious main goal. This guide sheds light on what's worth doing in the immediate environment outside vault 76, and which new players should focus on developing and building at lower levels before moving on to more advanced missions and content. Fallout 76 is much more survival-oriented than its predecessors, so cleanup, preserving ammunition and maintaining the supply of clean (or at least acceptable) food and water are taking on more importance in Appalachia. Finding and playing instruments (for 30 seconds) gives you the Well-Tuned effect, which regenerates action points 25 percent faster for an hour. Bethesda Game Studios/Bethesda Softworks General Tips As an online multiplayer game, Fallout 76 has no pause feature. For example, you'll still be attacked while looking for an item in a menu. So you should always be a melee favorite, and a firearm with lots of ammunition helps as well. If you're surprised by enemies, one or two taps left on the D pad will give you the emergency weapon you need (and right tapping will use a Stimpak). All other weapons must be assigned to the weapons wheel, not favorite. In addition, when bringing the Pip-Boy, switch it to the overlay (the View button/touchpad on console controllers) so you can continue to see the world around you as you navigate the menus. Related Fallout 76 guide to leveling, SPECIAL and Perk Cards Keep that melee weapon favorite and ready at all times. Ammunition is a lot scarcer in Fallout 76 than in previous games. Mongrels and Feral Ghouls move quickly and are best treated using a machete, knife or axe. Killing docile Radstags or Brahmins for food and hiding is also best done with a as opposed to a firearm. The button you use to bring up your Pip-Boy is also the one that turns on and off your light. You'll need your light a lot in Fallout 76. Hold down this button to turn it on. X/Square both readies (tap) and put away your weapon (or fists). RB/R1 is a bash attack with the weapon in your hand (the butt or stock of a gun if you're out of ammunition). The best bash attack to have is a gun with a bayonet affixed. Bayonets have been found or manufactured. Free-range everything. Until you reach level 5, you must clean up every building, home or site you encounter. Then break the clutter on a workbench (X or square if you step towards it) and store all the clutter in a stash box. (Resources take up less space than junk items; also, if you die, you lose all your junk and you have to backtrack to get it before anyone else does.) While you trade with other human players, and there are robot vendors (in places like the Morgantown Airport, or the train station in Sutton), caps are harder to obtain than past Fallouts – and yet, you'll probably need your currency more for quick travel or moving your CAMP site. You should expect to craft and modify, or find and repair what you need instead of buying it. Seriously consider increasing your strength (to increase the carrying weight) or taking Luck Perk Cards that improve the condition or amount of items you find. Food and water will be a bigger concern than in past Fallout games. This will also increase your exposure to radiation. Consider taking perks that either increase the nutrition/hydration you receive from drinking and eating, or perks that reduce the radishes you absorb from eating impure foods. Being careless about food or water will mean emergency trips to find and/or cook some, or eating raw or irradiated things out of desperation. It can get in the way of what you really want to do, so plan ahead. Food and water will be more important than past Fallouts, a kind of hardcore fashion in New Vegas or survival mode in Fallout 4. Purified water is so useful and rare that it should hardly be used as a thirst queng. Bethesda Game Studios/Bethesda Softworks Both RadAway and Stimpaks can now be diluted with purified water at a chemistry station. While this is half the cure gained with a full dose, it also lets you take half doses if you try to cure lesser amounts of damage, and save a full Stimpak or RadAway bag for when you are seriously injured or suffering from radiation poisoning. For this reason, purified water is so valuable that it should rarely be used as a thirst queng. Drink impure water instead, taking the minimal radiation hit (or softening with Rad-X) and rinsing that out with a diluted RadAway dose once it accumulates to bar about a quarter of your health. You radiation only from collecting dirty water (from a stream, a pump or a faucet). When you stock up on water supply, pop a Rad-X and then also Make this time to fully hydrate yourself (and eat all irradiated foods). Diseases play a larger role, and with sufficient radiation you acquire mutations - some of which are useful, and almost all involve disadvantages. Mutations can be cured cure with radiation) by taking RadAway, but note that RadAway also significantly reduces your disease resistance for a good time. The Starched Genes Perk, which we have not yet seen through level 10, will allow you to keep beneficial mutations after a RadAway flush. It might be a good idea to take a nap in your bed before you leave Vault 76, to get the Well Rested effect for the next two hours of playtime. Bethesda Game Studios/Bethesda Softworks Sleeping on bare ground (a mattress or sleeping bag) also significantly increases your chances of contracting a disease. That's why the first basic building plan you find is for a stationary bed (it's on a bench on the Overseer's Campsite). There are standing beds in the church in Flatwoods, which serves as a Responders' hospital. Sleeping on the ground after taking RadAway is a sure way to catch a disease. Scrap double weapons instead of holding them for resale or trade. When you scrape a weapon, you unlock a mod recipe for that weapon. This also applies to knives; Demolishing a battle knife (found at the Overseer's Campsite) gives you the jagged edge mod to upgrade the machete. It's also a good idea to have only one weapon per type of ammunition - for example, a bolt-action pipe gun, unchanged, is superfluous in addition to a short-hunting rifle (both use .308 ammunition). Scrap the one who's in worse shape. When making benches, you click on the left thumbstick to see the available recipes (i.e., all the items for which you have ingredients or components). But pay attention to the condition of your weapons, as repairing them will usually be the same components (glue in particular). Furthermore, some weapons will be in worse shape, but have a higher potential condition (represented by the condition bar next to it in the Pip-Boy menu). An item may be in better condition than a duplicate item, but have a less optimal condition. Avoid the Events (marked on your card by a yellow hexagon) when you're early in your adventure (by level 5, at least, if not longer). They'll be automatically added to your quest list when you enter the area where you're doing, so just ignore it or unfollow it in your Pip-Boy or card. Events are chorelike experiences that waste ammunition and don't offer enough of a reward in weapons, equipment or other items, especially if fought alone. Avoid claiming workshops early, for the same reason as you should avoid Events. Once claimed, workshops will have to be defended against waves of enemies who also eat ammunition and degrade the state of your weapons for little return. What about leveling? We've already made a guide on that. Progress, attributes and Perks work differently in Fallout 76. Don't stick too much about your choices early. Remember that you can exchange perks in and out as needed which is very useful for skills like hacking and lockpicking. Have fun creating your Vault-Tec ID card, but once you leave the Vault, you won't go back The. Bethesda Game Studios/Bethesda Softworks Start out Inside Vault 76 After the opening movie, start in your apartment in Vault 76. Here you create your character name and take a photo that represents your Vault-Tec ID. You change your appearance at any time in the game. Go to the map and, from there, the main menu (LB/L1 on consoles); the display options will be there in the list. But you don't change the name of your character. If you're wondering how you'll be shown to other players, they'll see your username. If you leave Vault 76, that's it; you're not going back. So it might be a good idea to take a nap on the bed in your apartment to get the Well Rested effect (5 percent bonus xp earned) for the next two hours (real time). In Vault 76 you see a lot of useful junk, in your apartment and outside. The only thing you pick up is the Nuka Tapper tape (from the Vault-Tec terminal in the apartment), a love note on a table at dinner (not a quest item), and the Overseer's log of her office terminal. Nothing else in the vault can be picked up except for the items left for you on a series of tables in the short onboarding path that leads up to the exits. So don't waste time scurrying around here. This corpse is located at the bottom of the first stage when leaving Vault 76. Take that machete. It will be your best friend early in your adventures. Bethesda Game Studios/Bethesda Softworks The Overseer's office is the only secret (but not really) area. It's behind the table with the water supplies on it. Logging into the overseer's terminal will be an optional goal to tick off; the holotape on it explains the larger story of what's at stake in Fallout 76. Get all the items on the tables. Don't forget to get the Perk cards on the table at the Get A Job table. These will (randomly) give you the first bonuses you apply to your SPECIAL attributes, all of which start at 1. Outside Vault 76 Directly in front of you is the corpse of a responder with a pipe gun and a small amount of ammunition. Take it and everything you find. Don't go right. Two Liberator robots are here. Although they are little more than a nuisance, they are still not worth wasting the ammunition, and there is nothing to scavenge that way. Go down the stairs to the lower level and free up another Responder corpse, taking the machete. As mentioned above, melee weapons will be crucial in your early adventures. To the south along the path, if you go left/west, you come across a pond and, near it, what looks like an elevated shelter or deer stall. This is not marked on your map and is not a findable location. Inside are some useful supplies and scrap items. There is also a banjo and a mouth harp on the two chairs here. Play 30 seconds and you'll get the Well Tuned effect, which regenerates action points 25 percent faster the next hour (real-time). The Forest, the starting location in Fallout 76, marked with detectable locations. The unnamed hut with the instruments in it is about near where the cow is. Nukapedia Wixon Homestead Further south towards the search icon that is the Overseer's Camp. Stop at Wixon Homestead, but be prepared to fight some of the Scorched. These are humanoid enemies like Ghouls, except that they can (and do) wield weapons, including firearms. Use your machete on as much as you do to save ammunition. The Scorched here are low-level and probably won't kill you, but you still need enough damage to a Stimpak after it's all over. There are petrification scorched corpses in the area, too. If you are in or otherwise an upset, it will disintegrate and shed radiation (about 10 RADs) for a short time. Free-range everything from this site - the farm, the barn, plus a barn and a storage building at the top of a hill a little to the west. We found a harness mod here. It is important that there is a ton of fertilizer lying around. That can be demolished (broken down) into acid on the Tinker's Workbench in the barn. Acid plus scrap cloth creates gunpowder (although you need a chemistry station to mix it). Gunpowder plus lead and steel scrap creates ammunition. (Also, if you hang on to raw food or vegetables for too long, they will spoil.) Gilman Lumber Yard Gilman Lumber Yard north of Wixon Homestead offers free wood, which can be useful to pick up before heading to the Overseer's Campsite in the south. The superintendent left you a stash of supplies in her trunk, and there's going to be other stuff here, too. Take all the junk, break it off at the harness or the gun bank and keep it in the Stash Box. Everything you find in a Stash Box is accessible from any Stash Box you can find elsewhere in Appalachia. By the time you arrive at the Overseer's Campsite, you'll need enough raw materials to craft a full set of leather armor (even modding some or all pieces to cooked leather) and either mod your pipe gun or make a pipe revolver. Go to making pronto, cook all the raw food you have, and get moving southwest to Flatwoods, keeping your machete out to go with the bastards and Mister Handy you come across on the way there. Flatwoods. Inside that church there are beds for you to get some rest. Bethesda Game Studios/Bethesda Softworks What to Do in Flatwoods Flatwoods is southwest of the Overseer's Camp, and it includes a wide range of materials, consumables, items and missions to help build your character before adventuring elsewhere. There's a chemistry station in the church (it's part of the Thirst Things Thirst mission), a cooking pit behind the tavern and a Tinker's Workbench behind the Red Rocket south of town. These tools, plus the Stash Box at the Rocket and the weapons and armored benches back on the overseer's campsite, will help you maximize the clutter you've previously fished out. fish. from the north in front of the Morgantown Airport to continue the main search line. The Green County Lodge is halfway between The Overseer's Campsite and Flatwoods. It contains a lot of useful clutter, especially in the weight space on the bottom floor. You'll lug it back to the Overseer's campsite in an overgested shot, but be careful not to use fast travel if you're overloaded, as in past Fallouts. Flatwoods has lots of Brahmin cattle roaming around, handy for both leather and food. It will also see a lot of interference from Mister Handies and Securitrans from the nearby Fertile Soil event that centers around the Vault-Tec Agricultural Research Center. Across the creek in Flatwoods and the very steep hill to the west, you will find Relay Tower EM-B1-27 guarded by a minimal robot presence. If you have a government claim holotape elsewhere (we did at Wixon Homestead), loading into the terminal here will lead to a delivery drop filled with useful items. (Search for a circular icon on your minimap and listen/search for a sizzling flare that marks the drop.) There is also a requisition tape inside this facility, so walk here even if you don't have one yet. The main quest line is a comprehensive tutorial through the missions at Morgantown Airport, where you end up getting instructions on how to set up your mobile CAMP and get lots of useful material to do so. But take your time in Flatwoods, inspect all the homes and sites available, listen to holotapes, complete these low-level missions, and gain insight into what's happened here in the 25 years since the bombs fell. Use Flatwoods to build up your inventory of weapons, ammunition, food, and aid before you leave. Vault-Tec University in Morgantown. Bethesda Game Studios/Bethesda Softworks Where to go from here? After completing the missions flatwoods has to offer, and loading useful gear and items, the most obvious next step is to go back north for Morgantown Airport to continue the main quest line there. The Morgantown Train Yard on the road has a Power Armor Chassis (and at least a few pieces of armor) in one of the abandoned box cars, along with a Fusion Core to run it. The Gorge Junkyard is on its way to Morgantown Airport. While it contains useful weapons and means to scavenge, it is also a Workshop, which in Fallout costs 76 caps to claim and then must be defended against waves of bully enemies. The advantage is that a claimed (and defended) Workshop will produce resources for the owner as long as they keep it. A workshop is not essential for your adventure on very early levels, but an easy one to take and defend (if you have enough ammo) is here at The Gorge Junkyard. You've probably also received notifications to keep searching for of your supervisor, who will take you to her childhood home in Sutton (and which contains a still bed, among other useful items and resources). The Sutton train train has a robot vendor, Stash Box and Chemistry Station. From there, the following tapes are at Morgantown High School and then Vault-Tec University, both of which offer many cleanup and combat encounters to level up. Bethesda Game Studios/Bethesda Softworks A note about your CAMP The CAMP is a base you build from scratch after selecting a location. Your CAMP is moveable, but it takes caps to do so. The advantage in creating a CAMP is to have all your basic needs met in one place (rest, food, storage, gun and armor repair, and modification), even though you will find the same resources in scattered locations around Appalachia. Fast travel to your camp is always free. Moving a CAMP costs caps relative to the distance you move. If you're about level 6 or lower, choose a CAMP site if you come across an aesthetically pleasing area in your early adventures. Otherwise, wait until after you finish the missions (including the CAMP tutorial) at Morgantown Airport. Don't worry about choosing a geographically advantageous location yet, as the map is huge and you'll spend a lot of time in one place before you move to another. After exploring all the regions in Fallout 76 and getting an idea of which sources are true, it might be a good time to think about a permanent CAMP with extensive structures and amenities. Facilities.

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