

FIELD MANUAL

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WASTELAND 2

RANGER FIELD MANUAL



Thank you for purchasing *Wasteland 2*!

From the very beginning, it's been our dream to bring you a worthy follow-up to *Wasteland*, the grandfather of post-apocalyptic role-playing games on the PC. The game holds a special place in our hearts, and we are absolutely and completely thrilled and humbled by the incredible outpouring of support from our fans in allowing us to create *Wasteland 2*, whether that's on Kickstarter or through their own independent donations.

Wasteland 2 would not have happened without you, and we give our sincerest thanks to you from the bottom of our hearts for not just helping us bring this dream to life, but helping to make the game the best it can possibly be.

Thank you,
inXile entertainment

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INTRODUCTION

Welcome, Recruit.

If you're reading this, you're taking your first steps towards wearing the proud badge of the Desert Rangers, and upholding all the values and traditions that come with it.



Now, I know our drill sergeants have already shown you how to shoot, how to fight, how to deal with injuries, and generally given you all the tools you'll need to survive your journeys in the Wasteland. But there might be one thing they didn't tell you, and that is *why* you're doing what you're doing. And that's why I'm writing this introduction instead of having a beer and watching the sunset up on the helipad.

So, let me just assume you don't know your ass from a honey badger and start at the very beginning, or rather, the very end. Y'see, humanity hasn't always lived in this savage hell hole of a world. Once there were great civilizations spanning the globe, people living in warm luxurious houses, working in offices, and enjoying their day-to-day lives in peace and prosperity.

But tensions were building. The two continents of the Americas had recently come under control of the United States following a six-year period of hostilities known as the Drug Wars, which ended in 1993. In response to this, the Russians consolidated their power into one massive Soviet Bloc. Pretty soon the politicians and the generals were all playing an ever escalating game of "my gun is bigger than your gun."

There was just no way it was gonna end well, and as you know just by looking at the world around you, it didn't.

The United States' Citadel Starstation was meant to be a final solution in this arms race, able to shoot down anything the Russians threw at us, but two weeks before it was to become fully operational, in March 1998, the Starstation sent us some kind of distress signal, and minutes after that the bombs started flying. There's no way for us to know what happened up there to start it all, but we know what happened down here. The old world ended, and we almost died with it.

Fortunately - or perhaps not - a few of us hung on, and among the survivors was a company of U.S. Army Engineers, working out in the desert repairing bridges and drainage ditches a hundred miles from anywhere, a hot and dusty task they most likely didn't care for, but being so far from the bombs when they dropped is what saved their lives.

Imagine what those men and women were feeling when they saw the mushroom clouds rising beyond the horizon and heard the radio chatter about an attack on the world's satellites and a war to end all wars. Then imagine how they felt as the voices on the radio fell silent one by one, and they knew everything was gone - their homes, their husbands, their wives, their children, the world they knew - everything but each other.

Other folks might have given up at that point, but the engineers had supplies, tools, army discipline, and, most important, the will to survive. They knew there was a maximum security federal prison not far to the south of them that would provide them with shelter, supplies, and light industrial manufacturing facilities. Of course, it also contained the most hardened, dangerous criminals in the United States, but beggars can't be choosers.

The Engineers took over the prison, joined forces with the prison guards, and freed all the prisoners. Why? We still don't know. Maybe it was an act of mercy. Maybe they figured the inmates would die out in that harsh new world. If so, they were sorely mistaken. The killers did not just survive in the madness of the wastes, they thrived in it, forming cults of cannibals and murderers who throughout the coming years would return again and again to attack the prison in an attempt to reclaim what they felt was "rightfully" theirs.

But the engineers and the prisoners weren't the only ones who survived the end of the world. There were also plenty of regular folks - ranchers, farmers, miners, prospectors, and poor lost souls who'd been travelling through the desert when the bombs fell and suddenly found themselves with no homes to return to. These folks had no fortified prison to hide in, nor no gang to run with. All they could do was huddle together and work the land as best they could.

Sadly, this made them easy prey for the cultists and criminals, who found it much easier to steal the hard raised fruits, vegetables and livestock of others, rather than to go to the bother of raising their own. Nor were they above making an example of any homesteader who dared to defend their property, and many a farm was left in flames with its people impaled on stakes in those first few months.

Now the engineers and the guards, safe inside their prison fortress, could have stayed behind their walls and done just fine for themselves, but they were good men and honorable women, sworn to protect the people of the United States from threats without and within, and they could not - *would* not - stand by and let these people be slaughtered and abused. So they gathered their weapons, stepped out of their fort, and with blood and bullets and bravery defended those survivors and their homes. And for that, the people of the wastes gave them a new name, a proud name - the Desert Rangers.

And no, everybody didn't live happily ever after. You wouldn't be reading this manual if they had. But things did get better. Under the watchful eyes of the Rangers, communities started banding together, trading with each other, and thinking beyond their next meal. Civilization was slowly starting to rebuild itself.

About seventy-five years later is where I come in. Me and three other snot-nosed recruits just like you, with names picked to make us sound tougher than we felt- Hell Razor, Angela Deth, Thrasher and me, Snake Vargas.

At first our missions were pretty routine - a problem with giant rabbits in the Ag Center, a broken-down water purification engine in Highpool, defeating a mob boss named Ugly John, and freeing a fellow by the name of Ace, which was probably the best decision any of us ever made.

But later in Needles, as we were dealing with the Servants of the Mushroom Cloud, whispers started reaching us that something bad was happening in the wastes north of Las Vegas, something so bad it was scaring the raiders.

So we headed into Vegas and met a crime lord by the name of Faran Brygo. Brygo asked us to find his right hand man, Max who was actually a synth, a robot made to look like a man. After we saved Max from a horde of hostile robots, he told us about Base Cochise, where a crazy computer with a grudge against the human race was pumping out a seemingly endless legion of death machines, and preparing to take over the world.

To destroy Cochise, we had to get the keys to Cochise's self-destruct mechanism from the Guardians of the Old Order, and to defeat the Guardians of the Old Order we had to arm ourselves with pseudo-chitin from Sleeper Base One, and to get into Sleeper Base One we had

to find a security pass in Darwin Village, which brought us into conflict with another threat to humanity, the mad android doctor Finster, who wanted to wipe out humanity and repopulate the wastes with mutated monstrosities. With the help of a cloned Ranger who we never called anything but Ghost, we defeated Finster, armed up at Sleeper Base One, took the self-destruct keys from the Guardians, and flew a stolen attack helicopter to Base Cochise where the final battle began.

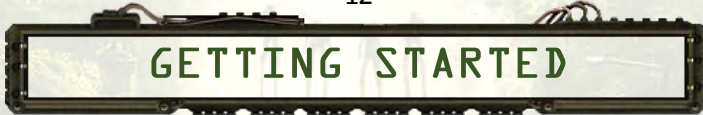
In our youthful arrogance, we figured that blowing up that base and killing that crazed computer had saved the world, and we were heroes. And okay, maybe we had and maybe we were - for a minute. But the Wasteland doesn't stand still, and there's never just one threat out there. The world keeps turning and assholes keep being born and trying to ruin it all for the rest of us.

But the fact that you're reading this field manual and getting ready to go out on your first assignment means that heroes keep being born too - brave men and women like yourself who want to save the world, no matter how many times it needs saving, and picking up the pieces no matter how many times the assholes break it again.

And for that I thank you. Thank you for loving the world enough to want to protect it. Thank you for having the courage to stand up and face injustice when others turn away, and most of all, thank you for joining our ranks and carrying the name, traditions and values of the Desert Rangers forward into a brighter, better future. You are the hope of the world.

- General Vargas





GETTING STARTED

Wasteland 2 is available from a wide variety of fine retailers, digital or physical. When installing the game, please refer to the instructions and follow the setup process required by your particular distributor. For physical boxed versions, *Wasteland 2* requires a DVD-ROM drive in order to be installed.

Downloaded versions from various digital distributors may be subject to the use of certain third-party software. Please refer to the documentation included with any such software if you have any questions.



Health Warning

Certain individuals are susceptible to epileptic attacks or loss of consciousness when looking at certain types of flashing lights or images in rapid succession. Those people may be at risk of attacks when playing videogames that include such imagery, even if that person has no prior history of such attacks. If you or a family member has already displayed symptoms associated with epilepsy, consult your doctor before using this product. Parents should pay special attention to their children when they are playing videogames. If you or your child displays blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, immediately discontinue use of the computer and this software and consult a doctor.

It is advisable to take frequent breaks while playing videogames for your own health and safety. Please consider taking a 15 minute break

per each hour of time spent playing *Wasteland 2* to stretch, exercise and rest your eyes. We need our Rangers to be in tip-top shape!



Disclaimer

This instruction manual was written with the latest information available on *Wasteland 2*. However, inXile entertainment is committed to updating *Wasteland 2* on a going forward basis, which may include new game content, changes to existing content, balance updates, and more. This may result in information in this manual becoming out of date over time. We always recommend that you keep your copy of *Wasteland 2* up to date with the most recent updates or patches available, and to consult any notes released with said updates so you may keep advised of any such changes that have been made to the game.



Technical Support

inXile entertainment has worked tirelessly to make *Wasteland 2* as problem-free as possible, but should you run into any trouble out on your journey, we're here to help.

Official Web Site:

<http://wasteland.inxile-entertainment.com/>

Customer Support:

<http://www.inxile-entertainment.com/support>

Support Email:

support@inxile.net

Community Forum:

<http://wasteland.inxile-entertainment.com/forum/index.php>

When contacting inXile entertainment for support, please include the following with your correspondence:

- **Problem:** Tell us exactly what your issue or concern with the game is in as much detail as possible. When, where and how does the problem happen, and what steps can be taken to make it happen again?
- **Game Logs:** *Wasteland 2* creates several log files whenever errors occur. Please see below for a list of what these files are and where to commonly find them on your operating system:
 - **Windows:** *Wasteland 2* install folder -> Build -> WL2 Data -> look for output_log.txt, error.log, and report.ini
 - **Mac OS X:** Macintosh HD -> Users -> USERNAME -> Library -> Logs -> Unity and look for Player.log (note: this folder/file may be hidden by default)
 - **Linux:** home -> .config -> Unity3D -> inXile -> *Wasteland2* -> Player.log
- **Save Files:** If your issue is specific to a save file, please submit the save file to us so we can test it for problems. Saves are located by default at:
 - **Windows:** Documents -> My Games -> *Wasteland 2* -> Save Games
 - **Mac OS X:** Macintosh HD -> Users -> USERNAME -> Library -> *wasteland 2* -> Save Games
 - **Linux:** home -> .config -> *Wasteland2*
- **System Information:** Please give us as much detailed information about your computer as possible, including but not limited to:
 - Operating system
 - Processor

- Video card
- Memory/RAM
- Motherboard



System Requirements

Below, you'll find a list of system requirements across our supported operating systems. We highly recommend playing *Wasteland 2* on the recommended requirements or faster for the best possible experience.



PC System Requirements

	Minimum	Recommended
Operating System	Windows 7/8/8.1/XP/Vista (32 or 64 bit)	Windows 7/8/8.1 64 bit
Processor	2.4 GHz Intel Core 2 Duo or equivalent	Intel i5 series or equivalent
Memory	4 GB RAM	4 GB RAM
Graphics	NVIDIA 260 GTS/ Radeon HD 4850 - 512 MB of VRAM	NVIDIA 460 GTX/Radeon 5770 - 1 GB of VRAM
DirectX	Version 9.0c	Version 9.0c
Hard Drive	33 GB available space	33 GB available space
Sound Card	DirectX compatible sound card	DirectX compatible sound card

Mac OSX System Requirements

	Minimum	Recommended
Operating System	Mac OSX 10.5 or higher	Mac OSX 10.5 or higher
Processor	2.4 GHz Intel Core i5	2.66 GHz Intel Core i7
Memory	4 GB RAM	4 GB RAM
Graphics	NVIDIA GeForce GT 300 Series or Radeon equivalent	NVIDIA GeForce GT 400 Series/Radeon equivalent
Hard Drive	33 GB availablespace	33 GB availablespace

Linux System Requirements

	Minimum	Recommended
Operating System	Ubuntu 12.04 or later	Ubuntu 12.04 or later
Processor	2.4 GHz Intel Core 2 Duo or equivalent	Intel i5 series or equivalent
Memory	4 GB RAM	4 GB RAM
Graphics	NVIDIA 260 GTS/ Radeon HD 4850 - 512 MB of VRAM	NVIDIA 460 GTX/Radeon 5770 - 1 GB of VRAM
Hard Drive	33 GB availablespace	33 GB availablespace



CHARACTER SYSTEM

Being a Desert Ranger is about more than shooting a gun. A Desert Ranger is not a soldier, or a missionary, not even a policeman - not



quite. Indeed, there isn't one simple job description that fits the title, because a job is something you do. A Desert Ranger is something you are - a person who will do anything, from ditch digging, to marriage counseling, to rescuing lost livestock, to defeating endless armies of marauding mutants, to make sure that civilization continues to grow and thrive in this last small patch of habitable earth that we call home.

Now you may think your skill as a crack shot, your quick tongue, or your way with machines will get you through everything, but it's a harsh world out there, with many challenges that will be far outside your personal skill set.

That's why Rangers are always sent out in teams of four, a number that allows for a healthy variety of skills, while still being small enough to move quickly and escape unwanted attention.

Some prefer smaller teams. Some deputize civilians along the way for extra manpower. No matter your style, putting together the right group is the key to your success, and your survival. You can do it in one of two ways: choosing from the selection of recruits waiting for you at Ranger Citadel, or building your team from scratch.



Premade Characters

Here is a roster of ready-made recruits you can choose from if you want to get into the game quickly. Each represents a common Desert Ranger archetype that makes it simple to see the role they will play in your party.

Fade is a scout/infiltrator. Well-rounded in attributes, with the requisite skills for getting into hard-to-reach places when necessary, as well as an ability with submachine guns that comes in handy in close quarters, say when someone surprised you while you were breaking into their safe.

Starting Skills: Submachine Guns, Lockpicking, Safecracking

Slick is the negotiator of the team, with a high charisma that will open up the dialog skills that'll let you talk your way out of most situations. He also has a knife just in case flattery gets you nowhere.

Starting Skills: Bladed Weapons, Barter, Kiss Ass, Smart Ass

Big Bert is as strong as he is ugly, and as dangerous as he is dumb. Bert is a highly specialized bruiser. His attributes and skills are all entirely focused on knocking over any beasts, doors, walls and people that get in your way. He also has a way of menacing people into doing what he wants.

Starting Skills: Blunt Weapons, Brute Force, Hard Ass

Cold-Eye is absolutely lethal with his trusty sniper rifle. Gifted with high Awareness and Coordination, he's a natural-born long range killer, and also gifted in the maintenance and repair of guns and mechanical goods.

Starting Skills: Sniped Rifles, Weaponsmithing, Mechanical Repair

Cherry Bomb is a highly intelligent demolitions expert and shotgun specialist. Whether it's blowing enemies up or blasting them at close

range, not a lot is left after Cherry Bomb goes off.

Starting Skills: Shotguns, Demolitions, Toaster Repair

Pills is a smart and observant field medic and surgeon, and trust us, you're going to need someone to patch you up - seriously. Pills is also a fair shot with a pistol.

Starting Skills: Handguns, Field Medic, Surgeon

Hex is an expert scavenger with a love for pre-war high tech goods. Whether it's shooting a Phase Rifle or fiddling around with a synth, there's not a lot of tech this highly intelligent recruit can't repair or repurpose.

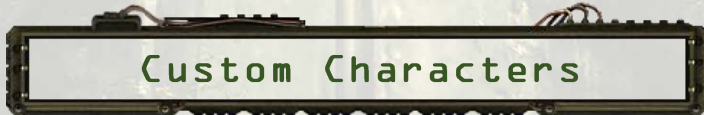
Starting Skills: Energy Weapons, Perception, Computer Science

Bear is a born survivor. Smart and keenly aware of her surroundings, Bear's outdoorsman skills will make traveling the world much easier, while her skill with rifles will make short work of any bad guys that catch you off-guard.

Starting Skills: Assault Rifles, Hard Ass, Outdoorsman, Field Medic

Widow O'Neill is the ultimate Jill of all trades, with well-balanced natural talents and basic knowledge of a wide variety of skills. She can fill in in many areas if the skills of your other Rangers fall short.

Starting Skills: Bladed Weapons, Handguns, Kiss Ass, Perception, Smart Ass, Field Medic

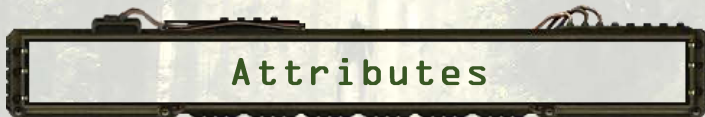


If you choose a premade character, you can still customize him or her to your preference, or if you like, you can create, define and name your Rangers from scratch, setting every detail to your liking. To do so, click one of the "Press Here to Create a Custom Ranger" boxes on the left

hand of the Character Creation screen, or click an existing portrait in that area to edit that Ranger.

All Rangers are born more or less equal, which is to say each Ranger starts with the exact same available stat and skill pool, and it is completely up to you to determine how to best distribute the points from this pool. In the next few sections, we'll describe the various ways in which you can define your Rangers.

The Character Creation interface is made up of two screens. On the first, you define your attributes and skills. Clicking on a greyed-out box will increase or decrease the value. If you want to decrease a skill back to 0, click the number to the left of the bar. The second screen defines the character's background and look. You can type in a Name and Biography, select different details from the dropdown menu, and tweak appearance by using the left and right arrow buttons for hair, head, torso, packs, legs and skin tone, or randomize the Ranger's looks if you're feeling bold.



A Ranger's basic attributes are Coordination, Luck, Awareness, Strength, Speed, Intelligence and Charisma. Together, they form the basis of the CLASSIC system. Each Ranger starts with a value of 3 in each of these attributes and 7 points to spend, giving you a total of 28 points for 7 attributes. A value of 1-2 is considered poor, 3-7 is varying definitions of average, 8-9 is great, and 10 is exceptional.

Attributes define the basic, natural abilities of a Ranger. While experienced Rangers may see their attributes grow with training or new equipment, they won't be able to completely change their basic capabilities. So, you will want to spend a lot of time poring over the different attributes, and realize that a lot of them will limit your

choices if your score is too low. For example, a melee weapons user lacking in Strength will be unable to use many melee weapons that require a minimum Strength score.

While changing a Ranger's attribute scores, keep an eye on the Derived Stats list in the lower left-hand corner. These can't be increased directly, but instead are based on your general build and define many things such as Action Points per turn in combat, bonus to critical chance, and more. For more information on them, see the Derived Stats section below.



Coordination defines a Rangers' general motor skills, both fine hand-eye coordination and sense of balance. Coordination is the attribute of choice for any gunslinger, as it is a minimum required attribute for a variety of ranged weapons. *Coordination influences: Action Points, and Ranged to Hit Chance.*



Luck is that undefinable innate something that just makes life easier for some of us than for others. Luck is one of the more versatile attributes, giving a wide variety of small bonuses that might just give you the edge in combat. *Luck influences: Critical Hit Chance, Chance to Evade, chance for bonus Action Points in a turn, and chance for bonus CON at level-up.*



Awareness refers not just to eyesight and whether or not a Ranger needs glasses, but also the Ranger's general concentration and situational awareness, which allows them to get the jump on the enemy - or not. Awareness' high influence on initiative and other combat stats makes it an important attribute for Rangers that you want to move early and often in combat, be it a bruiser needing to get into position, or

a sniper getting a quick kill. *Awareness influences: Combat Initiative, Chance to Evade, and Vision Range.*



Strength is the pure brute power of a Ranger. This does not mean the Ranger is knowledgeable or skilled in applying that brute force, or particularly smart about when to apply it, just that the Ranger has a lot of force to apply. Strength is a natural skill for combat-focused bruisers. *Strength influences: Max Carry Weight, Action Points, Melee Critical Hit Damage, Base CON, and bonus CON per level-up.*



Speed is not just the ability to run fast, but also refers to the Ranger's reaction speed and quickness in dodging in response to a threat. It is an easy to underestimate attribute that is of vital importance to tactical movement in the field. *Speed influences: Combat Speed, Combat Initiative, Action Points, and Chance to Evade.*



Intelligence represents the Ranger's ability to process and learn new information, and thus increase skills that much faster. Intelligence is of primary importance to "brainiac" support characters, whether they be techies or medics, but should not be forgotten lest you find your Ranger unable to keep up with the team's progress. *Intelligence influences: bonus Skill Points per level-up, Action Points, and increases one's ability to read high-level Skill Books.*



Charisma is a unique attribute that does not directly impact any derived stats, but your party's total Charisma as well as the charisma of individual Rangers will have a real impact out in the world. Some companion NPCs (CNPCs) may not be willing to join if

you lack the required Charisma. *Charisma influences: Leadership Skill Radius, and bonus Experience Point growth.*



Derived Stats

Most derived stats tie in heavily with combat, though not all. Here is a basic outline:

Action Points limit how many actions your Ranger can take per turn. This value is your basic minimum value, which can increase with Luck bonuses or by carrying over extra Action Points in combat, or decrease if your Ranger is weakened. Action Points are one of the most important stats available in *Wasteland 2*.

Ranged Critical Hit Bonus and **Melee Critical Hit Bonus** set the base value for your chance to score a Critical Hit on an enemy with either weapon type. The quality of the weapon your Ranger is using as well as their skill level in that weapon further increase this value. Critical hits deal more damage than normal, and landing Critical Hits with great frequency can give you a great edge in any combat situation.

Combat Initiative determines how fast your Ranger's turn comes up, and how often that Ranger has a turn if the combat encounter takes many turns to resolve. Each character in the game has an Initiative score, determining overall turn order on the fly. Ignoring the attributes that buff up this stat will lead situations where that Ranger rarely contributes to combat.

Evasion Chance decreases the Chance to Hit for any enemies targeting this Ranger, regardless of if they're attacking with melee or ranged weapons. Enemies can also have Evasion scores, with the same effect of decreasing Chance to Hit.



CON or **Constitution** or **Hit Points** refers to your Ranger's health, also expressed as **MAXCON (Maximum Constitution)**.

This is the value of an unharmed, healthy Ranger. However, many threats in the world can decrease CON: thirst, radiation, traps, or good old-fashioned "people shooting you with bullets."

If CON hits 0, the Ranger falls into an injured state and will be unable to act both in and out of combat. There are several states of injury: **Unconscious**, **Seriously Wounded**, **Critically Wounded**, **Mortally Wounded**, and **Comatose**, represented by negative CON. When Unconscious, the Ranger will slowly recover and revive, but any more serious injuries will inflict the Bleeding Out status, causing the Ranger to gradually lose CON overtime. Only a surgeon using a Trauma Kit will be able to heal off that damage. If enough CON is lost, the Ranger will slip into deeper states of injury, and eventually die. Once dead, a Ranger is gone for good - there's no reviving from death once he or she has gone to meet their maker.

Tip: If excessive damage is inflicted, a Ranger can sometimes be killed instantly, without going into an injured state first. Be extra careful when taking on tough enemies!

Combat Speed is the amount of distance (in meters) the Ranger can cover per Action Point available. A Ranger with high Combat Speed will be able to cover much more ground and still have enough Action Points left over to attack, while a slower Ranger may be unable to do the same.

Skill Points per Level represent the amount of Skill Points (SPs) you get per level. See the *Skills* section on spending Skill Points, but basically, the higher this value is, the quicker a learner your Ranger is.

Maximum Carry Weight determines how much the Ranger can carry (equipped items included) in their Inventory. As described in the interface section of this manual, the Inventory is not limited by space, but it *is* limited by weight. Rangers that take on too much weight are given the Encumbered status effect. This effect either slows the Ranger down at Light Encumbrance or makes the Ranger completely unable to move if heavily Encumbered.

I know it's tempting to just pick up everything you can find, but it's not worth it. You're a Ranger, not a mule - Thrasher

CON per Level is the base amount added to the Ranger's CON at every level. Luck will occasionally add to this amount, but only if you're lucky!

Skills

There are a total of 29 different skills divided into 3 classifications: 10 weapon skills, 10 general skills and 9 knowledge skills. All Rangers start with 12 Skill Points to spend, and gain more each level depending on their SP per Level value.

Skills levels range from 0 (the starting value) to 10. How much SP upgrading a skill costs depends on the skill level: levels 1-3 cost 2 points per increase, levels 4-6 cost 4 points per increase, levels 7-9 cost 6 points per increase, and bumping your skill value from 9 to 10 costs 8 points. In other words: skills are easy to learn, but harder to master.



It is generally advisable to focus on a few skills and master those, while using excess Skill Points to learn the basics of other skills as a fallback: for instance, a sniper-style Ranger who has 8 points in Sniper Rifles may also want to put 3 points in Bladed Weapons in case the enemy manages to rush her.

The premade Characters generally have three skills at 2 points. That is a balanced approach between specializing and generalizing, but with 12 Skill Points available, you can opt to go even further and push one skill all the way to 4, which spends 10 of your points in one go, or generalize and start out with six skills. How you customize each Ranger is up to you, though aiming for a balanced party with varied skills is highly advised!

Starting Equipment: Desert Rangers are not sent out without any gear. Each recruit is outfitted with the type of weaponry and equipment that best suits his or her skills.

Weapon Skills

Not every weapon is equally well-suited to the different challenges Rangers face. Each weapon skill covers a specific sub-set of weapons that range from the basic starting arms to the advanced weaponry looted from more dangerous enemies. Here is an outline of those skills, with an indication of what the pros and cons are:



Assault Rifles are a favorite of the experienced Ranger: flexible, reliable and useful in almost any situation. Assault rifles have good range, good Armor Penetration, good damage and multiple firing modes. However, they use up a significant amount of Action Points per shot, ammo is hard to find and expensive, and they lose accuracy in close quarters.



Bladed Weapons are excellent for getting in close and personal with low-armored enemies, such as the various mutated animals in the wastes. The Critical Hit rate is high, but Armor Penetration and damage of non-Critical Hits are not very good. Bladed weapons do not consume ammo.



Blunt Weapons offer a close range alternative that is a bit more dependable than bladed weapons, and better suited against armored enemies. The Armor Penetration is good and, if you do land a Critical Hit, the damage multiplier is high, but the Critical Hit Chance is significantly lower than for bladed weapons. Blunt weapons do not consume ammo.



Brawling is the final fallback if all your ammo is gone or your weapons have been lost. Brawling has a very low Action Point requirement, allowing for many attacks

per turn for fast characters, and the hit rate is high, but overall damage is very low. Fists do not consume ammo.



Energy Weapons have a unique inverse relation to the enemy's armor: the bigger and thicker the armor, the more it amplifies the heating and melting effects of the energy weapon's blasts, doing more and more damage - picture that metal-plated enemy getting boiled alive in his armor. Energy weapon damage scales very quickly with enemy armor. The downside is that energy weapons do very little damage against unarmored enemies, and as energy ammo is pretty uncommon, you may find it advisable not to waste it on unarmored foes.



Handguns are useful as a primary weapon and also a prime choice as a secondary weapon, because handguns and handgun ammo are quite common. Handguns have a high Critical Hit rate, cheap ammo and cost relatively little Action Point to use, but they suffer from low Armor Penetration and range.



Heavy Weapons are extremely powerful armaments, dangerous to both your enemies and - if they're not positioned well - your allies. Heavy weapons all have Area of Effect (AoE) attacks, covering a radius or cone of area and potentially affecting everyone in that area. Heavy weapons do very high damage and have good Armor Penetration, but a single shot takes a lot of Action Points, so using them can slow down the Ranger and offer bonus Melee Critical Hit Chance to opponents due to the Rangers' limited mobility. Heavy weapons are also expensive and sometimes hard to

find ammo for. That said, a single opportune use of a heavy weapon may swing a seemingly hopeless fight in your favor.

Wooooo!

- TNT Tan



Shotguns are ideal crowd-clearing weapons. All shotguns have an AoE cone inside which any characters - friendly or enemy - will be damaged. This makes shotguns tricky to use, but there's little that beats the joy of clearing a group of foolishly clustered enemies with a single shot. Shotguns use medium Action Points, meaning a well-balanced Ranger could take multiple shots per turn, but they do not have great range or Armor Penetration and shots lose effectiveness the farther away an enemy is.



Sniper Rifles have an extremely high damage output per shot. A good sniper can start off combat by taking out an enemy with a single shot, and remain deadly throughout the fight. But despite their damage, and long range, their high Action Point cost per shot means you generally can take only one shot per turn and do little else. Also, sniper bullets are very expensive and hard to find, and the weapon loses all effectiveness if enemies come within close range.



Submachine Guns are cheap and easy-to-find weapons for the Ranger that prefers the spray-and-pray approach to combat. SMGs fire multiple rounds per shot, have very cheap ammo, and bonus accuracy at close range. However, they have low Critical Hit

Chances, low Armor Penetration and are only effective up to medium range.

General Skills

General Skills are a hodge-podge of practical skills you may find useful in the wastes. This includes a variety of dialog or negotiation-based skills, but also survivalist skills such as Outdoorsman and Weaponsmithing and others. Here is an overview:



Animal Whisperer does not just represent a fondness of talking to puzzled animals in one's spare time. No, the whispering actually works. Animals are pacified by this skill, and sometimes even made to follow the party around which can sometimes result in various bonuses. Maybe someone out there in the wastes that's lost his dog will even reward you for leading her back home.

Can't say I ever quite got this one. Animals are for eating -
Hungry



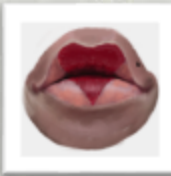
Barter represents the ability to get a better deal from merchants and vendors. Each point in Barter represents a bonus in trading situations, reducing the cost of items you buy. Barter works for the entire group as long as the Ranger with the skill is in range, and the bonus does not stack between multiple Rangers.



Brute Force is the Ranger's capacity to kick down, push over and smash through things. Doors, walls, pillars, even cows - whatever you see upright and think "that should be down", make it so! This skill can also occasionally be used on locked doors or containers, but the results can sometimes be less than ideal - for example, you might destroy some of the contents of the container.



Hard Ass is the ability to talk tough and intimidate people, with the purpose of getting them to abandon a fight or simply let you pass. Each of the conversation ("Ass") skills can be used at the Conversation Screen by selecting the Ranger with the skill and clicking the corresponding keyword - which is unlocked if their skill level is sufficient. Each conversation skill is situational, and once the opportunity is missed, it usually won't come back again for that specific conversation.



Kiss Ass represents the ability to persuade people using flattery and general sweet talking. It tends towards the deceptive. It works in conversations in a similar way to Hard Ass and Smart Ass.



Leadership is the ability to command others and inspire confidence through one's commands. It has two major effects: one is that recruits (see the *Recruitment* section) will be less likely to ignore your commands and go rogue in combat. Additionally, the Leadership skill "inspires confidence", giving an increase in Chance to Hit to nearby team members (the range of this effect is determined by the Ranger's Charisma attribute).



Outdoorsman is used mostly while traveling on the World Map. It reduces the rate of water consumption, and makes it possible to avoid random encounters, potentially keeping you out of dangerous unexpected firefights.



Perception indicates a keen eye for small details. It can be used actively to highlight interactive objects in the area, but is also frequently used when simply moving the pointer over something; the game will check for Perception scores and offer the ability to inspect the object further. Perception is also occasionally used in conversations to reveal special information about a character that less attentive Rangers might miss out on.



Smart Ass is the manipulative end of the conversation skills, turning people to your way of thinking either with honest logic, or by simply outsmarting and confusing them. It works in conversations in a similar way to Hard Ass and Kiss Ass.



Weaponsmithing allows a Ranger to strip useless weapons down for parts. These parts can be good for nothing but selling, but they will also occasionally produce a modification which can then be applied to any weapon to increase its performance. Modifications have a minimum Weaponsmithing skill level required to install them on weapons, so it's good to have one person in your party with at least a few points in Weaponsmithing.

Knowledge Skills

Knowledge Skills are those that require a combination of intelligence, cleverness and experience. This can be purely "smart" skills like Computer Science, or quick-fingered ones like Lockpicking, or those that require a little of both, like Alarm Disarming.



Alarm Disarming allows a Ranger to safely disable detection systems and alarms on doors, tripwires, and other alarm devices. This is often the only way to get through some areas peaceably, or open certain electronically sealed doors and safes. It combines well with Perception, which gives the ability to notice all these traps by other methods than just walking into them.



Computer Science gives the knowledge and ability to use computers and similar electronic devices, allowing the Ranger to interface, hack and repair them. Experienced hackers may even be able to sway robots and synths to join their side in combat.



Demolitions is used to arm and disarm explosives, though the most common "in the field" purpose is to disarm mines and booby traps others have left for you. It pairs well with the Perception skill, as even if you know how to disarm a bomb, it won't do you much good if you can't find it.



Field Medic represents the ability to apply quick, effective but limited medical treatment, making it a life-saver in combat situations. Field medics restore CON and can remove some status effects using various items.



Lockpicking is the skill of unlocking simple, reinforced locks on doors and chests, without the use of a key.

*People probably locked those doors
for a reason, y'know. Ah well,
should've gotten better locks then -*

MDF



Mechanical Repair gives a Ranger the skill to repair engines, appliances, and other machines. This is a situational skill that might help you solve a mechanical problem or open up a new path to get where you're going.



Safecracking is high tech lockpicking, allowing a Ranger to open safe doors and vaults. Containers and doors with these high tech locks generally can't be easily opened with gunfire or conventional explosives.



Surgeon teaches a Ranger how to save the lives of the grievously wounded. This kind of surgery generally takes more time and effort than the quick work of a field medic. If a Ranger goes down, a surgeon is the only one who can get them back on their feet, and they will also fix any status effects the Ranger gained from injury.



Toaster Repair is a highly specialized skill focusing purely on the repair and maintenance of toasters. Repairing a toaster allows one access to its contents, and you'll be surprised: people leave the darndest stuff inside those things!



The Dossier page is for defining the Ranger's background, look and personal details. These generally have little to no gameplay impact, and are offered primarily to help you define your characters.

Name is the character's name. We hope this needs no further explanation.

Name her Angie! That's a badass name

Age can range anywhere from 16 to 99.

Religion represents your Ranger's spiritual or theological beliefs. The Desert Rangers are well known for their tolerant attitudes.

Smokes for the 80's cool factor: Bones, Coffin Nails, Nico-Pops, Red Rooster, Styx or if you're health-conscious, None.

Nationality is your character's background.

Biography is a blank canvas for your imagination to fill: write any kind of backstory for your Ranger that you can come up with, or leave him or her as a mysterious wanderer.

Gender makes no differences to attributes or skills, but some people in the Wasteland may treat men or women differently in certain situations.

Character Appearance can be changed, with the following categories available: hair, head, torso, packs, legs and skin tone. You can also use the Randomize button to let fate roll the dice for you.

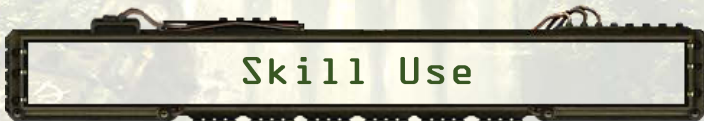
Portrait is a pretty picture of your Ranger. You can either choose from a gallery of portraits, have the game take a snapshot of your Ranger to use as a portrait, or use your own custom portraits by putting them

inside *Wasteland 2*'s Custom Portraits folder on your computer. These are:

Windows: \Documents\My Games\Wasteland2\Custom Portraits

Mac OS X: \Library\Application Support\Wasteland2\Custom Portraits\

Linux: \Wasteland2\Custom Portraits\



Skills can be used by adding them to the respective Ranger's Skill Bar. Skills are typically used by selecting them and clicking on the object in the environment upon which you want to use the skill, but some skills are passive or may require consumable items (like Field Medic and Surgeon) before they can be used. Using skills often takes time, but the greater your chance of success using the skill, the faster it will complete. For more details on how to use skills, see the *Interface* section later on.



With many skills, each time you use them you'll have a small chance of **Critical Success** or **Critical Failure**. Critical Success may mean you succeed at low odds and complete the action more quickly, while Critical Failure may come with a penalty such as breaking the object you're interacting with - and sometimes preventing you from using the object again. Be careful not to use your skills on objects you have very low odds of success with, and remember that it's not the end of the world if you break a few toasters along the way.



Leveling Up

When a Ranger has accrued enough Experience Points (XP), use the **Call** button on the Radio to check in with Citadel Base, and Report to get a field promotion.

Leveling up grants the following bonuses:

- Increased Maximum CON (determined by Strength and Luck)
- Additional Skill Points to spend (determined by Intelligence)

To assign your new Skill Points, open up the Character screen (see the *Interface* section) and go to the **Skills** tab. Click on the skills you want to increase just as you did during character creation. Confirm your selection by clicking **Commit Points**.

***Tip:** There may be other objects or items in the world that can boost your attributes or skills... keep an eye out.*



Recruitment

While the number of Rangers in your party maxes out at four, many teams find it wise to deputize capable men or women they meet in the field. Some of these men and women may eventually become valuable Rangers in their own right. It is important to consider how well any new team member fits your team, what skills or knowledge he or she brings to the table and - perhaps most importantly - how much you truly know about them.

The team of Rangers can be expanded to a total of 7 individuals. For most purposes, recruits or companion NPCs (CNPCs) are treated exactly the same as regular Rangers: they level up the same, they can

be equipped with new items, they can speak up in conversation, and they are controlled by you in combat.

But every so often a CNPC's personality may shine through, and they might not do quite what you planned. The most common occurrence of this is "going rogue" in combat, where a CNPC loses faith in your commands and decides to go out on his or her own, which means he or she will act independently of your control for one turn. They will generally still attack the enemy and engage in combat to your benefit when this happens, but it can also throw a spanner in your carefully assembled strategic plan if they run out of position or waste ammo. As described in the *Skills* section above, this can be offset by investing points in Leadership.

Each person you meet out on the field is not just a blank slate - they are individuals with backstories, often complex ones which leave them with opinions on various actions you can take in the world. Sometimes they'll just comment, sometimes they'll like what you do, but do the wrong thing to the wrong people, and your CNPCs may well turn on you or leave you.

You can opt to dismiss a CNPC of your own volition: from their Character screen, click the **Dismiss** button. The dismissed CNPC will make their way to Ranger Citadel or another base of operations, waiting for you in rooms such as the Museum or Mess Hall. You can re-recruit dismissed party members there.





INTERFACE

In this chapter we will be teaching you the basics of movement and controls. In case you fell on your head and forgot how to walk and talk, this is a quick how-to guide to basic human motor functions.

Main Menu



When you start *Wasteland 2*, the game will launch directly into the **Main Menu**. This screen is the hub of your game experience, where you dive back into an existing game or start a new one, and from where you can change all your game settings.

Continue continues the game right from where you last saved. This is your most recent save game file, with no preference given to whether it is a quicksave, autosave or manual save file.

Load allows you to pick from one of your save games and load to that specific point. Saves can be quicksaves, autosaves or named manual saves, and they can be sorted by name or date.

New Game brings you into the Character Creation section, where you can make a new party of Rangers using either the premade characters or creating your own. If you are just starting out, this will be the only option available to get into the game.

Options is an optional option to optionally set your options.

- **Controls** lets you see and change the key bindings for all the different actions in the game. In this manual, all controls referenced are the defaults, but you can change these to your liking at any time.
- **Gameplay** is for tweaking the gameplay to your tastes in various ways; it includes such settings as Difficulty, Text, Combat Speed, Edge Scrolling, and more.
- **Audio** contains sliders for different volume levels.
- **Display** contains your graphical options. Here you can pick your screen resolution, fullscreen mode on/off, brightness and HUD scale, as well as a number of graphical options you may want to fiddle with to optimize the gameplay experience for your computer. Under Overall Quality you'll find a number of pre-sets, which you can then fine-tune to your liking.

Exit Game closes the game and brings you back to your operating system's desktop. You will not be asked to confirm exiting, but we will sincerely miss you.

Tip: the Main Menu also lists the version number of the Wasteland 2 build you are playing. The latest version will always be available from your digital retailer if you purchased it online, or available for separate download from the official inXile website otherwise.



Controls & Movement

Wasteland 2 is a mouse- and keyboard-driven game. The game camera can be controlled manually, or, you can set "Camera Follows Party" in the Gameplay Options menu to have the camera automatically follow your party as you move around.

To manually control the camera, use the WASD keys or use mouse Edge Scrolling, which will allow you to move the camera by moving the mouse pointer to the edges of the game screen. To zoom the camera in and out, scroll the mouse wheel.

To rotate the camera, click and hold the middle mouse button (your mouse wheel) and then move the mouse left and right, or use the Q and E keys.

To move your selected Rangers, right-click in the game world on any spot that is reachable (so not - say - in the middle of a cliff face). The right mouse button by default is set for all movement functionalities, and the left mouse button becomes your main way to interact with the world.

There are two party movement modes: **group** and **individual**. By default, your entire squad will move as a group. Pressing the spacebar (or clicking the **Toggle Group Movement** button) will allow you to select and move individual Rangers. Click a Ranger to select him or her, or click and hold the left mouse button and drag it across the screen to form a box and select multiple Rangers. While in individual mode, press U to select all your Rangers at once without switching back to group mode.

Note that even when you have squad movement turned on, your Rangers still need to be selected individually to use skills or items. You can do this without changing to individual movement mode.

Last, many objects in the world can be inspected while moving around the environment. Right-clicking them will show a text description in your Dot Matrix Printer (see below for details), and may automatically trigger a Perception skill check.



The most common view you'll have in the game will show you a top-down perspective view of the area you're in, with a black shroud called **fog of war** covering any parts you have not yet explored or that cannot be explored. Surrounding this view is the main game heads-up display, or HUD.

Although we think the default HUD position is ideal for most players, we allow you to customize the HUD to your individual preference. Many of the HUD elements can be moved around or re-sized. Press the **Lock HUD** button in the top-right corner, in the Radio part of the interface, to unlock the HUD. You can then move elements around by clicking and dragging them with the left mouse button. Click the Lock HUD button again to lock these HUD elements down and keep them in place.

Tip: You can reset your HUD position to default in the Display Options menu.

The main game HUD has five elements that can be moved separately: the **Ranger Team Bar**, the **Skill Bar**, the **Weapon Display**, the **Dot Matrix Printer** (also known as the Text Log), and the **Radio**. We will discuss each below.

Ranger Team Bar

This **Ranger Team Bar** shows the portraits of your Rangers as well as any non-player characters you recruited along the way, with the minimum team size being 1 and the maximum 7. Left-clicking on any character's portrait will select him or her. By default, the F1 to F7 keys also function as selection keys: F1 will select the first character from the left, F2 the second, and so on.



The Ranger portraits have a green bar on the bottoms that will gradually change to red as their CON decreases. This indicates roughly how much damage the Ranger has taken. Hovering the mouse over the portrait will give you full information. Above the Ranger portraits are small icons to indicate any status effects, whether support buffs, poisons or injuries. Move the mouse pointer over them for more information on each of them.

Tip: The Ranger Team Bar has a horizontal and a vertical mode when you are customizing your HUD.

Skill Bar

The **Skill Bar** (also called the Hotbar) shows up to 8 selected skills or items for quick use. To change what each slot uses, click the right mouse button while hovering over the slot you want to change, and left-click the skill or item you want to put into that slot. You can also

click and hold an element to drag and drop it, to move an item or skill to another slot. Each Ranger has his or her own Skill Bar, so each one can have customized actions quickly available to you.



To use a skill or item from the Skill Bar, you can click it with the left mouse button, then move the mouse pointer to the object in the game world you wish to use it on, and then click the left mouse button again. Alternatively, keys 1-8 will select the skill or item in that corresponding slot.

At the start of the game, the Skill Bar is pre-populated by your Ranger's usable skills and items, but as you gain new skills and usable items you should put them in the Skill Bar and sort them yourself. Passive skills and items with no function cannot be added to the Skill Bar.

To the left of the Skill Bar are three buttons. The top button is the **Toggle Group Movement** button, making your Rangers either move as a group, or individually (out of combat only). By default, this function is also tied to the Spacebar key.

The second button is the **Backpack**, which opens the Character and Inventory Screen of the currently selected Ranger. See the *Character and Inventory Screen* section for more details. You can press the C or I key on your keyboard to access this screen as well.

The final button is the **Logbook**. This opens up your mission log as well as the storage of lore items (books, diaries, computer logs) you have picked up. See the *Logbook* section for more on this.



The most noticeable part of the **Weapon Display** is the weapon icon and name. This informs you of which weapon the selected Ranger currently has equipped.

To the right of the weapon, you'll see the basic stats of this weapon. From top to bottom these are: the weapon's damage range per single attack, the current/maximum ammo the weapon is loaded with (if applicable), Armor Penetration value, and the Critical Hit Chance value. The Action Point cost of the selected attack type is listed over the weapon icon itself in the top-right corner (i.e. AP 6).



Above the weapon icon are several buttons with combat or weapon-specific commands:

- **Headshot** allows you to take a headshot at a target (if applicable to your weapon). Headshots have a bonus Critical

Hit Chance at the expense of higher Action Points and Chance to Hit.

- **Crouch** toggles your Rangers' stance between standing (default ' key) or crouching (default ; key). Crouching increases the Rangers' Evasion Chance by +20% and his Chance to Hit by 10%, but also costs 2 Action Points to do.
- **Ambush** will set the Ranger to fire upon any enemy that comes within sight during combat, whether approaching from out of range or popping out of cover. The cost of Ambush is the same as your weapon's Action Point attack cost.

It doesn't take a tactical genius to ambush, and it's a life-saver. Use it against knife-wielding crazies and come out without a scratch! -

Angie

- **Change Fire Mode** allows you to change between different shot types, such as single shot/burst fire (if applicable to the weapon).
- **Swap Weapon** freely switches between your primary and secondary weapon. You can equip those in your Inventory screen (see the *Inventory and Character Screen* section for more). The default key binding is X.
- **Reload** reloads your currently equipped weapon if you have the ammo for it. The default key binding is R. The Action Point cost of doing this in combat is equal to the weapon's standard attack cost.

Tip: To quickly reload all weapons after combat, press U to select the entire party, then press R.

You can also hold down Ctrl or click the red target icon on the Weapon Display to **Force Fire** at a target. Force Fire allows you to fire upon any target, friendly or neutral NPC or creature, or object in the world. This will generally start combat, as people are not overly fond of being shot

at. You can also press and hold the left Ctrl key on your keyboard to toggle Force Fire mode.

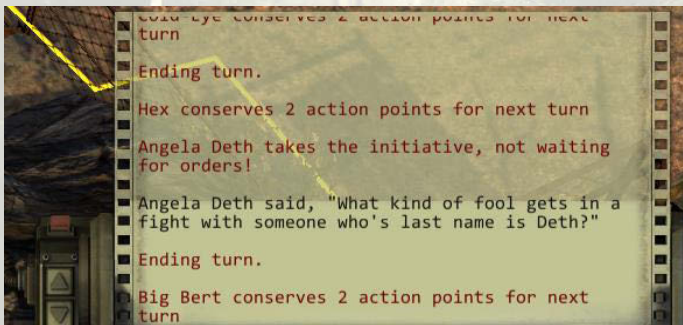
*Nothing stopping you from shooting
anyone you like, but you should really
think before you fire - Nur*

For more information on HUD elements that pop up during combat only, see the *Combat HUD* section.



This fancy top-of-the-line **Dot Matrix Printer** (Text Log) serves two functions.

First, it stores information from other information readouts, such as conversations, radio calls, and combat information, so that you can read them at your own convenience. Note that how much information of this kind it stores depends on your choices in the Gameplay Options menu.



The second function is as a readout of world information. The Dot Matrix Printer will constantly print out details about items you inspect

or new areas you enter. The level of information may be dependent on the skills your Rangers have available, such as Perception.

The number of lines the Dot Matrix Printer outputs can be controlled by clicking and dragging on the top of the paper, or clicking the **Increase** and **Decrease Size** arrow buttons on its left-hand side. You can also scroll the text up or down by using the mouse wheel.

Always keep an eye on your environment.

*Missing small but vital information can
be the difference between life and death -*

Ace



The **Radio** is your party's lifeline back to Ranger Citadel HQ. Through it, you will receive vital updates on your main objectives, as well as any side missions you choose to undertake. You may also pick up calls from other inhabitants of the Wasteland from time to time. The nixie tubes display the frequency you're calling on or being called on. The handy-dandy **compass** on the underside displays the direction the camera is currently pointed.



End immediately ends any on-going radio calls. This is for ambient, ongoing radio receptions, not for two-way conversations you are participating in.

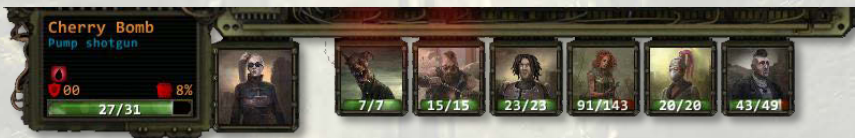
Call is used to call back to Ranger Citadel and apprise them of your status. If you've gained enough Experience Points to level up, click this button for these Rangers to receive their promotions. Remember that you will not level up or gain any of the associated bonuses if you don't call in to HQ!

On the right-hand of the Radio interface are two small buttons: the **Lock HUD** button allows you to unlock and move around elements of the main game HUD, and the **Pause Menu** button (small gear) opens up the Pause Menu (can also be opened with Esc key).



When in combat, several new **combat HUD** elements appear, as well as information readouts to help you better make tactical decisions.

Near the top of the screen is the **Action Queue**. Turn order is determined by the Initiative stat, and this readout lets you know the next six characters to take action after the current one, thus letting you plan out your turns more carefully.



To the left of the Action Queue is basic information on the character whose turn it is: name, weapon equipped, armor, Evasion Chance and a readout of his/her CON (Hit Points). Moving the mouse pointer over

portraits on the Action Queue will give you the same information on those characters.



The **Range Indicator** is the bar above your weapon's icon. This indicator shows enemies in range relative to the currently selected Ranger, with left indicating the Ranger's position, and right indicating greater distance from that Ranger. This information is important in determining where to move for the sake of both Maximum Range and close range penalties. Enemies appear on it as red dots - if they are inside the green area of the bar, they are in ideal range; if they are in the dark green or red area, they are outside of ideal range. Attacking enemies outside ideal range will incur Chance to Hit penalties. You can also click the individual red dots to attack the corresponding enemy.

The **End Turn** button will end the currently selected Ranger's turn. A turn will end automatically if you use all available Action Points, but if you end the Ranger's turn early it will conserve Action Points for the next turn. At 1-2 Action Points remaining, you gain 1 Action Point for the next turn. At 3+ remaining, you gain 2 Action Points.

The nixie tubes above the End Turn button display the total Action Points remaining in the selected Ranger's turn. Action Points can be used to fire weapons, reload, Ambush, move and use skills. The use of each of these actions varies, and for each there is an in-game tooltip that displays the cost of the action you're about to take. The cost of

various actions is impacted by your Speed attribute and will vary from character to character.

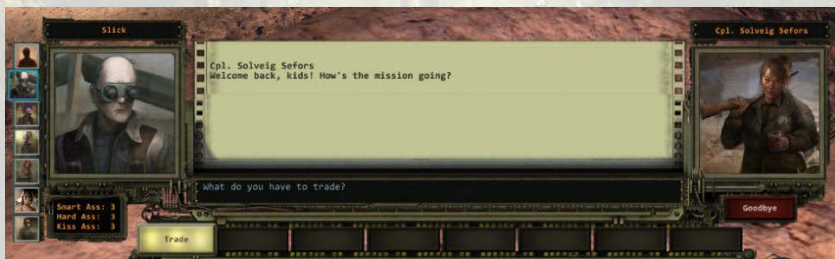
On the field itself are several range indicators. The squared-off blue outline shows you how far your Ranger can move and still fire his/her currently equipped weapon in its currently selected firing mode. The yellow outline shows the total distances your Ranger can move. The red circle around your Ranger shows the Maximum Range of the weapon he or she currently has equipped.

Tip: The blue outline does not account for any need to reload the weapon, so always check your ammo!

When you move the mouse pointer over an enemy, more pieces of information will appear, specifically the Chance to Hit, the enemy's name, his/her total CON (Hit Points), armor and Evasion Chance. To read more about how each of these mechanics works, see the *Combat* section.

Conversation Screen

To initiate conversation with an NPC, left-click on him or her in the game world. When you click on a friendly/neutral NPC to talk to him or her, the main game HUD will disappear, the camera will pan to the people talking and the **Conversation Screen** will pop up.



The central readout displays the conversation text. As the selected Ranger or the NPC speaks, it will type in their dialog. You can use the scroll bar to go back up and read previous sections of the conversation.

All your current characters are listed on the left-hand side of the Conversation Screen. The very large portrait is your selected speaker's portrait, with his or her name above the portrait and below it his or her score in the three conversation skills: Smart Ass, Hard Ass or Kiss Ass. You can change the speaker in the conversation at any time to take advantage of their specific conversation skills.

The right-hand portrait is the NPC you are speaking with, with his or her name above the portrait and the **Goodbye** button below it. The Goodbye button always ends the conversation immediately unless the person you're talking to has something more to say.

The row of buttons at the bottom are your **keywords**. When NPCs are speaking you will see words highlighted in yellow and red. These are keywords that your party can ask the NPC about. Yellow keywords are local, relevant only to this conversation or this specific game area, and red keywords are global and relevant to the larger game story (and may be available to ask other NPCs in the game world about).

Certain keywords will be greyed-out if they require a certain conversation skill the current speaker does not have. Move the mouse pointer over the greyed out keyword to see the skill requirements. If another Ranger does have the skill required, click their portrait on the left-hand side to switch to him or her.

Tip: Look for a green highlight around a speaker's portrait on the left-hand side - this indicates that the speaker can use a conversation skill at that time!

The black area between the conversation readout and the row of keywords is the **Dialogue Preview**. When hovering the pointer over a keyword, this indicates what your Ranger will say if you select that

keyword. This helps provide extra context so you can choose the correct conversation selection for you.

Not all possible keywords are highlighted, or shown as buttons. You can use the Dialogue Preview to type in hidden keywords that you might be able to guess by paying close attention to what people are saying, which can unlock additional responses you may not have seen otherwise.

*Think before you speak. There's a right
time for a cutting remark and it may only
be there once - Vargas*

Character & Inventory Screen

Clicking the backpack button opens the **Character and Inventory Screen**. While in many games, your character information and Inventory are on separate screens, in *Wasteland 2*, we have consolidated this information for your convenience.



The Character Screen lists the Ranger's name, level and rank in the top left, and on the top right lists the current CON/MAXCON, as well as an Experience Point progress bar to the next level-up. At the very left of this screen are portrait icons where you can switch between selected characters with a left mouse click.

If one of the companion NPCs (CNPCs or Companions) is selected, there will also be a **Dismiss** button. Dismissed party members will travel to your home base and wait for you until you need them again.



The four buttons at the top, **Character/Attributes/Skills/Dossier**, switch between different elements of the Character Screen.



- **Character** displays the selected Ranger in his or her current gear. Click and drag in this window to rotate them. In this screen you can also change the Ranger's equipped items.
 - Under **Clothing** you can equip different head, chest and leg items: these are cosmetic, and change the Ranger's appearance only.
 - Under **Armor**, you can equip any protective gear you find, increasing the Ranger's Armor score. The **Trinket** slot is for small little items that give bonuses to the Rangers' attributes or skills.
 - The two slots under Party are not individually equipped; instead they represent the group's water supply (**Canteen**) and radiation protection (**Rad Suits**). Your party starts with Canteens and Rad Suits by default. See the World Map section for more information.
 - The **Primary** and **Secondary** slots represent weapons equipped by the selected Ranger. Weapons will automatically consume the correct ammo type directly from the character's Inventory.
- **Attributes** lists the Ranger's scores in the six attributes: Coordination, Luck, Awareness, Strength, Speed, Intelligence, Charisma. See the *Character System* section for more on these.
- **Skills** lists the skills the selected Ranger has points in are listed under the Learned Skills header. Underneath, it lists all available skills in three categories: Weapon Skills, Knowledge Skills and General Skills. At the top of the list are the available Skill Points you have to spend. See the *Character System* chapter for more details.

Sometimes it pays to bundle your effort to become an expert in one skill, rather than spread over multiple disciplines – Ace

- **Dossier** shows the personal details of the Ranger selected: Age, Nationality, Religion and Smokes of preference, as well as a Biography if you wrote one for your Ranger.

The bottom the Character Screen has four readouts you can switch between: **Attributes**, **General**, **Skills** and **Offensive**. Attributes and Skills display the Ranger's attribute scores and scores in learned skills. General is a readout of many passive characteristics derived from the character's attributes and equipment: Action Points, Armor, Combat Initiative, Chance to Evade, Maximum Carry Weight, CON per level, Skill Points per level and Combat Speed. Offensive is a readout of the character's offensive capabilities with the currently equipped weapon: Damage, Chance to Hit, Critical Hit Chance bonus and Maximum Range.



To the right of the Character Screen is this Ranger's Inventory Screen. *Wasteland 2* uses a grid-based Inventory system, but the size of the Inventory is not restricted by the grid: a scroll bar will appear if the grid is full. Instead the Inventory is constrained only by the Ranger's Maximum Carry Weight, which is listed in the bottom right-hand corner along with the weight of current equipment. In the bottom left-hand corner is the party's total amount of Scrap (money).

Items are automatically added onto the grid as you pick them up. Most standard items take up 1 space, most weapons take up 2, while larger items like armor take up 4. You can move items around on the Inventory grid as you so choose. To move an item from one character in your party to another, you can left-click and drag the item to the receiving character's portrait at the left-hand side.



The row of icons above the Inventory grid represent filters that display only specific items in your Inventory. Left-clicking these will display only the selected type of item, such as weapons or ammo.

Tip: Holding Left Shift while hovering over equippable items will pop up a comparison between your currently equipped item and the new Inventory item.

Right-clicking an item brings up the item's Info Card. The Info Card contains: the item's name, a short description, its stats and effects if available, and its weight and Scrap value (the Scrap value you will actually receive in trade for the item is influenced by your Barter skill).

Additionally, a few options may appear on the Info Card.

- **Equip** will equip the item.
- **Use** will switch to the game world view and allow you to select an object or character to use the item on, similar to if you had put the item in your Skill Bar.
- **Use on Self** will automatically use the item on the Ranger currently possessing it.
- **Add to Hotkey** adds the item to the Skill Bar on the main HUD.
- **Flag as Junk** will let you mark the item as Junk, allowing you to quickly sell it on the Barter Screen... speaking of which...



Certain NPCs in the world will be willing to trade with your party, typically merchants. Trade in the wasteland is done using a barter system, but it also factors in **Scrap** as currency, which can be substituted for any specific item you want to barter for. When you choose the relevant "Trade" keyword with a merchant in conversation, the Conversation Screen will close and the Barter Screen will appear.

On the left-hand of Barter Screen you will find the party's Inventory with much the same functionality as the Inventory screen. You can filter the items shown by your party, and can click **Sell All Junk** to immediately sell all the items you have flagged as Junk.



Along with individual Ranger inventories, there is also a group Inventory icon for selling from the Inventory of all party members. This is most useful for selling off all those random doodads and gewgaws you've picked up in one go.

To the right is the merchant's Inventory. Like your own party Inventory display, the merchant's also has item filters you can use.

The two portraits in the middle of the screen show the currently selected Ranger and their Barter skill bonus, which affects the selling and buying price. It also lists the total Scrap carried by the party, and the Scrap the vendor has available if you're selling items to him or her.

You can drag and drop or double-click items from either the Ranger Inventory into the Sell grid, or from the vendor Inventory into the Buy grid. The screen will display the difference in value between the two at the top of the screen. If what you're offering to sell is worth more than what the vendor is offering, he or she will make up the difference in Scrap, if available. If what you're looking to buy is worth more than what you're selling, the excess Scrap is taken from the party Inventory.

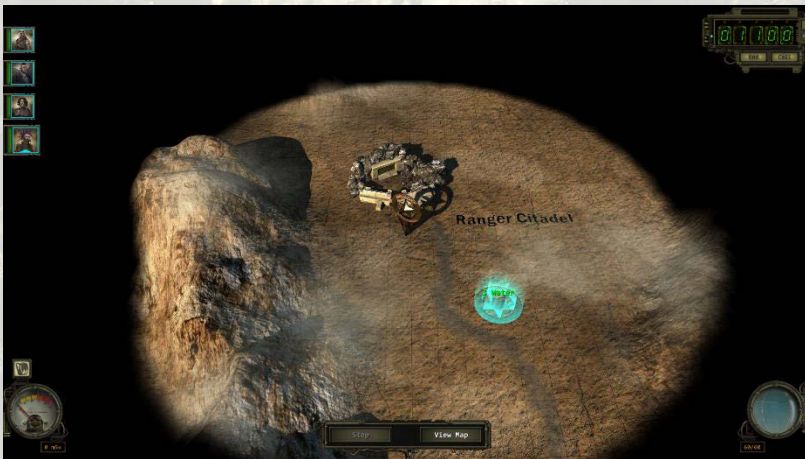
If you do not have enough Scrap, the Cost area will flash red, and the vendor will not accept the trade.

Pressing the **Trade** button finalizes the offer and switches the items and Scrap between your Ranger's Inventory and the vendor's Inventory.



The locations in *Wasteland 2* do not directly adjoin one another. You will have to travel through the Wasteland from one place to the next on the World Map.

The World Map leaves you free to travel in any direction you want. You will generally have some notes on where to go, but you can opt to go in any direction you like and see if you can discover some new locations, or valuable loot Caches left behind from before the apocalypse.



Move your mouse pointer around to target any point on the World Map, and right-click to move your Ranger party there. You always travel as a group on the World Map. Most of the World Map will be covered by black fog of war initially, but will be revealed as you explore.

The World Map still shows the character portraits, backpack button and Radio HUD from the main game HUD. These have the same functionality as described elsewhere.

The two added HUD elements are the Geiger Counter and the Water Indicator.

The **Geiger Counter** (bottom left) will stay at a safe 0 microsievert (mSv) as long as you avoid the radiation clouds left over from the apocalypse. The counter will start ticking as you approach a cloud, moving into the red if you move into one. **Radiation clouds** are indicated by radiation icons on the map, with numbers to indicate their rating. If you travel into radiation clouds, the party will start taking damage, though this can be reduced by wearing proper protection. **Radiation suits** with an equal to or higher rating than the radiation cloud will fully negate damage, making it safe for the party to travel around. Some radiation clouds may be too deadly to be bypassed even with protection. Radiation damage that penetrates your radiation suits is treated as normal damage, and can be treated as such by a Field Medic or by visiting a doctor.

The **Water Indicator** (bottom right) shows how much water the party is carrying in their canteens, both by a graphical indicator and a numerical value (i.e. 60/60). As you hover over spots on the World Map an "X water" value will pop up, showing how much water will be consumed in traveling to that spot. If you run out of water while traveling, the Rangers in the party will start taking damage, and eventually die of dehydration. Atop the water indicator is a button that will take you to the Pause Menu.

You can refill canteens in most friendly locations with a water source. Additionally, on the World map you may find **Oases**, which will offer opportunities to refill your party's canteens. Unlike your canteens, oases have unlimited water available.

As mentioned above, **Caches** are pre-war stores of items you can find on the World Map. These are not locations you can explore like most areas in the game, but you can loot items from them using the Loot Screen that appears when interacting with them. Some items found in Caches can be very valuable.

If you happen upon an Oasis, a Cache or a major Site or Settlement location, it will appear on the World Map and a notification will pop up to interact with it if you click on it.

Random Encounters can occur on the World Map as well. The wastes are a dangerous place, and sometimes your Rangers will run into dangerous bands of raiders or wild animals. If this happens, the game will display a warning with the choice to enter the Random Encounter, or attempt to run away (which uses the Outdoorsman skill). On running away successfully the Rangers will get some Experience Points.

Entering the Random Encounter will load up a special area where you may find enemies or, sometimes, friendly NPCs to talk to or trade with. To leave the Random Encounter back to the World Map, left-click the **World Map Transition Globe** in the area once you have finished with it.



The **Local Map** screen shows a bird's-eye view of your immediate area, allowing you to get your bearings more easily than relying on your own memory. As you explore, the Local Map will gradually be revealed just like the fog of war in the game world is.

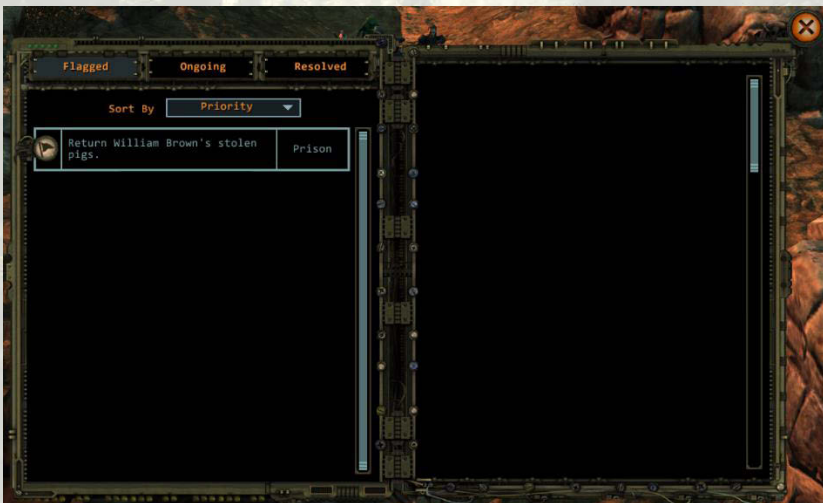
The Local Map screen shows points of interest, your Ranger party members, and any enemies in your visual range as colored icons. Hover the mouse pointer over them to see details.

Tip: The Compass on the main HUD will help you keep your bearings without needing to check the full Local Map screen.



Your **Logbook** tracks the ongoing and resolved assignments of Ranger Team Echo One (that's you).

Opening it will bring you to the overview of **Ongoing** missions, which are missions you've received that have not been marked Resolved one way or another yet. The left-hand screen shows a short summation of the mission and the location most pertinent to it (either the place you got it and/or the place you're being sent to). You can sort this overview by **Priority**, **Latest** or **Location**. Main story quests are marked in red.



Clicking the empty space to the left of any mission will **Flag** it. You can use this to sort missions into the **Flagged** column, thus keeping an overview of the most pertinent missions you want to do next or don't want to lose track of.

Clicking a mission will bring up the long description in the right-hand pane. This description changes and expands as you pick up more information and clues towards the resolution of the mission. If you are stuck on a mission it may help to check its description.



Once you've killed some ugly raiders, or found a crate full of unclaimed treasures, it's in a Ranger's best interest to take what they find. Some Rangers struggle with this but it's just part of the reality of the unforgiving wastes they all have to live with.

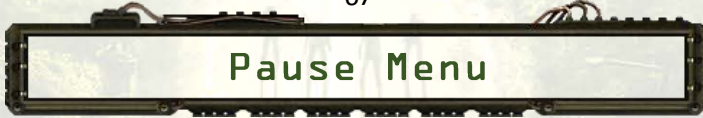
*Think of it this way,
what good will their stuff do
them when they're dead? - A
Deth*

Looting can be done during combat, but it is generally advisable to wait until the fighting's over, unless you're desperately looking for ammo or supplies. To loot a fallen enemy or container, simply click it with the right mouse button and the **Loot Screen** will come up:



Double-click items or drag them to the Ranger portraits to put them into a Ranger's Inventory, or click **Take All** to put everything into the selected Ranger's Inventory. **Distribute All** will attempt to most appropriately distribute the loot between party members depending on their skills, weapons and available inventory space.

Looting dead enemies works within a limited radius. On the right-hand side of the Loot Screen, you'll see portraits of the deceased, which you can use to select the body you're looting from. This radius also limits which party members can loot the respective corpse - if the Ranger is too far away, they won't be able to take those items until moving closer.

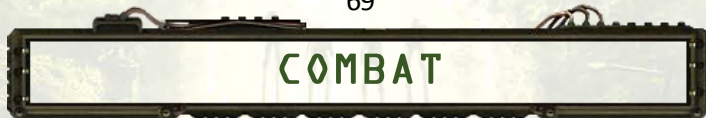


While in-game, you can press the Escape key or click the Pause Menu button on the Radio to bring up the **Pause Menu**.

Return to Game brings you back into the game, **Save Game** lets you create and name a manual save at your current spot, **Load Game** lets you load any game, **Options** opens the available options screens, **Exit Game** brings you back to the Main Menu.







The wastes are a dangerous place. You may be able to avoid an ambush, talk your way past some raiders, bribe others, and so on, but sooner or later every Ranger ends up in a situation where it's you or them. It's not that you should like it, or that killing someone is an easy thing to do, but solutions where everybody lives happily ever after tend to be a little thin on the ground out in the wastes. More often than not, someone's got to die so that others may live, and as a Ranger it's your job to ensure it's some nasty punk or critter instead of an honest type.

Winning your battles and keeping everyone alive and healthy can be a tough challenge, as you'll be facing everything from thugs, to honey badgers, to killer robots. Strategy can be the deciding factor in many fights, but there's also a lot to be said for bringing the thunder. Let's face it, it doesn't matter how brilliant a strategist you are, you're never going to take down a Scorpitron if all you brought is a bunch of pistols.

Still, tactics are always important. This is why, historically, the Desert Rangers have come out on top in so many of their critical battles. They work better as a group than their enemies do. Robots don't have it in their programming, mutated animals know none of it, and raiders are usually too drugged up and crazy to care. So a tightly knit group of men and women - trained and briefed, and utilizing all the tactical advantages they can get - can tackle a much larger force and emerge triumphant.

Below, we'll give you a run-down of combat in the game. Pay attention, because the information here may one day save your life - or the life of a fellow Ranger!

Combat Basics

This section will cover the different combat mechanics in *Wasteland 2*, as understanding these will help you make the best tactical decisions.

When you enter combat in *Wasteland 2*, the in-game real-time mode switches to a turn-based combat mode. Turn-based means each character acts in sequence: one person gets a full turn with all his or her Action Points, spending them to move, attack and use skills. Once one character is out of Action Points or done with their turn, the next character with the highest Initiative does the same. Every character follows the same rules - enemies have their own Action Points, Initiative and other values and stats which factor into the fight.



Once combat starts, it is to the death: everyone on either side has to lie dead or dying on the floor for it to end, barring some exceptions. Have we mentioned yet how the wastes are an unforgiving place? When Rangers (including recruits) fall, they will be in an unconscious or worse state, but usually far from dead, and can be patched up during

or after combat. It is only if everyone in the party falls that it is Game Over, as there's no one left standing to patch people up... or stop the bad guys from finishing the job with a bullet to the head.

Wasteland 2 uses a hidden grid for its positioning and distance calculations. When you move the pointer around the play area, the game makes behind the scenes calculations and shows you the cost of moving to the place you've selected. If you prefer, the grid can be turned visible from the Gameplay Options menu. Each square represents a meter for game calculations.

Tip: You can start combat with anyone at any moment by using the Force Fire functionality. Attacking someone always leads to combat.

IMPORTANT NOTE: just because you can shoot anybody doesn't mean you should. Rangers are not indiscriminate killers -
Vargas

Targeting

The main action taken in combat is attacking the enemy until they're dead. When you mouse over an enemy in combat, the mouse pointer turns into a target icon and it's as simple as left-clicking to fire.



However, the ability to target someone depends on numerous factors. Always check for the following:

- Is the target within **Line of Sight**? Line of Sight is a straight line between two characters. Cover will partially obscure Line of Sight for a Chance to Hit penalty, but if Line of Sight is fully blocked by a wall or building the two combatants can't target each other without moving.
- Is the equipped weapon **loaded**? Clicking on a target will reload if the weapon is empty, unless the Ranger does not have enough Action Points to reload or does not have any of the proper ammo.
- Is the enemy within **range**? The red circle around the selected Ranger indicates the Maximum Range of the equipped weapon. If not in range, see if it's possible to move and attack.
- Are there enough **Action Points** available to attack? If the Ranger does not have enough Action Points, he or she can't attack.

To manually target an Area of Effect shot such as a shotgun or heavy weapon, you can also use the Force Fire functionality.

Friendly characters that are within the line of fire may be hit, as well as friendlies within an area covered by an Area of Effect attack. Pick your shots carefully and take care in positioning your party members. Remember, enemies can use Area of Effect attacks as well!



Not every shot can be a winner. The Chance to Hit of an attack is expressed as a percentage on the game's readout and rolled against

with every attack made. Enemies similarly have their own Chance to Hit and will occasionally miss or get a Critical Hit.



The main determining factor in Chance to Hit is the Ranger's skill with the equipped weapon. You can find out this base Chance to Hit with the weapon by hovering over it with the mouse in the Inventory screen. This percentage can go up to 100%, but different factors in combat can bring it back down.

Factors that adjust Chance to Hit in combat include:

- **Range** is a major factor. Even if an enemy is within Maximum Range, one can still incur penalties from the enemy being too far away with some weapons, such as a pistol or SMG, or too close if using weapons like sniper rifles or assault rifles.
- **Cover** plays a vital role. If you are in cover it will greatly reduce your attacker's Chance to Hit, while you gain a slight bonus to Chance to Hit. Cover is directional, meaning that flanking enemies in cover removes the penalty on your chance to hit them. Destroying cover is also effective (explosives do the job).

To see if a character is in cover, look for a **white shield icon** near them.

- **High ground** gives a significant bonus Chance to Hit for the person that has the higher ground, and a bonus to evade.
- **Crouching** is an action you can take in combat that provides a +10% increase in Chance to Hit, and +20% to Evasion Chance. Crouching costs 2 Action Points and prevents movement until you stand up again.
- **Status effects** can decrease Chance to Hit, if they induce a penalty to an attribute, skill or other negative effect. Remember that most status effects will wear off over time, or can be cured by a field medic, surgeon or town doctor.
- **Nearby enemies** can make you less accurate. For instance, if a Ranger with a sniper rifle has an enemy in direct melee range, that enemy will interfere with any shot she tries to make, decreasing Chance to Hit even if targeting someone far away.



Every action a Ranger can take in combat takes some amount of Action Points. The total amount of Action Points one can spend is determined by different Attributes as described in the Character section. One can never spend more Action Points than are available. Each turn the Ranger starts with a fresh set of Action Points, occasionally increased by Luck or by carrying over Action Points from the last turn (1-2 Action Points left gives +1 Action Point, 3+ Action Points left gives +2 Action Points).

The number of Action Points remaining is indicated and constantly updated above the **End Turn** button. Furthermore, the game outlines how far the Ranger can move and still shoot in the blue outline, and

how far the Ranger can move in the yellow outline. However, you are well advised to always keep an account of your Action Points for yourself, and calculate ahead of time what actions you wish to take and how much they cost.



The Action Point cost of each action is related to the difficulty of the action and how skilled you are at it. Moving is a simple activity, and depending on one's Combat Speed stat, a character can cover multiple meters per Action Point. Shooting a pistol will take more Action Points, and a rifle more than that.

Here is a chart of common Action Point costs:

Action	Cost
Move	2.2-3.8 AP/m (depends on Speed)
Melee Attack	3 AP
Fire pistol	3 AP
Fire SMG	4-6 AP

Fire assault rifle	5-6 AP
Fire shotgun	5 AP
Fire sniper rifle	6-7 AP
Fire heavy weapon	5-8 AP
Fire energy weapon	4 AP
Ambush	Same cost as firing weapon
Reload	Same cost as firing weapon
Skill Use	4 AP (depends on Speed)
Item Use	4 AP (depends on Speed)



Some weapons can only fire a single shot or multiple shots, but other weapons such as most assault rifles have different **Firing Modes** available. The **Switch Fire Mode** button on the Weapon Display will grey out if the weapon does not have this capability.

Firing Modes go between single shots and burst fire. Single shots always use 1 round, whereas burst fire can use 3 rounds, or 5 rounds, or even more. The amount of rounds used can be seen by hovering the mouse pointer over the weapon in the Inventory or on the Weapon Display. Firing more rounds generally takes more Action Points.

The Chance to Hit is calculated for each shot separately, which means that if you fire multiple rounds, some may miss and some can hit. This also drastically increases the chance of friendly fire when using burst fire, so be careful about where you spray and pray.

Headshots can be toggled on and off by clicking the headshot button on the Combat HUD. When the button looks like a



skull, you will gain a significant bonus to your Critical Hit Chance, but it comes with a significant penalty to Chance to Hit. Use it when you have a clear shot and need to make it really count!



Melee Combat

Most of the above descriptions have been focused on ranged combat. Melee combat works with the same principles, but has its own unique quirks. For one, none of the melee weapons - be they bladed, blunt or just fists - use ammo, making them the cheapest available method of killing around.

The main tradeoff for using melee is the inability to effectively use cover and positioning to gain an advantage (though melee fighters can still use cover, they can't attack over it). The only strategic option available is usually to run towards the enemy and attack head-on. This leaves melee-specialized Rangers in very exposed positions during fights, and many enemies will take advantage of that and focus their fire - though others may instead focus on your soft, squishy sniper.

For this reason, melee-focused combatants should be specialized in their field in more than just putting Skill Points into the melee weapon of choice: it is highly advisable to give them high Strength so they have the CON to survive a fight, high Speed so they can move around more freely and retreat when needed, and good equipment like armor. Because of the low Action Point cost per attack, melee fighters have the capacity to be among the deadliest of your team, but they do need to be well specialized.



Armor

When shots do land on target, how much damage they do is based on the weapon's stats, as shown in the Ranger's Inventory and the Weapon Display. However, damage is not directly applied to the target's CON if the target is wearing protection. The Armor score of both opponents and Rangers is shown in the Combat HUD, both in the

mouse-over tooltip and in the Action Queue. You can equip and inspect the value of an armor item from the Inventory screen.



Armor values range from 0 (no Armor) to 10 - which is the ultimate protection offered by the heaviest of armor. For humans, Armor values come purely from equipment, but animals and especially robots often have innately high Armor values from their tough hides or metal plating. Equippable armor is split between two tiers, light and heavy. Light

offers less protection but also has lower requirements and penalties, while heavy armor generally has Strength requirements and a penalty to Combat Speed.

Certain attacks and ammo types have Armor Penetration values, which also go from 1-10. This indicates how much Armor the attack can ignore to apply damage directly to the target's CON. However, Armor Penetration is not converted into damage. That is to say, if the Armor Penetration is higher than the Armor value it is not turned into bonus damage, it just means all the weapon's damage is applied directly.

However if the Armor Penetration value is lower than the target's Armor value, that difference is subtracted from the damage done. The lower the Armor Penetration value, the more damage lost. It is possible for all your hits to land but do no damage, such as if you're shooting with a 0 Armor Penetration light caliber pistol at a robot. Larger caliber rounds tend to have higher Armor Penetration but are also more costly, so use them wisely. Energy weapons have a unique inverse relation to Armor, and do more damage the more Armor a target has.



Ambush

Ambush is a tactic available if positioning is good and you'd rather wait for the enemy to come to you, allowing you to create killboxes or greet knife-wielding madmen with a hail of bullets.

To set a Ranger to Ambush mode, click the Ambush button on the Combat HUD and end the Ranger's turn. The Action Point cost of an Ambush is the same as the weapon's standard attack cost. It is possible to take other actions before or after setting the Ranger to Ambush mode as long as it leaves enough Action Points to perform the Ambush.

Once in Ambush mode, the Ranger will attack the first enemy that comes within range. Ambush is not directional, meaning the Ranger will keep watch in all directions rather than just the one he or she is facing. Because Ambush is executed as soon as an enemy comes within range, at the longest range, it is best done with weapons that do not suffer from ranged penalties, such as pistols, assault rifles or sniper rifles. It is not too advisable to set up an ambush while wielding explosives or other heavy weapons, unless you planned it very carefully.

Tip: Melee characters can use Ambush too, but remember that this only works well in close quarters.



Status Effects

At any time a Ranger's performance can be influenced by a variety of **status effects**, which either act as buffs or debuffs: in other words, they give an increase or decrease to specific attributes or skills, or sometimes cause a Ranger to lose CON over time.

The most common status effects are gained in combat, but some can be given by things like Critical Failure on a Brute Force attempt or from a successful use of Animal Whisperer. Status Effects are never irreversible, they are either limited by time or the presence and proximity of an external factor, such as being in the range of a character with a high Leadership value. Some status effects may need a Ranger skilled in Surgeon to fix, or an NPC doctor offering medical services.

Status effects can be caused by a wide variety of factors. A robot may have a static field around it decreasing Coordination. A Ranger could be poisoned, decreasing CON and overall effectiveness. Also, in any fight, a Critical Hit can cause a nasty, bleeding wound that keeps causing damage, or stuns a character, decreasing Speed and Awareness.

Here is a list of some of the common Status Effects to watch out for:

Name	Effect
Radiation Sickness	Causes damage as well as a loss of Intelligence and Strength
Bleeding Out	Causes a steady loss of CON
Stunned	Decreases Speed and Awareness
Mending	Occurs when healed by a skilled surgeon, recovers CON
Fractured Fibula	Occurs on Critical Failure of Brute Force, decreases Brute Force
Tetanus	Occurs on Critical Failure of Mechanical Repair, decreases Charisma and Coordination
Blood Loss	Decreases base MAXCON
Confusion	Decreases Awareness and Intelligence

Brain Damage	Occurs when coming seriously close to dying, decreases all Attributes
Arm Wound	Decreases all Combat Skills
Broken Bone	Decreases Coordination
Eye Wound	Decreases Awareness, Perception and attack range
Hand Wound	Decreases effectiveness at manual actions (Alarm Disarming, Field Medic, Lockpicking, Safecracking and reloading)
Leg Wound	Decreases Speed
Head Wound	Decreases Intelligence



Wasteland 2 has 4 difficulty options: **Rookie** (easy), **Seasoned** (normal), **Ranger** (hard) and **Supreme Jerk** (very hard). You are asked to set your difficulty when you start a new game, and can adjust it at any time in the Gameplay Options menu. Difficulty adjusts base values such as Player Damage, Enemy Damage, Friendly Fire and Player CON Regeneration on level up, as well as a variety of other values. The main difference will be found in how challenging combat is.

Tip: we highly recommend players pick Seasoned the first time through the game, as it has been most balanced for that particular difficulty level. For added or decreased challenge, you can always change it later.

THE WORLD

Some folks say there's still a whole world out there beyond the radiation clouds. And who knows, maybe they're right. Maybe there are other survivors we don't know about, though after years and years of hearing nothing but static on their radios, the Rangers are starting to believe the odds of that are pretty slim.



Instead, this section will focus on the little triangle of the world the Rangers know best: the Arizona Wasteland. It was never the most civilized part of the world, but that's exactly what saved it when the bombs fell on the big cities. Yes, the desolation means the folks here have to scrape by to survive, but at least they're alive to do just that.

This section outlines some of the known territories, enemies and equipment you may encounter on your travels as a Desert Ranger on patrol.

note: need to fill out this part with more information. get more field reports? - sagarra



Locations

These are the major human settlements in the Arizona Wasteland. The desert is dotted with smaller settlements and homesteads, but these places are the most important.

Ranger Citadel is the home of the Desert Rangers. Before the war, this was a fortified military facility carved into a mountainside, one of the most secure locations in the area. Afterwards, it was occupied by a collector cult known as the Guardians of the Old Order, who were fanatically devoted to preserving technology. A fine principle, but they took it to the extreme, killing people to steal their technology and hoarding it all for themselves. Fifteen years ago, the Rangers liberated the place from the Guardians and made it their headquarters, leaving their old HQ, Ranger Center, aka the Prison, behind. None are allowed inside except Rangers, though trading occurs in the forecourt.

Agricultural Center was a satellite tracking facility before the war. After the bombs fell, the surviving technicians joined up with nearby farmers to found a forward-thinking agricultural community. It has been their mission ever since to find new ways to increase crop yields, sometimes with dangerous results - such as the invasion of giant rabbits and other critters the Rangers had to solve years ago. The Ag Center is not the sole source of food in the Wasteland, but its supply lines do cover the entire area, and they provide Ranger Citadel with a weekly shipment.

Highpool was a reservoir and water treatment plant before the war, with a nearby camp for kids. Its remote, high location allowed the children and adults there to survive not just the war itself, but also the anarchy that followed. The town itself is small, but well-fortified, and it serves a critical function in the Arizona Wasteland, with its water purification plant the most reliable and bountiful source of fresh water available.

Rail Nomad Camp refers to the current stop of the various Rail Nomad clans. They travel along the railways, but have a few points where they tend to set up camp. The Rail Nomads live for their trains, whether pulled along the tracks or driven by their spiritual and political leaders, and serve important transportation functions for other communities. The Rail Nomads are grouped into many clans, but the two main ones you're likely to find are the Topekans and the Atchisons, who have never gotten along well. Despite them being insular and slow to trust outsiders with their affairs, pretty much any time a Ranger visits the Rail Nomads, you can bet on there being some feud to resolve or service to provide 'em in exchange for help or hospitality.

Prison is the former home of the Desert Rangers, abandoned when they moved to their new location, Ranger Citadel. Since then, different raider factions have moved in and out, ousting each other from power. The Red Skorpion Militia have held it for quite some time now - and may be itchin' to become more than just a nuisance for the Rangers.

Darwin Village was a small community built around a pre-apocalypse research facility. After the end, it served as labor pool for the madman Finster, who wanted to breed mutants to take over the world. Since General Vargas and his team leveled the place fifteen years ago nothing has been heard from Darwin Village, and it may have been swallowed by the desert. There are rumors of settlements to the **East of the Radiation Wall**, who possibly have dealings with the Red Skorpion Militia. Further investigation may be warranted.

Las Vegas, Needles and Quartz are to the west of the same mountain range that the Citadel is embedded in. After the fall of Base Cochise, these three towns started cooperating more tightly, setting up reliable trade routes while aiding the Rangers in beating back the remaining robot menace. However, years ago, shifting radiation clouds cut off all contact with all of them. Some say they were all wiped out, while

others say they have combined into a utopic super-city. The truth is unknown.

Enemies

These are some of the beasts, brutes and butt-uglies you'll run into as you patrol the wastes. A little study here could save you a headache - or a beat down - later.



Raider is a generic catch-all for the various semi-organized scum and filth that prowl the wastes. Often ill-equipped and poor in their tactical decision-making, a single raider is a threat only to the freshest of rookies. But, they are dangerous in numbers, and they will rarely negotiate or retreat.

The Wrecking Crew are a group of raiders with a fetish for junkyard armor and weapons who operate on the southern end of the known Arizona territories. They group together heavy bruisers and riflemen to make deadly raiding parties, harassing nearby communities. Though madder than they are smart, they can still be dangerous due to their sheer tenacity.



Rail Thieves are a group of specialized raiders that hound and harass the Rail Nomads, scavenging rails to use or sell for Scrap. Attempts to wipe them out have proven futile so far, as they're an agile and dangerous lot, and never stay in one place too long.

Giant Flies are not just larger than their non-mutated cousins, but have also gained the ability to spit poisonous bile over long distances, and

use their mandibles for close-range attacks. Even their young larvae will aid them in combat, trying to swarm anyone who disturbs them.

Giant Rabbits may not sound too threatening, but these beasts are fast, nimble and possessing of big pointy teeth. Lone rabbits are not too dangerous, but a herd will overrun your position in no time. Avoid their warrens at all cost.



Waste Wolves are dangerous, aggressive animals. Before the war, wolves were stealthy predators who tended to avoid humans, but waste wolves have warped brains and see any creature as a meal, man included. Worst still, their heightened metabolism keeps them hungry all the times, so you will rarely meet a satiated waste wolf.

Mutant Toads are tough creatures. They're fairly rare, tending to live in remote places far away from humans, but they will turn aggressive very quickly when approached. Watch your weapons closely if you fight one, as they are known to grab them from people's hands with their tongues - getting the weapons back after the fight is not the most enjoyable way to spend an afternoon, either.

Honey Badgers were reportedly well known for "not caring" before the war, but with mutations increasing them in size and toughening their hides, they're some of the most dangerous animals you will encounter in the wastes. They will attack with tooth and claw and have thick hides, making them notoriously hard to bring down. Honey Badgers are fearless and aggressive, usually roaming in packs or burrowing underground.

The Servants of the Mushroom Cloud were a cult of nuclear fallout worshippers from the west, who believed nuclear radiation to have holy properties and nuclear bombs to be gods. Reports say they either

dispersed from Needles as the townspeople became more organized, or possibly split into multiple factions. Their current whereabouts are unknown. If you ever encounter any, take care, as they will not be shy to blow themselves up and go out in a blaze of nuclear glory if they feel you are an enemy to their beliefs.

Robots were produced by the Cochise AI in massive numbers until Base Cochise was finally destroyed by Vargas and his team. The vast majority were wiped out in the clean-up that followed, but they are hardy machines, and can lay dormant out in the desert for decades. The Rangers will likely keep encountering these lethal constructs for decades to come.



*Could you stop referring to us as
"Vargas and his team?" - HR*

Robots come in many shapes and sizes, and many types are likely still undocumented. Some, like the Octotron, use simple blades, but others, like the tank-like Killers or the huge Slicer Dicers, possess a variety of ranged and melee attacks. A single Killer or Slicer Dicer can easily take down an inexperienced team of Rangers.



Equipment

Poor equipment is the number one cause of death in the desert for Rangers, starting with a leaky canteen and ending with unreliable guns and rad suits with holes in them.



All squads of Rangers are outfitted with canteens (+60 water capacity) and basic radiation suits (+1 radiation protection). The former will keep you supplied with water, the latter protect you from minor amounts of radiation. Remember to look for upgrades to your gear along the way, as your life will depend on it.

"Basic?" Shoddy's more like it - Knucks

Of course, the most important equipment are guns, armor and healing items. What follows is a primer on the basics.

Weapons

If there's one lesson you learn in the Wasteland, it's that a Ranger's best friend is a well-maintained weapon. Life can be hard and tough, and as a Ranger you'll find you'll rely on your gun as much as your companions. Also remember to keep an eye out for weapon modifications, which a Ranger skilled in Weaponsmithing can use to upgrade your existing gear.

Below are some common ranged and melee weapons that new recruits are often equipped with by HQ.



Name	Type	Ammo
Sap Gloves	Brawling	N/A
Barb Wire Bat	Blunt	N/A
Knife	Bladed	N/A
VP91Z	Handgun	.38 cal
M1	Assault Rifle	5.56 mm
Pump Shotgun	Shotgun	12 gauge
M2	Heavy Weapons	5.56 mm
Greaser	Submachine Guns	.38 cal
Hunting Rifle	Sniper Rifle	30-06 cal
Phase Blaster	Energy Weapons	Energy Cell



Good protection can be hard to come by in the Wasteland, and some of it can be mighty expensive - but what's money if it keeps you from eating a bullet. Here's a list of some of the more common armor you may find in your travels.

Name	Type
Bullet Proof Shirt	Light
Leather Jacket	Light
Goat Hide Armor	Heavy
Steel Plate Armor	Heavy

Healing Items

You may not think you need a helping hand now, but wait until you've got a bit of shrapnel in your shoulder. Field Medics and Surgeons would do well to keep an eye out for these items below.

Name	Requires	Effect
Pain Relievers	N/A	Heals minor CON
Field Medic Pack	Field Medic	Heals major CON
Antivenom	Surgeon	Removes all Venom effects
Antibiotics	Surgeon	Removes all Disease effects
Basic Trauma Kit	Surgeon	Revives downed Rangers



APPENDICES





Hints & Tips

Some handy hints and tips if you're having trouble out in the Wasteland.

- Save often! The game offers 3 quicksave slots, 1 autosave slot, optional timed autosaves, as well as manual saves.
- Always take a surgeon with you in any party.
- Don't forget the game has a difficulty setting in the Gameplay Options menu you can adjust at any time!
- Remember to use your Radio to contact HQ regularly.
- Make sure to spread your combat skills around. Two Rangers using the same weapon is doable, but may run out of ammo faster.
- It is usually a good idea to give your sniper and rifle wielders a point or two in a melee combat skill as a backup. Pistols are also good back-up weapons and are cheap to use.
- Always check your ammo before starting combat!
- Check the stats on your weapon carefully. Higher damage is not always better if Action Point consumption is much higher.
- Using Weaponsmithing on excess weapons for spare parts will sometimes yield important modifications. These can be attached to applicable weapons to improve their performance in the field.
- The Outdoorsman skill helps you not just avoid fights, but it lets you get better positioning when you go into them. It is a useful skill even if you have no desire to avoid encounters on the World Map.
- Pick your CNPCs carefully to maintain your ideal party balance.
- Don't underestimate the value of Charisma and Leadership - the combat bonuses can be very substantial.

- Be sure to loot, Lockpick and Safecrack the various containers you find. Scrap is very easy to burn through quickly if you go on a shopping spree, and selling extra items and junk will let you buy what you really need.
- Use Ambush in combat, either to lure enemies into traps or if a character doesn't have a good action to take that turn.
- Using a skill with a low success rate carries risk of Critical Failure - which can lead to embarrassing injuries or locking yourself out of some loot by mistake. Be careful, and remember you can usually come back to an object later, once you've leveled up the required skill.
- Talk to everyone you meet; you never know how they might help you.
- Return to HQ to turn in and receive new missions, sell your junk, buy new guns, ammo and armor, and see what's new.
- Carry spare weapons with you in case yours gets stolen by an enemy or jammed during a crucial moment in combat!
- Your HQ contains storage lockers for you to use. Return there to drop off items you don't need to carry with you.
- Check for traps and alarms before touching doors, containers and more. Sometimes these will cause chaos for you when you least expect it!



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