

The Story of How We Learned to Make the Bombs that Made the Whole World Feel Better

A Guide to

Tactical Combat

by the Local Union of Brotherhood Scribes 432

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Installation

To install the game, insert the Fallout Tactics CD-ROM #1 into your CD-ROM drive. If you have auto-start enabled, the setup screen will appear shortly.

If you do not have auto-start enabled, or the setup screen does not appear, then you must run the SETUP.EXE file located on CD-ROM #1.

The installation process will begin. Follow the on-screen instructions. Insert the other CD-ROMs when prompted. The setup program will also allow you to install Gamespy Arcade, for fast and easy access to Internet multiplayer gaming.

To start the game, once the installation process has completed, click on Start -> Programs -> 14 Degrees East -> Fallout Tactics -> Fallout Tactics.exe

To view last minute information and updates to this manual, be sure to read the Fallout Tactics Readme.txt file. This file is available in your installation folder. You can also click on Start -> Programs -> 14 Degrees East -> Fallout Tactics -> Fallout Tactics Readme.txt

Introduction

Fallout Tactics is a squad-based tactical combat game set in the Fallout universe. Assemble your men (or women, or mutants or critters...) and defeat your enemies using all of your skills and tools available. Triumph or die in the wastelands - the fate of your squad rests in your hands.

We suggest that you start with the Tutorial missions. They will bring you up to speed on using the interface, the basics of movement and combat, and even some tactical strategies to try. See Tutorial Missions page 8.

The single-player campaign is a series of missions, over which one of the many stories of the Fallout universe will be told. You will be in charge of a Brotherhood of Steel squad, responsible for managing the development of your squaddies, keeping them safe, and improving their equipment and skills. See Starting a Single-player Game, page 7.

You can also battle real-life opponents, using a home network or the Internet. These opponents will be more challenging than the single player game. Create characters from several different races and form squads that will send your enemies running before you. See Starting a Multiplayer Game, page 9.

Playing the Game

This chapter of the Brotherhood of Steel manual focuses on the user interface. For a basic introduction within the game, try playing a tutorial mission, see page 8. If you need a list of hotkeys, press H during a mission.

Main Menu

When the game is started, the intro movies will play. You can press ESC to bypass them.

When the intro movies have finished, you will see the main menu screen.



The main menu screen.

You can select from the following options:

INTRO: This button will display the intro movie again. Use this to amaze your friends!
SINGLE-PLAYER: Click this button to display the Single-Player Game screen, page 7.

MULTIPLAYER: Click here to select the Multiplayer Game screen, page 9.
OPTIONS: This button will open the Options menu screen, page 27.
CREDITS: Clicking this button will display a list of the people who worked on Fallout Tactics.
EXIT: Click this button when you are done playing the game and wish to quit.

The version number of the game is displayed at the bottom of this screen. See www.interplay.com/falloutbos for program updates.

Starting a Single-Player Game



The start of a perfectly good single-player game.

TUTORIALS: Click this button to display tutorial missions to help you learn how to play.
NEW: This will start a new single-player campaign game.
LOAD: Click this to load a previously saved game, see page 29.
CUSTOM CAMPAIGN: This will display a list of custom campaign missions for you to play.
CUSTOM MISSION: This displays a list of custom missions for you to play.
BACK: This will return you to the main menu.

Single-player Campaigns

A single-player campaign game is a series of missions. You will start with a limited number of characters, including a primary character, cheap weapons and armor, no vehicles and little

experience. As you progress through the missions, you will gain more of all of these.

To start a single-player game, you need to pick or create a primary character. This is your representative in the Fallout Tactics world. The primary character must go on each and every mission. You need to keep this character safe, for if this character dies, your game is over and you must load a previously saved game or restart the campaign.

Tutorial Missions

There are two types of tutorial missions: basic and tactical. The Basic tutorial is designed to teach you what the interface does, while tactical tutorials give you some simple tactics to use in your games.



Tutorial Mission menu screen.

Tutorial missions come pre-supplied with a character or squad for you to use. If you lose characters in a tutorial mission, it will not affect your other games.

Follow the orders of the tutorial instructor. Click DONE on the instructor windows to close them. If you need to review a message from the instructor, click on PIP and select the desired message.

The tactical tutorials will start with a movie of the instructor showing you one tactic for defeating the test. You will then be given the opportunity to play the tutorial test yourself. If you follow the sample tactics, you should be successful.

You can end your tutorial at any time by pressing ESC and selecting EXIT TO MENU from the menu.

Starting a Multiplayer Game

There are three ways to play a multiplayer game: LAN, Direct TCP/IP and using the GameSpy network. To start a LAN or Direct TCP/IP game, start Fallout Tactics normally and click on MULTIPLAYER from the main menu. To play in a GameSpy game over the Internet, launch GameSpy Arcade from the Start->Programs menu.

Click in the Enter Name text box and type your name. The Active Servers window will show the current games. You can click BACK to return to the main menu.

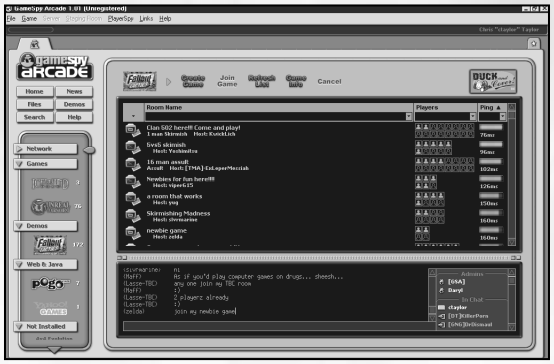
LAN Games

You can play Fallout Tactics on a TCP/IP based Local Area Network. An IPX based LAN is not supported.

Fallout Tactics will display all current games on your LAN. To start a new game, click HOST. To join an existing game, click on the game and then click JOIN.

Gamespy Games

The easiest way to play Fallout Tactics online is through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your Fallout Tactics CD and install Arcade now. Then, to play Fallout Tactics online, launch the Arcade software, and follow these simple instructions:



This is GameSpy Arcade.

Make sure Fallout Tactics is listed in Arcade: When you launch Arcade, you should see a Fallout Tactics icon (along with icons from any other Arcade-supported games you have installed) under the "Games" tab on the left hand side of the software. Clicking on this tab will take you to the Fallout Tactics chat room / staging area in Arcade, from which you can meet and greet other players, find servers to play on, create your own server, or try the patience of Arcade's chat administrators by relentlessly testing the language filters.

Finding a server: Upon entering the Fallout Tactics lobby in Arcade, you'll see two main windows. The upper window displays a list of servers running Fallout Tactics. Each server listing will include important information, such as the number of people playing and your "ping" to the server (the amount of time it takes your PC to send data to another PC, and receive it back; the lower this is, the better). If you're looking for a specific server, you can use the text boxes at the top of the server listing window to sort the servers according to specific criteria (room name, maximum or minimum number of active players, maximum ping, etc.)

Joining a game: Once you've found a server that you're sure you'd like to join, highlight it on the server list and either double-click on its listing or press the "Join Game" button above the server listing window. Arcade will take you into a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Once he does this, Arcade will immediately fire up Fallout Tactics and launch you into the action.

Starting a game: Arcade also enables you to launch your own Fallout Tactics server. To do this, enter the Fallout Tactics lobby in Arcade and click the "Create Room" button above the server listing window. You will be asked to set the parameters of your game – max. number of players, the server's name, and the game type, if any. Once you've done this, Arcade will create a staging room for you, in which other players can gather to play against you online. When all of the players present in the staging room have clicked their "Ready" button, you can launch the game by pressing the "Launch Game" button at the top of the screen. This will take you and all of the other players in the room into your session of Fallout Tactics.

Problems?
If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with Fallout Tactics, consult our help pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml.

Direct TCP/IP Games
Enter the IP address of your host server in the Optional Server IP box. Press ENTER. The JOIN button will light up when the server is found. Click JOIN to enter the game.

The IP address for your machine may be obtained by going to Start->Run->WINIPCFG. This works on Win95, Win98 and WinME.

Playing Modem-to-Modem
While Fallout Tactics does not support direct modem-to-modem gameplay, you can use Win98se or later to create a network connection between two computers using modems. When connected in this manner, Fallout Tactics will think it's on a LAN and let you play.

Quality of gameplay will depend on the speed and quality of your connection.

Port Information
All players should be using the latest version of DirectX.

The following TCP and UDP ports must be open on your proxy server or firewall:

Connection	Ports for Client Configuration	Ports for Host Configuration
Initial TCP Connection	47624 Outbound	47624 Inbound
Subsequent TCP Inbound	2300-2400	2300-2400
Subsequent TCP Outbound	2300-2400	2300-2400
Subsequent UDP Inbound	2300-2400	2300-2400
Subsequent UDP Outbound	2300-2400	2300-2400

To verify that these ports are open or to open these ports, please contact your network administrator or Internet service provider (ISP).

If you are the administrator of the network, please consult the documentation provided with your networking software to determine the steps to open these ports.

Hosting a Game

Enter your server name (it defaults to your player name). Optionally, enter a password. Players must enter this password before they will be allowed to join.

You can set the game options. These cannot be changed once the game starts. Click on the Options button.

Turn Based: CTB (Continuous turn based), Individual or Squad.

Bandwidth: Low, Medium, or High.

Line of Sight: Squad (you can only see what your squad can see), Team (you can see what your allies can see) or Off (you can see everything all the time).

Max Squad Members: Sets the maximum number of characters per squad.

Time of Day: Default, Pre-Dawn, Day, Evening, or Night.

Friendly Fire: The likelyhood that you will hit your own squaddies if they are between you and your target. Defaults to 25%, can be set from 0% to 100%.

AP Regeneration Rate: How fast Action Points regenerate in CTB mode. Defaults to 100%, can be set from 25% to 200%.

Turn Time Limit: How many seconds players have to act on their turn in Individual or Squad Turn-Based modes. 0 seconds means no limit.

Game Time Limit: How long the game will last, in minutes. 0 means the game will not end until all enemy squads are defeated.

Points: This determines the maximum number of points players can spend on their squad.

Click START GAME when ready. Click LEAVE GAME to cancel.

Multiplayer Game Types

There are two game types in Multiplayer: Skirmish and Assault. In Skirmish, you must defeat the other enemy squads. In Assault, one side plays the defenders and the other side is the attackers. The attackers must throw a switch in the defender's base to win. The defenders must stop the attackers from accomplishing their mission.

Game Modes

There are three different game modes that Fallout Tactics can be played in. All three modes use very similar rules, but there are some differences that need to be discussed.

Continuous Turn-Based Mode (CTB)

This is the default game mode. In this mode, all players and characters can act at the same time. Walking and Running do not cost Action Points, but all other actions do. Action Points regenerate over time. Characters with more APs will regenerate them faster than characters with less Action Points.

Individual Turn-Based Mode (ITB)

This is the game mode most like the original Fallout series. All characters will move one at a time, based on their Sequence statistic. Characters may not move out of order, with the exception of the Delay Action command, which will move a character farther down the sequence list. Once every character has had a chance to move, all characters will regain all Action Points and the turn will start over from the top of the list.

Squad Turn-Based Mode (STB)

This is a variant of ITB. In this mode, all characters for a particular player will get a chance to move at the same time. When all characters in the squad have moved, the next player or the computer will get a chance to act. When all squads have moved, the turn will start over from the top with the first squad.

ITB and STB are collectively called Turn-Based mode, or TB. If a rule applies to both ITB and STB, it will be referenced as TB mode.

You can change the game mode at any time during a single-player game using the Options screen, page 27.

The host will set the game mode for a multiplayer game. The game mode cannot be changed in a multiplayer game once the game starts.

Tactical Screen

The Tactical Screen is where you will spend the vast majority of your missions.



This is the tactical screen -- life ends here in the Wasteland...

The top portion of the screen is the game view. This is where the action takes place. It is here that you can give orders to your troops to move and fire, in addition to other actions, like grabbing items, talking to people, opening doors, picking locks, and rummaging through 60-year old trash.

The bottom part of the screen is the interface bar. This bar is so important, it gets its own section (see page 16).

Hold the mouse cursor over a button or display on the interface for a second to get a description and the default hotkey.

Selecting Characters

You can left-click on one of your characters to select them. Shift-left-click to add a character to the current selection or remove a currently selected character. You can also left-click and drag to select multiple characters.

You can also select characters using their character tabs, see page 16.

Press F1 to F6 to select an individual squad member.
Press F12 to select all characters.

Grouping Characters

Characters can be grouped, making it easier to select your sniper team or your close combat specialists, for example. Ctrl-F7 to ctrl-F11 will set the currently selected squad members to a grouping. Press F7 to F11 to select that grouping.

Movement

You give move orders in the game view.

Left-click on the ground to move. In turn-based mode, hold the cursor over a point for a brief moment to see how many Action Points it will cost to move there. An X means too far away or something is blocking that location.

Ctrl-left-click to force move. This will allow you to move behind a closed door, for example, without opening it.

Shift-left-click to run. If the Always Run option is on, this will walk your characters instead.

Press the BACKSPACE key to stop movement at any time.

Other Actions

Left-click on objects to search them, open them, pick them up and otherwise use the object.

Left-clicking on an enemy will fire at them. Right-click will fire at an enemy or a point on the ground. Ctrl-right-click to force fire, even at a neutral or allied character. See Combat, on page 30, for more information.

Cursors

The cursor will change to show the current action. For example, moving the cursor over a non-hostile intelligent critter will show a targeting icon with a speech bubble -- you can talk to this person. If you hold down the control key, the cursor will change to show the percentage chance to hit this person.

Interface Bar

The interface bar at the bottom of the tactical screen gives you access to other game commands and gives you status information.

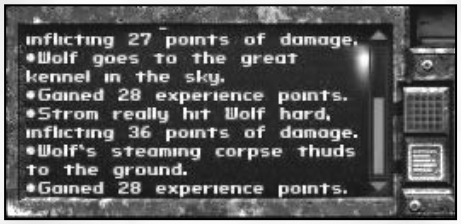


The Interface Bar - Continuous Turn-Based mode (CTB)

From left to right:

Display Window: This window either displays the mini-map or the text display. When the mini-map is displayed, the plus and minus symbols can be used to zoom the map in and out (respectively). When the text display is active, a scrollbar can be used to scroll the text.

Mini-Map Button: This button will change the display window to show the mini-map. White dots are your squad members. Green dots are known neutrals. Red dots are known enemies. Grey dots are unknown forces.



The display window in text display mode.

Text Display Button: This button will change the display window to show the text display. The amount of text displayed depends on an Option setting, see page 27. The text display will give combat information and game feedback.

Character Tabs: Each active character in your squad has a character tab. This tab is used to select that character and to give some feedback under certain situations. Left-click on a tab to select just that character. Shift-left-click to select multiple characters. Right-click on a tab to center the screen on that character.

Character Portrait: This shows the currently selected character. The Armor Class and Hit Points of this character are displayed here for easy reference.



A character portrait.

Action Points: This shows the maximum number of Action Points this character has. As Action Points are used, the lights will change brightness and dim.

Weapon/Item Hands: Each character can have two readied items at a time. Left-click on a button to make that the active weapon or item. See Inventory, page 19.



This button is showing a weapon.

The current weapon mode is in the upper right. The AP cost is in the lower left. The lower right is the targeted shot button. The green bar is the amount of ammo remaining. If it is a stackable weapon, like grenades, the upper left corner shows the total number in inventory. Right-click on the weapon to change the weapon mode. Click the targeted shot button to toggle targeted shots on and off - they cost 1 AP extra, but allow aiming at specific locations. See Combat, page 30.



This button is showing an item.

The AP cost to use this item is in the lower left. If the item has a limited number of uses, like a First Aid Kit, the green bar on the right shows how much of the item is left. If it is a stackable item, the upper left shows the inventory count.

If your race, stance or strength won't let you use the item, the item will turn red.

Sentry Mode Buttons: These three buttons are only displayed in CTB. In turn-based mode, see Overwatch Button, page 18. From top to bottom: Sentry Mode Off, Sentry Mode Defensive, Sentry Mode Aggressive.

Sentry Mode Defensive: The character will alert you when an enemy is spotted by flashing their character tab. If this character is fired on, they will return fire.

Sentry Mode Aggressive: This character will actively fire on the enemy.

Characters on sentry mode will not fire if their chance to hit is too small, see Combat, page 30. You can set the percentage by right-clicking on any of the Sentry buttons. The possible values are: 95% (only fire if you're almost assured of hitting), 66% (fire under good conditions), 33% (fire under possible conditions) and 1% (what the heck, fire away!).

Stance Buttons: There are three stance buttons, use these to stand, crouch and go prone. These affect combat, see page 30.

Skill (SKL) Button: This button toggles the Skilldex, see page 19.

Inventory (INV) Button: This toggles the Inventory window, see page 19.

Character (CHR) Button: This displays the Character screen, see page 21.

PIPBoy (PIP) Button: Clicking this button goes to the PIPBoy, see page 21.

Menu (MNU) Button: Opens the menu, see page 22.



The Interface Bar - Turn-Based mode (TB) details

Overwatch Button: When playing in turn-based mode, the three Sentry buttons mysteriously turn into the Overwatch button. Clicking this will place the selected character(s) into Overwatch mode. This will let them fire a shot during another character's turn automatically. Use this to cover doorways and alley corners. Overwatch can only be selected at the beginning of a character's turn.

End Turn (END TURN) Button: Clicking this button will end the current characters turn (in Individual TB mode) or your squads turn (in Squad TB mode).

End Combat (END CMBT) Button: Clicking this button will attempt to end the current round of combat. If there are other critters that wish to continue combat, your turn will end and combat will continue. You cannot End Combat in a multiplayer turn-based game.

Skilldex



The fabulous Skilldex, Ladies and Gentlemen!

Some skills are used automatically, like weapon skills. Other skills require an active use. One way to use these active skills is to use the Skilldex. Click the SKL button on the interface bar or press S to toggle the Skilldex. Clicking the CLOSE button or using a skill will close the Skilldex.

Eight skills are displayed on the Skilldex. Click on a skill button to ready that skill. Except for Sneak, all other skills then need a target. The cursor will change. Left-click on the target to use that skill. Right-click to cancel.

The percentage next to the skill shows how likely you are able to perform that skill. The higher the number the better. Skills may go higher than 100%, but there is always a 5% chance of failure -- regardless of modifiers and skill percentage.

Inventory



This is the inventory window. All of your stuff is here.

Items characters are carrying are displayed in the Inventory window. Click the INV button on the interface bar or press I to toggle the Inventory display. Once the Inventory window is displayed, you can left-click on the character tabs to view the inventory of any of your characters.

The inventory window shows your selected character's current inventory, a statistics screen and has an armor slot for equipping armor. Click the DONE button to close the inventory window.

The statistics screen shows your character's name, primary statistics, current and maximum hit points, the current selected weapon or item, and the armor statistics. If a weapon is currently selected, it will display the basic weapon information, including: damage, range, current and maximum ammo count and currently loaded ammo type. A weapon can only have one ammo type loaded at a time.

You can get a description of an inventory item by left-clicking on it once. To view your statistics again, left-click on the item description.

Double-click an item to use it on the current character.

To equip your character, left-click and drag the item to your hands or to the armor slot on the right side of the inventory window. Weapons are automatically loaded when you drag them to your hands and unloaded when you drag them to your inventory. You can load a specific type of ammo by dragging the desired ammo to the weapon when it is equipped in your hand.

To drop something on the ground, simply drag it from your inventory to the ground. The dropped item will be placed at your character's feet.

To exchange items with another character in your squad, move them closer together and then drag the item from inventory to the desired character tab or directly to the character. If the two characters are too far apart, you will be told that the first person can't reach the other. Characters need to be within three meters of each other.

Moving Multiple Items

If you select more than one item to be moved, the Move Items window will appear.

You can either use your mouse to enter the desired number, type on your keyboard or select ALL. CLEAR will reset the count to 0. Click DONE when you are ready to move the items or CANCEL to try again.



The Move Item window.

Character Screen

To see detailed information about your character's statistics and skills, click on the CHR button or press the C key.

You can click on almost any part of this screen to get more detailed information about a statistic, skill, trait or perk.



This is the character screen. It displays, well, characters...

Only one character can be viewed at a time. Click on the character tabs or their portraits to select other characters. You can use shift-left-click to select multiple characters, but only one character will be displayed at a time. To re-order characters, right-click on a character portrait and right-click on another portrait to swap their positions.

When a character gains a level, you can use the character screen to improve their skills and, occasionally, purchase new perks. See Characters, page 33.

PIPBoy

The PIPBoy is a Personal Information Processor, sort of a handy device for keeping track of things. Click on the PIP button or press P.

The PIPBoy will record briefings and conversations. Also, Brotherhood Scribes input all the available intelligence, including a map of the known area, about a mission into your PIPBoy.



PIPBoy Power!

The top of the PIPBoy has the current date and time.

There are five buttons that control the PIPBoy functionality:

BRIEFINGS: This displays the various mission briefings, plus shows the status of completed missions. Click on a briefing title to display that briefing. Click BACK to return to the briefings list.

DIALOGUE: Collects all the important dialogue that you've had within the current mission. Click on a listing to see the dialogue. Click BACK to return to the dialogue list.

MAP: This will display a map of the current mission, plus all the known mission intelligence. Click on the numbered areas on the map to display this information. The green circle is your starting position. Some missions will require you to return to this point for extraction. The map is only displayed when you are actually in the mission area.

ARCHIVES: This displays all of the in-game movies that have been shown.

DONE: When you are finished with the PIPBoy, click here.

Menu

Pressing ESC will normally bring up the menu, or you can press the MNU button on the interface bar.

HELP: This displays a list of the default hotkeys and basic mouse functionality. You can do the same by pressing H.

SAVE GAME: Single-player only. This will display the save game screen, so you can save your progress. See Saving/Loading a Game, page 29.

LOAD GAME: Single-player only. To load a previously saved game, click here.

OPTIONS: This will display the Options screen, where you can adjust Game, Display and Sound options. See page 27.

EXIT TO MAIN: This will quit the current mission, without saving, and return to the main menu. You must confirm this action.

DONE: Return to the game.

Speech

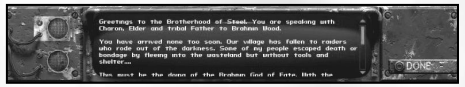
You can only initiate speech against a neutral or friendly character. Left-click on a character to speak to them. If they have anything to say, they will either float it over their head or they will display a speech window.

Characters will use floating speech if they don't have a lot to say. Some floating speech is important, some is not.



This is an example of floating speech.

Characters that have more dialogue will use a speech window. The speech window is displayed over the normal interface bar. A speech window will pause the game, so feel free to take the time to read it. Click the DONE button to end the speech and unpause the game again. The volume of any spoken speech audio can be controlled from the Audio Options menu, see page 27.



This is an example of a speech window.

Barter

Some characters are willing to bargain for just about anything. You can use the barter screen to trade items back and forth. Talk to a character, if they display the BARTER button in the lower right hand side of their speech window, click it to start the bartering process.



This is the barter screen. Your side is on the left and the trader's side is on the right.

On the barter screen you can see four things: your inventory, your trading items, their trading items and their inventory.

Drag items that you wish to trade from your inventory to your side of the trading table. The value of your items is displayed at the bottom of your trading items. Drag the items you wish to trade for from their inventory to their side of the trading table. The value of their items is displayed at the bottom of their items. Once you get an equal amount of goods, or if you are willing to trade more valuable items, click the OFFER button. If all is agreeable to the trader, the items will be transferred and you may continue on your way.

If you move a stack of items (like a bunch of ammo or Stimpaks), then you get the move multiple items window. Remember that you can type in the number of items to move, in addition to using the + and – buttons. Typing a large number of items works well when you are dealing with cash.

You may move items out from the trading table, but they can only be placed back in the inventory of their current owner.

If the NPC does not accept the deal, you need to place more items on your side of the table or remove items from their side. Remember to watch the dollar values of the items at the bottom of the trading table. Press the OFFER button again when you have adjusted the trade.

Prices

There are many things that will determine the total value of your goods compared to what the NPC will barter them for. Obviously, your Barter skill is the single most important factor. Remember, the better your Barter skill, the more you can get for your items. The Barter skill of the NPC comes into play. Some NPCs also just charge more for their goods (shopkeepers for example.) Your reputation will modify the value of the trade. Having a good reputation will give you a better price break.

You may CANCEL the transaction, and all items will be returned to their rightful owners.

For another method of acquiring items, see the Steal skill, on page 40.

The Bunker

The Brotherhood of Steel has the location of several hidden bunkers across America. As the BoS forces make their way across the country, they are uncovering these bunkers and using them as their base of operations.

The Bunker is where you will perform the majority of your pre- and post-mission activities. Talk to the various inhabitants of the Bunker to access mission briefings, recruits and equipment.

The General - Mission Briefings

Left-click on the General to bring up a briefing menu. If there are multiple missions available, you can select the appropriate mission briefing.

Quartermaster - Equipment

The Quartmaster provides all Brotherhood-sanctioned equipment. This includes weapons, armor, ammo and miscellaneous items. However, this equipment is not free. All Brotherhood members must bring back salvage to support the Brotherhood equipment supplies. New equipment will become available over time.

The Quartermaster is a hard barterer. He is very stingy.

Left-click on the Quartermaster to begin trading. Left-click on the BARTER button to display the available equipment. See Barter, on page 40, for more information.

Recruits Master - Character Pool

The Recruits Master is in charge of assigning Brotherhood members to missions. Speak with him to add or remove characters from your current squad. Based on your mission briefing, you may wish to add a mission specialist, for example. It's also up to you, as the squad leader, to swap characters in and out in order to balance their field experience.

Left-click on the Recruits Master. Click on the RECRUIT button.

The higher your Charisma, Rank and Reputation (see page 55), the more characters you can choose from. More characters will become available as the game progresses, and you may even find additional recruits during a mission.



This is the recruiting screen.

The left-side of the Recruits screen shows all of the characters currently available.
The right-side of the screen displays your current squad. Left-click on a character to display information about that recruit.

Click ADD to add the current recruit to your squad. Click REMOVE to remove a character from your squad. Click DONE when finished.

Medical Officer - Healing Equipment
The Medical Officer is in charge of the medical equipment stores. He will provide this equipment to you, for a price. Unfortunately, he has limited supplies.

Left-click on the Medical Officer and click the BARTER button.

Mechanic - Vehicles
The Mechanic takes care of the available vehicles. You can only requisition vehicles that you have salvaged. To take a vehicle out of the bunker, simply get into one and drive out. See Vehicle Operations, page 27.

World Map
The World Map is how you will travel to missions. Talking to the General will activate new missions. Missions will appear as large circles on the world map, and they will be listed in the Locations list on the right hand side of the screen. Click on either to start travelling to that mission.

Vehicles
The Brotherhood of Steel uses vehicles for three things: cargo transportation, squad transportation and squad support in combat.

Entering/Exiting a Vehicle
Select the characters that you wish to enter the vehicle. Ctrl-left-click on the vehicle. The driver, the character with the highest Piloting skill, will have a steering wheel placed in their hands. The gunner, the character with the highest Big Guns skill, will have the vehicle weapon in their hands.

To make a character leave a vehicle, select that character and then ctrl-left-click on the ground near the vehicle.

To select the driver of a vehicle, left-click on the vehicle. To select all squad members in a vehicle, drag select around the vehicle. You can see a list of everyone in the vehicle by holding the mouse cursor over the vehicle for a moment. The driver is the first person on the list.

Access the inventory of a vehicle by clicking INV of a character in the vehicle. A destroyed vehicle can be searched by left-clicking on it.

Vehicle Movement
Select the driver of the vehicle. To move forward, left-click on the ground in front of the vehicle. To move at a higher speed, shift-left-click on the ground. The maximum speed will depend on your Piloting skill. To move in reverse, left-click on the ground behind the vehicle. You cannot move in high speed while going in reverse.

Vehicle Combat
Vehicles can be shot and will take damage. To repair this damage, use a Tool Kit and the Repair skill. If a vehicle takes too much damage, it will become irreparable. Some vehicles may require specific items to be repaired.
The vehicle's main gun can be fired by the gunner. Select the gunner and target in the usual manner -- left-click on the target or right-click to fire at a point on the ground.

Options Screen
You can configure various game settings from the OPTIONS menu. You can select this off of the main menu, or during a

game via the in-game menu. Not all options can be adjusted in the middle of a multiplayer game.
The various options are contained within three tabs: GAME, DISPLAY and SOUND.

GAME

Run Mode: Determines if the characters walk or run as their default movement command.

Always Walk: The selected character will walk to a destination after a single click.
Smart Run: The selected character will run to a location unless they are in stealth mode or prone or crouched.
Always Run: The selected character will always run to a location.

Game Difficulty: The difficulty level can be adjusted. This affects the computer opponents intelligence and ability to harm your squadmates.

Message Filter: Controls the amount of text messages that the game will report to the player. Spoken text is always reported.

Turn Based: This controls what version of Turn-Based combat you will be playing: Continuous, Individual or Squad. See page 13.

Language Filter: Set this on to filter out rude words.

Violence Level: This will control the amount of graphic violence you see.

None: No gore.
Minimal: Only less gory deaths and blood.
Normal: The typical amount of gore, all deaths and blood.
Maximum Blood: Over the top gore and blood.

DISPLAY

Display Mode: Choose from up to four exciting display modes! The exact number of display modes available will depend on your system and video card. Lower resolutions and lower color-depths will give you better performance on some machines. Fallout Tactics supports 800x600 (default) and 1024x768. Depending on your video card, you may play in 16 or 32-bit. 32-bit will look better, but can cause performance issues on older machines.

Anti-Aliased Tiles: Turn this off for a faster frame rate on older machines.

Anti-Aliased Characters: Turn this off for a faster frame rate on older machines.

Cursor Mode: Leave this in hardware for most hardware platforms. If your cursor is misbehaving, turn this to Software mode.

SOUND

Select the appropriate Driver - this should happen automatically.

Master Volume: Controls the sound level for everything.
Sound FX Volume: Controls volume of Sound Effects.
Music Volume: Controls the volume of the music.
Speech Volume: Controls the volume of the speech.

Move the volume sliders to the left to lower the volume, and move the sliders to the right to increase the volume.

Saving/Loading a Game

You will most likely not be able to complete the single-player game in one setting. To save your progress, select SAVE from the menu. You can access previously saved games from the main menu or during a mission.

Saving a Game

Left-click on a savegame slot to select and view details on the savegame. Click the SAVE button or double-click on the slot to save.

You can also DELETE the currently selected savegame. Click CANCEL to leave this screen without saving.



This is the load game screen. The save screen is very similar.

The Brotherhood of Steel highly suggests that you save your progress often and that you use more than a single savegame slot to do so.

Loading a Game
Click on a savegame slot to select and view details on the savegame. Click the LOAD button or double-click to load the selected savegame.

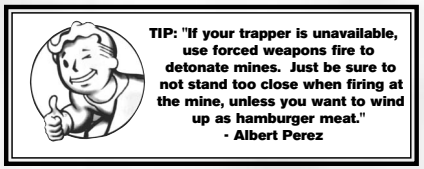
You can also DELETE savegames from this screen. Click CANCEL to leave the load screen without loading a game.

Combat
Your leadership will determine how you prevail in combat, which will happen at some point.

Depending on how your Options are configured, you will fight your battles in Continuous Turn-Based (CTB) or Turn-Based (TB) mode. The following rules apply to both modes, unless otherwise noted.

Starting Combat
Combat will start when you attack an enemy or when you are attacked. If you are in TB mode, the game will switch from real-time to turn-based at this time.

If you are playing Individual Turn-Based, all characters will get a chance to perform their actions based on their statistics. Some characters will act before others, and so on. The computer will automatically pick the first character to act and select the appropriate character to follow.



If you are playing Squad Turn-Based, all characters for a particular squad will get to act at the same time. When all characters have finished their move, play moves on to the next player or the computer controlled critters.

Action Points
Action Points determine how much a character can do in a space of time. For TB modes, once a character has used APs, they will be replenished at the start of the next turn. In CTB, action points are constantly regenerating. If a character is out of action points, they will be unable to act.

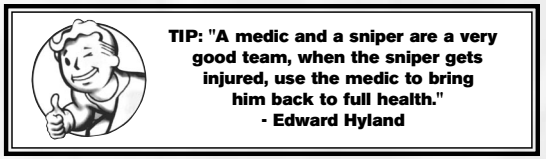
Different actions have different AP costs. Weapons and Items have their AP cost listed on their button. Most other actions cost between 1 and 4 APs to perform.

In CTB mode, Actions Points regenerate. Characters with more APs regenerate faster than characters with less APs.

Targeting
Move the cursor over an enemy target. The number displayed is your percentage chance to hit. The higher the number, the more likely the attack will be successful. No attack can have more than a 95% chance of success.

Your base chance to hit is your weapon skill. This is reduced by the range penalty, cover (including other people and light terrain in the way), the base accuracy of the weapon, the stance of the target, targeted shots, lighting and the armor class of your target. Being Immobile, Concussed, Winded or Injured will also reduce your chance to hit. The range penalty is offset by a higher Perception and the weapon range.

Your chance to hit is improved by firing at point blank range, if your target is Immobile, Concussed, Winded or Injured, if your target is a large target (Brahmin and larger), if you are above your target, and by your stance.



Line of Sight (LOS)
Line of Sight is the ability to draw a line between two points. If there are too many objects between you and your target, you will not be able to see them or they will have a cover bonus to their defenses. You get increased LOS by climbing to higher ground.

Sometimes you will sense an opponent behind a wall, this is because your Perception was able to hear or otherwise sense their presence.

Characters can see more in front of them. It is easier to Sneak up on someone from behind.

Damage

There are a variety of different ways to get hurt. Armor will protect you against some types of damage, this is known as Damage Resistance (which reduces damage by a percentage) and Damage Threshold (which reduces damage by a set amount). Cover will also reduce damage.



TIP: "Try to move your snipers to high ground. This will often allow them to shoot over enemy cover. This will also allow you to initiate fights at a greater range, which is to the sniper's advantage."
- David Vodhanel

Different types of ammunition can cause different types of damage against armor. Some ammo, like Armor Piercing, will reduce the effect of armor, but cause less damage than Hollow Point ammo against unarmored targets.

Critical Hits

Some attacks are more lethal than normal. These are critical hits. Critical hits are based on your character's Critical Chance, the weapon you are using, any perks that modify this chance, and if you are making a targeted shot.

Characters that are sneaking, or attacking from a very close range against a prone target, are more likely to do critical hits. Highly skilled characters will also do more critical hits.

Some critical hit effects do more than damage. Limbs can be crippled, targets can be knocked down or unconscious, and there is even a small chance of instant death. The exact effects of a critical hit depend on the location of the target. You can target a specific location by making a targeted shot.

Death

When characters are reduced to 0 hit points or less, they are dead. In a single-player game, if the main character is killed, the game is over.



TIP: "After disarming an enemy mine, take a moment to place one of your own in the exact same place. This will usually catch the enemy by surprise."
- Albert Perez

Gaining Experience & Levels

You gain experience points (XP points) for completing missions, killing opponents and solving quests. Some active skills also give you some experience when used successfully. Earned experience, except for skill experience, is shared equally by your entire squad.

The XP point total and the amount of experience required to advance to the next level are displayed on the character screen. When you earn enough XP points to advance to the next level, an indicator will appear above the interface bar. Click this indicator to go to the character screen.

When a character levels, they will gain more hit points and skill points. The number of hit points gained depends on Endurance. The number of skill points gained depends on Intelligence. Depending on their perk rate, they may gain the ability to purchase a perk. The character screen will allow you to spend your new skill points and purchase a perk.

It takes increasingly more XP points to advance to the higher levels.

Characters

Characters are the lifeblood of your squad. You will need to understand what defines a character so you can use them in the best possible manner.

Statistics define the basic abilities of a character, these can be adjusted during character creation and are based on the race of the character. Statistics in turn define Derived Statistics, which cannot be directly adjusted. Traits help define who that character is. Skills are learned abilities of a character and will grow over time with experience. Perks are special abilities that are gained with experience.

Statistics

There are seven primary statistics: Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck. These are rated on a scale from 1 to 20. The average human has a score of 5, and the maximum a normal human can achieve is a 10.

Strength (ST): Raw physical strength. The ability to lift weights, have stronger punches, carry more equipment and use larger weapons. If you want big, physical characters, choose Strength. Strength is the most important of all statistics.

Perception (PE): The ability to notice things. A combination of your senses. Perception affects ranged weapon distance and the ability to sense things about the world. If you want characters that can act as snipers, choose Perception. Actually, Perception is the most important of all statistics.

Endurance (EN): The ability to withstand punishment and physical exertion. A high EN will let characters survive where other weaker people would have to stop. It affects hit points and resistances. If you want to survive battle, choose Endurance. Of all the statistics, Endurance is the most important.

Charisma (CH): A combination of looks, charm and leadership skills. Characters with high Charisma are better natural leaders and, with experience, can influence their fellow squadmates to perform better. Charisma also affects the ability to barter. Charisma is naturally the most important of all statistics.

Intelligence (IN): Mental strength and abilities. The higher the IN, the more skills that can be learned. Since skills determine how good a character can perform, Intelligence is the most important statistic.

Agility (AG): Speed, dexterity and the ability to manipulate small objects. Agility affects many skills that require fine coordination. Agility controls the number of Action Points a character has in battle, and is thus the most important of all statistics.

Luck (LK): Luck is the odd statistic. It is a combination of fate, karma and, in general, how the universe views this character. Luck will modify many things, and is the most important of all statistics because of that.

When creating a character, you will be able to adjust the statistics up and down, to a minimum and a maximum based on the character's race.

You have some bonus character points that can be spent wherever you choose. Choose wisely, since it is very difficult to permanently adjust primary statistics after character creation. The number of bonus points will depend on your character's race. Chems can temporarily adjust statistics, but at a cost.

Derived Statistics

Your primary statistics and your race will determine your derived statistics. You cannot directly adjust a derived statistic.

Hit Points: How much damage your character can take before dying, which is generally considered to be a bad thing. Based mostly on your race and EN, but modified by ST. As your character levels up, he or she will gain more Hit Points, which is a good thing.

Armor Class: How likely the character is to get hit in the first place. The higher the number, the better. Based on AG and the armor you wear.

Melee Damage: The base amount of damage this character does in hand-to-hand combat. Based on ST.

Bonus Damage: The percentage of bonus damage done in all forms of combat. Based on your race, Traits and Perks.

Damage Resistance: Physical damage is reduced by this percentage. Based on armor.

Poison Resistance: Poison damage is reduced by this percentage. Based on EN.

Radiation Resistance: Radiation damage is reduced by this percentage. Can be modified by armor and anti-radiation chems. Based on EN.

Action Points: This determines the number of actions that can be performed. This is a very important statistic. Based on AG.

Carry Weight: The maximum amount of equipment that can be carried. Based on ST.

Heal Rate: How fast you regain health. It also gives bonuses when you are healed. Based on EN.

Critical Chance: The base chance you will cause a critical hit with an attack. Based on LK.

Skill Rate: How many skill points you get per level. Based on your IN.

Perk Rate: How many levels you need to advance before acquiring a new Perk.

Traits

Traits are unique abilities that can only be chosen during character creation. Traits always have a good side and a bad side. The type of traits available depend on the race of the character.

Fast Metabolism: Your metabolic rate is twice normal. This means that you are much less resistant to radiation and poison, but your body heals faster .

Bruiser: A little slower, but a little bigger. You may not hit as often, but they will feel it when you do! Your total action points are lowered, but your Strength is increased.

Small Frame: You are smaller than average, but that never slowed you down. You can't carry as much, but you are more agile.

One Hander: One of your hands is very dominant. You excel with single-handed weapons, but two-handed weapons cause a problem.

Finesse: Your attacks show a lot of finesse. You don't do as much damage, but you cause more critical hits.

Kamikaze: By not paying attention to any threats, you cause a lot more damage. This lowers your armor class to just what you are wearing, but you do more damage with every attack.

Heavy Handed: You swing harder, not better. Your attacks are very brutal, but lack finesse. You rarely cause a good critical, but you always do more melee damage.

Fast Shot: You don't have time to aim for a targeted attack, because you attack faster than normal people. It costs you one less action point for guns and thrown weapons.

Bloody Mess: By some strange twist of fate, people around you die violently. You always see the worst way a person can die.

Jinxed: The good thing is everyone around you is more vulnerable to bad luck, the bad news is so are you!

Good Natured: You studied less-combative skills as you were growing up. Your combat skills start at a lower level, but First Aid, Doctor and Barter are substantially improved.

Chemical Reliant: You are more easily addicted to chemicals. Your chance to be addicted by chemicals use is twice normal, but you recover faster from their ill effects.

Chemical Resistance: Chemicals only affect you half as long as normal, but your chance to be addicted is also only 50% of normal.

Night Person: Your vision works much better at night. Intelligence and Perception get a +1 bonus at night but a -1 penalty during the day.

Skilled: Since you spent more time improving your skills than a normal person, you gain 5 additional skill points per experience level. The trade off is that you do not gain as many extra abilities, since you take one level longer to gain perks.

Gifted: You have more innate abilities than most, so you have not spent as much time honing your skills. Your primary statistics are each +1, but you lose -10% on all skills to start, and receive 5 less skill points per level.

Glowing One: Extreme radiation exposure has left you glowing in the dark! Darkness is no obstacle to you or your enemies. You gain resistance to radiation but you radiate those around you.

Tech Wizard: You spent your formative years hunched over a bench learning tech stuff. Trouble is you've ruined your eyes! You get a bonus to Science, Repair and Lockpick skills, but a penalty to Perception.

Fear the Reaper: You have cheated death! You gain perks more quickly as though you were still alive. Unfortunately you are now on deaths short list!

Vat Skin: Other people find you hideous to behold and vomitus to smell! You get a bonus to Armor Class, but any friend or foe nearby will suffer penalty to Perception.

Ham Fisted: Genetic engineering has endowed you with huge hands. You get an extra tag skill on Unarmed but you suffer a penalty on all technical skills.

Domesticated: You have undergone extensive house training and have developed higher than normal Intelligence. However, you do less unarmed damage.

Rabid: You are a half crazed feral killing machine. Crippled limbs have less effect on you and you receive bonus action points whenever you kill an opponent. But chemicals, including stim packs, have no effect on you.

Tight Nuts: This robot was built to take the knocks. It has double base damage resistance to any attack but it is twice as difficult to repair.

Targeting Comp: This robot has a dedicated targeting computer. All attacks cost +1 action points to perform but when it does attack it has a +15% chance to hit.

EMP Shielding: This robot has a dedicated EMP shielding system. This makes it heavier and therefore slower. This trait causes a penalty to agility but a 30% bonus to EMP resistance.

Beta Software: This robot is equipped with experimental software. It gets 4 tag skills but is prone to unexpected system glitches.

Skills

Skills are learned abilities. They will improve with experience. Some characters are just naturally better at specific skills -- these are known as Tag Skills. During character creation, you can tag up to three skills. Characters that you recruit will have some skills tagged as well. Tag Skills start with a bonus and improve twice as fast as other skills. Tag Skills are displayed in a different color on the character screen.

Small Guns: The use of pistols, rifles, shotguns and other small firearms. Based on AG.

Big Guns: The use of bigger guns, like rocket launchers and miniguns. Based on AG.

Energy Weapons: The use of lasers, plasma and other high-tech weapons. Based on AG.

Unarmed: Using your fists and feet in hand-to-hand combat. Based on ST and AG.

Melee Weapons: The use of knives, spears and other melee weapons. Based on ST and AG.

Throwing: How well you can aim a thrown object, like a grenade. Based on AG.

First Aid: The healing of minor wounds. This skill will not work on someone who is Bandaged. A First Aid kit is required for use. Based on PE and IN.

Doctor: The healing of major wounds and crippled limbs. A Doctor's Bag is required for use. Doctor can be used to wake an unconscious person. Based on PE and IN.

Sneak: The art of moving silently. Based on AG.

Lockpick: The skill of opening locked doors and items. Based on PE and AG.

Steal: The art of acquiring what is not yours. Can be used to steal an item from a person, or to give them an item without them knowing about it. Works best if you are stealing small items from behind while sneaking. Based on AG.

Traps: The skill of spotting, disarming and setting traps and explosives. Based on PE and AG.

Science: Knowledge of all things scientific, like chemistry and computers. Based on IN.

Repair: The practical application of the Science skill, used to fix broken things. With a Repair Kit, it can be used to repair vehicle damage. Based on IN.

Piloting: The operation of Vehicles. A higher piloting skill will improve the speed of a vehicle in combat. Based on PE and AG.

Barter: The skill of trading items. A good Barter skill will improve the value of your items, letting you get more for your money. Based on CH.

Gambling: The skill of dice, cards and other gambling games. Based on LK.

Outdoorsman: The knowledge of plants, animals and outdoor living. Based on IN and EN.

Perks

Perks are special abilities that are gained as the character levels up. Not all characters will be able to pick all Perks. Perks are limited by character level, race, statistics and skills. Some perks can be picked multiple times, these are called Perk Ranks. Most perks have a rank of 1, those that have more are listed.

Action Boy

Each level of Action Boy (insert Girl if you wish) gives you an additional AP to spend every combat turn. You can use these generic APs on any task.

Ranks: 2
Requirements: AG 5, Level 12

Adrenaline Rush

With this Perk, you gain +1 to your Strength when you drop below 1/2 of your max hit points.

Requirements: ST under 9, Level 6

Awareness

With Awareness, you are given detailed information about any critter you examine. You see their exact hit points and information about any weapon they are equipped with.

Requirements: PE 5, Level 3

Bend The Rules

Take this perk and the next time you get offered perks you may choose from all the perks which are available for your race.

Requirements: LK 6, Level 16

Better Criticals

The critical hits you cause in combat are more devastating. You gain a 20% bonus on the critical hit table, almost ensuring that more damage will be done. This does not affect the chance to cause a critical hit. Mutants cannot pick this perk.

Requirements: PE 6, AG 4, LK 6, Level 9

Bluff Master

You can talk yourself out of a sticky situation when caught stealing.

Requirements: CH 3, Level 8

Bone Head

With this Perk, you gain +1 to your Strength when you drop below 1/2 of your max hit points.

Requirements: ST under 9, Level 6

Bonsai

Through careful nurturing you have a small fruit tree going growing out of your head. This applies only to Ghouls.

Requirements: Outdoorsman 50%,
Science 40%, Level 12

Bonus HtH Attacks

You have learned the secret arts of the East, or you just punch faster. In any case, your Hand-to-Hand attacks cost 1 AP less to perform.

Requirements: AG 6, Level 15

Bonus HtH Damage

Experience in unarmed combat has given you the edge when it comes to damage. You get an additional 15% damage with hand-to-hand and melee attacks for each level of this Perk.

Ranks: 3

Requirements: ST 6, AG 6, Level 3

Bonus Move

For each level of Bonus Move, you get to move 20% further per action point.

Ranks: 2

Requirements: AG 5, Level 6

Bonus Ranged Damage

Your training in firearms and other ranged weapons has made you more deadly in ranged combat. For each level of this Perk you get an additional 15% damage with ranged weapons.

Ranks: 2

Requirements: AG6, LK 6, Level 6

Bonus Rate of Fire

This Perk allows you to pull the trigger a little faster and still remain as accurate as before. Each ranged weapon attack costs 1 AP less to perform.

Requirements: PE 6, IN 6, AG 7, Level 15

Bracing

You have learned how to brace large weapons while standing. You will receive +2 ST for the purpose of firing large guns from a standing position.

Requirements: Big Guns 60%, EN5, Level 4

Break The Rules

Take this perk and the next time you get offered perks you may choose from all the perks regardless of race.

Requirements: LK 6, Level 20

Brown Noser

You've learned the value of sucking up to your superiors! You get one extra promotion for each level of this perk.

Requirements: CH 5, IN 6, Level 2

Brutish Hulk

With this perk you gain double the normal amount of maximum hit points each time you gain a level. Only Deathclaws can pick this perk.

Requirements: ST 7, EN 5, Level 8

Cancerous Growth

You have mutated so badly that you gain +2 to heal rate and you can even regenerate broken limbs. Only Ghouls may pick this perk.

Requirements: ST under 7, Level 6

Comprehension

You pay much closer attention to the smaller details when reading. You gain 50% more skill points when reading books.

Requirements: IN 6, Level 3

Crazy Bomber

No more singed eyebrows! With this perk, if your character experiences a failure while using explosives, the explosive in question will be defused or reset. Animals cannot pick this perk.

Requirements: Traps 60%, IN 6, Level 9

Death Sense

You have developed superior senses. The perk gives you a +20% bonus to perception while in the dark and a +25% bonus to detecting enemies using the sneak skill. Only Deathclaws can pick this perk.

Requirements: IN 5, Level 4

Demolition Expert

You are an expert when it comes to the fine art of handling explosives. They always go off when they're supposed to, as well as causing extra damage.

Requirements: Traps 75%, AG 4, Level 9

Die Hard

You don't give up easily. When your hit points get below 20% you get an additional 10% to resistances.

Requirements: First Aid 40%, EN 6, Level 2

Divine Favor

Some higher power has taken a liking to you.

Requirements: CH 8, Level 14

Dodger

You are less likely to be hit in combat if you have this Perk. You gain a +5 to your Armor Class, in addition to the AC bonus from any armor worn.

Requirements: AG 6, Level 9

Drunken Master

You fight better when you are drunk. You recieve 20% to your unarmed skill while under the influence of alcohol. Robots cannot pick this perk.

Requirements: Unarmed 60%, Level 3

Educated

Each level of Educated adds +2 skill points when you gain a new experience level. This Perk works best when purchased early in your adventure.

Ranks: 3

Requirements: IN 6, Level 6

Explorer

The mark of the Explorer is to search out new and interesting locations. With this Perk, you have a greater chance of finding special places and people.

Requirements: Level 9

Faster Healing

With each level of this Perk, you get a +2 bonus to your Healing Rate. This is in addition to your normal healing rate, thus you heal faster.

Ranks: 3

Requirements: EN 6, Level 3

Flexible

Years of exercise have made you incredibly supple. You can change stance in half the time of a normal person.

Requirements: AG 6, Level 4

Flower Child

With this Perk, you are less likely to be addicted to chems (50% less likely, actually), and you suffer half the withdrawal time of a normal person.

Requirements: EN 5, Level 3

Gambler

You can roll with the best of them. You gain +20% to your gambling skill.

Requirements: Gambling 50%, Level 6

Gain (Statistic)

This series of perks will modify the selected statistic by +1. Each statistic can only be boosted once, and only to your racial maximum.

Requirements: Level 12

Ghost

When the sun goes down or you are in a poorly lit area, you move like a ghost with this Perk. Your Sneak skill is enhanced +20% in dark conditions.

Requirements: Sneak 60%, Level 6

Gunner

You are an expert shot from a moving vehicle. You get a +10% chance to hit when firing from a moving vehicle.

Requirements: Small Guns 40%, AG 6, Level 3

Harmless

Your innocent demeanor makes stealing from people a little easier. You gain 20% to your Steal skill. Deathclaws cannot be Harmless.

Requirements: Steal 50%, Level 6

Healer

The healing of bodies comes easier to you with this Perk. Each level of this Perk heals 4-10 additional hit points when using the First Aid or Doctor skills.

Requirements: First Aid 40%, PE 7, IN 5, AG 6, Level 3

Heave Ho!

Each level of this perk gives you an additional +2 to Strength for purposes of determining range with thrown weapons only. This Perk will not exceed a weapon's maximum range.

Ranks: 3

Requirements: ST must be under 9, Level 6

Here and Now

With this Perk you immediately gain one experience level.

Requirements: Level 3

Hide Of Scars

Your battle weary flesh has hardened. Gain +15% to all resistances but fire. Deathclaws only.

Requirements: EN 6, Level 10

Hit The Deck

You react very quickly to the word "Incoming!" Halves the damage from area attacks and splash damage.

Requirements: AG 6, Level 4

HtH Evade

If both item slots are empty, each unused action point gives you a +2 instead of +1 towards your armor class at the end of your turn, plus 1/12 of your unarmed skill.

Requirements: Unarmed 75%, Level 12

Lead Foot

Your reflexes and driving ability combine to make you a very fast driver. You gain 25% speed when behind the wheel. Animals cannot pick this perk.

Requirements: Piloting 60%, PE 6, AG 6, Level 3

Leader

You are a natural leader. Any squad member within your area of influence will receive +1 Agility and +5 to armor class. Animals cannot lead.

Requirements: CH 6, Level 4

Lifegiver

With each level of this Perk, you gain an additional 4 Hit Points every time you advance a level. This is in addition to the hit points you already gain per level based off of your endurance.

Ranks: 2

Requirements: EN 4, Level 12

Light Step

You are agile, lucky and always careful. This perk halves your chances of setting off a trap.

Requirements: AG 5, LK 5, Level 9

Living Anatomy

You have a better understanding of living creatures and their strengths and weaknesses. You get a one-time bonus of +10% to Doctor and you do +5 damage to living creatures.

Requirements: Doctor 60%, Level 12

Loner

Your solitary childhood and upbringing mean that you work much better when alone. Get +10% to all rolls when outside the influence of other squad members.

Requirements: Outdoorsman 40%, CH under 5, Level 4

Master Thief

A Master Thief is proficient at stealing and picking locks. You gain +15 to Stealing and Lock picking. Steal from the rich, and give to you.

Requirements: Steal 50%, Lockpick 50%, Level 12

Master Trader

You have mastered one aspect of bartering - buying goods far more cheaply than normal. With this Perk, you get a 25% discount when purchasing items from a store or another trader. Animals cannot pick this perk.

Requirements: Barter 75%, CH 7, Level 12

Medic!

The Medic Perk gives you a one-time bonus of +10% to the First Aid and Doctor skills. Healing skills are a good thing.

Requirements: First Aid 40% or
Doctor 40%, Level 12

More Criticals

You are more likely to cause critical hits in combat if you have this Perk. Each level of "More Criticals" gets you an additional +5% chance to cause a critical hit. Super Mutants cannot pick this perk.

Ranks: 3
Requirements: LK 6, Level 6

Mr. Fixit

This Perk will give you a one-time bonus of +10% to the Repair and Science skills. A little late night cramming never hurt anybody, especially you. Animals cannot use this perk.

Requirements: Repair 40% or
Science 40%, Level 12

Mutate

The radiation of the wasteland has changed you! One of your Traits has mutated into something else...

Requirements: Level 9

Negotiator

You are a very skilled negotiator. Not only can you barter with the best of them, but you can talk your way into or out of almost anything. With this Perk you gain +20% to Barter.

Requirements: Barter 70%, Level 6

Night Vision

With the Night Vision Perk, you can see in the dark better. This will reduce the overall darkness level by 20%.

Requirements: PE 6, Level 3

Pack Rat

You are efficient at arranging your inventory in general. This makes it much easier to carry that little extra you've always needed.

Requirements: Level 6

Pathfinder

You are better able to find the shortest route. Your travel time on the World Map is reduced by 25% for each level.

Ranks: 2
Requirements: Outdoorsman 40%, EN 6, Level 6

Pickpocket

You are much more adept at stealing than the normal crook. You can steal with the best of them, because with this Perk, you ignore size and facing modifiers when stealing from a person.

Requirements: Steal 80%, AG 8, Level 15

Psychotic

Your body has mutated to adapt to psycho stimulants. Effects of Psycho are doubled and the effects of withdrawal are halved. Only Mutants can pick this perk.

Requirements: EN 5, Level 8

Pyromaniac

You do extra damage with fire-based weapons, and enemies always seem to die in the most painful fiery fashion.

Requirements: Big Guns 75%, Level 9

Quick Pockets

You have learned to pack your equipment better. Costs for actions in your inventory are halved.

Requirements: AG 5, Level 3

Quick Recovery

You are quick at recovering from being knocked down.

Requirements: AG 5, Level 6

Rad Child

You do not take immediate damage from radiation. In fact you gain extra healing while being exposed to it! However, radiation continues to build up in your system as normal. Only Ghouls may pick this perk.

Requirements: EN 6, Level 3

Rad Resistance

You are better able to avoid radiation and the bad effects radiation causes. Each level of this Perk improves your Radiation Resistance by 15%. Ghouls cannot pick this perk.

Ranks: 2

Requirements: EN 6, IN 4, Level 6

Ranger

You gain a +15% toward your Outdoorsman skill. You are more likely to avoid random encounters if you choose, and tend to find those special encounters more than most.

Requirements: PE 6, Level 6

Road Warrior

You have learned to drive and shoot at the same time. You do not suffer any penalties when firing small weapons and piloting a vehicle at the same time. Animals cannot drive, so they cannot pick this perk.

Requirements: Piloting 60%, IN 6, Level 12

Salesman

You are an adept salesperson. With this Perk you gain +20% towards your Barter skill. Animals cannot be Salesmen.

Requirements: Barter 50%, Level 6

Scout

You have improved your ability to see distant locations, increasing the size of explorations on the World Map by one square in each direction. You also have a better chance of finding special encounters.

Requirements: PE 7, Level 3

Sharpshooter

You have a talent for hitting things at longer distances. For each level of this Perk, you get a +2 bonus to Perception for the purposes of determining range modifiers. It's easier than ever to kill at long range!

Requirements: PE 7, IN 6, Levle 9

Silent Death

While Sneaking, if you hit a critter in the back, you will cause double damage using a hand-to-hand attack. Silent Death is that kind of Perk.

Requirements: Sneak 80%, Unarmed 80%, AG 10, Level 18

Silent Running

With this Perk, you now have the ability to move quickly and still remain quiet. You can Sneak and run at the same time. Without this Perk, you would automatically stop Sneaking if you ran.

Requirements: Sneak 50%, AG 6, Level 6

Slayer

The Slayer walks the earth! In hand-to-hand combat all of your hits are upgraded to critical hits, causing destruction and mayhem.

Requirements: Unarmed 80%, ST 8, AG 8, Level 24

Snakeater

Yum! Tastes like chicken. For each level of this Perk, you gain +25% to your Poison Resistance.

Ranks: 2

Requirements: EN 3, Level 6

Sniper

You have mastered the firearm as a source of pain. With this Perk, any successful hit in combat with a ranged weapon will be upgraded to a critical hit if you also make a Luck roll. Animals cannot pick this perk.

Requirements: Small Guns 80%, PE 8, AG 8, Level 24

Stat!

You can heal people much faster than the usual country doctor. Reduce the AP cost for First Aid and Doctor skill use by 2 APs for each rank of this Perk.

Ranks: 2

Requirements: First Aid 75%, Doctor 50%, AG 6, Level 3

Steady Arm

Your massive size means burst attacks cost one less action point while standing. Only Mutants can pick this perk.

Requirements: ST 6, Level 4

Stonewall

You are much less likely to be knocked down in combat.

Requirements: ST 6, Level 3

Strong Back

AKA Mule. You can carry an additional 50 pounds of equipment for each level of this Perk.

Ranks: 3

Requirements: ST 6, EN 6, Level 3

Stunt Man

You've learned to bounce! You receive 25% less damage from falling or being blown over by explosives. You also get a 10% bonus to your piloting skill. There are no Stunt Animals in Fallout Tactics.

Requirements: ST 6, EN 6, AG 6, Level 6

Survivalist

You are a master of the outdoors. This Perk confers the ability to survive in hostile environments. You get a +25% bonus to Outdoorsman.

Requirements: Outdoorsman 40%, EN 6, IN 6, Level 3

Swift Learner

You are indeed a Swift Learner with this Perk, as each level gives you an additional +5% bonus whenever you earn experience points. This is best taken early.

Ranks: 3

Requirements: IN 4, Level 3

Tag!

Your skills have improved to the point where you can pick an additional Tag Skill. Tag skills increase twice as fast.

Requirements: Level 12

Talon Of Fear

Venom has seeped into your claws. All unarmed attacks poison your opponents. Deathclaws only.

Requirements: Unarmed 60%, ST 6, Level 12

Team Player

You grew up in a big family and consequently work much better in a team. Get +10% to all rolls when within the influence of other squad members.

Requirements: CH 4, Level 3

Thief

The blood of a thief runs through your veins. With the Thief Perk, you get a one-time bonus of +10% to your Sneak, Lock pick, Steal, and Traps skills. A well rounded thief is a live thief.

Requirements: Level 3

Tough Hide

Exposure to radiation has hardened you against the elements. You gain +15 to armor class and +10 to all resistances. Only Mutants can pick this perk.

Requirements: EN under 8, Level 12

Toughness

When you are tough, you take less damage. Each level of this Perk adds +10% to your general damage resistance.

Ranks: 3

Requirements: EN 6, LK 6, Level 3

Tunnel Rat

You can crawl like a baby! (a very FAST baby). You are able to move at walking speed while prone.

Requirements: AG 6, Level 8

Way Of The Fruit

You understand the ancient way of the fruit. You enjoy strange and wonderful benefits whenever you eat fruit. Animals cannot pick this perk.

Requirements: CH 6, Level 6

Weapon Handling

You can wield weapons much larger than normally allowed. You gain a +3 to your strength for the purposes of Strength checks when trying to wield weaponry. Animals cannot pick this perk.

Requirements: ST under 7, AG 5, Level 12

Rank

The Brotherhood of Steel is very organized. Rank determines who is in charge. All Brotherhood of Steel members are ranked:

Civilian ——— (This is not a BoS rank, but shows where civilians rank to the Brotherhood.)
Initiate
Senior Initiate
Squire
Senior Squire
Junior Knight
Knight
Senior Knight
Knight Commander
Junior Paladin
Paladin
Paladin Commander
Paladin Lord
General

There are other ranks within the Brotherhood, Scribe and Elder, but they do not apply to the combat division.

Reputation

The Reputation is what other people think of you, based on your actions. Characters start with the reputation of a Warrior, and move up or down from there:

Savior Of The Wasteland
Guardian Of The Wastes
Shield Of Hope
Defender
Warrior
Betrayer
Sword Of Despair
Scourge Of The Wastes
Demon Spawn

Other Details

This will have no game effect, but are there for you to customize your characters: Name, Sex, Race, Age, Hair, Skin and Other.

Races

Humans are not the only race in the Wastelands. Mutations from a combination of the Forced Evolutionary Virus and radiation have created new races.

Humans

Humans gain a perk every three levels and have a bonus to electrical resistance.

	ST	PE	EN	CH	IN	AG	LK
Min	1	1	1	1	1	1	1
Max	10	10	10	10	10	10	10

Human Traits: Fast Metabolism, Bruiser, Small Frame, One Hander, Finesse, Kamikaze, Heavy Handed, Fast Shot, Bloody Mess, Jinxed, Good Natured, Chemical Reliant, Chemical Resistant, Night Person, Skilled, Gifted

Super Mutants

Super Mutants have more hit points than usual, do bonus damage, strong resistance to all types of damage and take less damage from attacks. They gain a perk every four levels. The bad news is that Super Mutants are sterile.

	ST	PE	EN	CH	IN	AG	LK
Min	5	1	4	1	1	1	1
Max	13	11	11	10	8	8	10

Super Mutant Traits: Fast Metabolism, Bruiser, One Hander, Kamikaze, Heavy Handed, Fast Shot, Bloody Mess, Jinxed, Good Natured, Chemical Reliant, Chemical Resistant, Night Person, Skilled, Gifted, Vat Skin, Ham Fisted

Ghouls

Ghouls gain a perk every four levels, and have a large bonus to radiation resistance and smaller bonuses to electrical and poison resistance.

	ST	PE	EN	CH	IN	AG	LK
Min	1	4	1	1	2	1	5
Max	8	13	10	10	10	6	12

Ghoul Traits: Small Frame, One Hander, Finesse, Kamikaze, Fast Shot, Bloody Mess, Jinxed, Good Natured, Chemical Reliant, Chemical Resistant, Night Person, Skilled, Gifted, Glowing One, Tech Wizard, Fear the Reaper

Deathclaws

Deathclaws gain a perk every four levels, have more hit points than usual, do bonus damage, have strong resistance to most types of damage and take less damage from attacks. The bad news is that everyone hunts you down for your organs.

	ST	PE	EN	CH	IN	AG	LK
Min	6	4	1	1	1	6	1
Max	14	12	13	3	4	16	10

Deathclaw Traits: Fast Metabolism, Bruiser, Small Frame, One Hander, Finesse, Kamikaze, Heavy Handed, Bloody Mess, Jinxed, Chemical Reliant, Chemical Resistant, Night Person, Skilled, Gifted, Domesticated,

Dogs

Dogs gain a perk every two levels and are slightly resistant to electrical damage.

	ST	PE	EN	CH	IN	AG	LK
Min	1	4	1	1	1	1	1
Max	7	14	6	5	3	15	10

Humanoid Robots

Robots never gain perks. Robots take less damage from most attacks, except electrical attacks and are immune to poison, gas and radiation damage.

	ST	PE	EN	CH	IN	AG	LK
Min	7	7	7	1	1	1	5
Max	12	12	12	1	12	12	5

Robot Traits: Bruiser, Small Frame, One Hander, Finesse, Kamikaze, Heavy Handed, Fast Shot, Bloody Mess, Jinxed, Tight Nuts, Targeting Computer, EMP Shielding, Beta Software

Credits

MicroForte Pty Ltd.

Executive Producer	John De Margheriti
Producer	Tony Oakden
Lead Game Design	Ed Orman
Lead Programmer	Karl Burdack
Senior Programmer	Robbin Maddock
Programmers	Jan Marecek Alistair Philips
Hardware Support	Peter Wake
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Senior 3D Artists	Damian Stocks Racheal Johnson Lorne Brooks
Character Design	Tariq Raheem
Artists	Matthew Brooks Gareth Davies Michael Hood David Lewin Simon Lissaman Alice MacDougall James Sharpe Lakin Shoobridge Stuart Van Isden
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14° East

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Interplay Entertainment Corp.

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Special Thanks
Brian Fargo, Ron Austin, Eric Whelpley, and the Fans and Posters of the Fallout Tactics forums...

Manual by Chris Taylor

TECHNICAL SUPPORT

NORTH AMERICAN CUSTOMER SERVICE INFORMATION
This information is only valid in North America.

TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at:

www.interplay.com/support/

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX
www.interplay.com/support/directx/

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www.interplay.com/support/joystick/

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(For game-specific information and additional troubleshooting, visit our main page at www.interplay.com)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

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If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

Title of Game

Computer manufacturer

Operating system (Windows 95, Windows NT, Windows 98, etc.)

CPU type and speed in MHz

Amount of RAM

Sound card type and settings (address, IRQ, DMA)

Video card

CD-ROM

Mouse driver and version

Joystick and game card (if any)

A copy of CONFIG.SYS and AUTOEXEC.BAT files from your hard drive

A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 8:00AM-5:45PM and Friday 9:00AM-4:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. Interplay offers a HINT Line for hints, tips, or codes at 1-900-370-PLAY (1-900-451-6869 $1.25 in Canada only). You must be 18 years +, have a touch-tone phone, and the cost is $0.95 per minute. Please keep in mind not all games will have hints and tips on our hint line.

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Email: customer_support@vie.co.uk

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* Speed and Manufacturer of your Processor.
* Make and Model of your Sound Card and Video Card.
* Make and Model of your CD-ROM drive.
* Amount of RAM present.
* Any additional Hardware and Peripherals.
* Information contained in your Config.Sys and Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier. It is extremely important that you have the information above at hand when you call. When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

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