



WASTELAND 3

RANGER MANUAL

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INTRODUCTION

I WILL NOT SUGARCOAT THE SITUATION, RECRUITS. YOU ARE JOINING THE RANKS OF THE DESERT RANGERS AT OUR MOST DESPERATE HOUR.

OUR GREATEST VICTORY HAS BROUGHT US TO THE EDGE OF DEFEAT. WE FOUGHT A WAR AGAINST MONSTERS. REAL ONES. ROBOTS CALLED SYNTHS – WITH ARTIFICIAL INTELLIGENCE SO ADVANCED THEY BECAME SELF-AWARE – AND THEIR HALF-HUMAN COUSINS, THE EVOLVED, CREATURES WITH SYNTH BODIES AND HUMAN BRAINS. THEY WERE CREATED AND CONTROLLED BY THE BASE COCHISE AI, WHICH WOKE UP ONE DAY AND DECIDED TO TAKE OVER THE WHOLE DAMN WORLD.

IT SPREAD ITSELF WHEREVER IT COULD, INFECTING EVERY NETWORK AND COMPUTER IT COULD REACH. ONE SUCH COMPUTER WAS A MAINFRAME HIDDEN UNDER THE RANGER CITADEL, OUR HEADQUARTERS. THE AI WAS RIGHT UNDERNEATH US, AND WE DIDN'T KNOW IT. BY THE TIME THE THREAT WAS IDENTIFIED, THE MONSTERS WERE AT OUR DOORS – AND OUR THROATS.

IN THE END, WE HAD TO SACRIFICE THE RANGER CITADEL ITSELF TO STOP THE AI. IT TOOK DETONATING A NUKE TO DO IT, AND IT COST US THE RANGER WHO PUSHED THE BUTTON, THE MAN WHO WOULD BE BRIEFING YOU NOW HAD IT NOT BEEN FOR HIS VALIANT SACRIFICE, GENERAL SNAKE VARGAS. NOW IT LOOKS LIKE HIS SACRIFICE MAY HAVE BEEN IN VAIN.

THE STATUS OF RANGER COMMAND IS APPROACHING CRITICAL. THE DESTRUCTION OF THE RANGER CITADEL, WHILE NECESSARY, HAS PUSHED OUR RANKS TO THE BRINK. WE ARE DANGEROUSLY SHORT OF MANPOWER, AND WE HAVE LOST PRECIOUS INFRASTRUCTURE AND RESOURCES. WORSE, HORDES OF LESS HONORABLE MILITIAS ARE PUSHING TO TAKE OVER AS MUCH OF OUR TERRITORY AS THEY CAN SNATCH AND HOLD. IN SHORT, THE DESERT RANGERS ARE STANDING AT THE EDGE OF OBLIVION. THE ODDS ARE AGAINST US MAKING IT THROUGH THE NEXT YEAR WITHOUT AID AND SUPPORT.

THANKFULLY, RANGER COMMAND MAY HAVE FOUND A LIFELINE IN THE FORM OF A MAN NAMED BUCHANAN. HE CALLS HIMSELF THE PATRIARCH AND CLAIMS TO OWN COLORADO.

HE HAS OFFERED US AN EXCHANGE OF FAVORS, IF YOU WILL: WE SEND RANGERS TO HELP HIM QUELL UNREST, AND HE AIDS US IN REBUILDING OUR INFRASTRUCTURE. THIS EXCHANGE IS WHERE YOU COME IN. YOUR MISSION IS TO TRAVEL TO COLORADO AND PROVIDE BUCHANAN WITH THE REINFORCEMENT HE NEEDS.

ONE LAST THING. COLORADO WILL BE COLD. I'VE NEVER SEEN SNOW MYSELF, BUT I'M TOLD IT BLANKETS THE GROUND THERE YEAR-ROUND, AND THE STORMS CAN BLIND AND KILL YOU, SO BUNDLE UP AND BEWARE OF FROSTBITE. AND WATCH OUT FOR THE WILDLIFE. APPARENTLY, IT MAKES OUR HOMEGROWN HORRORS LOOK TAME.

NOW, I DID NOT JOIN THE DESERT RANGERS TO LEAD, BUT THAT IS WHAT CIRCUMSTANCE HAS THRUST ON ME. NOR – I DOUBT – DID YOU SIGN UP TO BE THE SAVIOR OF THE RANGERS, BUT THAT IS WHAT CIRCUMSTANCE HAS THRUST ON YOU. YOUR SUCCESS IN THIS MISSION IS OUR SURVIVAL, PURE AND SIMPLE. EITHER YOU WILL COME THROUGH THE OTHER SIDE VICTORIOUS, OR WE WILL ALL BURN WITH YOU.

I AM NOT GENERAL VARGAS. I DO NOT POSSESS HIS GIFT FOR INSPIRING THE RANK AND FILE. ALL I CAN OFFER YOU IS WHAT THE DESERT RANGERS HAVE ALWAYS OFFERED THEIR RECRUITS: PURPOSE, AND A BROTHERHOOD. AND WHO IN THIS HARD WORLD CAN ASK FOR MORE THAN THAT?

GODSPEED, RECRUITS. THE WASTELAND NEEDS YOU NOW MORE THAN EVER.

– GENERAL WOODSON, RANGER COMMAND





GETTING STARTED

WASTELAND 3 TAKES THE POST-APOCALYPTIC, PARTY-BASED ROLEPLAYING GAME ACTION OF THE WASTELAND SERIES TO A WHOLE NEW LEVEL. THIS TIME YOUR FULLY-CUSTOMIZABLE SQUAD OF DESERT RANGERS IS TRAVELING FROM THE DRY AND DESOLATE SANDS OF ARIZONA TO THE SNOW-COVERED WINTER EXPANSE OF COLORADO. YOUR MISSION IS NO LONGER SIMPLY TO BRING LAW TO THE LAWLESS--THIS TIME AROUND YOU WILL BE FIGHTING FOR THE SURVIVAL OF THE DESERT RANGERS THEMSELVES!

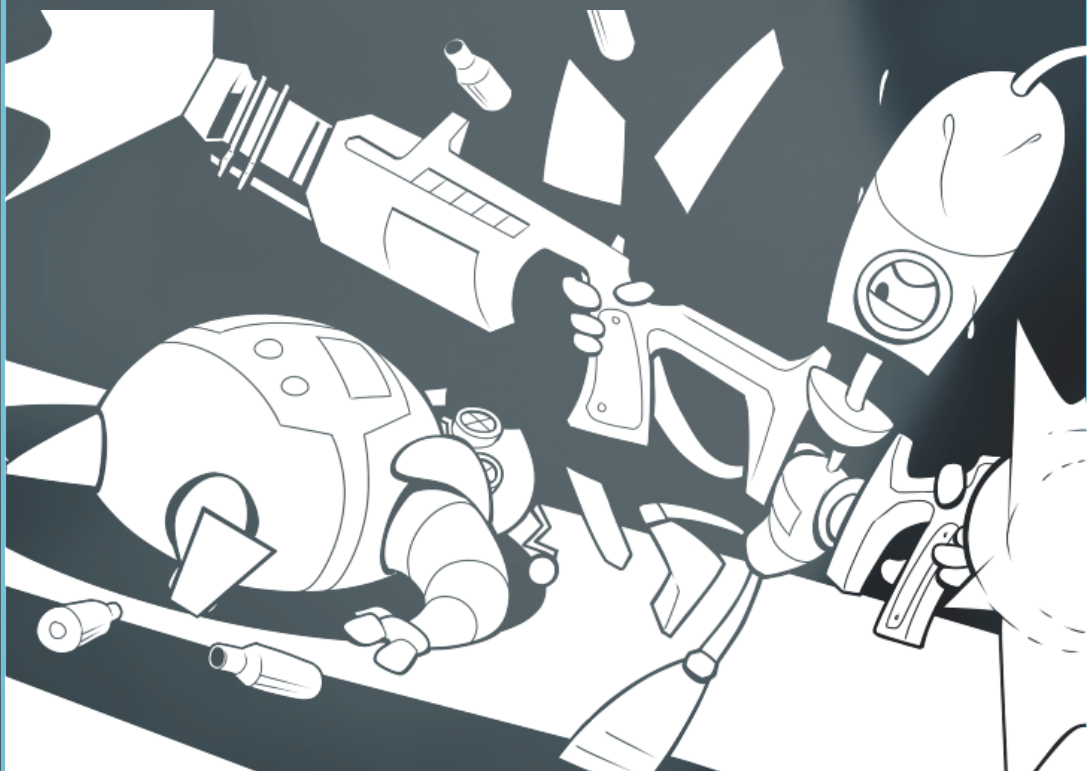
CHARACTER SYSTEM

CHARACTER IS WHAT HAPPENS WHEN YOU FINALLY LOOK BACK AND SEE YOUR MISTAKES STRETCHED OUT BEHIND YOU FOR WHAT FEELS LIKE A THOUSAND MILES.

– GENERAL VARGAS, DECEASED

BACKGROUND

NO ONE IS BORN A DESERT RANGER. A CHARACTER'S BACKGROUND IS A BATCH OF PROPERTIES THAT REPRESENT THEIR LIFE BEFORE THEY JOINED THE RANKS. EACH CHARACTER'S BACKGROUND PROVIDES THEM WITH A SMALL STARTING BONUS TO ONE OF THEIR DERIVED STATS OR SKILLS.



ATTRIBUTES

WHAT YOUR RANGER CAN DO AND HOW WELL THEY CAN DO IT ARE REPRESENTED AS ATTRIBUTES. THESE INFLUENCE AND DEFINE THE CHARACTERISTICS OF YOUR RANGER, AND DETERMINE THEIR STARTING STATS AND THINGS LIKE THEIR ABILITY TO LEARN NEW SKILLS AND FIGHT EFFECTIVELY.

COORDINATION



COORDINATION REPRESENTS YOUR GENERAL PHYSICAL APTITUDE, CONDITION, AND HEALTH. TAKE CARE OF YOUR BODY AND IT WILL TAKE CARE OF YOU.

LUCK



LUCK IS THAT INTANGIBLE QUALITY THAT TIPS FORTUNE IN YOUR FAVOR WHEN YOU NEED IT THE MOST, INFLUENCING YOUR CHANCE TO RECEIVE SUDDEN BOONS AND BENEFITS BOTH IN AND OUT OF COMBAT.

AWARENESS



AWARENESS IS YOUR SENSE OF YOUR SURROUNDINGS. A RANGER WHO CAN'T FEEL DANGER COMING IS BOUND TO WALK SMACK-DAB INTO IT. MORE THAN ANYTHING, IT'S YOUR EYES AND EARS THAT KEEP YOU ALIVE.

STRENGTH



STRENGTH IS YOUR RAW PHYSICAL POWER AND ABILITY TO USE IT TO YOUR ADVANTAGE. BRAWN SOLVES MORE PROBLEMS THAN CLEVER FOLK LIKE TO ADMIT.

SPEED



SPEED IS YOUR PHYSICAL QUICKNESS. MOBILITY CAN BE JUST AS IMPORTANT AS THE SIZE OF THE GUN YOU'RE PACKING. STRIKE FIRST, STRIKE TRUE, THEN GET OUT OF THERE.

INTELLIGENCE



A RANGER IS AS MUCH BRAINS AS BRAWN. YOU HAVE TO BE ABLE TO USE YOUR HEAD OUT THERE. NOT EVERY PROBLEM CAN BE SOLVED WITH A BULLET, ALTHOUGH KNOWING WHEN TO USE ONE HELPS. INTELLIGENCE IS YOUR ABILITY TO MAKE MENTAL CONNECTIONS, AND SOME RANGERS ARE BETTER AT THAT THAN OTHERS.

CHARISMA



CHARISMA IS YOUR ABILITY TO INFLUENCE OTHERS, WHETHER IT'S BECAUSE YOU'RE JUST SO DAMN CHARMING OR BECAUSE YOU'RE SLICKER THAN AN OIL SPILL. IT'S ALSO A REFLECTION OF YOUR PASSION AND PERSONAL DRIVE. BULLETS CAN KILL FOLKS DEAD, BUT WORDS CAN MOVE MOUNTAINS.

DERIVED STATS

DERIVED STATS ARE IMPORTANT STATISTICS THAT ARE BASED ON YOUR RANGER'S ATTRIBUTES, AND CAN ALSO BE BOOSTED BY EQUIPMENT, USABLE ITEMS, AND MORE. THESE WILL CHANGE THROUGHOUT THE GAME AS YOUR RANGER LEARNS NEW SKILLS. BELOW IS A LIST OF THE MOST IMPORTANT:



CONSTITUTION (CON)

CON IS THE AMOUNT OF DAMAGE THAT CAN BE SUSTAINED BEFORE BEING KNOCKED UNCONSCIOUS.

ACTION POINTS (AP)

ACTION POINTS ARE SPENT ON ATTACKS AND COMBAT ABILITIES.

ARMOR

ARMOR REDUCES THE DAMAGE YOU TAKE FROM INCOMING ATTACKS.

EVASION

EVASION IS YOUR CHANCE TO AVOID ATTACKS.

COMBAT SPEED

COMBAT SPEED DETERMINES HOW MANY GRID SPACES PER AP YOUR CHARACTER CAN MOVE DURING COMBAT.

CRIT CHANCE

CRIT CHANCE IS YOUR CHANCE TO INFLICT CRITICAL HITS WHEN ATTACKING.

CRIT DAMAGE

CRIT DAMAGE IS THE MULTIPLIER ON CRITICAL HIT DAMAGE WHEN YOU'RE ATTACKING.

ARMOR PENETRATION

ARMOR PENETRATION DETERMINES TO WHAT EXTENT YOU'RE ABLE TO PUNCH THROUGH A TARGET'S ARMOR.

PERCEPTION

PERCEPTION DETERMINES HOW WELL A CHARACTER CAN SPOT HIDDEN THINGS, INCLUDING TRAPS AND CACHES OF LOOT.

EXP BONUS

EXP BONUS DETERMINES THE BONUS EXPERIENCE POINTS YOU GAIN FROM SOLVING PROBLEMS AND DEFEATING ENEMIES.

HIT CHANCE

HIT CHANCE DETERMINES A CHARACTER'S CHANCES TO HIT A TARGET WHEN ATTACKING IT.

LEADERSHIP RADIUS

LEADERSHIP RADIUS DETERMINES THE RANGE OF YOUR LEADERSHIP AURA. THIS WORKS IN CONJUNCTION WITH THE LEADERSHIP SKILL.

BONUS DAMAGE

BONUS DAMAGE DETERMINES THE BONUS DAMAGE DEALT TO ENEMIES.

QUICK SLOTS

QUICK SLOTS ADDS SPACES FOR YOU TO EQUIP USABLE ITEMS TO YOUR CHARACTER FOR EASY ACCESS.

DETECTION TIME

DETECTION TIME IS HOW LONG IT TAKES FOR AN ENEMY TO DETECT YOUR CHARACTER.

INITIATIVE

INITIATIVE IS YOUR CHANCE OF GOING FIRST IF AN ENEMY SPOTS YOU DURING EXPLORATION.

THROWING RANGE

THROWING RANGE DETERMINES YOUR BONUS TO DISTANCE WHEN THROWING ITEMS.

DAMAGE RESISTANCE

DAMAGE RESISTANCE DETERMINES HOW EASILY YOU CAN SHRUG OFF PAIN FROM FIRE, COLD, AND ENERGY SOURCES.

CRIT RESISTANCE

CRIT RESISTANCE REDUCES THE LIKELIHOOD A CHARACTER WILL BE CRITICALLY HIT BY INCOMING ATTACKS.

NEGATIVE STATUS EFFECT RESISTANCE

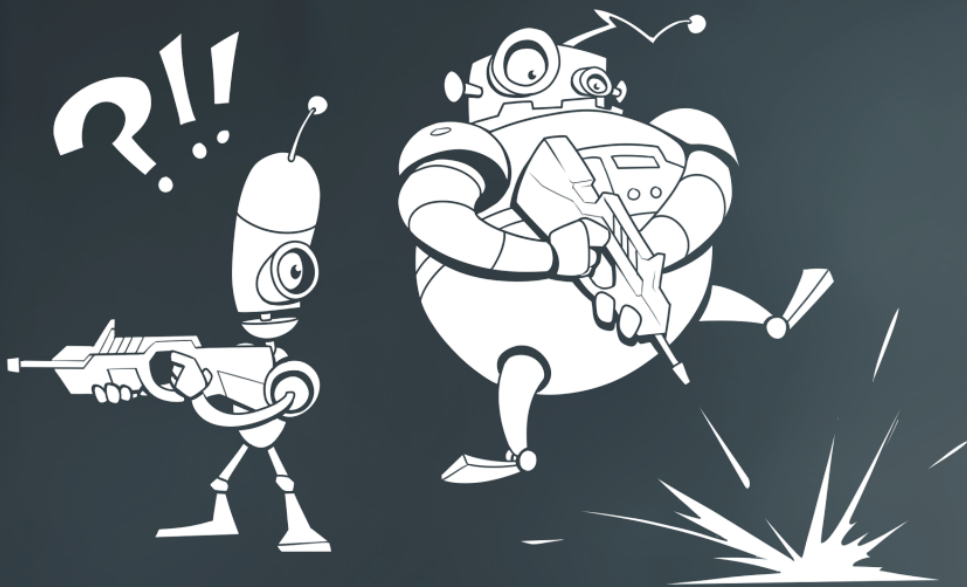
NEGATIVE STATUS EFFECT RESISTANCE DETERMINES YOUR CHANCE TO NULLIFY NEGATIVE STATUS EFFECTS YOU MIGHT RECEIVE.

RADIATION RESISTANCE

RADIATION RESISTANCE DETERMINES YOUR CHANCE OF RESISTING THE HARMFUL EFFECTS OF RADIATION.

SKILLS

THE MEMBERS OF YOUR RANGER TEAM ARE GOING TO NEED SKILLS IN ORDER TO DEAL WITH THE CHALLENGES OF THE WASTELAND. SKILLS ARE DIVIDED INTO FOUR CATEGORIES: WEAPON SKILLS, GENERAL SKILLS, KNOWLEDGE SKILLS, AND SOCIAL SKILLS. ALL OF THESE ALLOW A RANGER TO INTERACT WITH THE WORLD AROUND THEM IN VARIOUS AND IMPORTANT WAYS.



WEAPON SKILLS

AUTOMATIC WEAPONS



MORE BULLETS FASTER, THAT'S HOW YOU HANDLE THE STICKIEST OF SITUATIONS. THIS SKILL INCREASES THE DAMAGE AND THE CHANCE TO HIT FOR SUBMACHINE GUNS AND ASSAULT RIFLES.

BIG GUNS



WHEN MAYHEM IS 100% CALLED FOR, THIS SKILL INCREASES THE DAMAGE AND CHANCE TO HIT FOR HEAVY MACHINE GUNS, FLAMETHROWERS, AND OTHER OVERSIZED WEAPONS. NOTE: IT DOESN'T COVER ROCKET LAUNCHERS. THEY DON'T NEED THE BOOST. THEY'RE ROCKET LAUNCHERS.

BRAWLING



PUT UP YOUR DUKES, RANGER! IT'S TIME TO GO HAND-TO-HAND! THIS SKILL INCREASES THE DAMAGE AND CHANCE TO HIT FOR BRAWLING WEAPONS, AS WELL AS THE CHANCE FOR SECONDARY EFFECTS FROM BRAWLING ATTACKS. YOU ALSO GAIN COMBO BONUSES FOR REPEAT HITS ON TARGETS.

MELEE COMBAT



KNIVES AND HEAVY OBJECTS NEVER NEED RELOADING. THIS SKILL INCREASES THE DAMAGE AND CHANCE TO HIT FOR BLADED AND BLUNT WEAPONS, AS WELL AS THE CHANCE FOR SECONDARY EFFECTS FROM MELEE ATTACKS.

SMALL ARMS



SOMETIMES ALL A RANGER NEEDS IS THEIR SIDEARM, AND MAYBE A COUPLE OF 12 GAUGE SHELLS. THIS SKILL INCREASES THE DAMAGE AND CHANCE TO HIT FOR HANDGUNS AND SHOTGUNS.

SNIPER RIFLES



WHEN A SITUATION CALLS FOR THE PRECISION OF A SINGLE BULLET, YOU NEED TO BE ABLE TO PULL OFF THAT LONG-DISTANCE HEADSHOT. THIS SKILL INCREASES THE DAMAGE AND CHANCE TO HIT FOR SNIPER RIFLES.

GENERAL SKILLS

ANIMAL WHISPERER



THE WASTELAND IS FILLED WITH HOSTILE ANIMALS, AND EVEN A FEW FRIENDLY ONES. THIS SKILL ALLOWS YOU TO GENTLE WILD BEASTS AND TAME THE WILLING. YOU CAN EVEN CONVINCE ANIMALS TO DEFEND YOU WHEN THE SHIT HITS THE PROVERBIAL FAN.

EXPLOSIVES



THE ABILITY TO MAKE A BANG IS OFTEN A NECESSITY FOR A RANGER. THIS SKILL ALLOWS YOU TO DISARM AND AND PLACE TRAPS AND LAND MINES. IT ALSO IMPROVES YOUR APTITUDE FOR GRENADES AND ROCKET LAUNCHERS.

FIRST AID



NOT EVERY RANGER HAS HEALING HANDS, BUT THE ONES WHO DO NEVER GET BORED. THIS SKILL HELPS YOU KNOW YOUR WAY AROUND MEDIC PACKS AND ALLOWS YOU TO REVIVE DOWNED PARTY MEMBERS. ADDITIONALLY, YOU CAN READ AND STUDY DOCTOR'S NOTES.

LEADERSHIP



YOU'RE A RANGER WHO KNOWS HOW TO EMBOLDEN AND MOTIVATE YOUR ALLIES. YOU HAVE THE ABILITY TO INSPIRE OTHERS BY TAKING RISKY AND HEROIC ACTIONS, PROVIDING THEM WITH ADDITIONAL SHORT-TERM BUFFS.

SNEAKY SHIT



SNEAKY SHIT MAKES IT EASIER TO DISARM TRAPS AND TRIPWIRES, EVADE DETECTION, AND DAMAGE UNAWARE ENEMIES. BEING SNEAKY INCREASES DETECTION TIME BEFORE ENEMIES SPOT YOU AND GIVES YOU A CHANCE OF GETTING A FREE HALF-AP TURN AT THE START OF COMBAT, AS WELL AS BONUS FIRST STRIKE DAMAGE WHEN ATTACKING UNAWARE CHARACTERS.

WEIRD SCIENCE



WEIRD SCIENCE IS MORE THAN VODOO DOLLS AND CHARTS. THIS SKILL MAKES YOU BETTER AT USING ENERGY WEAPONS AND LETS YOU USE SPECIAL COMBAT ITEMS AND CRAFT CONTRACTIONS. YOU'LL ALSO BE ABLE TO DEAL MORE DAMAGE WITH ENERGY WEAPONS.

KNOWLEDGE SKILLS

ARMOR MODDING



ARMOR MODDING ALLOWS YOU TO MODIFY YOUR BODY ARMOR AND CRAFT SPECIAL PROTECTIVE ITEMS. YOU'LL ALSO BE ABLE TO TUNE UP AND TWEAK THE BENEFITS YOUR ARMOR PROVIDES.

BARTER



BARTER IS THE ABILITY TO NEGOTIATE WITH THE RUBES LIKE A PRO. IT ALLOWS YOU TO BUY FOR LESS AND SELL FOR MORE, AND GIVES YOU ACCESS TO THE SELLER'S TOP-SHELF GOODS.

CRAFTING



CRAFTING ALLOWS YOU TO LEARN SCHEMATICS AND CRAFT ITEMS FROM SCRAP AND SPECIAL COMPONENTS.

LOCKPICKING



LOCKPICKING ALLOWS YOU TO OPEN CONTAINERS, DOORS, AND OTHER LOCKED OBJECTS. YOU'LL EVEN BE ABLE TO CRACK SAFES (IF YOU HAVE A SAFECRACKER CONSUMABLE ITEM, THAT IS).

NERD STUFF



NERD STUFF ALLOWS YOU TO USE AND HACK COMPUTERS, INCLUDING ELECTRONIC ENEMIES, WHETHER THEY'RE FLAME-SPITTING ROBOTS OR THOSE PESKY SYNTHS. YOU CAN EVEN CONVERT THEM TO YOUR SIDE, MAKING THEM YOUR ENEMIES' PROBLEM.

MECHANICS



MECHANICS MEANS YOU CAN REPAIR WEAPONS, VEHICLES, GENERATORS, AND OTHER MACHINES. YOU ALSO DO MORE DAMAGE TO THE VEHICLES AND ROBOTS YOU FIGHT, AND YOU CAN DISMANTLE THEM TO USE THE SCRAP. YOU CAN ALSO REPAIR GENERATORS TO POWER THEM UP, AND USE REPAIR KITS BETTER.

SCAVENGING



SCAVENGING ALLOWS YOU TO SCAVENGE RAW MATERIALS TO USE IN CRAFTING. YOU CAN SCAVENGE JUNK PILES TO FIND ADDITIONAL SCRAP, OR BREAK DOWN JUNK ITEMS INTO SCRAP. FORAGE FROM PLANTS AND HERBS TO CREATE SPECIAL HEALING EFFECTS.

SURVIVAL



SURVIVAL IMPROVES YOUR ABILITY TO FIND HIDDEN PLACES, AVOID DANGERS, AND DEAL WITH MUTANTS AND ANIMALS. IT INCREASES POI DETECTION STRENGTH AND RADIUS ON THE WORLD MAP AND DAMAGE AGAINST ANIMALS AND MUTANTS. IT'LL HELP YOU DETECT AMBUSHES. YOU MIGHT EVEN HAVE TO SKIN DEAD ANIMALS AND MUTANTS. ANYTHING TO SURVIVE, RIGHT?

TOASTER REPAIR



TOASTER REPAIR IS EXACTLY WHAT THE NAME IMPLIES. IT ALLOWS YOU TO REPAIR BROKEN OR JAMMED TOASTERS. HEY, WHO KNOWS WHAT COULD BE INSIDE?

WEAPON MODDING



WEAPON MODDING ALLOWS YOU TO CRAFT MODS AND INSTALL THEM ON YOUR WEAPONS TO MAKE THEM BIGGER AND BADDER. IT'LL MAKE YOU BETTER AT BREAKING DOWN WEAPONS FOR SCRAP, AND TO FIND MORE MODS.

SOCIAL SKILLS

HARD ASS



HARD ASS MEANS YOU'RE A BAD HOMBRE WHO CAN INTIMIDATE OTHERS FOR INFORMATION AND TO DRIVE HARD BARGAINS DURING NEGOTIATIONS.

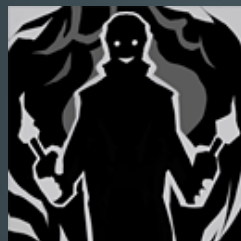
KISS ASS



KISS ASS ALLOWS YOU TO SWEET-TALK INFORMATION OUT OF OTHERS AND SECURE BETTER PRICES DURING NEGOTIATIONS BY BEING THE SUGARY SOUL YOU ARE.

QUIRKS

LIFE ISN'T SO SIMPLE IN THE POST-APOCALYPSE, AND THE WASTELAND IS FULL OF COLORFUL FOLKS. SOME ARE STILL PREPPING FOR THE NEXT DOOMSDAY. OTHERS REALLY LOVE SETTING THINGS ON FIRE. AND SOME JUST HAVE A DEATH WISH. QUIRKS ARE OPTIONAL CHARACTER TRAITS THAT DRASTICALLY ALTER GAMEPLAY. THEY MAY GIVE YOU STAT BONUSES OR PENALTIES, OR PRESENT YOUR CHARACTERS WITH UNIQUE OPTIONS FOR COMBAT, CONVERSATION, AND EXPLORATION. EVERY QUIRK HAS BOTH A BENEFIT AND A DRAWBACK, BUT REMEMBER THAT ONCE YOU'VE PICKED ONE, IT CANNOT BE REMOVED FOR THE REST OF THE GAME.



PERKS

PERKS ARE SPECIAL BONUSES YOU UNLOCK THROUGHOUT THE GAME TO GIVE YOUR CHARACTERS NEW BENEFITS, MODIFIERS, AND ABILITIES. YOU MUST USE PERK POINTS IN ORDER FOR YOUR CHARACTERS TO LEARN PERKS, AND SOME ALSO HAVE PREREQUISITE SKILLS BEFORE THEY CAN BE UNLOCKED. PERKS FALL INTO TWO CATEGORIES:

- **PASSIVE PERKS** PROVIDE BENEFITS TO A CHARACTER'S DERIVED STATS, OR BONUSES THAT ONLY OCCUR IN CERTAIN SITUATIONS.
- **ABILITY PERKS** GIVE YOU A NEW ABILITY TO USE DURING COMBAT OR EXPLORATION, INCREASING THE EFFECTIVENESS AND VERSATILITY OF YOUR CHARACTERS.



EXPERIENCE POINTS & LEVELING UP

EACH CHARACTER IN YOUR RANGER SQUAD GAINS EXPERIENCE POINTS (EXP) THROUGHOUT THE GAME FOR THINGS LIKE SUCCESSFULLY USING A SKILL, KILLING ENEMIES, AND COMPLETING MISSIONS.

EARNING ENOUGH EXP ALLOWS A CHARACTER TO LEVEL UP, GAINING A BONUS TO CON. THEY WILL ALSO GAIN BONUS ATTRIBUTE, SKILL, AND PERK POINTS, ALLOWING THEM TO BECOME EVEN MORE OF A BADASS.



BUILDING YOUR SQUAD

STARTING RANGERS



RECRUITS

SHORTLY INTO THE GAME, ONCE YOU'VE REACHED YOUR NEW RANGER HQ, YOU'LL GAIN THE ABILITY TO ADD NEW RECRUITS TO YOUR SQUAD. YOU CAN EITHER CHOOSE FROM A NUMBER OF PREMADE CHARACTERS, AS WELL AS BUILD YOUR OWN RAGTAG GROUP OF CUSTOM RANGERS TO FLESH OUT THE REST OF YOUR SQUAD.

COMPANIONS

THROUGHOUT YOUR ADVENTURES IN COLORADO, YOU WILL ENCOUNTER CHARACTERS WHO MAY OFFER TO JOIN UP WITH YOU. THESE COMPANIONS HAVE PREDEFINED PERSONALITIES AND STORIES WHOSE DEVELOPMENT YOU MAY CHOOSE TO ASSIST. BUT REMEMBER THAT COMPANIONS AREN'T NECESSARILY RANGERS. SOME MAY HAVE THEIR OWN MOTIVATIONS, GOALS FOR JOINING, AND PERSONALITY TRAITS... OR MAY LEAVE YOUR SQUAD IF YOU DO ENOUGH TO PISS THEM OFF.

THE KODIAK

EARLY IN YOUR TRAVELS THROUGHOUT COLORADO, YOU'LL COME ACROSS A VEHICLE, THE KODIAK. FAR FROM A SIMPLE TRUCK, ITS POWERFUL ENGINE AND TREADS WILL LET YOU NAVIGATE THROUGH THE SNOW, COLD, AND ICE OF COLORADO AS YOU GO FROM LOCATION TO LOCATION. YOU'LL QUICKLY LEARN TO DEPEND ON IT FOR YOUR SURVIVAL.

THE KODIAK'S THICK ARMOR PLATING, SPIKED BUMPER, AND HULKING TURRET AREN'T JUST FOR SHOW. THEY ALSO MAKE THE KODIAK AN EFFECTIVE ALLY DURING COMBAT, ABLE TO RUN DOWN ENEMIES, SMASH THROUGH COVER, AND BE UPGRADED WITH A VARIETY OF HEAVY WEAPONS, FROM MACHINE GUNS TO CLUSTER BOMBS. YOU CAN EVEN TAKE COVER BEHIND IT WHEN THINGS GET TOO DICEY OUT THERE. JUST REMEMBER THAT THE KODIAK'S SIZE MEANS YOU WON'T BE ABLE TO TAKE IT EVERYWHERE.



INTERFACE

HUD

THE HUD IS YOUR MAIN INTERFACE DURING GAMEPLAY. IT PROVIDES YOU WITH THE MOST IMMEDIATE INFORMATION YOU NEED TO SEE WHILE PLAYING, AND IS BROKEN INTO A NUMBER OF IMPORTANT SECTIONS:

- **PORTRAITS:** THESE PORTRAITS SHOW YOUR CURRENTLY ACTIVE SQUAD MEMBERS AND ALLOW YOU TO SWITCH BETWEEN THEM. IN ADDITION TO THEIR PRETTY FACES, THE PORTRAITS ALSO SHOW STATUS INFORMATION, THEIR CURRENT CON, AND WHETHER THEY'VE GOT POINTS TO SPEND FROM LEVELING UP.
- **QUICK ACTIONS:** THE QUICK ACTIONS AREA SHOWS ALL OF THE CURRENT SELECTED CHARACTER'S AVAILABLE ACTIONS, INCLUDING THEIR ABILITIES, USABLE ITEMS, AND MORE.
- **ACTION POINTS:** THE ACTION POINTS DISPLAY APPEARS DURING COMBAT ONLY, AND SHOWS THE CHARACTER'S CURRENT AND MAXIMUM ACTION POINTS (AP). ONCE THEY'RE OUT OF AP, THEY CAN'T DO ANYTHING UNTIL THEIR NEXT COMBAT TURN.
- **WEAPON DISPLAY:** THE WEAPON DISPLAY SHOWS THE EQUIPPED PRIMARY AND SECONDARY WEAPON THE CURRENT CHARACTER HAS, AND LETS YOU SWITCH BETWEEN THE TWO AT WILL.

RADIO

THE RADIO REPRESENTS YOUR LIFELINE TO RANGER HQ AND THE REST OF COLORADO WHEN YOU'RE OUT IN THE FIELD. DURING YOUR MISSION, YOU'LL RECEIVE TRANSMISSIONS FROM FOLK ALL AROUND THE WASTELAND WITH VALUABLE INFORMATION, AS WELL AS STRANGE BROADCASTS FROM BEFORE THE END TIMES.



INVENTORY & CHARACTER SCREENS

THE INVENTORY SCREENS ALLOW YOU TO VIEW AND EQUIP YOUR SQUAD'S ITEMS AND EQUIPMENT, INCLUDING WEAPONS, ARMOR, USABLE ITEMS, MONEY, AND MORE. AS YOU CHANGE YOUR GEAR AND UNLOCK NEW UPGRADES, YOU'LL ALSO BE ABLE TO SEE THEIR IMPORTANT STATISTICS CHANGE, SUCH AS CON AND HIT CHANCE.

THE DIFFERENT CHARACTER SCREENS ALLOW YOU TO VIEW DETAILED INFORMATION ON ATTRIBUTES, SKILLS, PERKS, AND MORE. IN ADDITION, YOU CAN ALSO LEVEL UP VARIOUS ASPECTS OF EACH OF YOUR SQUAD MEMBERS FROM THEM, PROVIDED YOU HAVE THE APPROPRIATE ATTRIBUTE, SKILL, OR PERK POINTS AVAILABLE TO SPEND.

WHILE ON THESE SCREENS, YOU'LL HAVE A SINGLE RANGER SELECTED AT ANY GIVEN TIME, BUT YOU CAN FREELY SWITCH BETWEEN THEM USING THE PORTRAITS NEAR THE TOP OF THE SCREEN TO CHOOSE WHICH CHARACTER YOU'RE CUSTOMIZING.

MAP & MISSION LOG

IF YOU EVER LOSE TRACK OF WHERE YOU'RE HEADED, THE MAP & MISSION LOG ARE A GREAT PLACE TO START. THE MAP WILL SHOW YOU IMPORTANT POINTS OF INTEREST WITHIN YOUR CURRENT LOCATION, WHILE THE MISSION LOG WILL ALLOW YOU TO REVIEW THE STATUS AND OBJECTIVES OF ANY ACTIVE MISSIONS YOU HAVE UNDERTAKEN.

PAUSE MENU

THE PAUSE MENU GIVES YOU ACCESS TO A NUMBER OF SCREENS, INCLUDING:

- **SAVE & LOAD GAME:** YOU CAN USE THESE OPTIONS TO MANUALLY SAVE THE GAME OR LOAD A PREVIOUS ONE. THE GAME WILL ALSO PERIODICALLY AUTOSAVE YOUR PROGRESS AS YOU PLAY.
- **OPTIONS:** SELECTING OPTIONS WILL ALLOW YOU TO CONFIGURE A WIDE VARIETY OF DISPLAY, SOUND, GAMEPLAY, AND CONTROL SETTINGS.
- **MAIN MENU:** SELECT THIS TO RETURN TO THE MAIN MENU SCREEN. JUST REMEMBER THAT ANY UNSAVED PROGRESS WILL BE LOST.

GAMEPLAY

EXPLORATION

EXPLORATION GAMEPLAY IS WHAT YOU'LL BE DOING A GOOD CHUNK OF THE TIME IN WASTELAND 3. DURING EXPLORATION, THE GAME MOVES IN REAL TIME, AND YOU'LL BE ABLE TO FREELY MOVE AND TRAVEL AROUND THE VARIOUS ENVIRONMENTS AND LOCALES OF COLORADO.

INTERACTIVE OBJECTS

WHILE EXPLORING THE WORLD, YOU'LL COME ACROSS A NUMBER OF COMMON INTERACTIVE OBJECTS, INCLUDING:

DOORS

DOORS WILL BLOCK YOUR WAY AND YOUR VIEW OF WHAT'S BEYOND. USUALLY THEY CAN BE OPENED BY INTERACTING WITH THEM, BUT SOME MAY BE LOCKED OR TRAPPED, SO BE CAREFUL WHEN YOU'RE POKING YOUR NOSE WHERE IT DOESN'T BELONG.

LOOT

LOOT CAN BE FOUND IN A WIDE VARIETY OF CONTAINERS, SUCH AS AMMO BOXES, MEDICAL CRATES, SAFES, TOOL CHESTS, BOOZE BOXES, AND MORE.

DIGGABLES

YOU MAY ENCOUNTER DIGGABLE OBJECTS, SUCH AS DIRT, SNOW PILES, GRAVES, AND MORE. THESE REQUIRE A SHOVEL ITEM IN YOUR INVENTORY TO DIG, AND WILL USUALLY PROVIDE YOU WITH SOME LOOT ONCE YOU'VE DUG THEM UP.

EXAMINABLES

EXAMINABLES ARE OBJECTS OF INTEREST THAT GIVE YOU SOME EXTRA INSIGHT OR OBSERVATIONS ABOUT THE WORLD, OR A SPECIFIC SITUATION.

GENERATORS

GENERATORS CAN BE TURNED ON AND OFF, AND OFTEN REQUIRE A CHARACTER TO BE SKILLED IN MECHANICS TO USE. THEY ARE USUALLY CONNECTED TO OTHER OBJECTS WITH POWER CABLES, AND CAN POWER THEM UP OR DOWN.

COMPUTERS

COMPUTERS OFTEN PROVIDE INFORMATION TO THOSE USING THEM IN THE FORM OF SYSTEM LOGS AND RECORDS, AND WILL SOMETIMES CONTROL OTHER OBJECTS IN THE ENVIRONMENT. THEY OFTEN REQUIRE A CHARACTER TO BE SKILLED IN NERD STUFF TO USE.

TRAPS

TRAPS ARE OBJECTS THAT WILL CAUSE HARM TO YOU IF YOU SET THEM OFF. THESE INCLUDE EXPLOSIVE LAND MINES, NOZZLES THAT WILL SPOUT POISONOUS GAS, AND ELECTRIC CHARGES THAT WILL SHOCK YOU. IF YOU SPOT THEM BEFORE WALKING INTO THEM, THEY CAN OFTEN BE DISARMED BY CHARACTERS SKILLED IN EXPLOSIVES, OR DISABLED IF CONNECTED TO A GENERATOR.

ALARMS

ALARMS WILL OFTEN BE ENCOUNTERED ATTACHED TO DOORS, OR AS TRIPWIRES. WHEN SET OFF, YOU'LL OFTEN BE CAUGHT WITH YOUR PANTS DOWN AS ENEMIES CONVERGE ON YOUR POSITION TO RUIN YOUR INFILTRATION PLANS. CHARACTERS SKILLED IN SNEAKY SHIT CAN DISARM THEM, KEEPING YOUR PRESENCE UNDETECTED.

EXPLOSIVE BARRELS

IN THE WASTELAND, VALUABLE RESOURCES SUCH AS FUEL, OIL, AND LIQUID NITROGEN ARE KEPT IN BARRELS FOR STORAGE AND TRANSPORTATION. OF COURSE, ANYONE WITH A WEAPON CAN PUNCTURE THESE, CAUSING THEM TO EXPLODE AND DO ALL SORTS OF HARM TO ANYONE NEARBY. BUT YOU WOULDN'T DO THAT, RIGHT?



ATTACKING OBJECTS

ALMOST EVERY INTERACTIVE OBJECT CAN BE ATTACKED BY PICKING THE ATTACK OPTION FROM YOUR QUICK ACTIONS, AS WELL AS AREA-OF-EFFECT ITEMS SUCH AS GRENADES. DOING SO WILL OFTEN ALLOW YOU TO FORCEFULLY BYPASS OR DISABLE CERTAIN OBSTACLES, BUT WILL RISK COLLATERAL DAMAGE, OR PISSING OFF THE OBJECT'S OWNER.



SKILL CHECKS

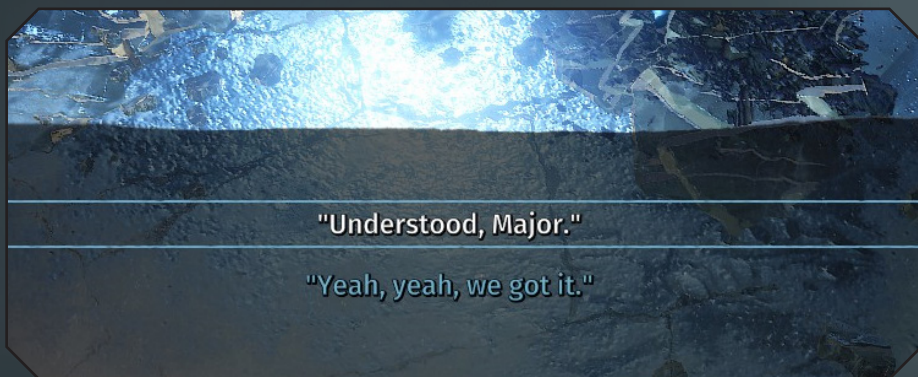
WHILE EXPLORING THE GAME WORLD, YOU'LL COME ACROSS OBJECTS WHICH NOT JUST ANYONE CAN USE. THESE INCLUDE LOCKED DOORS, TRAPS, COMPUTER TERMINALS, AND MUCH MORE. WHEN INTERACTING WITH ONE OF THESE SPECIAL OBJECTS, YOU'LL NEED A CERTAIN SKILL LEVEL TO SUCCESSFULLY OPEN, OPERATE, OR OTHERWISE INTERACT WITH THEM. THESE RANGE FROM LEVEL 1 TO 10. PASSING A SKILL CHECK WILL OFTEN ALLOW YOU TO REACH A NEW AREA, OPEN UP A SHORTCUT, OR GET ACCESS TO SOME EXTRA LOOT, AND WILL ALSO GRANT YOU EXP.



CONVERSATIONS

MOST FRIENDLY CHARACTERS WILL TALK TO YOU IF YOU WALK UP AND INTERACT WITH THEM. SOME MIGHT ONLY HAVE A FEW WORDS TO SAY, BUT WHEN A CHARACTER WANTS TO TALK TO YOU AT LENGTH, THEY'LL PULL YOU INTO THE CONVERSATION INTERFACE. ON THIS SCREEN YOU'LL BE ABLE TO PICK OPTIONS WITH WHICH TO RESPOND TO THEM. OFTEN, THE DECISIONS YOU MAKE DURING CONVERSATIONS WITH CERTAIN CHARACTERS WILL HAVE SIGNIFICANT EFFECTS ON THE OUTCOME OF VARIOUS SCENARIOS AND MISSIONS, AND MAY EVEN BE MATTERS OF LIFE AND DEATH.

CONVERSATIONS CAN ALSO INCLUDE SKILL CHECKS. THESE ARE RESPONSES YOU CAN ONLY PICK IF SOMEONE IN YOUR SQUAD HAS THE APPROPRIATE SKILL LEVEL. OFTEN THESE INCLUDE SOCIAL SKILLS SUCH AS KISS ASS, BUT YOU WILL HAVE OPPORTUNITIES TO USE EVERYTHING FROM FIRST AID TO EXPLOSIVES WHILE IN CONVERSATION. MUCH OF THE TIME, SKILL CHECK OPTIONS WILL GIVE YOU ACCESS TO SPECIAL OUTCOMES YOU WOULDN'T OTHERWISE WOULDN'T HAVE ACCESS TO, SUCH AS NEGOTIATING FOR A BIGGER REWARD, OR CONVINCING SOME MEAN-SPIRITED PUNKS TO STAND DOWN FROM A FIGHT.



HIDDEN OBJECTS

SOME OBJECTS YOU ENCOUNTER IN THE GAME WORLD WILL BE HIDDEN, MEANING THEY ARE UN-DETECTABLE UNLESS YOU PASS A PERCEPTION CHECK. MOST OFTEN, THIS WILL INCLUDE ALARMS, TRAPS, AND OTHER THINGS YOU'LL WANT TO AVOID STEPPING ON, BUT MAY ALSO INCLUDE VALU-ABLE LOOT CONTAINERS AND DIGGABLE OBJECTS. YOUR PARTY IS ALWAYS SEARCHING FOR HIDDEN OBJECTS, SO YOU'LL SIMPLY NEED TO WALK NEARBY. IF YOU ARE ABLE TO SPOT IT, THE HIDDEN OBJECT WILL APPEAR.

COMBAT

STAND AT ATTENTION, YOU PUKES!

DID I JUST CATCH YOU LOOKIN' AT MY RIGHT EYE, RECRUITS? DAMN RIGHT I DIDN'T, BECAUSE THERE AIN'T NO EYE THERE! IT GOT MELTED OFF BY SOME DAMN FLAME-THROWIN' ROBOT! THAT'S WHAT BEING A DESERT RANGER MEANS!

I BET YOU THINK YOU GOT SOME BRAINS IN THOSE HEADS OF YOURS, DON'CHA? BRAINS ENOUGH TO SNIFF OUT AN AMBUSH BEFORE IT'S SPRUNG, RIGHT? BRAINS ENOUGH TO TAKE COVER WHEN THE BULLETS START FLYING AND STAY THERE 'TIL YOUR ENEMY'S LEAD IS SPENT. BUT YOU KNOW WHAT HAPPENS TO ALL THEM BRAINS WHEN SOME WILD-EYED MUTANT WITH A CHAINSAW STRAPPED TO THEIR SHOTGUN COMES RUNNIN' AT YOU AND THERE'S NOWHERE LEFT TO HIDE? I'LL TELL YOU WHAT HAPPENS: THEY END UP LOOKIN' LIKE HOT CHERRY PIE STEAMIN' IN THE SNOW!

I'M HERE TO TEACH YOU HOW TO KEEP THOSE BRAINS INSIDE YOUR SKULLS. I'M HERE TO TEACH YOU HOW TO SURVIVE THE CUT, HOW TO SHOOT WITH PRECISION, HOW TO ARMOR UP, AND HOW TO CHOOSE YOUR WEAPONS AND TACTICS WISELY.

IF YOU LISTEN, YOU MIGHT JUST SURVIVE YOUR FIRST MISSION WITH BOTH OF YOUR EYES STILL IN THEIR SOCKETS... IF YOU SURVIVE AT ALL.

**- GUNNERY SERGEANT PANAMA LI,
RANGER DRILL INSTRUCTOR**

WHILE EXPLORATION IN WASTELAND 3 IS DONE IN REAL TIME, COMBAT IS TURN-BASED. COMBAT BREAKS OUT EITHER WHEN A CONVERSATION TURNS BAD, OR WHEN YOU'RE SPOTTED BY AN ENEMY DURING EXPLORATION. COMBAT WILL TYPICALLY GO UNTIL ONE SIDE IS COMPLETELY DEFEATED--IN OTHER WORDS, IT'S YOU OR THEM.

TURN ORDER

EACH TURN, YOU'LL BE ABLE TO MOVE ALL YOUR SQUAD MEMBERS IN ANY ORDER YOU PLEASE. ONCE ALL YOUR SQUAD'S ACTIONS HAVE BEEN COMPLETED, THE ENTIRE ENEMY TEAM WILL ATTACK ALL AT ONCE. FRIENDLY CHARACTERS MAY ALSO TAKE THEIR OWN TURN, IF THERE ARE ANY PRESENT IN THE COMBAT AREA. THIS REPEATS UNTIL ONE SIDE IS DEFEATED.

COMBAT STARTED

FIRST STRIKE

DURING EXPLORATION, IF YOU'RE ABLE TO ATTACK AN ENEMY BEFORE THEY'VE SPOTTED YOU, YOU'LL BE ABLE TO START THE FIGHT AT AN ADVANTAGE. NOT ONLY WILL THIS DAMAGE OR EVEN KILL THE ENEMY YOU ATTACKED, BUT YOU'LL ALSO START WITH THE FIRST TURN.

ACTION POINTS

ACTION POINTS (AP) DETERMINE THE NUMBER OF ACTIONS YOU ARE ALLOWED TO TAKE IN COMBAT, SUCH AS ATTACKING. EACH ACTION YOU TAKE WILL COST YOU AP. THE DECISION ON HOW AND WHEN TO SPEND YOUR AP IS UP TO YOU. DEFEATING YOUR ENEMY IS AS MUCH ABOUT WISELY SPENDING YOUR AP AS IT IS ABOUT WEAPONS OR TACTICS.

MOVEMENT POINTS (MP) REPLACE COMBAT SPEED FROM PREVIOUS WASTELAND GAMES. MP WILL DETERMINE YOUR ABILITY TO MOVE DURING COMBAT. THESE POINTS WILL BE DEDUCTED FROM YOUR MOVEMENT BEFORE AP IS SPENT.



COVER

COVER IS WHAT STOPS BULLETS, BOMBS, AND SPITTIN' FLAME FROM DOING YOU IN (AT LEAST FOR A WHILE). IT IS ONE OF THE MOST IMPORTANT ELEMENTS IN COMBAT. COVER INCREASES YOUR HIT CHANCE, WHILE ALSO PROVIDING BONUS EVASION.

THERE ARE TWO TYPES OF COVER: LOW COVER AND HIGH COVER. LOW COVER PROVIDES LESS PROTECTION, BUT ALSO GIVES YOU A MORE OPEN ANGLE OF ATTACK. HIGH COVER PROVIDES MORE PROTECTION, BUT CAN BLOCK YOUR VIEW WHEN PERFORMING RANGED ATTACKS.

REMEMBER THAT NOT ALL COVER LASTS FOREVER. SEVERAL TYPES CAN BE DESTROYED AS THEY TAKE DAMAGE FROM ATTACKS, OR ARE RUN OVER BY VEHICLES. CHOOSE YOUR COVER WISELY, AND ALWAYS TRY TO POSITION YOURSELF TO KEEP YOUR SQUAD MEMBERS OUT OF THE LINE OF FIRE.



ARMOR

ARMOR IS ONE OF YOUR BEST FRIENDS IN THE WASTELAND. THIS VALUABLE EQUIPMENT WILL REDUCE DAMAGE THAT YOU TAKE--UNFORTUNATELY, IT DOES THE SAME FOR YOUR ENEMIES. ARMOR IS REPRESENTED AS A NUMERICAL VALUE ON AN ENEMY. YOUR ATTACK'S ARMOR PENETRATION WILL NEED TO MEET OR EXCEED YOUR TARGET'S ARMOR TO DEAL FULL DAMAGE--OTHERWISE, IT WILL BE REDUCED IN EFFECTIVENESS. CERTAIN WEAPON TYPES AND ABILITIES WILL ALLOW YOU TO BYPASS ENEMY ARMOR MORE EFFECTIVELY.



ABILITIES

ABILITIES ALLOW YOUR RANGERS TO PERFORM SPECIAL TYPES OF ATTACKS AND ACTIONS. ABILITIES CAN COME FROM SEVERAL SOURCES, INCLUDING SKILLS, PERKS, ITEMS, AND BY CHARGING UP YOUR STRIKE METER (WHICH ARE EXPLAINED BELOW). IN ADDITION, YOUR VEHICLE MAY ALSO HAVE ABILITIES OF ITS OWN THAT ARE TIED TO ITS VARIOUS UPGRADES. ABILITIES OFTEN HAVE A HIGHER AP COST THAN STANDARD ATTACKS, BUT PROVIDE ADDITIONAL DAMAGE, STATUS EFFECTS, HEALING, OR OTHER BENEFITS.



STRIKES

EVERY RANGER IS CAPABLE OF CHARGING UP AND EXECUTING A STRIKE ABILITY. UNLIKE ABILITIES, STRIKES ARE CHARGGED UP DURING COMBAT VIA ATTACKING ENEMIES. ONCE YOUR STRIKE METER IS FULL, THE OPTION TO USE YOUR STRIKE WILL APPEAR.

THE TYPE OF STRIKE YOU EXECUTE IS BASED ON THE WEAPON YOU'RE USING. STRIKES RANGE FROM TARGETING SPECIFIC BODY PARTS TO INFLICT POWERFUL NEGATIVE STATUS EFFECTS TO PERFORMING POWERFUL AREA-OF-EFFECT ATTACKS THAT CAN DEVASTATE ENTIRE GROUPS.

VEHICLES

IN CERTAIN COMBAT SCENARIOS, YOU WILL HAVE ACCESS TO YOUR VEHICLE, THE KODIAK. THIS IS A POWERFUL DRIVABLE UNIT WHICH TAKES UP A LARGE SPACE ON THE BATTLEFIELD. IN ADDITION TO SUPER-CHARGED WEAPONS, THE KODIAK CAN PROVIDE COVER TO ANY CHARACTERS STANDING NEXT TO IT, AND IT CAN ALSO SMASH THROUGH CERTAIN DESTRUCTIBLE COVER, AND EVEN RUN OVER ENEMIES.



FINAL ACTIONS

FINAL ACTIONS ARE SPECIAL ACTIONS YOU CAN PERFORM THAT CONSUME THE REMAINDER OF THAT CHARACTER'S ACTION POINTS. THE MORE AP SPENT WHEN USED, THE GREATER THE BENEFIT.

AMBUSH

AMBUSH ALLOWS YOU TO SET PREEMPTIVE ATTACKS. WHEN YOUR CHARACTER IS IN AMBUSH MODE, THEY WILL ATTACK ANY ENEMY THAT ENTERS INTO THEIR WEAPON RANGE DURING THE ENEMY'S TURN. THE MORE AP SPENT GOING INTO AMBUSH MODE, THE BETTER YOUR HIT CHANCE.

DEFEND

HUNKER DOWN! SELECTING THIS STANCE WILL PROVIDE YOU WITH BONUS EVASION FOR EVERY AP SPENT.

PREP

WANT TO BE A HERO NEXT TURN? USING PREP WILL LET YOU CARRY OVER A PORTION OF YOUR REMAINING AP INTO YOUR NEXT COMBAT TURN.

STATUS EFFECTS

STATUS EFFECTS ARE CONDITIONS APPLIED TO YOUR SQUAD OR YOUR ENEMY. THESE EFFECTS CAN BE BOTH POSITIVE AND NEGATIVE. IN EITHER CASE, THEY WILL INFLUENCE A CHARACTER'S ATTRIBUTES, DERIVE STATS, SKILLS, ETC. THERE ARE CERTAIN STATUS EFFECTS THAT DOLE OUT DAMAGE OVER TIME, SUCH AS POISON.



HEALING, INCAPACITATION, & REVIVAL

DURING COMBAT, AS YOUR SQUAD TAKES DAMAGE, YOU'LL WANT TO HEAL IT UP AS BEST AS YOU CAN. THE MOST COMMON WAY TO DO SO IS THROUGH HEALING ITEMS, SUCH AS MEDIC PACKS AND MED HYPOS. AS LONG AS THEY HAVE SOME CON REMAINING, THEY CAN STILL OPERATE AT FULL EFFECTIVENESS.

IF A RANGER'S CON IS BROUGHT TO ZERO, THEY WILL BE INCAPACITATED. IN THIS STATE, THEY WILL FALL TO THE GROUND AND WON'T BE ABLE TO CONTINUE FIGHTING. IF YOUR ENTIRE PARTY IS INCAPACITATED, THEN YOU'LL GET A GAME OVER.

NOT ALL IS LOST, THOUGH! ANY SQUAD MEMBERS STILL ON THEIR FEET WILL BE ABLE TO REVIVE AN INCAPACITATED TEAMMATE, SO LONG AS THEY CAN REACH THEM TO PULL THEM BACK UP ON THEIR FEET. THOSE SKILLED IN FIRST AID WILL ALSO BE ABLE TO RESTORE A BONUS AMOUNT OF CON UPON REVIVAL AS WELL.

INJURIES

GOING DOWN TOO OFTEN IN COMBAT WILL TAKE ITS TOLL. INJURIES ARE LONG-LASTING STATUS EFFECTS THAT YOUR SQUAD MEMBERS WILL RECEIVE WHEN THEY ARE INCAPACITATED, AND WILL CONFER PENALTIES TO THEM FOR AS LONG AS THEY'RE ACTIVE. MULTIPLE INJURIES WILL STACK UP, TURNING A FIT AND READY RANGER INTO ONE WHO CAN BARELY PULL THEIR OWN WEIGHT.

INJURIES CAN AND SHOULD BE DEALT WITH WHENEVER THEY'RE SUSTAINED BY USING AN INJURY KIT ITEM, BUT IN THE EVENT YOU DON'T HAVE ANY, YOU CAN ALSO SEEK OUT A TRAINED MEDICAL DOCTOR TO HEAL THEM UP... USUALLY FOR A FEE.



WORLD MAP

STRAP INTO THE KODIAK AND GET READY TO TEAR THROUGH THE BITTER, FROZEN WASTES OF COLORADO. ONCE YOU EXIT A LOCATION YOU'RE IN, YOU'LL END UP ON THE WORLD MAP, WHERE YOU CAN TRAVEL TO AND DISCOVER NEW LOCATIONS.

LOCATIONS

YOU CAN FIND NEW LOCATIONS WHILE DRIVING AROUND ON THE WORLD MAP. LOCATIONS CAN BE TOWNS, CITIES, HOMESTEADS, AND OTHER IMPORTANT LANDMARKS. ONCE DISCOVERED, THEY WILL ALWAYS BE VISIBLE, AND AVAILABLE TO RETURN TO LATER ON.



ENCOUNTERS

YOU CAN'T TRAVERSE THE WASTELAND WITHOUT HAVING YOURSELF A FEW COLORFUL AND POTENTIALLY LETHAL ENCOUNTERS. ENCOUNTERS ARE SHORT EVENTS AND SCENARIOS YOU CAN RUN INTO, SOMETIMES AT RANDOM, SOMETIMES AFTER SPOTTING SOMETHING INTERESTING AND CHOOSING TO APPROACH. ENCOUNTERS PLAY OUT IN TEXT-BASED FORM, AND PRESENT YOU WITH A NUMBER OF OPTIONS TO CHOOSE FROM. MANY OF THEM FEATURE SKILL CHECKS THAT CAN REWARD YOU WITH LOOT AND RESOURCES, WHILE OTHERS MIGHT LEAD TO COMBAT AGAINST HOSTILE DENIZENS OF THE WASTELAND.

THE DECISIONS YOU MAKE DURING YOUR ACTIVITIES IN COLORADO, AS WELL AS WITHIN EACH ENCOUNTER, MAY INFLUENCE THE OUTCOMES AND NEW ENCOUNTERS YOU EXPERIENCE WHILE TRAVELING.

FOG OF WAR

FOG OF WAR IS A BLACK SHROUD THAT COVERS CERTAIN AREAS OF THE WORLD MAP. IT REPRESENTS THE DISTANCE YOU ARE ABLE TO SEE WHILE TRAVELING. AS YOU MOVE THROUGH IT, THE FOG WILL RECEDE AND REVEAL THE LANDSCAPE.



RADIATION

RADIATION FALLOUT IS ALIVE AND WELL IN COLORADO, AND IT HAS A TENDENCY TO CAUSE STRANGE EFFECTS ON THOSE WHO BRAVE IT WITHOUT PROTECTION. WHEN ENTERING RADIATION ON THE WORLD MAP, YOU'LL TAKE DAMAGE OVER TIME. STAY INSIDE IT TOO LONG, AND IT WILL BE GAME OVER FOR THE RANGERS.

AS YOU GET CLOSER TO CLOUDS OF RADIATION, YOUR GEIGER COUNTER WILL BEGIN ALERTING YOU TO ITS PRESENCE AND SEVERITY. WHILE IT'S IMPOSSIBLE TO COMPLETELY AVOID RADIATION WHILE TRAVELING, BOOSTING YOUR RADIATION RESISTANCE LEVEL WILL HELP YOUR CHARACTERS TOLERATE RADIATION, AND ALLOW THEM TO ACCESS MORE REMOTE AND DANGEROUS AREAS.

RADIATION EFFECTS

WHILE INSIDE RADIATION, YOUR SQUAD MEMBERS WILL HAVE A CHANCE TO CONTRACT MANY OF THE STRANGE RADIOACTIVE EFFECTS. THESE RANGE FROM THE MORE MUNDANE, LIKE RAD SICKNESS, TO MUTATIONS SUCH AS SCALY SKIN. SOME OF THOSE MUTATIONS MAY EVEN PROVIDE BENEFITS TO YOUR CHARACTERS, THOUGH POTENTIALLY WITH OTHER DOWNSIDES.

YOU CAN VISIT A TRAINED DOCTOR TO REMOVE THE EFFECTS OF RADIATION, BUT THE TREATMENT WON'T DISCRIMINATE BETWEEN NEGATIVE OR POSITIVE EFFECTS, SO YOU'LL NEED TO DECIDE IF THAT THIRD EYE AND IMPROVED REFLEXES ARE WORTH THE CONSTANT HEADACHES AND NAUSEA.



THE WORLD

YOUR TRIALS AND TRAVELS THROUGH THE WASTELAND ARE ABOUT TO TAKE YOU TO THE FROZEN AND UNFAMILIAR TERRAIN OF COLORADO, AN AREA RULED WITH AN IRON FIST BY ONE MAN, THE PATRIARCH. GANGS, CULTS, AND RAIDERS EXIST HERE ALONGSIDE WHAT MAY BE THE LAST BASTION OF REAL CIVILIZATION LEFT IN THE WORLD. YOU'LL NEED TO KNOW THE WHO, WHAT, WHERE, AND WHICH TOOLS YOU NEED TO DEAL WITH ALL OF IT.

LOCATIONS

IT'S IMPORTANT FOR A RANGER TO KNOW THE LAY OF THE LAND. THESE ARE SOME OF THE MOST IMPORTANT LOCATIONS IN THE SNOW-COVERED WASTES OF COLORADO.



COLORADO SPRINGS

COLORADO SPRINGS IS A REMNANT OF THE WORLD AS IT WAS BEFORE THE GREAT WAR--PERHAPS ONE OF THE LAST IN EXISTENCE. COLORADO SPRINGS IS CONTROLLED BY THE PATRIARCH, AND ACTS AS THE HEART OF HIS STATEWIDE EMPIRE. COLORADO SPRINGS IS DIVIDED INTO MULTIPLE DISTRICTS. THE BUSTLING DOWNTOWN IS HOME TO COMMONERS AND WORKING FOLK, AND INCLUDES POPULAR ATTRACTIONS LIKE PILLORY SQUARE AND THE LITTLE VEGAS NIGHTCLUB. THE POSH BROADMOOR HEIGHTS IS HOME TO THE HUNDRED FAMILIES AND OTHER UPPER CLASS FOLK, AND ALSO INCLUDES THE HEAVILY GUARDED PATRIARCH'S PALACE. THE SCENIC GARDEN OF THE GODS IS ALSO A SHORT DISTANCE AWAY.

RANGER HQ

GIFTED TO THE RANGERS ON THEIR ARRIVAL IN COLORADO, RANGER HQ IS THE HUB OF YOUR COMMAND AS YOU ESTABLISH THE RANGER PRESENCE IN THE REGION. YOU'LL RECEIVE MISSION UPDATES AT RANGER HQ, REST AND RELAX FOR YOUR NEXT ADVENTURE, AND RECRUIT PEOPLE FROM AROUND COLORADO TO JOIN THE RANGER CAUSE.

DENVER

IN THE RUINS OF THE PRE-WAR COLORADO CAPITAL CITY, THE RONALD REAGAN-WORSHIPPING GIPPERS HAVE ERECTED THEIR FORTRESS HEADQUARTERS. INSIDE THE OLD DENVER AIRPORT, NORTHEAST OF THE CITY RUINS, LIES THE MACHINE COMMUNE--A COLONY OF ROGUE ROBOTS, SYNTHS, AND ARTIFICIAL INTELLIGENCES WHO JUST WANT TO BE LEFT ALONE IN PEACE.

ASPEN

WELCOME TO POST-NUCLEAR ASPEN, WHERE COLORADO'S ELITE COME TO RELAX AND UNWIND! FOR DECADES FOLLOWING THE ESTABLISHMENT OF COLORADO SPRINGS AS THE LAST BASTION OF POST-WAR COLORADO, ASPEN HAS SERVED AS THE PRIVATE RESORT FOR THE HUNDRED FAMILIES. IT WAS WHERE THEY WENT TO INDULGE IN ALL MANNER OF DISTRACTION AND DEBAUCHERY, AS WELL AS MEET, MEDIATE, AND TRADE WITH EACH OTHER.

YUMA COUNTY SPEEDWAY

AROUND THE DELAPIDATED TRACK OF THE SPEEDWAY IS A SAVAGE COUNCIL INHABITED BY WAR-LORDS. IT IS A MALIGN PLACE RULED BY FEAR AND EXCESS, DOMINATED BY THE WHIMS OF BRUTAL MEN. ESTABLISHED ON THE HIGH PLAINS AT THE EDGE OF THE PATRIARCH'S DOMINION, THE PLAINS GANGS UNITE HERE TO PLAN THE LEADER'S DOWNFALL.



ENEMIES

THE BEASTS, BOTS, AND BUTT-UGLY SAVAGES THAT ARE MOST LIKELY TO SNATCH AWAY YOUR LAST FROSTY BREATH AROUND THESE PARTS GENERALLY FALL INTO A FEW CATEGORIES. HERE'S WHO (AND WHAT) TO LOOK OUT FOR.



PLAINS GANGS

THE PLAINS GANGS ARE FACTIONS WHO RANGE OVER THE LAWLESS HIGH PLAINS OF COLORADO. PERHAPS THE MOST PROMINENT AMONG THEM ARE THE DORSEYS, A GANG OF MURDEROUS HILLBILIES WHO WORSHIP THE DELUGE OF BLOOD. OTHER FACTIONS AND CLANS INCLUDE THE GODFISHERS, AN INSANE RELIGIOUS GROUP WHO WORSHIP THE SKY, THE SCAR COLLECTORS, SLAVERS WHO HOLD SELF-MUTILATION AND BODY MODIFICATION IN THE HIGHEST REGARD, AND LOS PAYASOS, SADISTIC NIHILISTS WHO BELIEVE LIFE ITSELF IS A JOKE. ANY ONE OF THEM WILL STRIP YOU DOWN TO THE MARROW JUST FOR A LAUGH.

ANIMALS

WATCH OUT FOR TRACKS AS YOU TROMP THROUGH THE SNOW AROUND THESE PARTS, BECAUSE THE ANIMALS OF THE COLORADO WASTES CAN BE EVEN HUNGRIER AND MORE DANGEROUS THAN THE LOCALS. FROM RABID WILD DOGS AND WOLVES, TO SPINY RAZORBACK WOLVERINES, TO SAVAGE GROWLER BEARS, TO ENORMOUS, ANGRY BISON, YOU DON'T WANT TO MAKE YOURSELF SOMEONE'S LUNCH.

ROBOTS

THEY TAKE A LICKIN' BUT KEEP ON TICKIN' ... UNLESS YOU SMASH THEM INTO ENOUGH PIECES, THAT IS. ALL MANNER OF ROBOTIC THREATS ROAM THE ICY PLAINS. ROBOTS CREATED BY THE BASE COCHISE AI HAVE ESCAPED TO THE HIGH ALTITUDES OF COLORADO, INCLUDING OCTOTRONS AND SLICER DICERS. THERE HAVE EVEN BEEN SCATTERED REPORTS OF THE DREADED SCORPITRON. BUT COLORADO IS ALSO HOST TO ITS OWN HOMEGROWN ROBOTIC THREATS, MANY OF THEM THE RESULT OF PRE-WAR DARPA EXPERIMENTS THAT HAVE LONG SINCE ESCAPED THE UNDERGROUND BUNKERS AND MADE THEIR WAY ACROSS THE MOUNTAINS AND PLAINS. SEVERAL HAVE EVEN BEEN ADOPTED AND MODDED UP BY VARIOUS FACTIONS AROUND COLORADO, WHO USE THEM AS BACKUP IN COMBAT.

MUTANTS

EVERYONE'S LEAST FAVORITE RADIATION BYPRODUCT, THE MUTANT POPULATION IS NO LESS WIDESPREAD OR DANGEROUS IN COLORADO THAN IN THE DESERTS THE RANGERS HAVE KNOWN. IF ANYTHING, THEY'RE BIGGER, MEANER, AND NASTIER. COLORADO HAS DROOLS DRIPPING WITH BILE AND PUS (BECAUSE THOSE SUCKERS WEREN'T DISGUSTING ENOUGH), WASTE WORMS THAT CAN TUNNEL UP FROM THE GROUND TO DRENCH THEIR PREY WITH ACID, AND OTHER EVEN MORE FEARSOME CREATURES THAN THOSE.



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