Games Radar Presents

Fallout 3 Game Guide
Part 3: Following in His Footsteps

Written by Daniel Acaba
5.2 - Following in His Footsteps

Megaton

After you’ve gotten your bearings make your way towards the compass marker to the south-east. The marker is going to lead you to the first town outside of the Vault that you will visit. As you near the town, Megaton, you will see a man sitting outside, begging for water, and a robot. The robot is a greeter, the man serves more use. If you get pure water you can give it to him for good Karma. He never stops asking for water so you can use this to get lots of good Karma.

Head through the doorway and enter the actual gates of Megaton. As soon as you’re inside the city the local Sheriff, Lucas Simms, will come up and talk to you. Speaking to him will net you the lowdown on the city. He will tell you where all of the shops in town are and how to get to them. He also suggests that you stay away from Moriarty, the owner of the Saloon.

If you talk to him and ask about your father he will tell you that he doesn’t know anything. There is a way to get information from him though, if you agree to help him disarm the bomb he will be willing to tell you what he knows. You don’t actually have to do that sidequest but merely agree to do so. Either way he will tell you that he saw a traveler who went to the saloon but to be careful of Moriarty again. Onward to the saloon!

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<tr>
<th>BOBBLEHEAD ALERT!</th>
<th>Location</th>
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<tr>
<td><strong>Strength Bobblehead</strong></td>
<td>Located in Lucas Simms house in the upstairs room to the left. Search on the desk in here</td>
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**Effect:** +1 to Strength

**NOTE:** You can get this by waiting until daytime when Lucas opens the house. You don’t have to commit any crimes retrieving it.
When you arrive at the saloon you have a number of ways to handle this situation. Moriarty has the information that you need and you have to get it from him. You could talk to Moriarty and simply ask about your father. He will ask for 100 caps and if you don’t pay it right then and there he jacks up the cost to 300. With a high enough Speech score you can also lie to Moriarty and convince him to tell you where your father went. This is actually not too hard; you only need around 25% Speech to get the info you need from him and this nets you an Armored Vault 101 Jumpsuit.

The second way to go about this is to agree to find a prostitute for him by the name of Silver. She is located in Springvale, a ghost town located to the north of Megaton. When you find her you can either kill her or lie to Moriarty and claim you killed her.

The easiest way to go about this is to sneak up behind Moriarty while he’s in his back room and kill him. Simply sneak in, close the door and brain him upside the head to kill him. This will get you into the terminal and get his information for free.

Lastly, there’s a slightly more circular path that’s much more rewarding. Speak to the Ghoul at the bar, Gob, and be nice to him. If you’re nice enough to him, and ask, he will tell you that Moriarty has a terminal in the back that would have the information you’re looking for and that Nova might have the password. Walk over and ask her about it, if you’re nice enough to her and Gob she will give it to you. Sneak in the back and use the terminal.
Regardless of how you get it with the information in hand you’re now ready to follow good ol’ dad yet again. It seems that he went in the direction of the Galaxy News Radio and you’re going to have to follow him quickly. To do this though we’re going to have to travel through some underground tunnels, not a lot of fun. But the other option is to try and stay above ground the entire time and deal with Super Mutants. Underground it is! You can either enter the Subway Tunnels or Farragut West Station and pass through that. Farragut is the better path so head that way.

Make your way to the southeast, you will see the Super-Duper mart as you go, and you will soon near a bridge. If you’ve killed Mr. Burke you will likely be attacked by Talon Company Mercs along the way, so be careful and take them out. Look for the bridge here and cross it before continuing to the south-east.

NOTE: From this point on you will be sorely pressed to carry all the valuables that you find. To make good on your space you will want to carry any ammo, drugs and caps you can get your hands on. Since these have no weight you can carry as many of them as you want. Only hold on to the best, and most valuable, weapons and armor.

As you walk this way you will see what looks like a subway entrance, that’s your goal. Head there, go down the stairs and enter the Farragut West Station. After you have entered this place you might want to fast travel back to Megaton and unload your equipment before continuing. There’s a lot to pick up down here so be light when you go in.
Head down the ramp and turn to your right, there is a door here just waiting for you to go through it. Pass through that door and then turn into the room on the left. Grab the Metro Ticket from the top of the console here, and keep this on you at all times. It’s helpful since the security robots here attack anyone without a ticket. Speaking of, turn to the right and activate the console here, hack it to activate a Protectron (Science 25 needed).

Turning on the escalators and lights does you no favors, though. If you’re planning on rushing through this place, guns blazing, then the lights make your life a bit easier. However if you plan on sneaking around these tunnels at all then leave the lights off to make your job easier.

Watch the Protectron start to leave the room and follow it. A pair of Mole Rats will attack him so use him as cover and blow them away with him. If you’re really scavenging for equipment it’s helpful to kill the Protectron for the energy cells and scrap metal from its corpse. It won’t be much more help when you enter the tunnels to the right of the Mole Rats.

Follow this path and you’ll enter the rear service tunnels of the Farragut station. As you start to go down the staircase here you will have to deal with another Mole Rat. Continue down the path here and you will pass a burning barrel, at the bottom of the steps here there is a large room. Don’t go rushing in here, there is a trick to making this next section incredibly easy and nets you some items and experience.
Walk into the room and take note of the enemies that pop up on your radar. They are on the upper level behind a locked gate, this works out for us. Make your way up the stairs and ignore the enemies, and the gate, for now turn your attention to the door just across from the gate. Walk into the office behind the door and ransack the desks and filing cabinets before anything else.

Now go over to the desk and open the First Aid Pack to get the key to the gate the ghouls were behind. Turn to the terminal and activate it, use this to open the security safe and begin the gas flow test. In the corner of the room you’re in there is a safe, open it up to get a laser pistol and some ammo. With these in hand go back to the door and open it up but don’t move forward. Instead take out the laser pistol and fire it at the gate to start the fireworks.

This explosion will take out all of the feral ghouls that are loitering behind that gate. Once the explosions stop you can move forward and use the key to open the gate. Search the bodies here and get whatever you want from them before you start moving forward again.

Head over to the door on the other end of the room and use the gate key again to open it up and go through. Make your way into the tunnel and enter the Tenleytown Friendship station.
Step into the subway tunnels and go south through the service area and into the next set of tunnels. As you enter the second set head to the west and a bunch of roaches will come skittering through the tunnels. They aren’t enemies but you can kill them for the experience. However anyone who knows the old “rats from a sinking ship” adage knows that this means there might be bad things coming. Start moving again to the west and follow the tunnels.

As you head up the slope of the tunnel you will see a shape run past the entrance, don’t shoot at it! You won’t be able to hit the shape at this distance just keep on heading that way. Inside of this large room there are a number of mobile ghouls, depending on the situation you can find between two to four regular ghouls and at least one Feral Ghoul Roamer. If you happen to still have Mr. Burkes Silenced 10mm Pistol then this is an ideal weapon.

If you peek out of the tunnel, you should be able to get V.A.T.S. shots on people nearby. It’s much better to draw the enemies to you and make them approach you from the front, rather than trying to fight them from all sides. Take aim and start shooting at whatever you can.

The good news is if you have the Silenced 10mm you can use that to take shots at the ghouls without them even realizing you’re there. Even if you hit them they usually can’t tell where you shot at them from. Move forward as slowly as you can and keep on shooting at the blighters until you think that you’ve cleared the area. Move forward cautiously with your favorite close range gun and be careful.
Search the area when you’ve cleared it to find any ghouls or Super Mutants that might litter the floor. It seems that there was some sort of fight while you weren’t around and it’s left some corpses, so search them. Head on up the escalators when you are done here and search the upper area. Once you’re done head through the south-east doorway for a straight shot at the exit.

Once you’re out on the streets again there really isn’t all that much to do. Your destination is to the south so you may as well start heading in that direction. As you reach the ruins of a building, just past the cars, you will be attacked by a pair of Super Mutants. If you hide behind some cover some Brotherhood of Steel members will come running up and help you kill them.

Loot the two bodies and then search nearby to find lots of .32 ammo, which is useful for the hunting rifles that they carried. Make your way over to the Brotherhood of Steel members and talk to their leader, Sentinel Lyons. It seems that these guys are going to GNR to reinforce those Brotherhood members already holed up there. You can tag along with them or let them clear the path in front of you; it’s highly recommended you stay near them.

Follow them down the alley that they run down and help them kill the Super Mutant that rushes at you. Once he’s dead ransack his body and then search the dead Paladins lying nearby. You can take the energy weapon off his body and the cells from nearby but don’t bother with the Power Armor. You can’t equip it without a special perk you get much later on.
From here the Brotherhood Paladins will make their way across a street where two more mutants attack. Take them out and continue forward into the abandoned ruins of a school. Be careful as you cross the street, a sniper might blow up the car nearby as you pass it. The explosion has a pretty large range, so you really want to put some distance between you and it.

As you progress through the school there will be plenty of Super Mutants on both the upper and lower level so stay close to the Brotherhood. They will attract attention, taking shots for you, and helping you kill off the mutants quicker. They’re still tough at this point and can take some effort to kill all alone. Try to avoid having to do this and if you find one rushing you try to take his weapon arm out to limit damage received.

Eventually you will pass through a large plaza type area just outside of the Galaxy News Radio building. There are a whole bunch of mutants and Brotherhood Paladins out here. Join in the attack and help them wipe out the Super Mutants from inside the doorway. Use this door frame as cover whenever you draw their attention and pop out to take shots.

The mutants will be close to you so you can get some clear shots from this vantage point. Be very careful, though, because if you get the attention of too many of them at once you’re going to be totally screwed since they will overwhelm you. However the Paladins do a really excellent job of keeping their attention so this shouldn’t be a problem.
After you have assisted the Paladins in clearing out the plaza Sentinel Lyons will march her way into the plaza with her squad. Follow her and listen to her speak to the Paladins that are with her. You may wish to search the bodies for any weapons and ammo that they might have on them at this point while listening to the talking. Galaxy News Radio is still closed so kill a bit of time.

You may wish to search one of the fallen Paladins for a mini-nuke launcher, the Fat Man. This will be incredibly helpful for what is going to come even if you aren’t very skilled with these sorts of weapons. After Lyons sends one of the Paladins to check out the area it’s all going to go to hell.

Yeah, you see that huge guy right there? That’s a Behemoth and they’re always bad news when they appear. They can take a huge amount of damage from your attacks and can pretty much pull off one shot kills. There are five Paladins who will begin shooting at the Behemoths with you so you aren’t entirely alone this time. Yes, that means there are more of them in the game.

There are a few ways to handle this fight, the first being the hardest of them. If you’re willing to tough it out you can kill them with the basic weaponry. Since you have the Brotherhood helping you out let them draw its attention and keep on firing at it from a distance. If it comes near you run either into the school or up to the GNR doors for cover. The big guy can’t get through small openings so these are effective cover. The problem here is that this takes a huge amount of ammunition.
The simpler way to kill him is almost laughably easy. Take out the Fat Man and take careful aim, don’t waste the shot. Let the Paladins keep his attention and wait for him to stop moving and fire a single shot at the Behemoth. If you hit him dead on you will kill him with a single devastating shot. One thing to take note about the Fat Man is that this thing irradiates the area you use it in for quite some time.

Once the big guy is taken down, you’re actually done with this quest. Search his body for an interesting variety of ammunition and some other assorted items and make sure to search any dead Super Mutants and Paladins. Now head on over to the GNR doors and look to the right side. You can find an intercom here that will open the locked doors once the Behemoth is dead, and allow you inside of the building.

Search the building for any valuables you can loot and then make your way up to the second floor. Heading through the door here and going upstairs will allow you to reach Three Dog and complete this quest. Phew!